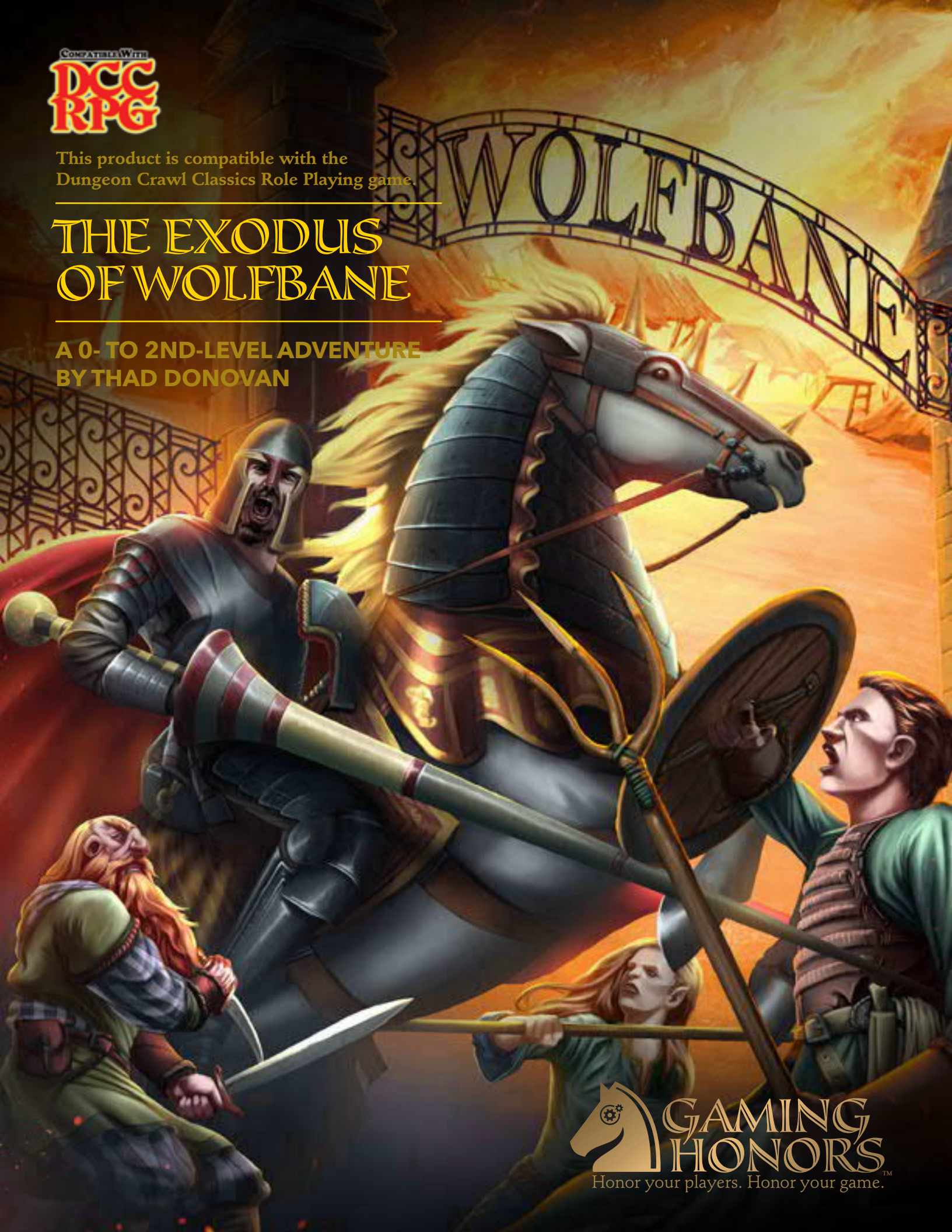


COMPATIBLE WITH
**DCC
RPG**

This product is compatible with the
Dungeon Crawl Classics Role Playing game.

THE EXODUS OF WOLFBANE

A 0- TO 2ND-LEVEL ADVENTURE
BY THAD DONOVAN



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THE EXODUS OF WOLFBANE

Adventure Introduction: This 0- to 2nd-Level adventure features an exodus to a promised land. Players must preserve the lives of as many villagers as possible on this dangerous journey. The townsfolk of Wolfbane are the PCs' friends, families, and neighbors. Most importantly, players need to protect Wolfbane's mysterious magic benefactor, a strange man named Shadowforde. These peasants aren't simply seeking treasure or fighting terrible monsters—they are desperately seeking a new life and to save one.

What matters most, however, is getting the players to invest in what's happening. The deaths of fellow villagers should matter, and we've tried to help you convey that in the design of this module. Peasants may seem expendable, but every gong farmer that falls is one more warrior's story that never gets told!

ADVICE FOR JUDGES:

Read this module in its entirety before playing. This is not a "pick up and go" adventure.

Print and cut out the wagon templates (**page 51**) to help track marching order for the PCs.

Figures and battle maps are optional for every encounter EXCEPT the Grand Finale. A grid map is essential for the final battle.

Set aside time for five sessions to run The Exodus of Wolfbane.

Establish starting 0-level PCs:

Five players = Up to three PCs each
Four players = Up to four PCs each

Factor in our custom rules to maximize the immersiveness of the setting (**see "EXODUS RULES" on page 14**).

Don't forget the handouts (**page 47**).

Consider our optional battle map (sold separately) for the epic combat finale.

Have fun, and remember, death matters.

For tips and advice on running this module, visit gaminghonors.com or [youtube/gaminghonors](https://www.youtube.com/gaminghonors).

ENCOUNTER TABLE

WHEN	XP	ENCOUNTER
Week 0	0	Razing of Wolfbane
Week 1	1	Scavenger Hills (Tunnels/Rats)
Week 1	2	Weekly Checks*
Week 2	1	The Miladrian
Week 2	2	Terrain Obstacles
Week 2	2	Weekly Checks*
Week 3	2	Terrain Obstacles
Week 3	4	Screecher
Week 3	2	Weekly Checks*

LEVEL ONE ADVANCEMENT

Week 4	1	The Fog
Week 4	4	Koji Behemoth and Parasites
Week 4	3	Mirtle and Shalamar (spider)
Week 4	4	Delusional Battle with Soldiers
Week 4	2	Weekly Checks*
Week 5	4	Bashire
Week 5	2	Weekly Checks*
Week 6	3	Farm House
Week 6	3	Wagon Hijack
Week 6	2	Weekly Checks*
Week 7	2	Enraged Villagers
Week 7	2	Blood-infused Plants
Weeks 8+	3	Revive Stonewater

LEVEL TWO ADVANCEMENT

Week 11	4	Stanlish's Army
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**Wagon maintenance/King's Soldiers/Resources/Camping/Caring for Shadowforde*





PLAYER INTRODUCTION

Read the following to the players BEFORE rolling up 0-level characters (which happens after The Razing of Wolfbane):

You are a peasant living in the small farming village of Wolfbane. You are no one in particular, but you will be soon.

Countless years ago, a strange infant was left on a couple's doorstep in your village. The good people took him in and raised him as their only child, naming him Shadowforde. The boy never made a sound and seemed to look through people. His parents soon learned he could sense things that were to come. At ten years old, he could predict the weather, pouring water from a watering can to indicate rain. While he never learned to communicate complex thoughts or even read or write, his parents were unconcerned. "Life is about the simple things," they'd say. Eventually, his parents passed on and the townsfolk became his guardians, each protecting the other. There isn't a person in town that doesn't owe Shadowforde a profound debt for some mysterious act of kindness.

He is now a very, very old man, slight in frame, a head above average in height, with alabaster white skin, a distorted skull, and ageless pearlescent eyes. His long, spindly fingers have an extra knuckle joint and one hand is missing the pinky and ring fingers. Sometimes people catch him nursing the finger stumps as though a suckling. He is always in

a deep blue cloak that must be as old as he is, and he clutches a mysterious wooden box, inside of which is his life's work—contents that must be for something important.

Wolfbane kept Shadowforde and his powers a secret for generations, but word must have finally gotten out. One week ago King Haveron sent a carriage with orders to bring the strange man to the castle. Panicking, Mayor Virginia Sassafras sent an impostor instead—Old Man Whithers. Whithers did his best, but the ruse enraged the King. Poor Whithers was executed on the spot.

Shadowforde was later seen staring southwest towards the King's castle for hours. He broke his trance suddenly by lighting himself on fire with a magical flame. Villagers rushed to his aid, saving his life, but leaving him with horrific burn wounds. You all cared for him, and you worried about what was coming.

And that brings us to today, the day that King Haveron's men arrived to find the real Shadowforde and to punish your village for deception. Buildings are burning. Friends and family are being trampled and hacked to pieces. Small siege weapons are bombarding you. This is all happening right now.

From Shadowforde's hiding place across town (somewhere in the Turnbuckle Inn), you see a spectacular display of magical power annihilate a cluster of mounted soldiers. It's effective, but it reveals his position and drains him of energy. The only world you've ever known is plunged into chaos, and Shadowforde can no longer protect you.

THE RAZING OF WOLFBANE (OPENING BATTLE)

Print or photocopy the **Villager Tally Sheets** (which represent 300 souls, **page 53**) and keep them easily accessible for the remainder of the adventure. Consider taping the sheets to the table for this particular battle.

Give the players a few minutes to familiarize themselves with the villagers, noting that the squares look different to represent men, women, and children.

Soldiers go first.

As you race about in panic to hide or fight, help friends and family, or even cause a distraction to protect Shadowforde, the silhouette of someone you know all too well charges through a cloud of flames. It's Captain Stanlish, the arrogant second-in-command to the King. A mono-brow sits atop his long, narrow nose, and his mustard-yellow eyes make him seem sickly even when he isn't. He rides up to two children, impaling their heads with his lance, raising them like a trophy, and flinging them onto a fire.

Captain Stanlish sets the tone of merciless slaughter. He is darkly sarcastic and enjoys toying with people through intimidation. Optional examples:

- a. *Someone hears Stanlish say, "This Shadowforde must be quite the specimen, given that you're willing to sacrifice literally everyone trying to protect him. Really, though, is he worth it?" Another lance to the heart.*
 - b. *Captain Stanlish's burgundy cape flutters as he tugs hard on his horse's reins. The beast rears up on two legs and stomps the village's midwife into the soil. "Good boy," he says as he pats the horse on the neck.*
 - c. *Stanlish is talking to a young girl. "Your mother? Long red hair, you say? Oh right, right. Her head is over there. Be sure to tell your grandchildren of this night. Now run along, lassy. Cheerio!"*
 - d. *"I haven't had this much fun since the sacking of Loganshire!" Another head is caved in.*
 - e. *"Oh my goodness, I've gone and bloodied my sash."*
1. Roll 7d10* onto the villager sheets. Where the dice land determines the victims. Try to target fresh villager squares each round.
 2. For each die and die value, cross out the names nearest the die. For example, if one of the dice is a six, cross out six villager squares nearest that die, even if the die is away from the sheets. Those

villagers are dead. **Make this a quick process. Don't describe all the victims.**

3. Keep track of any tens rolled (five total tens means they found Shadowforde). Each time a ten is rolled, tell the players that the soldiers are getting closer to Shadowforde.
4. Optionally use different colored dice for the soldiers and describe what happens based on the die (e.g. a red die means villagers were set on fire).
5. Keep a tally of how many villagers die each round by using the optional "Razing of Wolfbane Helper Sheet," available as a free PDF at gaminghonors.com. When the total reaches approximately 240, announce that the soldiers have called it a day, but will certainly be back tomorrow. If you inadvertently go over 240 by a large number, adjust accordingly.

**If the rounds are progressing too slowly, add more d10s.*

Players go next.

Initiative order is based on whoever speaks up first each round. Be sure to allow each player a chance to do something. To kick-start the order, the Judge should select a random villager square, point at a player and say, "Winston, what do you do?" The players do not have characters yet, so they represent random villagers for now. Below are some of the actions players can take. Let them discover these options rather than revealing them up front. Each player rolls one d3 each round. Whenever a 3 is rolled, the player can continue rolling, resulting in a chain effect. Reward clever RP with additional dice rolls. You can keep track of the results by using the optional "Razing of Wolfbane Helper Sheet" available at gaminghonors.com.

1. **Fight:** Roll a d3. A three means the player killed a soldier. Those convert into Community Luck points later.
2. **Run and hide:** Congratulate the player on their cowardice and total uselessness!
3. **Protect Villagers:** Roll a d3. A three means a villager is protected. The player can specify which villager was hidden and circle the square. Any damage targeting that square by the soldiers has no effect.
4. **Distract soldiers from finding Shadowforde:** Roll a d3. If a three is rolled, secretly deduct one from the total number of tens rolled by the soldiers. Do not let the players know this mechanic, but describe their effort as effective or ineffective based on the die roll.

Repeat.

1. Continue the attacks from Stanlish and his soldiers until one of these things happens:
 - a. Total number of villagers killed reaches 240.
 - b. Shadowforde is found by the soldiers.
 - i. If Shadowforde is found, he will be taken away immediately to King Haveron's castle. The easiest way to retrieve him is for the PCs to use the **Shadowforde Does Something Amazing!** card (page 7). They receive this card following the battle.
2. When the combat is over, award the Community Luck points based on how many soldiers were killed. These Community Luck points can be represented by chits or coins and can be used at any time by any PC. Players can also loot each soldier for human-size studded leather armor, a long sword and a crossbow.
3. Save the **Villager Tally Sheets** to keep track of who is available in the community and to encourage role playing opportunities.

The army eventually falls back to a makeshift camp next to farmer Cudrow's cornfield, certainly to prepare for a final assault tomorrow.

As Mayor Sassafras gathers the survivors to regroup, you confer in panicked whispers and decide you have no choice. Revenge will have to wait—you must run. You carry the limp Shadowforde, clutching his mysterious box of precious things, out of the hidden tunnel connected to the inn's privy, gather what you can, and quietly scuttle away into the night. There is one hope for you, a place cherished in your village's folklore—a place somewhere far north of here called Stonewater.

To get there, you will need to cross formidable terrain, and you need to do this while somehow protecting Shadowforde and keeping him and as many fellow villagers alive as possible. Your trip will take at least six weeks. For certain, the King's soldiers will hunt you, and some say the King can see things from afar. Stonewater is your best chance.

BUILD THE CHARACTERS

Have players randomly select PCs from the survivors on the **Villager Tally Sheets** (page 53) to establish their characters. Roll d3 to determine which sheet (A, B or C) and d100 to determine the occupation and character description. The number shown in each villager square represents the d100 roll per **Table 1-3: Occupations on page 22 in the DCC rulebook.**

They can select the nearest living villager and use its ID# to determine the occupation. Players can now roll their stats and fill out their 0-level character sheets.

Once the characters are built, have each player briefly describe someone important to them that was lost in the battle. Players can track these names on the Villager Notes sheet (page 46). The Judge will use them as the victims for **Captain Stanlish's Intimidations**.

A large man covered in soot puts a few more things in one of the carts. It's Rudyard Garrison, the Lofty Albatross innkeeper. He pats the horse on the backside and your caravan starts to pull away without him. He's staying behind, facing certain death, but you know and he knows that each sacrificed life can save many. But will it be enough?

Each player may choose to leave one of their characters behind; Their sacrifice emboldens the other PCs on the journey. Only after everyone has decided, reward each player who chooses to sacrifice a character with one **It's a Miracle! Card** (page 7). Cross out those sacrifices from the Villager Tally Sheets.

Provide the starting equipment cards and handouts described on the following pages.



A. STARTING EQUIPMENT AND RESOURCES

While the journey is treacherous, the PCs do have some advantages that will aid them along the way:

Transportation—(page 51) The group has two wagons (each pulled by two horses) and two carts (each pulled by one horse). The wagons can hold four people inside and two in the driver's seat. To start, one wagon carries Shadowforde, and the other wagon carries the very old, the very young, or the very weak. The carts carry supplies. The wagons and carts need to be maintained during travel to keep the caravan moving away from the King's Soldiers at a good pace.

Shadowforde's Magic—(page 47) Even in his weakened, nearly unconscious state, Shadowforde can muster the power to assist in extreme circumstances.

- a. **Shadowforde Sees the Future!** (One card). By using this card, the party is able to awaken Shadowforde just long enough for him to convey some helpful information about the near future. Judge's discretion for details.
- b. **Shadowforde Does Something Amazing!** (One card). By using this card, the party is able to awaken Shadowforde just long enough for him to do something amazing (as described by the party). Judge's discretion. Have a player roll a d20 to determine effectiveness. Higher is better. Critical failure could be disastrous.

Look What I Found! card (page 47) A single player can announce at any time that they've found something useful in the cart. Judge's discretion.

It's a Miracle! card (page 47) Only for those players who sacrificed a PC to stay behind at the village or other optional situations. This card allows the player to avoid death (or other bad health-related consequence). The player is instead left with 1 HP (or another type of effect is mitigated). The card may be played at any time. It is still possible that the player could be killed or damaged the very next round. Single use.

Transportatoes!—These potatoes are the produce of Farmer Grendal, who also dabbles in magic. Every year a few of these crazy potatoes (d10) show up in his crop. Potatoes can be thrown with a range increment of 20/40/60. Targeted squares have an AC of 5. If the PC rolls well (d20), the thrower is teleported to where the potato lands. It doesn't always work out that way, of course. Single use only.

- 1 The potato explodes just as you let it go: 1d3 damage.
- 2–3 You are launched in the opposite direction 1d8 squares.
- 4–5 The potato explodes where it lands, **DC 10 Reflex save** or all adjacent take 1 damage.
- 6–7 The nearest PC or NPC is teleported along with the thrower.
- 8–12 The potato teleports the thrower to where potato lands, but the player falls prone.
- 13–18 The potato teleports the thrower to where potato lands.
- 17–19 The potato teleports the thrower to where potato lands, and the player gets one temporary Luck point.
- 20 The potato teleports the thrower to where potato lands and the player can take an extra action.

The Letter and Map (page 48)—When Shadowforde was left a foundling in Wolfbane a century ago, tucked in the basket with him was a letter from the merchant who brought him and a crude map showing the location of a place called Stonewater; faced with annihilation, the villagers have chosen it as the final destination of their exodus.

The map was made by Alric Wanderless, the traveling merchant cousin of Delilah Wanderless (Shadowforde's birth mother). The X markings represent where he tried to hand off the infant, but was rejected, resulting in subsequent catastrophes. See "**A. Shadowforde**" on page 10 for more information.

The villagers, Shadowforde, and the mayor will travel to those markings regardless of what the PCs do. If the PCs travel alone, they face almost certain death.

The Box (page 50)—The most valuable and mysterious resource the PCs possess is called simply The Box, and it is never out of Shadowforde's reach. He crudely made it from discarded wood, and over the years he has marked it with simple white chalk. Inside are the results of decades of effort. His innate powers combined with indomitable perseverance guided him to craft the extraordinary contents. The items in The Box are designed to undo the damage done when Shadowforde passed through specific locations as an infant and ultimately reunite him with his mother. See "**A. Shadowforde**" on page 10 for more information.



People have taken peeks inside The Box over the years, but nobody has attempted to use its contents until the attack on Wolfbane. Shadowforde’s formidable powers and unpredictable manner give people pause, even those who love and care for him. The Judge can provide hints of the effects if the party tries to use very small doses to investigate. When attempting to use the contents, the Judge should decide any details that aren’t specified and reward players for being creative. Allow them to really think outside The Box (pun intended). The contents have enormous power. Alric’s map and letter is also with it (**page 48–page 49**) which Mayor Sassafra will give to the party.

Inside are ten cubbies, each with a drawn symbol corresponding to the contents:

1. **Comet**—The inside of this cubby is empty. In desperation, Mayor Sassafra used the brightly colored stones that once were here during the razing of Wolfbane.
2. **Earth Elemental**—A small humanoid statue carved of stone rests in this bin. When released, it grows to become a large earth elemental and can be used as a servant of sorts for one week. It cannot be used in combat. It is best utilized in the Barren Sea (**page 21**), where it instinctively begins closing off volcanoes, preventing the poisonous sulfur from being released. In time, this will renew the sea. Roll on the Results Table at the end of this section.

3. **Phoenix**—Pressed into the compartment is a thick red paste. This ointment can resurrect a person when rubbed on their corpse. The body will ignite in flame, charring it to blackness. From the embers, the resurrected body may arise (or may not per the table below). If the flames are interfered with, the resurrection fails. If used on a deceased Shadowforde, it is a guaranteed success. One use.
 - 1 The body dissolves into mush. Anyone touching it takes 1 HP of fire damage.
 - 2–10 The body is revived as a mindless, reanimated zombie.
 - 11–19 The corpse is resurrected to 1 HP.
 - 20 The body is fully resurrected good as new and any previously existing ailments (deafness, broken bones, etc.) are healed!
4. **Demon Head with Sword**—This nook has an unusual crystal in the form of a whetstone. This can be used on three weapons, which permanently instills them with power to banish demons from this world. Its most effective use is at the grave of **Draven Insalore** (**page 34**). The empowered weapon must be used for the “kill shot” on Draven’s Demon, otherwise he will remain at one hit point in perpetuity. It can also be used with **“Delilah Wanderless”** on **page 31** to ensure a weapon can connect with Draven’s ghost through the ethereal plane.

5. **Fertile Woman**—Tiny seeds fill this slot. While the seeds could certainly be used to grow food, the most dramatic effect would be their use with the Miladrian people, effectively solving their population problem (**page 18**). Roll on the Results Table at the end of this section.

6. **Senses**—This opening holds an object about the size of a skipping stone of unknown material. When held, it's as if alive, constantly changing shape, texture, color, temperature, and odor. It evens emits ever-changing sounds. If put to the tongue, endless flavors are triggered. When placed on a person's ears, mouth, or eyes, the stone cures deafness, muteness, or blindness (up to ten times if used on PCs). It is best used to heal **The Corrupted in Bashire (page 26)** by placing it in the spring at the city-state's center or by applying to The Corrupted individually (usage limit does not apply to them). Roll on the Results Table at the end of this section.

7. **Four Elements**—Earth, wind, fire, water. Each smaller cubby contains a pebble, flint, vial of water, and cotton. The use of these items creates any sort of element-driven effect. The details are subject to the Judge's approval. Examples include creating water for one week's worth of sustenance, or creating a wall of fire to block the King's Soldiers, or generating enough wind to clear away some of the poison cloud in the Barren Sea. Each item can be used once. Their primary use would be to revitalize Stonewater. Roll on the Results Table at the end of this section.

Results Table

Roll **d20** on the following table to determine the effectiveness of the object. (These results can be modified by RP or abilities):

- 1 The effect backfires dramatically.
- 2–10 The effect is less powerful than desired relative to the roll.
- 11–19 The effect goes off more or less as planned relative to the roll.
- 20 The effect does something extra amazing!



THE JOURNEY TO STONEWATER

This section has important information about the journey to Stonewater. **Use the helper sheet on page 10 for weekly checks.**

A. PASSAGE OF TIME

To convey the difficulty of the long and arduous journey, the passage of time is measured in weeks, not days. Similarly, 1st-level characters recover Luck points, spells, etc. at a weekly rather than daily rate.

B. VILLAGERS IN COMBAT

During combat, villagers are generally busy protecting the children and elderly. They only engage in combat if players elect to use the Villager Sacrifice option (see below), at which point selected villagers will charge into battle to protect their loved ones and absorb 1d3 hit points.

If the players want the villagers to do something specific, like gather in one place to block a retreat, for example, Judges may consider it, but don't let combat get bogged down by players trying to control villagers in specific ways.

Most NPCs will not target villagers, although some, like the Captain Stanlish, may choose to do so out of sheer malice.

C. VILLAGER SACRIFICE

During combat, players may sacrifice villagers to avoid hit point damage. Players must choose specific villagers and describe how they participated in the encounter to absorb the damage. The loss of a valuable villager, for instance a craftsman who helps maintain the wagons, should have appropriate effects on later checks.

One villager=1d3 hit point of damage avoided. For example, if a player is currently at one hit point and takes three hit points of damage, she may opt to avoid death by "sacrificing" up to three fellow villagers (knowing that one may be enough).

Players should know that these sacrifices have consequences. Making this sacrifice will make it more difficult to find resources, for instance, and it will definitely affect morale, increasing the chance that the group will be found by the King's Soldiers. Remind the PCs that they have known all of these villagers since birth.

D. HEROIC EXCHANGE

Although players may selfishly sacrifice the lives of fellow villagers to save their own hides, PCs can also heroically save their NPC comrades by absorbing any attack or effect that would otherwise harm the villager(s). Judge's discretion. Award one Luck point to the heroic PC.

NPCs

A number of NPCs play a significant role in this epic adventure, beginning with Shadowforde and the surviving villagers.

A. SHADOWFORDE



See page 4 for Shadowforde's physical and behavioral description and **page 60** for stats.

A century ago, Shadowforde's mother (Delilah Wanderless) was young, poor, and alone in the vibrant city-state of Bashire. A demonic being in human form assaulted her when she was running an errand. When she discovered she was pregnant, she was both afraid to have the child and afraid to terminate it. As she got closer and closer to delivery, the darkness engulfed her. She began taking foul medicines and even experimented with chaotic prayers to expunge

the monster inside her—all to no avail. The moment the boy's misshapen head and ivory white skin poured from her, she knew it was more than she could handle.

She sent the infant away with her cousin Alric, a traveling merchant, who tried to leave the boy with any good or willing soul, but he was rejected time and again. There were no takers until Wolfbane.

As Shadowforde grew up, his powers to see the future also connected him more closely to his past. Through clouded memories he saw the dramatic and terrifying results of the demonic curses he unwittingly left behind. He had a sudden sense of responsibility to fix this blight, but he had no way to share the burden with anyone.

Instead, he became obsessed with the creations that eventually filled The Box. During this process, he scribbled on the merchant's map with white chalk, perhaps in a way that only he could decipher, and he never shared his effort with anyone. He believed this would help heal the past and reunite him with his mother, leading him on a journey he knew he could never make alone. Due to Shadowforde's impaired health from the razing of Wolfbane, he will not personally be able to unleash the creations in The Box.

Shadowforde is an enigma. He lives inside his own head, rarely shows any kind of emotion, and communicates in cryptic ways. He's also a uniquely wonderful and powerful man who spends every day trying to harness his demonic power for good.

Shadowforde's powerfully unpredictable spells are inaccessible in this adventure. The PCs must be the heroes! His only magical contributions are The Box and the special **Shadowforde Sees the Future!** and **Shadowforde Does Something Amazing!** cards.

Once players reach 1st level, a Cleric may be inclined to heal Shadowforde with Lay on Hands. This will actually cause damage to Shadowforde due to the demon blood coursing through his veins, possibly killing him. His alignment is Lawful.

B. MAYOR SASSAFRAS

Mayor Sassafras was a miller by heritage and trade. Born and raised in Wolfbane, she is now an affable woman who looks for cooperative solutions to problems. Wolfbane is not a democracy, but she tries to treat it as one. At the end of the day, if a hard decision needs to be made, the village has historically entrusted her to do so. Thanks to Shadowforde, the village has managed to avoid catastrophe until Captain Stanlish razed it. Sassafras's decision to send an impostor led

to the deaths of more than 240 people, including her husband, children, and grandchildren. This haunts her, and it has shaken her ability to be a leader. She will lean on party members to take leadership roles.

C. VILLAGERS

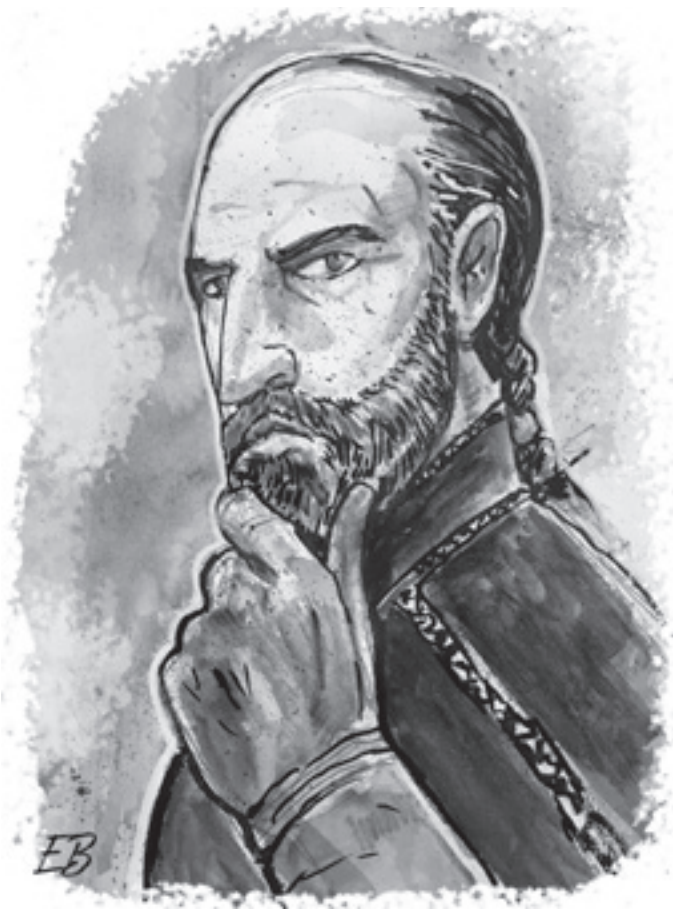
The **Villager Tally Sheets (page 53)** have a grid with a brief description of each villager. As villagers perish during their journey to Stonewater, the Judge should personalize the loss by asking a player to share a brief thought or memory about their fallen comrade. Each villager death also affects **Group Morale (page 14)** by incurring a -1 penalty. Note that players who lose all their starting characters should roll to randomly select a villager and build a new character using the description and matching occupation.

The Judge should take time throughout the adventure to bring NPCs to life. Perhaps the lead wagoner likes to tell jokes to lighten the mood. Maybe that creepy set of triplets spooks people with their oddness. Or how about the annoying prophet that insists on daily prayer from everyone? Players should also be encouraged to review the NPC descriptions throughout the adventure. There may be opportunities to build relationships and take advantage of an NPC's skills. For example, Omni Katrell is an apprentice bow maker. The Judge might allow a bow to be crafted during the journey. Bibu Filmore is a wainwright. If he assists with the wagon maintenance, allow a +2 bonus on the weekly wagon maintenance roll.

Villagers each have 2 HP and AC 10. This does not change during the adventure.

D. ROLE PLAYING FLAVOR

The plethora of villagers in the group should provide endless opportunity to explore interesting characters and unforeseen interactions. Weekly RP Flavor options have been provided, but feel free to abandon these options and follow different RP paths depending on how things play out with the players and the villagers.



The scout for the rear comes racing toward the group in a panic. He doesn't want to yell, but he wants as many people to hear him as possible. "They've spotted us! There's seven of them on horse and they're coming right for us! They'll be here in an instant!" The heavy hooves of warhorses thunder across the ground. The familiar metallic sounds of weaponry and armor instantly remind you of the terrible attack on Wolfbane. Roll initiative!

Here are three possible ways to present the King's Soldiers. Each approach features a different captain. Be sure to use Captain Stanlish at least once, as he is the main antagonist. Assume for each option that the unit's captain does the speaking:

1—Wickedly Diabolical: Captain Stanlish and his men should be as intimidating and threatening as possible. Stanlish likes to make his point by having his troops execute random villagers (or PCs) in front of everyone. He will do so with a great sense of drama and showmanship. He is tasked with finding Shadowforde, and he will command his men to hack through as many people as it takes to get to him. Stanlish himself tends to keep his distance from combat, relying on his soldiers to do the heavy lifting. Try to keep Stanlish alive until the end, so the party's hate for him can build.

Read the following the first time this unit appears:

A group of soldiers draw up their horses on a rise roughly 150 feet away from you. Looking upward, you see Captain Stanlish holding the struggling figure of a halfling. Suddenly a voice cries out from the wagons, "It's Finren! He's got my Finren!" Then the captain calls to you, his voice dripping with sarcasm, "Look what I dug up from the ashes of Wolfbane. What do you say we make this halfling a quarterling? I'm sure you know what we're looking for." As he speaks, he lifts up Finren by the hair with one hand, and with the other he draws a dagger across the halfling's throat. "I'm feeling patient today, so I'll give you to the count of three. [PAUSE] Three." The captain executes poor Finren and tosses the corpse to the ground, shouting, "Roland! Fetch me another, won't you?!"

Captain Stanlish's Intimidations—Captain Stanlish will leave grotesquely intimidating signs along the way. It is a reminder that the hunt is still on and the consequences are grave. These should be presented as being far off the main path of travel. Perhaps scouts first notice these intimidations from afar.

E. KING'S SOLDIERS

Stats for the captains and cavalry are on **page 56**.

King Haveron has sent several search parties to track down Shadowforde and the survivors. Each week there is a chance that the soldiers will find the villagers. This is noted in the weekly checks. Six cavalry are in each unit and the Judge should get familiar with **Mounted Combat rules in the DCC rulebook, page 87**.

Captains—The captains of the King's Soldiers each have their own personalities and strategies for dealing with the party. The worst of them is Captain Stanlish, who will haunt the party throughout the entire adventure. The villagers are familiar with his bullying. Come tax season, he rode through Wolfbane, whacking citizens with a club if they delayed filling his horse's satchels. Farmers who came up short with crops were humiliated to the extreme. Durgan, the melon expert, was forced to wear a rotting pumpkin over his head for a month.

The first time it is confirmed that a captain's unit has located the survivors, read the following:

2—Diplomatic: Captain Penroe is a diplomat at heart and actually respects the party for their loyalty to each other and to Shadowforde. He reminds the party that the King has a lot to offer them—land, wealth, protection, etc. What other choice does this pathetic band of peasants have? Penroe will pull every trick in the book. He'll appeal to the villagers by offering sovereign land, trying to create a divide with the party. He will threaten that survivors in Wolfbane will be tortured if Shadowforde isn't delivered. He will claim that all is forgiven if they reveal Shadowforde. Feel free to come up with any creative offer that the King may or may not have any desire to uphold. It's really just about getting the group to cough up Shadowforde. Penroe has the authority to provide a legitimate signed and sealed contract on site.

Read the following when this unit appears:

Captain Penroe stops his men and strokes a carefully waxed mustache. "Come, friends, this is foolishness. You have suffered greatly, and my men are tired and miss the comfort of their beds. Give us the strange old man and this can all be over. We can help heal his terrible wounds; otherwise he'll die in your hands. What do you say? I warn you that my soldiers grow weary, and I cannot vouch for their patience much longer."

Penroe is not one to engage in combat frivolously. If diplomacy fails, he will simply fall back and monitor the group at a distance. This adds 80% to all future checks for the King's Soldiers to find the party, unless the party is able to find a way to separate from their gaze or dispatch of Penroe and his cavalry. The next time Penroe engages with the party, his attempts at diplomacy will be far less likely.

3—Suicidal: This unit is led by the maniacal Captain Grenfell, who is deeply afraid of magic. Ignoring the wishes of his King, he orders his men to fight to the death, doing whatever it takes to kill Shadowforde. He is willing to sacrifice his own life as well.

As he and his men approach, read the following:

The soldiers galloping toward you don't seem interested in talking. In fact, as they grow nearer, you hear the lead rider yelling to the others, "Mow them down! Kill the monster! Don't let him speak!" Spittle flies from his mouth in ribbons. He seems absolutely incensed with rage and fear.

NOTE: If a captain or soldier is dismounted from his horse, both his AC and attack bonus drop by one. **See Mounted Combat in the DCC rulebook, page 87.**

FOR ALL UNITS: Each unit's confidence fades quickly as their numbers shrink. There is a 33% cumulative chance for each fallen soldier (or horse) that the remaining soldiers retreat. Make the check after each soldier's death. For example, after two fallen comrades, the remaining soldiers are 66% likely to retreat each round (presumably to regroup with another unit).

IMPORTANT: If Shadowforde is captured and taken away, the players can always use their **Shadowforde Does Something Amazing!** card (page 7).

There can potentially be many run-ins with the soldiers. The Judge may optionally avoid such encounters if it disrupts the pace or challenge level of the adventure. The only mandatory one is the delusional battle in the Barren Sea (see **"King's Soldiers Delusion—" on page 24**). Remember, however, that the more you can make the party hate Stanlish, the more dramatic and rewarding the finale will be. Playtests indicate that two such encounters works well.



EXODUS RULES

These are the regular challenges of life on the run. They vary in order from week to week. These rules (A–E) are optional, but best if kept in play!

Group Morale Check Modifiers *(for next Morale Check)*

Soldier Search Modifiers *(for next Soldier Search Check)*

Resource Check Modifiers *(for next Resource Check)*

Clear this each in-game week.

Clear this each in-game week.

Clear this each in-game week.

A. GROUP MORALE

Each week, a player will roll to see if the group's morale is high or low. The base check is **DC 12 Personality**. The Judge may increase or decrease the DC based on role-play or other factors. Be sure to track Morale Check bonuses or penalties (such as villager deaths) as you go. A successful check means the group has high morale and has produced special resources (d8):

- 1–3 Healing herbs (1d4 HP renewed for one PC).
- 4–5 One PC gets a weapon upgrade or new weapon.
- 6–7 One PC gets Padded (75%) or Leather armor (25%).
- 8 The party receives one **It's a Miracle!** card (**page 7**).

On failed resource checks, one villager dies and each player's lowest Luck PC (or only PC) makes a Luck Check. Failure (rolling higher than their Luck score) results in 1d2 damage.

B. WAGON MAINTENANCE

Once a week, players must choose a PC to make a **Maintenance Check (DC 12 Intelligence)** to keep the wagons functioning. This check can be modified at the Judge's discretion based on convincing role-playing or bonuses for an occupation with appropriate skills. Failure adds 10% to the next chance the King's Soldiers have of finding the party. Be sure to track that separately.

C. CAMPING

Camping in the wild is dangerous—d20 check.

- 1 Midnight attack by the King's Soldiers.
- 2–3 Random villager is taken by an animal.
- 4–5 Random PC takes one hit point from an animal attack.
- 6–7 Random PC has weapon stolen.
- 8–16 Nothing happens.
- 17–19 Restful sleep recovers one hit point for a random PC.
- 20 Everyone enjoys a deep sleep and regains one hit point or adds one temporary hit point.

D. SOLDIER SEARCH CHECKS

In each week's checklist there is a chance for the King's soldiers to find the caravan. This chance is sometimes adjusted by the written rules but can also be modified at the Judge's discretion.

E. CARING FOR SHADOWFORDE

Every week the party will need to keep an eye on Shadowforde and do what they can to ensure he lives. If the party does not meet this role playing challenge, the Judge is free to let Shadowforde die. If this occurs, all cards dealing with Shadowforde's interventions become null and void. Player rolls d20.

- 1 NPC commits suicide because they can't take it any more. Shadowforde is clinging to life with barely a pulse.
- 2–6 -5 penalty on next Morale Check as the group loses hope. Shadowforde groans continuously as though in agonizing pain.
- 7–13 No effect. Shadowforde continues his routine of random grunts and clawing at the air.
- 14–16 +5 bonus on next Group Morale Check. Shadowforde's eye contact with multiple people is inspiring.
- 17–19 The PCs that tended to Shadowforde gain 1d2 temporary Luck points. Shadowforde settles down, taking the hand of his caretaker.
- 20 (Natural 20 only) Receive a bonus **Shadowforde Does Something Amazing!** card. Shadowforde becomes lucid enough to sit up and take in the scenery for a while.

F. RESOURCE CHECKS

Each week enough resources must be found to stay alive. The % odds of success is initially based on the current number of "souls" in the group:

#PCs + #Villagers + #Horses + #Allies = d100 Check

Success (rolling at or below DC) = Villagers craft one suit of armor (50% padded or leather), and one random weapon (**page 71 DCC rulebook**).

Failure (rolling above DC) = One villager dies and each player selects their lowest Luck PC (or their only PC) and makes a Luck Check. Failure (rolling higher than one's Luck score) means the PC takes 1d2 damage.

THE EXODUS BEGINS!

Remember that each week in this setting is equal to one day in terms of game mechanics. Each week there is a chance that Captains Stanlish, Penroe, or Grenfell and their troops find the survivors.

Don't be afraid to hit the party hard with each encounter. The group has plenty of ways to deal with difficult encounters (i.e. The Box, specialty cards, and villager sacrifices), but they won't be motivated to use them if you go easy on them.

WEEK 1: SCAVENGER HILLS

Marching Order—Use the **Wagon Templates** handout on **page 51** to determine the default traveling order moving forward unless the players declare otherwise.

Read (or paraphrase) the following to the players:

Mayor Sassafras has instructed the group to head northwest, where the only known mountain pass can be found. You've been traveling through the Scavenger Hills for nearly two days. Your clothes still reek of death and soot. Crisscrossing the landscape of rolling hills are the vestiges of countless paths and roads once used for merchant travel, including the one you're on now. Scouts have been selected and depart the main path to monitor the front, rear and sides from a distance. With her head held low, Mayor Sassafras sidles up next to you. "Can we go over a few things?" she asks.

This is when the Judge can introduce players to the challenges they will face each week (wagon maintenance, morale, etc.):

MAYOR SASSAFRAS

Morale—The mayor asks the party to try and keep morale up among the survivors (**See "A. Group Morale" on page 14**). She accurately senses that the villagers resent her decision to send a decoy instead of Shadowforde.

The Soldiers—Mayor Sassafras reminds the party that the King's Soldiers are on their tails, and it is unlikely the soldiers will give up until successful.

Shadowforde's Care—Shadowforde is on the brink of death, and she hopes that they can find ways to help him (**page 14**).



The Box— (“**The Box**” on **page 7**), Mayor Sassafras will discuss The Box with the PCs privately. She reveals that, out of desperation, she used the colored stones in the Comet chamber to great effect, raining fiery meteors on Stanlish's soldiers. She simply envisioned an outcome and tossed the colored stones in the air. All Mayor Sassafras knows is that Shadowforde is very protective of The Box. Out of respect, few people in the village have ever tried to examine it closely. **She believes, given the dire situation, that the group should not hesitate in using The Box to survive.** She also notes that The Box has deep personal meaning to Shadowforde, as though its contents have purpose. The Box is currently with Shadowforde's minimal belongings in his wagon, and he hugs it protectively.

If the party decides to take The Box, Shadowforde will sense the intentions of the PCs. If the intentions are frivolous, cruel, or opposed to righting the wrongs he caused as an infant, the party immediately loses the **Shadowforde Does Something Amazing!** card (**page 47**).

The Map—Mayor Sassafras presents the party with the map that came with Shadowforde’s box (See **“Handout B—The Map” on page 48**). She says she doesn’t know what the markings mean, but it indicates the way to Stonewater. She notes that Shadowforde’s markings are in white chalk, but the rest is original.

WEEKLY CHECKS: WEEK 1

Weather—20% chance of rain throughout the week, adding 10% to King’s Soldiers’ search and increasing the Morale Check DC by 2.

See **“EXODUS RULES” on page 14**.

1. Resource check
2. ENCOUNTER—THE TUNNELS
3. Captain Stanlish’s Intimidations:
The head of one of the fallen villagers from the Razing of Wolfbane (someone specific that a PC knows) is mounted on a pike. A note with it says (in Stanlish’s voice):
He/she never really had a good head on his/her shoulders. Don’t you agree?—Stanlish
4. Wagon Maintenance. If still alive, Lucan Shivertale (#32B) and Bibu Filmore (#95C) are good options to help with this.
5. Camping
6. RP flavor—A couple of villagers are vying for power. They want control of The Box and more say in group decisions. Does the party agree?
7. Shadowforde’s Care
8. King’s Soldiers (**page 12**)—80% base chance to find the group. This is optional.
9. Group Morale Check
10. Recovery

THE TUNNELS

One evening, you overhear the following conversation amongst a few villagers:

“I’m telling you, there’s a whole network of tunnels! The Green Devils used to operate around here, you know, taking down merchant caravans. But when Lazareth came around, the Green Devils got spooked, so now these tunnels are mostly empty. That’s why they’re called Scavenger Hills, cuz people come around here to loot the tunnels.” Their conversation continues a bit and eventually fades to the typical silence.

If the party questions the villagers or makes a **DC 13 Intelligence check**, they learn that Lazareth is a well-known merchant crime lord who controls the supply of magical reagents as well as resources like textiles, metals, and minerals.

The mountaintops on the horizon indicate that they are about a day away from leaving the hills, so this is the only opportunity to search for the tunnels.

Entrances to the underground can be found with a **DC 12 Intelligence check**. Only one roll for the group may be made, but this check can be made every hour; however, each check adds 10% to the next chance for the King’s Soldiers to find the party. Judges can mark this on the Exodus Rules helper sheet (**page 14**). The tunnels are in disrepair and held up by rotting wooden supports. They are also vast, and one could easily imagine getting completely lost. Note that the villager sacrifice mechanic will not function in this setting; inform the players that, given the tight quarters, only their peasants can descend.

The tunnels are tight and low, as though intended for a smaller race, and you are forced to walk single file. The rough-hewn passages are like a maze, periodically opening into caverns where you occasionally find the remnants of a fire pit and scraps of mundane belongings.



SEARCHING FOR LOOT

Add another 10% to the next chance for the King's Soldiers to find the party. The opportunity to find something useful in the tunnels is a **DC 12 Intelligence check**. Let the party make one roll using the smartest PC's modifier. The check can be made every hour (which keeps adding 10% to the chance to be found). If they make the check, roll a d12. They cannot find the same type of loot twice.

- 1 **We're Lost!**—The party finds nothing and gets lost, requiring one hour to find their bearings. Add yet another 10% to next chance for the King's Soldiers to find the group.
- 2–4 **A Trap!**—Find/disable trap **DC 15**; fungus poison vapor (10ft range **DC 10 Fortitude save**)—lose one point of Stamina.
- 5–12 **Loot!** (Roll a d5)
 - i. Thieves tools
 - ii. One random weapon (d20 on **Table 3-1: Weapons in DCC rulebook page 71**)
 - iii. Three pieces of random equipment (d24 on **Table 3-4: Equipment in DCC rulebook page 73**)
 - iv. Traveler's Dust—This magical powder allows everyone within 100' radius to travel without leaving any evidence of footprints, wagon wheels, etc. Effect lasts for one day and reduces the chance for the King's Soldiers to find the group by 40%.
 - v. Potion of Enlargement (with an etching of a rat)—Increases target's size by 25%, conferring a +2 Strength bonus for the remainder of the week. Target also takes on huge rodent teeth, allowing an additional bite attack for 1d3 damage.

RATS

Rat stats are on **page 56**.

While searching, the party will come across six giant blind rats with sightless white eyes. Their acute sense of smell allows them to attack without penalty, but they often target (50% chance) equipment, weapons, or armor rather than flesh.

DON'T FORGET TO COMPLETE THE WEEK 1 CHECKS.

WEEK 2: THE INFINITE WALL

A row of mountains stretches as far to the east and west as you can see. It is called the Infinite Wall, and the only way over is through it. You are in the foothills approaching the single known pass.

WEEKLY CHECKS: WEEK 2

Weather—Punishing blizzard and bitter cold. 1d2 villagers lose 2 HP (usually dying unless a PC makes a heroic exchange). PCs must make a **DC 10 Fortitude check** or take 1 HP damage.

See "EXODUS RULES" on page 14.

1. Resource check: -10% due to difficult conditions
2. Wagon Maintenance
3. RP flavor—A few villagers approach the party about reconsidering the exodus. They propose that everyone surrender to the King, beg for forgiveness, and turn over Shadowforde. How the players handle this should affect the next group morale check by increasing or decreasing the DC as the Judge sees fit.
4. ENCOUNTER—THE MILADRIAN
5. Group Morale Check
6. Shadowforde's Care
7. Terrain Obstacles (see below)
8. King's Soldiers (**page 12**)—65% base chance to find the group. This is optional.
9. Camping
10. Captain Stanlish's Intimidations:
A fallen villager's corpse from back home has its entrails pulled completely out and is laying across a small path not far from the main trail. A note is nailed to its forehead that reads (in Stanlish's voice).
11. Recovery

The intestines are much longer than I would have imagined. He lived for hours after we scooped his innards out. The screams just went on and on. It became tiresome, really. Soon I'll be measuring your entrails for comparison. Can't wait to see you!—Stanlish



THE MILADRIAN

Stats for the Miladrian are on **page 57**.

The Judge should only read the following if the party specifically travels to the marking on the map. If the party chooses to ignore the marking and try to make it through the mountains on their own, Mayor Sassafra will encourage them to go to the only known suitable pass to the west, noting that trying to move the group's transportation will be incredibly difficult otherwise. If the party insists on avoiding the Miladrian pass, send them through all four Terrain Obstacles instead of selecting two randomly (**page 19 and page 20**).

As you inch toward the base of the mountains near the merchant pass, four mounted figures emerge suddenly from the evergreens. They are riding creatures that look like small, furry tyrannosaurs. There are three men and one woman. She is clearly the leader, striking in appearance, with chiseled features. She wears an elaborate headdress of bone and fur. She calls out to you, "Forgive me for being so bold, but you do not appear to be equipped for travel here. Perhaps we may be of assistance. May I ask why you are in such haste and so ill-prepared?"

The Offer—Chieftess Malyna will offer to help them, but they need to negotiate and she wishes to approach before speaking. Assuming she is allowed to approach, she will extend her offer (quietly speaking to just the mayor and important PCs) to help the party traverse the mountains in exchange for three young men and three women from their group. Chieftess Malyna shares the fact that her people are slowly dying out, as birth rates have plummeted. This is a result of the Miladrian refusing to take in Shadowforde as an infant so many years ago. Malyna promises that newcomers will be well cared for, and she is not lying. Although she is no longer a young woman, Mayor Sassafra is quick to offer herself (a penance for her recent decision that caused so many deaths in Wolfbane.) The Chieftess can be negotiated down to two men and two women (**DC 10 Personality check**), but that is her minimum. No villager other than the mayor immediately volunteers to join these strange mountain people. The rest will need to be convinced (one-time **DC 15 Personality check**, modified by RP) or forced to join the Miladrian people in order to receive help. If the exchange is made, Chieftess Malyna offers her three soldiers (Chinoa, Kenesaw, and Taregan) to assist the party through the mountains (see benefits below). If the party has to force villagers to go, the next Group Morale has a -6 penalty.

If a player sacrifices a character, give them an **It's a Miracle! Card** (page 7).

The Legend—As the party is negotiating, Chieftess Malyna will speak of a curse:

The reason for our plight goes way back. As the story goes, a merchant came traveling through our village many, many years ago, long before my time. But instead of peddling wares, he tried to leave us with an infant. The matriarch, Chieftess Tamaya, rejected the request. Soon after, many mothers began dying during childbirth, and children fell victim to all sorts of fates: disease, animal attacks, accidents. We have never recovered. I am not a full-blooded Miladrian, which explains why I'm still alive. Needless to say, the merchant and infant are as good as devils around here.

The PCs can cure the Miladrian curse by using **"Fertile Woman"** on page 9. If used, provide the party with five community Luck points.

The Question—Make sure the Chieftess inquires as to the reason for the group's hasty travel. This may conjure up information about Shadowforde (though the Chieftess would never imagine that the infant described in the legend has returned).

If the Chieftess and her soldiers learn that Shadowforde is likely the infant of legend, she will retract her offer of assistance, insist that the group leave immediately, and send them away with threats that the abomination should be killed. If combat ensues, Chieftess Malyna and the soldiers will fall back into the mountains to alert their tribe (bringing 30 Miladrian soldiers). She will later inform a unit of King's Soldiers about the group, which will add 25% to the next check for the group to be found.

If the PCs fail to reach an accord, the Chieftess will let the party pass, but she will not offer assistance of any kind. Her people are nonviolent, but they are committed to renewing their population and have to make tough bargains sometimes.

Malyna's soldiers provide the following benefits:

- The three soldiers add +10 to Resource Checks.
- Add +3 to all DC checks for the group and individuals while in the mountains.
- When in combat, the soldiers (as a group) add 1d3 damage automatically each round. They may not be used individually in combat.

TERRAIN OBSTACLES

Inform the players that the terrain is forcing a difficult decision. The group will have to select between one of the two options below in order to continue. If they decide to backtrack and find a better route, they risk running into the King's Soldiers (add 25% to next check). Additionally, they will run into the same terrain obstacles again regardless. **Reminder:** PCs and villagers get +3 to all DC checks below if the Miladrian soldiers are with the group.

1. **Avalanche**—

The most straightforward path leads right below a massive blanket of snow clinging to the mountain's slope. It must have been collecting for months.

- a. **DC 10 Reflex check** to avoid triggering an avalanche. Each player's character with the lowest Luck makes the check. Have them all roll simultaneously so they are forced to decide about burning Luck before they decipher the DC. There is also one check for the remaining villagers (no bonus or penalty).
- b. If the avalanche is triggered, everyone must make a **DC 10 Reflex save** or become buried. 1d3+1 villagers are automatically buried.
- c. Any unburied PC can help to search for victims, succeeding on a **DC 10 Intelligence check**. Failure means the PC/villager dies. Each PC can only search for one PC/villager since the group is now spread so far apart.

2. **Rock slide**—

An alternate path snakes its way through loose, rocky soil with a steep, shallow cliff on one side.

- a. **DC 10 Reflex check** to avoid triggering a rock slide. Each player's character with the lowest Luck makes the check. There is also one check for the remaining villagers (no bonus or penalty).
- b. If a slide is triggered, 1d2 villagers take 1d3 damage. All PCs must make a **DC 10 Reflex save** or take 1d3 damage. Critical failure sends them plummeting over the cliff, for 2d6 damage.

DON'T FORGET TO COMPLETE THE WEEK 2 CHECKS.

WEEK 3: THE INFINITE WALL

It appears as though your group is about halfway through the mountains. Hints of a new land on the horizon look to be about a week away.

WEEKLY CHECKS: WEEK 3

Weather—Punishing blizzard and bitter cold. 0–2 villagers lose 2 HP (usually dying unless a PC makes a heroic exchange). PCs must make a **DC 10 Fortitude check** or take 1d2 HP damage.

See “EXODUS RULES” on page 14.

1. Resource check: -10% due to difficult conditions
2. Terrain Obstacles (see below)
3. Captain Stanlish’s Intimidations:
A burning pile of villagers from the Razing of Wolfbane pollutes the air. A scrawled note nearby reads (in Stanlish’s voice):

They had a burning desire to see you again. If you examine the charred flesh closely, you can almost make out the face of a loved one.—Yours truly, Stanlish
4. King’s Soldiers (page 12)—25% base chance to find the group. This is optional.
5. ENCOUNTER—THE SCREECHER
6. Camping
7. Shadowforde’s Care
8. Wagon Maintenance
9. RP flavor—One of the villagers, a religious zealot, begins preparing everyone for the afterlife.
10. Group Morale Check
11. Recovery
12. **Level up!**

TERRAIN OBSTACLES

Again, the party must choose the lesser of two evils.

Ice Pit—

A flat, massive sheet of ice is just off to the right. It fills a valley, deep and wide.

- a. Starting with players at the front of the marching order and progressing to the back, each PC makes a **DC 10 Reflex save** or falls in the pit, taking 1d6 damage. Once a PC falls in, only PCs that are within a 10’ radius need to roll.
- b. 1d2 villagers fall in and perish.

Frostbite/Altitude sickness—

A fairly clear path leads up and over the peak of the mountain you are on, but it is considerably higher and colder up there.

- a. All PCs must make a **DC 10 Fort check** or take 1d3 damage.
- b. 1d2 villagers succumb to the elements.

THE SCREECHER

Stats for The Screecher are on **page 57**.

DC 15 Intelligence Check (one PC only) to see the creature and thwart a surprise attack from this immense aerial predator:

Without warning, a shadow falls over you. The massive creature above you has a wingspan as wide as two wagons. It looks something like the birds of prey you have seen used for hunting, but much, much larger. Silently it sweeps directly overhead, and then it dives, its piercing shriek ripping through your eardrums. In an instant it begins snatching random bodies with its talons! The horses rear up and thrash in their bridles in complete panic.

Players must make a **DC 10 Will save** to avoid suffering -2 on attacks, damage, and saves during this encounter. Critical failure results in permanent deafness. Once PCs succeed on the save, they are immune. The Screecher can only carry two individuals or one horse and begins its attempts from the front of the wagon caravan. Judge’s discretion for targeting PCs, villagers, or horses. The Screecher typically grapples its prey using its special ability, requiring an opposed Strength check on the PC’s turn to escape. The Screecher will continue to make passes from random directions until it has snatched at least one victim or has taken 50% damage. If The Screecher successfully snatches a horse, it results in

a 15% weekly increase for the chance to be found by the King's Soldiers. The bird will take its victims to its nest on the very peak of a nearby mountain, making it nearly impossible for the group to retrieve them. If a PC or villager successfully escapes the grasp of the claws (**opposed Strength check**), they will fall from a height of the Judge's discretion (**1d6 damage per ten feet**). The first round of being grappled is at ground level. This allows PCs one chance to escape without taking falling damage.

When the bird reaches its nest, it begins feeding its victims to the chicks. If the party decides to try and mount a rescue, make it clear that it is incredibly difficult terrain that will likely result in more deaths. If they insist on trying anyway, make them pay by using the Rock Slide and Altitude Terrain Obstacles (**page 43**)!

IMPORTANT: The Screecher will return for more victims until it has taken 50% damage. It will always fly low enough during its attack run for melee weapons to be used if close enough. Each pass will come from a different direction.

LEVEL UP!

Something about this journey empowers you. As difficult as it has been, you have had to dig deep into your souls to summon the strength and courage to get through each day. You are all now more capable than you have ever been.

Players should choose one of their PCs to level up (to 1st level). Remaining characters are now part of the larger villager group, but can be reclaimed (as 1st level) in the event of a PC's death. Players now only play their 1st Level PC. If there are only three players, the Judge may optionally allow two characters each, with the second character either remaining at Level 0 or advancing to 1st at the Judge's discretion.

The Judge may optionally have the players level up all of their characters (now and at 2nd level) to make it easier in the event the reserves are needed in the future.

DON'T FORGET TO COMPLETE THE WEEK 3 CHECKS.

WEEK 4: BARREN SEA

As you at last descend the foothills of the Infinite Wall, a sea awaits you—no longer of water, but of vapor extending to the horizon. The stench of the miasma is already apparent, and you can only imagine its effect on you in the coming days. Looking out across the expanse, you see volcanoes breaching the fog's ceiling every few miles. Sooty mist billows from their cones endlessly. One wonders how life can prosper in this environment, but then again, life always finds a way. There is no clear road to follow: you know only that the path to Stonewater must lead north.

WEEKLY CHECKS: WEEK 4

Weather—Tropical heat and humidity. PCs must make a **DC 10 Fortitude** check or take 1 HP damage. One random villager perishes from exhaustion.

See "EXODUS RULES" on page 14.

1. Resource check: -20% penalty due to conditions unsuitable for life
2. RP flavor—A villager has done something horrible. An impromptu tribunal erupts. What will be the fate of this peasant and how will it affect the others?
3. ENCOUNTER—THE FOG/BEHEMOTH
4. Camping
5. ENCOUNTER—MIRTLE
6. Captain Stanlish's Intimidations

The body of one of the villagers killed in the Razing of Wolfbane is half buried in loose soil. The arms and legs are akimbo in rude or crude gestures. A note is nailed into the chest and reads (in Stanlish's voice):

I can't believe you found this! We must be close. If you write me a note, I'll be happy to pose your corpse following your instructions. Miss you.—Stanlish"

7. Shadowforde's Care
8. ENCOUNTER—KING'S SOLDIERS DELUSION
9. Group Morale Check
10. Wagon Maintenance
11. Recovery

This used to be the Vulcan Eye Sea, but was corrupted by the wicked energy unleashed when Shadowforde was once again rejected (see “Mirtle the Unhearing” on page 23).

THE FOG

It doesn't take long for the hellish vapors to start affecting all of you. Initially it was just a foul smell. After a day in, it became an irritant for eyes and mouth. Now, two days in, people are getting worried. Nearly everyone exhibits similar symptoms...forgetfulness, blurred vision, bloody coughs, slurred speech, paranoia. Something is happening to you. Shadowforde is sucking on the stubs of his missing fingers as though desperate for nourishment.

Starting with lowest Luck, have each PC roll a **DC 12 Will save**. The first four to fail receive a **Delusion!** card.

DELUSIONS

If a player fails a Will save and is overcome by delusions, they are compelled to act irrationally. Give the affected player a random **Delusion!** card (page 47). Each card can only be used once. Failure

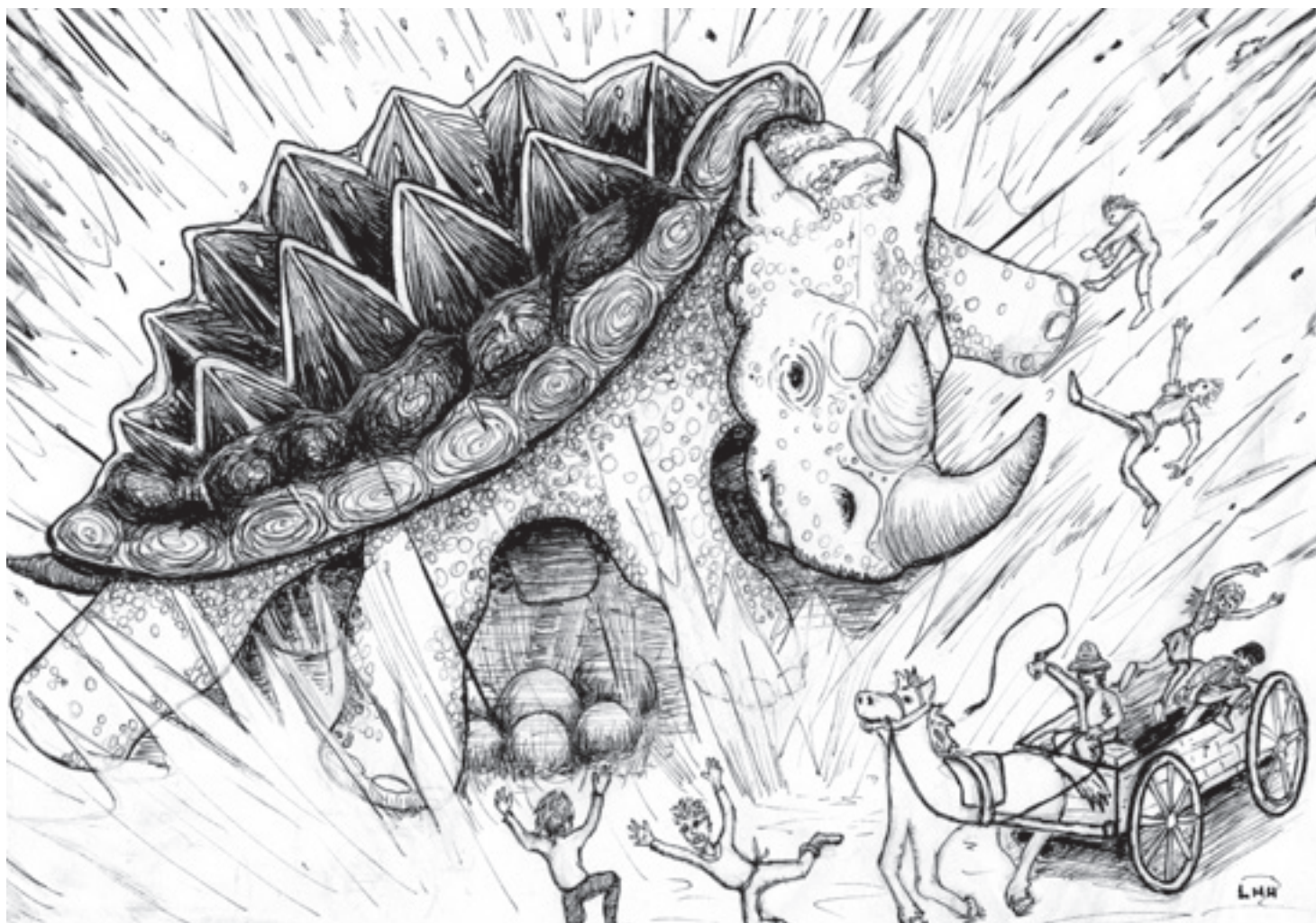
to comply with the delusion leads to madness and death upon reaching Stonewater (don't forget!).

THE BEHEMOTH (KOJI)

Stats for the Koji and parasites are on **page 57**.

A strange creature the size of a house—a Koji—has partially buried itself to protect its eggs beneath its massive body. The villagers may unknowingly walk directly on top of the behemoth, which has a turtle-like shell that merges into the sandy earth.

The endless hours of tedious travel are interrupted when the ground begins shaking. 'What's that?' someone exclaims. A quarter-acre circle of earth begins to lift up the heart of the caravan. Villagers begin spilling from the sides of an enormous creature that rises underneath you, leaving a massive pit in its place. The great beast has the shell of a turtle, six elephant-like legs and something akin to a rhinoceros head. Startled by your intrusion, it runs off, but not before using its massive legs to kick back enough dirt to mostly cover eight human-sized eggs nestled in the pit below. You are immediately surrounded by a swarm of parasites, each the size of a human skull. Their rust-colored exoskeletons clatter as they scurry about trying to find flesh.



Allow the lead PC a **DC 14 Intelligence check** to have noticed something amiss with the ground:

- a. Failure: All the villagers, carts, and wagons fall into the pit, as well as any PC who fails a **DC 13 Reflex save**.
- b. Success: Half the villagers, carts, and wagons fall into the pit, as well as any PC who fails a **DC 8 Reflex save**.

Have a player track how many villagers, carts, and wagons have fallen into the pit, updating the total as they escape or are helped out. It is assumed that the wagons and carts have tossed all their passengers, so they will have to escape separately. PCs without effective ranged weapons will need to be in the pit in order to attack the swarm or eggs. Villagers, PCs, and carts/wagons can escape the pit as follows:

- a. Villagers can escape at a rate of d6 per round *or* get one wagon or cart out of the pit.
- b. PCs can escape the steep, sandy incline on a successful **DC 12 Agility check**.
- c. PCs can use their turn to help other villagers escape at a rate of d6 per round *or* to get one wagon or cart out of the pit. PC remains in pit.

As a Parasite Swarm envelops the caravan, any PC in the Koji pit automatically takes 1 HP damage *or* loses one random item each round. There is a 50% chance that one villager takes 2 HP damage each round if there are any in the pit.

Inform the party that the eggs are starting to squirm. Each round there is a chance (1–3 on a d8) that an egg will hatch prematurely. Once hatched, the spawn will instinctively call for its mother, which comes rushing back with a vengeance in up to three rounds (Judge's discretion). The behemoth is not a creature the party can fight and win. Be sure to drive home to the players just how massive and unstoppable it is. The hatchlings will run and hide rather than attack.

If the parasites have been eliminated and none of the Koji eggs have hatched, have the mama Koji return with intent on trampling anyone near her eggs.

The mother Behemoth's primary goal is to protect its eggs or hatchlings. Anyone remaining in the pit is a potential victim, but she will not otherwise chase down the party.

Use the following table if the party decides to take the large Koji eggs for food (**d20**):

- 1 Eating the eggs was a very bad idea. Your bodies reject it from every orifice. Players and 1d4 villagers must make a **DC 1 Fortitude check** (critical failure) or die.
- 2–19 The eggs immediately fill your bellies. You receive a 20% bonus to your next resource check.
- 20 The eggs are so nutritious and filling that the group does not have to search for additional resources next week. One hatches before being eaten and imprints on the group, acting as an additional soul (for party population) as well as another combatant (**see Baby Koji on page 57**).

MIRTLE THE UNHEARING

Stats for Mirtle and Shalamar (her pet spider) are on **page 58**.

The caravan will come across Mirtle even if they avoid the marking on the map. In that case, simply ignore the reference to Shadowforde's fingers in the jar.

Against all odds, someone has made a home in the middle of this poisonous sea. You are stunned to see up ahead, barely visible in the mist, an extremely elderly woman tending to her garden. It's quite a sight, with luminescent fungi, vegetables that flop and writhe on their vines, and otherworldly plants in all shapes and sizes. Even though your caravan makes a fair amount of noise, it's only when she sees you that she nearly jumps out of her sandals. She races toward a door that has been built into the side of a tiny volcano and slams it shut. Shadowforde's wagon begins shaking violently.

Mirtle's hut used to be on the shore of The Vulcan Eye Sea, where customers frequented her shoppe. The merchant who was traveling with the infant Shadowforde stopped there many years ago and attempted to drop off the baby. Mirtle wanted no such burden, but was enthralled by its magical aura. On the spot, she concocted stories of inconceivable danger and demanded a heavy price for her assistance in avoiding the peril of the once thriving sea. Before the merchant fully realized what he'd agreed to, she snipped off two of the boy's fingers, gave the merchant some potions of unknown effect and sent them off to the nearest seaport. In less than two years, the seawater was replaced by noxious gases.

Shadowforde instinctively knows that the woman is once again near. He is unable to communicate any details of this to anyone; he just knows that this place bothers him. He kicks and hits the wagon boards until his energy runs out and he falls back unconscious.

Since she is deaf, she will not hear the party if they try to speak to her. There are two shuttered windows that the party can peer into. If the party forces entry, Mirtle will attempt to conjure a thick Spider Web across the door (per the wizard spell on **page 196 in DCC rulebook**) using a d24 action die. If they threaten her, she will call upon her friend Shalamar, a giant, poisonous spider.

If the PCs are kind to her and find a way to communicate peacefully, she will offer them her potions—insist, actually.

The inside of this dwelling is like a hoarder's home, jam-packed with endless alchemical contraptions and bowls filled with spider legs, slugs, some kind of wings, and things of this nature. Dozens, possibly hundreds, of unlabeled vials line the walls, each a different size, shape and color. A collection of larger jars contain body parts floating in a syrupy liquid. One is filled with eyeballs. Another, a fetus. Over there is a hairy foot next to a smaller jar with a couple of tiny fingers. The showcase piece is a swollen, oversized humanoid head. She picks a seemingly random vial from a shelf and offers it with wide eyes and a toothless smile.*



*The tiny fingers are Shadowforde's. If they are retrieved and given to Shadowforde, he will crudely re-append them, ending up with rotting digits. Allow each PC to recover two Luck points or add two temporary Luck points.

Mirtle represents an opportunity for the party to heal wounds, expunge **Delusions!**, or come across potions that might help in other ways. Still, her brews are a bit risky, and she insists that the vials be imbibed in her presence. This is purely for her own entertainment (and yours as the Judge!) as well as to learn what recipes work. Below are her existing potions, and she only has one of each. Unfortunately for the PCs, Mirtle doesn't know exactly what they do. When imbibed, have players randomly pick a number from 1 to 12 without repeating. Any potion that does not yield an immediate benefit provides 1d6 temporary hit points.

1. **DC 10 Fortitude save** or character becomes permanently deaf. The "Senses" stone heals this.
2. Healing brew fixes any ailment with 100% effectiveness.
3. **DC 10 Will save** or paralyzed (Judge's discretion for how long, but it should be a week or more).
4. Player gains two temporary Luck points.
5. Permanently hardens skin for an additional +2 to AC. Cuts movement by 10'.
6. Horrible acidic concoction for 1d3 damage.
7. Heals 2 HD worth of hit points. Any overflow counts as temporary hit points.
8. Player may enlarge per the Enlarge spell on **page 139 in the DCC rulebook** using action die of d24, for a duration of one week.
9. Take on the effect of one random **Delusion!** card (**page 47**).
10. Causes blindness until end of next combat. The "Senses" stone heals this.
11. Heals 1 HD worth of hit points. Any overflow counts as temporary hit points.
12. **DC 10 Will save** or the character becomes permanently mute. The "Senses" stone heals this.

KING'S SOLDIERS DELUSION—

After another couple of days travel, tempers are at a new high. Many complain of migraines. People are short with each other. A fight breaks out. Faster than you can believe, most of the group is in a tussle. That's when you hear the clattering metal and thundering hooves from oncoming warhorses. In a flash, someone's mother screams from a javelin to the face. A brother's head is caved in by a mace.

Someone's son is on fire. The fog masks the true numbers, but it's as if you are right back in the Razing of Wolfbane. Captain Stanlish and his soldiers are everywhere, and a half dozen of them have weapons targeting you.

The fog's effects have reached a critical mass, affecting everyone simultaneously in one way or another. The result is a chaotic battle with what seem to be the King's Soldiers, but this is actually a mass delusion that causes the entire group to fight each other.

In terms of mechanics, treat this combat as though the King's Soldiers have found the group. You should track damage normally to maintain the illusion, but the results will not be like those of a normal combat (see below).

This combat will continue to the end of the first round in which there is a death of either a soldier or a PC, at which point the soldiers fade away. For every soldier "killed," one random villager dies. If a "soldier" kills a PC, the PC truly dies. Any damage dealt by a "soldier" truly damages the PC. The soldiers will not retreat in this battle.

If available, the players can always use the **Shadowforde Does Something Amazing! card (page 47)** to end the fight.

As you look around, it's as if you never left Wolfbane. Severed limbs are everywhere. Charred flesh overwhelms the stink of sulfur. The former seafloor is a swamp of blood. Piles of bodies twitch and groan. The last handful of villagers raise their weapons, not toward soldiers, but at each other. Seemingly from nowhere, a familiar moan crescendos to a near scream. It's Shadowforde. He's managed to summon a wave of energy that blasts through all of you like a heavy wind. When you clear the soot from your eyes, there are no fallen soldiers, no charred corpses, no beheaded children. Only the ringing, pounding migraines from this cursed fog. Reality sets in again, albeit with real consequence. Friends have in fact been slain in the midst of your delusional chaos.

FIXING THE FOG

If the party uses the Earth Elemental from The Box while in the Barren Sea, it will begin capping off volcanoes to slowly stop the spread of poisonous gases.

Award two temporary hit points to each PC.

DON'T FORGET TO COMPLETE THE WEEK 4 CHECKS.

WEEK 5: BASHIRE— SHADOWFORDE'S BIRTHPLACE



WEEKLY CHECKS: WEEK 5

Weather—Comfortable conditions, no effect

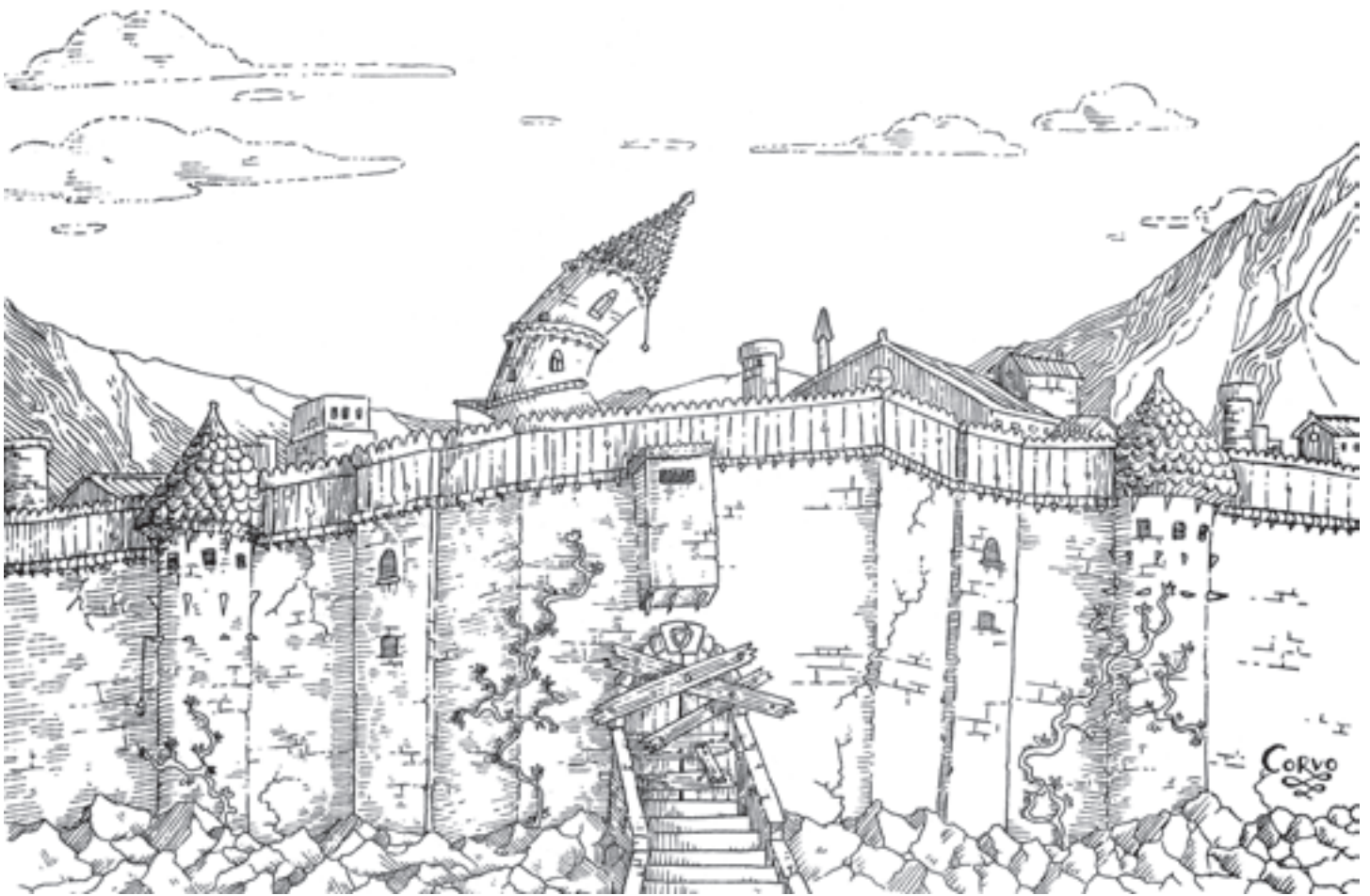
See **"EXODUS RULES" on page 14.**

1. Resource check
2. Shadowforde's Care
3. King's Soldiers (**page 12**)—35% base chance to find the group. This is optional.
4. Captain Stanlish's Intimidations

Scouts find two Wolfbane skeletons dangling from a tree. Their arms have been draped over each other and the skulls rest on the other's shoulder blade. Some bit of clothing or jewelry indicates who they were. A note nailed to the tree says, in Stanlish's voice:

"It's rather like a work of fine art, don't you think? I call it 'The Dance'. —See you soon! Stanlish."

5. ENCOUNTER—BASHIRE
6. Camping
7. RP flavor—The Box goes missing. Who has it? What does the party have to do to recover it?
8. Wagon Maintenance
9. Group Morale Check
10. Recovery



OUTSIDE BASHIRE

A fork in the road places you near the doorstep of a massive city-state nestled between two mountains. A 30-foot wall surrounds the city and all apparent gates have long been nailed shut—from the outside. A twisted spire in the center of the city looms higher than any other building. The bustle of daily activity is nowhere to be found. Merchants and travelers who passed through Wolfbane spoke of *The City That Ate Itself*. Some of you recall its name—Bashire—a once-thriving community, the envy of the modern world. King Haveron is said to have modeled his kingdom on Bashire, at least the Bashire known prior to the “Blight of Ages.” A few generations ago something unseen took over, stemming from the orphanage at the heart of the city. People began going blind, deaf, and mute. The legend suggests that they had witnessed something so horrible that they could never see it, hear of it, or speak of it again. Some of the citizens must have escaped and barricaded the city from the outside, hoping to stop the horror from spreading. The people left within have probably long since perished, leaving behind a century’s worth of equipment and resources. Still, the corruption seems to have seeped into the surrounding landscape as well, turning it into a sandless desert. Shadowforde cowers in the darkened corner of his wagon, buried in blankets and whatever else he can pile on himself.

INSIDE BASHIRE

The party can enter the city by climbing its 30-foot walls (**DC 8 Strength or Climb check**). A failed climb causes 1d6 HP damage. They can also methodically remove barricades at any of four gates, which causes considerable noise and will add two Lazarites (**page 33**) to any upcoming combat. Finally, they can find a small opening behind the barricades on a **DC 15 Intelligence check** (one check for the group).

When the party breaches the wall or opens a gate, read the following:

Inside the walls of Bashire are the remnants of an empire. Nearly every building is an architectural masterpiece. The streets are on a consistent grid that feeds into a spacious center plaza. A maze of bone-dry canals feed into dormant fountains. In the center is a seven-story tower that tilts at each floor like a crooked snake. Hundreds of people in tattered rags roam the streets, but they seem to have no purpose or motivation. They bump into each other and things continuously. Their eyes are empty and they pay no attention to you whatsoever.

THE CORRUPTED

Bashire was corrupted as a result of Shadowforde's rejection when he was abandoned at the city orphanage as an infant. His presence left children and caretakers fearful and brought out their worst instincts. This demonic aura affected nearly the entire city, turning them into mindless shells of the people they once were.

Now The Corrupted wander the streets by the hundreds, all without the senses necessary to detect the presence of nearby life. They are not quite alive and not quite dead.

The Corrupted can be healed by using the "Senses" stone in The Box (**page 7**). In the heart of the city—right near the orphanage and Lazareth's tower—is a barren spring, once a source of fresh mountain water that fed the city canals. If the "Senses" stone is placed in the spring, it will expunge the corruption and once again provide clean water. This water will flow through the empty canals, randomly splashing on some of The Corrupted, restoring their senses. When used this way, the party will slowly start to become surrounded by people awakening from a hundred-year sleep. They wander around confused, greeting familiar faces and seeking out loved ones or wondering about their beloved Queen Kheegalah (she used to live in what is now Lazareth's tower, but escaped before the corruption took over). They may have a sense of what caused this corruption, speaking of a curse that emanated from the orphanage. The "Senses" stone may also be used to heal The Corrupted one by one by placing the stone on the afflicted area (eyes, ear, mouth, hands, tongue). Roll a d20 for effectiveness per "**Results Table**" on **page 9**.

If the party successfully heals The Corrupted, they may ask some of them to join their ranks and replenish the depleted caravan. The Judge may even have citizens of Bashire request to join the group on their own. **The number of citizens willing to join the party is equal to a single Personality check.** Players may burn Luck to enhance the score.

Award the party two community Luck points for reversing the corruption.

LAZARETH

Lazareth's stats can be found on **page 58**.

Lazareth himself is an incredibly powerful wizard and not someone the PCs will likely defeat directly.

He can be found at the top level of his wizard's tower in the center of Bashire, next to what was once an orphanage. The tower has six floors (foyer, lounge, library, storage, bedroom, alchemy lab). The top floor opens to a platform that surrounds the peak.



Once the party has fully entered the city, Lazareth (from his tower) will cast Ventriloquism via a scroll that allows communication at any distance. He may be spotted by any PC who makes a **DC 22 Intelligence check**. Lazareth generally avoids combat, but he may find it worthwhile to gain control of party members to obtain magic.

Visitors, welcome to my city. I am Lazareth, your host. You may have noticed the hoard around you. Have no worries, they will cause you no harm, assuming you follow my simple instructions, of course. You are free to roam the city, loot as much as you want. The price for admission is magic. Certainly with a caravan of that size, there's something in there that generates magic. I can sense it. When you're ready, just leave your magic items in that empty water fountain over there and you can be on your way. I'm afraid I can't allow you to leave until my request has been met. I'd really hate to have you join the hoard. Let's hope it doesn't come to that. Until then, happy looting.

This is a ruse. Lazareth has no such power to control The Corrupted or corrupt the party. He has created this narrative to imply unstoppable power to his enemies. He does, however, have The Lazarites (**see "The Lazarites" on page 33**), who are happy to sacrifice their lives for their cause (a belief that magic is a conduit to the afterlife). He will order The Lazarites to attack if the PCs fail to turn over anything magical once they are done looting and exploring the city (however, the Judge should

feel free to introduce the Lazarites at any time). If they fail him, Lazareth himself may attempt to use his spells to take over PCs and force them to retrieve any magic, such as The Box or even Shadowforde himself. The caravan and PCs may keep non-magical weapons, armor, transportation, food, etc.

If the players pursue Lazareth in his tower, he will launch a Fireball to discourage them, followed by a Planar Step spell to disappear.

If the party explores his tower, allow them one Intelligence check for the group (**can be modified by Luck as well as a thief's Find Traps bonus**):

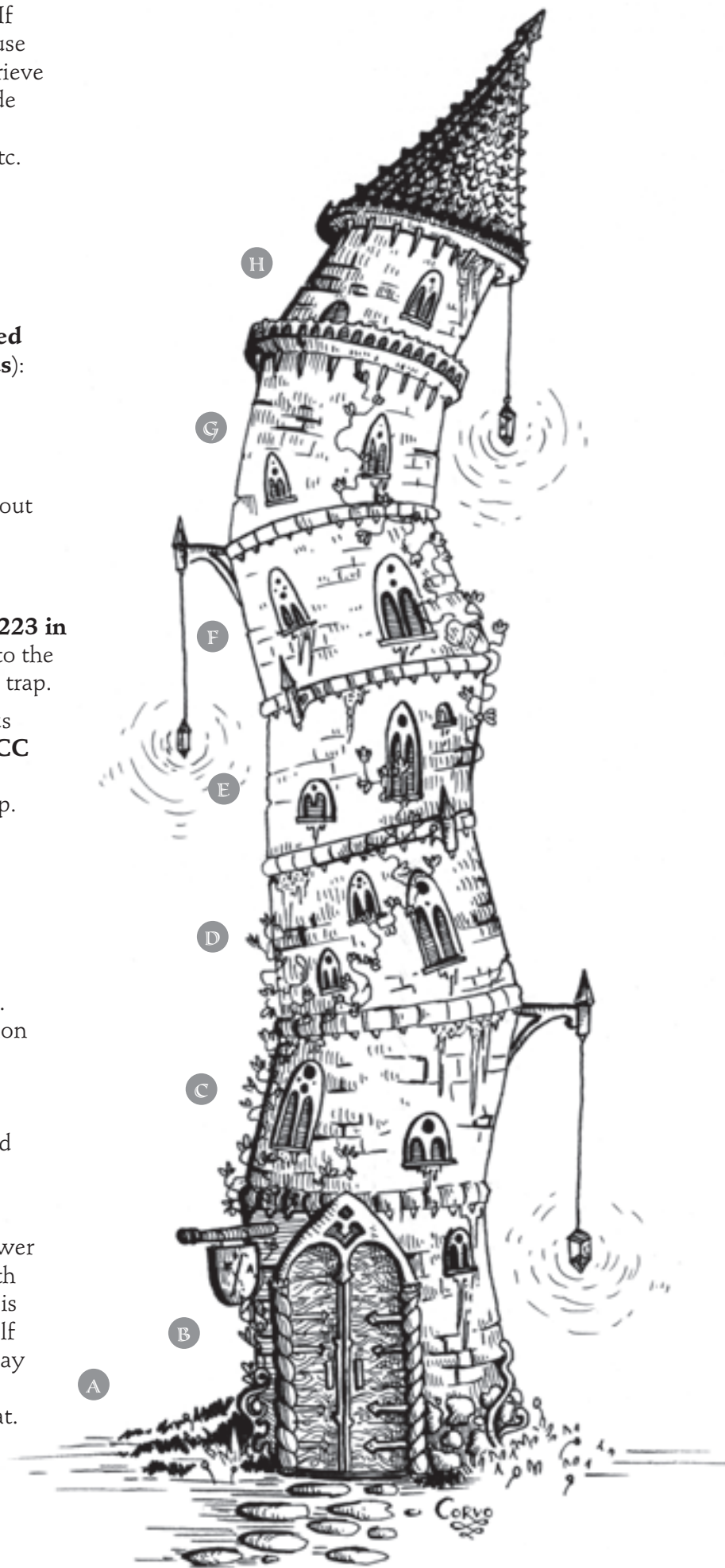
- 1 1d12 damage from a magical trap, **DC 12 Will** save for half
- 2–10 Documents indicating the monopolistic distribution of magical reagents throughout the known world. This puts Lazareth at odds with King Haveron, who wants total control of magic in the world.
- 11–19 Documents above, plus 1d3 potions (**p. 223 in the DCC rulebook**), plus 1d3 damage to the PC with the lowest Luck from a magical trap.
- 20+ Documents and potions from above, plus 1d3 magical scrolls (**page 373 in the DCC rulebook**), plus 1d4 damage to the PC with the lowest Luck from a magical trap.

The tower is one of Lazareth's many lairs throughout this known world.

LAZARETH'S TOWER

The off-kilter tower in the center of Bashire was once the home of the beloved Queen Kheegalah. Most believe that she succumbed to the corruption curse as did so many others, but some think she escaped or may have even been traveling during the outbreak. Certainly someone would have seen her, what with her deep bronze skin, arched shoulders, and extra pair of arms. Whatever the truth, she is certainly no longer in Bashire.

Lazareth is typically on a random level of the tower (1–7). All efforts should be made to keep Lazareth from being killed. He knows how vulnerable he is to attacks. He will use his powers to keep himself at a distance from enemies by holding them at bay with Fireballs, using a Replicant of himself so he can stay hidden, or by escaping via Planar Retreat.



A. THE GROUNDS

The grounds surrounding the tower show remnants of manicured topiary and a meandering walking path. A half-wall discourages unapproved entry to the garden that once preceded the tower's entry.

The tower itself is 90 feet tall, with the first story being twenty feet in height. The bottom level features an unnecessarily tall arched doorway.

It is hard to determine if the tower was purposely constructed with angled floors at each of the seven levels or if it settled into such distortion. Regardless, it stands out as an architectural curiosity. It is otherwise perfectly round level to level, and capped by a cone roof. It is mostly constructed with a mix of alabaster, white marble, and quartz.

Randomly placed slits allow light to enter at each level and a small door opens to a balcony running the perimeter of the seventh and topmost floor.

B. THE FOYER

In the center of this foyer, a spiral staircase formed by alternating black and white slabs of marble climbs twenty feet and opens to the second floor. The curved walls are covered floor to ceiling with insect exoskeletons, bird beaks, claws, and the occasional tortoise shell. Four magical sconces emit an even glow. It is otherwise completely empty.

C. THE LOUNGE

The black marble floor tilts a bit and excessively large velvet furniture lines the walls, including a love seat, reading chair, and somewhat of a bean bag. A step stool is placed at the foot of the furniture.

Next to the reading chair is a narrow, but tall, ornate gold table with a hookah resting perfectly in the middle. The smell of oils and incense still lingers. Also on the table is a moleskin notebook.

The walls are dark with sparkling stars that must be the result of magic.

The spiral staircase continues, but is blocked by a trap door.

If players read the notebook:

Inside are notes regarding strategies for rationing the distribution of magic by gaining monopolistic control of its resources. Written in first person, but without author acknowledgment, the notes reveal extensive travel throughout the world and the often dangerous efforts required to acquire magic in all its forms. There is a clear appreciation bordering on obsession with the magic of

different cultures. There is also mention of the author's other residences in a dozen or more distant provinces.

The author is Lazareth, of course. Not explicitly stated in his notebook is the fact that he initially acquires magic (reagents, potions, scrolls, artifacts, literature, etc.) and studies it for his own edification and utility. Once he has mastered its potential, he attempts to distill its essence into sellable components. As will be confirmed in the upper levels of the tower, Lazareth is, without a doubt, the most learned student and capable executor of wizardry and alchemical knowledge on this plane of existence.

D. STORAGE

This floor requires a **DC 15 Pick Lock check or 25 points of damage** to enter via trap door.

This storage area is lined floor to ceiling with shelves, each curved to fit the room and carefully holding hundreds of trinkets organized by geographic location and culture. The floor is made of hardwood and slants opposite to the floor below. Shafts of light shoot in from window slits. A new spiral staircase, offset from the previous one, leads to the next floor and is also blocked by a trap door. The steps no longer alternate from black to white. They are all black.

Each player may make one search attempt (**DC 8 Intelligence**). Any found items have labels in a random foreign language (**page 440 in the DCC rulebook**). Roll a d7:

- 1–2 Poison—One small vial of a random poison (**page 446 in the DCC rulebook**).
- 3–6 Potion—One vial of a random magical elixir (**page 223 in the DCC rulebook**).
- 7 Kaboom!—A magical trap may have been set off. **Detect Trap/Disable Trap DC 14**. If undetected or not disabled, **1d6 damage (DC 14 Reflex save for half)**.

E. LIBRARY

Players can only enter this space by navigating the magically protected trap door. **Detect Trap/Disable Trap DC 16**. The door is also locked (**DC 16 Pick Lock**).

If undetected or not disabled, the trap door will deliver a potent electrical shock to anyone touching it with their bare hand or when striking bare handed with a metal weapon (**1d8 damage, DC 16 Fortitude save for half**). Once triggered, a magical voice (mimicking Lazareth's voice) speaks as though behind the trap door.

I'm quite busy and prefer to be left alone now. Try me again tomorrow. If it's an emergency, you know what to do.

The electrical shock happens every time unless disabled, destroyed (**50 HP**, but deals equal damage in return if a metal weapon is used to damage it), or bypassed by using a glove or similar.

If the party responds to the voice, it will continue...

Please let me be! I'm working on something very important.

If the party continues, the voice will start again from the beginning and repeat indefinitely.

Once inside the room...

The floor on this level tilts at its own angle. Hundreds of books line the walls and ceiling where they are somehow magically suspended. Like the storage room below, the library shelves are perfectly organized based on where the literature was found and the type of magic it conveys. Countless languages and cultures are represented here. Another offset spiral staircase with all white alabaster steps heads up and opens to a bright white room.

If they choose, each player may make one search check (**1d7**).

- 1 Cursed Book: may curse the first player attempting to read even a single word of it (**DC 13 Will save**). See page 438 in the **DCC rulebook** to issue a random curse.
- 2–3 A notebook that grants any Wizard an additional spell (requires three uninterrupted days to read in order to benefit from the boon).
- 5–6 Scroll—One pamphlet or loose parchment that acts as a random scroll (**page 373 in the DCC rulebook**).
- 7 A fascinating book about magical reagents, demonic magic, memorization techniques, or heroic wizard fiction.

F. BEDROOM

This room is brighter than others thanks to window slits that are both larger and more abundant. It's a minimalist bedroom containing only a cot with pure white linen, a small rabbit skin rug, and a knee-high night stand. A sketchbook on the nightstand shows page after page of stream-of-consciousness drawings. The spiral staircase continues and is met by a trap door.

There is nothing of value or utility in this room.

G. ALCHEMY LAB

A closed trap door prevents unfettered entry, requiring a **DC 15 Pick Lock check** or **25 points of damage** to pass. It is not trapped.

The faint sound of percolating bubbles, flickering flames, and sizzling ingredients emanates from this alchemy lab filled with active experiments. The walls are lined with curved tables to match the circular room, and the middle is left clear, except for one more flight of stairs that opens to a coned-shaped rooftop. There are six tables, each with its own network of tubes, burners, reagents, and vials. The floor on this level is the least angled of them all.

None of the results of these experiments are in usable form, unless the players decide to try and extract something from a beaker or otherwise engage with the alchemical plumbing. If any of the equipment is interacted with (i.e. touched or moved), the following will happen to the person initiating the interaction (**1d7**):

- 1 Oh no! A beaker breaks, a tube shatters, acid shoots everywhere. **DC 14 Reflex save** or take **1d6 acid damage** and **one random item on the PC is destroyed** (including weapons and armor).
- 2–3 Yikes! The mystical concoction triggers a random magical 1st level spell effect (**+3 Spell Check**) that targets the PC or PCs (**page 127 in the DCC rulebook**). Roll 1d4:
 - 1—Choking Cloud, page 134
 - 2—Color Spray, page 135
 - 3—Magic Missile, page 144
 - 4—Sleep, page 155
- 5–6 Oh wow! The percolating reagents trigger a random magical 1st level spell effect (**+3 Spell Check**) that benefits the PC (**page 127 in the DCC rulebook**). Roll 1d5:
 - 1—Animal Summoning, page 129
 - 2—Chill Touch, page 133
 - 3—Ekim's Mystical Mask, page 137
 - 4—Enlarge, page 139
 - 5—Spider Climb, page 156
- 7 Darn it! Bubbles stop bubbling, burners stop burning. The experiment is ruined.

H. BALCONY

This cone-shaped rooftop features a severely angled floor tiled in checkerboard marble. A single wooden arched door opens from the dome to a balcony that surrounds the perimeter of the rooftop. The balcony is five feet wide and has a bronze railing that is more decorative than helpful. Navigating the balcony's harsh angle will be tricky. It is 70 feet to the ground from this height.

Simply moving on this level requires a **DC 6 Agility check** to make progress. If moving out on the balcony, a critical failure sends the PC off the edge, falling 70 feet for 7d6 damage.

EXPLORATION OF BASHIRE

The party as a group (not individually) is allowed one opportunity to search the city for loot (Intelligence check, modified by Luck points if desired). Use the modified result to reward them with the following (i.e. an Intelligence check of 13 provides the party with each item below from 1–13):

1. *A trap!* (This trap affects the PC with lowest Luck. DC 15 to detect/disable, otherwise 1d6+1 damage from darts.)
2. *A jewelry box full of convincing, but valueless baubles.*
3. *A complicated recipe for the best chocolate cake ever. The secret ingredient is tomato.*
4. *A pair of shoes that are very comfortable, but have an annoying squeak with every step.*
5. *A large, clear vase with a cork in it. A label glued to the bottom reads, "Grandma's soul. Don't release!"*
6. *Something useful.* (Random piece of equipment from the table on **page 73 in the DCC rulebook.**)
7. *A set of playing cards with instructions.* (This deck guarantees its possessor will have the best hand.)
8. *A treasure map!* (Judges, you'll have to provide the details of this side adventure if it ever comes up!)
9. *A wardrobe of very high end nobility clothing for up to three PCs. The clothing is intended for special events, not general wear.*
10. *A voodoo doll with a set of unused pins.* (What happens when used is up to the Judge.)
11. *A small vial of dark, syrupy liquid.* (One dose of a random poison that PCs can use to apply to weapons. **See page 446 of the DCC rulebook.**)
12. *High quality leather gloves.* (These non-magical gloves allow one extra swing of a weapon per combat).

13. *Some kind of small mechanical contraption that looks like a cross between a sundial and a watch.* (This device ensures that its user can never become lost.)
14. *A mysterious holy relic.* (Any cleric that uses this relic automatically takes on disapproval from their deity. Roll 1d6 on the Disapproval table on **page 122 in the DCC rulebook.**)
15. *A nice weapon!* (Randomly select a weapon from the **Weapons table on page 71 of the DCC rulebook.**)
16. *A bag of dried berries labeled "Juniper's FlunderBerries."* (1d4+2 berries. When eaten, each berry provides either a +5 bonus or -5 penalty on the PC's next roll.)
17. *An expertly crafted dagger!* (This dagger is powered by demonic forces, not magic, and confers a +2 attack and damage bonus when used for evil purposes.)
18. *A suit of armor!* (Roll d6 on the Armor table in the **DCC rulebook on page 72.**)
19. *One very old and simply made arrow wrapped in a note that reads, "Uncle Talrimeer always said this arrow would never miss. Never tried it myself.—Cuttridge."* (This arrow is a practical joke. It falls apart the moment it is released from a bow.)
20. *A variety of gems and jewelry worth 3d100 gold.*

DELILAH WANDERLESS

Stats for the Ghosts are on **page 58.**

During the party's exploration of the city, they will stumble upon an extraordinary scene.

Seemingly from nowhere, a stout man approaches with his dog, a muscular beast held in check by a hefty chain. He has tar-black hair, a foot-long braided goatee, and knee-high boots made of reptile skin. "Excuse me, have you seen my daughter come through here? Her name's Delilah. She's fifteen—got long, sunburnt hair, wide nose, faded purple dress. Blast the girl! Probably ducking her chores again. Couple of lashes should take care of that." The man doesn't make direct eye contact with anyone as he speaks. He simply continually looks around for the girl.

This is the apparition of Draven Insalore, the human form of the demon that attacked Shadowforde's mother, Delilah Wanderless. When the players attempt to converse with him, his dialogue should be inconsistent and sometimes make no sense, since he really isn't in their world. The conversation ends when Draven either pushes a PC aside or thanks him with a handshake. This corporeal touch briefly connects his ghost to their plane and reveals his supernatural

existence, his hand flowing through the PC. At this point, the PC with the lowest Luck (if not specified by a PC's actions) must make a **DC 13 Will save** or become frozen like an ice sculpture. If it is unclear who may have been touched by Draven, start with the PC with the lowest Luck, until a PC fails the Will save.

Following contact, Draven's eyes will also sweep across the PCs, briefly connecting with them. All nearby PCs must make a **DC 11 Will save** or run away in fear for one round.

The man and his dog blink out of existence.

Tell the players that the frozen body will likely melt if not tended to somehow. One solution is for the party to take the frozen body into the snowy part of the mountain, which is right next to them. This will prevent it from melting. If they are willing to wait a day, the body will return mostly to normal and the PC will be alive with one hit point and some missing body parts. Have the player roll a d4:

1. Your foot melted away, -10 movement
2. Your hand melted away, -1 to hit
3. Your face melted, -2 Personality
4. All of you melted a bit, you are one size smaller

Suddenly, in an adjacent alley, a young woman appears amidst the crowd of cursed citizens. She is sprinting toward you as though she's running for her life. Her screams are silent, but it's clear she's mouthing the word 'help!' over and over. When she reaches you, she grasps out to you all in random directions, never really making eye contact. It's as if she's not quite in this world. Behind her and the crowd, at the end of the alley, reappears the man with the braided goatee. He sees Delilah and is coming for her.

Note that Delilah isn't specifically asking help of the party: it's more like a flashback of her asking for help during the desperate times of her life. Any attack on her by a PC puts the player at risk of losing ability score points (see "**DELILAH'S GHOST**" on page 58). **Any player that uses their action to try and help Delilah recovers one or gains one temporary Luck point.**

Draven will try and chase down Delilah, sometimes appearing next to her or in random nearby places that are within one move away of the PCs. His attacks on the party serve only to clear the path to his real victim, Delilah. (See "**DRAVEN INSALORE'S GHOST**" on page 58). Draven will fight those in his way until he is "killed." Attacks or spells only connect with Draven 50% of the time unless the whetstone from The Box is used.

After the first vision, Delilah's ghost will disappear and reappear throughout the combat:

The ghostly girl dissolves and then appears again nearby. It's almost as if she's trying to hide, using some of you as a barrier. Draven moves forward, attempting to cast aside anyone in his way. The dog, with its silent barks, snaps at anything and everything.

Read each of the following paragraphs in order (once per round as Delilah's action).

- *The young woman's ghost vanishes and appears somewhere else. She has her hands up as she tries to fend off an attack. She silently mouths 'no, no, no!' The man fades out and back again right next to her. He backhands her across the face.*
- *The peasant girl's ghost is sitting beneath a giant willow tree clutching her pregnant belly. She is rocking back and forth and seems to be saying "No, oh no" over and over again.*
- *Ghostly symbols are seen floating around the pregnant girl. You may not be able to decipher the exact meaning of the symbols, but your instincts tell you they are wicked in nature. The part hoof, part fingers claw of an otherwise unseen creature presses on her belly as dark bile seeps from her mouth.*
- *An apparition of the very pregnant girl shows her in an alley filled with rotting fish and mangy mongrels. She looks utterly panicked and helpless. With her feet pressed against a stack of bricks, she pushes in agony to release this thing inside her. What comes out has an elongated head, spindly fingers, asymmetrical features, and things growing on the outside that should be on the inside. Her eyes widen in shock and horror as the child reaches up to her. She shudders and then scoops up the child, staggering away.*
- *Finally, the girl is seen again under the willow tree. She hands a bassinet to a man that looks a bit like her and they hug. He climbs into his merchant wagon and takes an anxious glance at the infant. She watches him ride off, then sobs uncontrollably.*

Play out the scene to reveal the rest of the backstory, even if the Ghost Demon and Ghost Dog have been vanquished.

Delilah generally ignores the party unless they are saying something that appeals to her in terms of finding peace. She never engages with the party as though in a dialogue. Any communication from her is more subtle.

THE LAZARITES

The Lazarites' stats can be found on **page 58**.

Every situation has opportunists, and Bashire is no different. A tribe called The Lazarites has invaded the city, living amongst The Corrupted, taking their homes, scavenging their belongings, and leeching their resources. Whenever new scavengers come along, The Lazarites simply walk amongst The Corrupted as though equally afflicted, awaiting orders from Lazareth to ambush the newcomers (although sometimes they act on their own at the Judge's discretion).

The Lazarites automatically detect any magic within 30 feet and will attempt to grapple (**page 96 DCC rulebook**) anyone carrying such power. If a PC is pinned by a Lazarite, any other Lazarite can automatically retrieve magic items from them, which they will toss up to a nearby rooftop (AC 5 to hit) for other Lazarites to secret away.

If the Lazarites learn of Shadowforde, they will try to kidnap him. The Lazarites are not interested in anything but magic.

The Lazarites are disciples of Lazareth. They are Lazareth's enforcers and protectors and have been here for fifty years or more.

If players opt to stay in Bashire, inform them that Shadowforde climbs out of his wagon and staggers onward. The other villagers continue to escort him to Stonewater.

DON'T FORGET TO COMPLETE THE WEEK 5 CHECKS.

WEEK 6: A FATHER'S GRAVE

You are traveling through rolling plains. Food and water are no longer concerns. There are bison in the hundreds. You've found a serviceable road and are moving at a good pace. You all feel a spike in optimism as you sense Stonewater can't be far away. At this point you're guided more by intuition than a specific path. [If Shadowforde is alive] Shadowforde is still as weak as a lily flower, but his random screams and grabbing at the air have dissipated.

WEEKLY CHECKS: WEEK 6

Weather—Storm season. 25% chance for heavy winds and rain to damage transportation, increasing Wagon Maintenance DC to 18. Ranged attacks are at -2 to hit.

See "EXODUS RULES" on page 14.

1. Wagon Maintenance
2. Confirm marching order and where players are relative to the wagons.
3. RP flavor—A villager is at death's door (Disease? Wound?). She begs for a merciful release from this world. Will someone in the party accept this duty?
4. Captain Stanlish's Intimidations

A villager's body from the Razing of Wolfbane has been dressed in full military regalia in the colors of King Haveron (including human-size studded leather armor and a spear). Parchment is tucked in the sash. [Stanlish's voice]

"This one actually impressed me. He stayed behind and fought like a hero. More than I can say for you.—S"

5. ENCOUNTER—THE FARMHOUSE
6. Resource check is no longer needed.
7. Camping
8. Group Morale Check
9. Shadowforde's Care is no longer needed.
10. Recovery

THE BENNETTS

Stats for Scooter and Beatrice are on **page 59**.

If Shadowforde is not with the group, ignore the part of this encounter that involves him. The farmhouse looks like any other, but this house once harbored Draven Insalore, the human form of the demon that assaulted Shadowforde's mother, Delilah Wanderless.

The road you've been traveling winds its way toward a farmstead with a modest house, a sizable barn, and what looks to be the family plot nestled in the back. As you approach, an aggressively obese woman and a thin, wiry man stare you down from their porch. At least a dozen children are racing through the yard and house. One of them waves a new toy. In the back are farm animals—cows, pigs, horses. The man shouts, "Y'all look like you could use a rest. Why don't you come in and take a load off? We'll put a batch of stew on. Ol' Beatrice here can give you a back rub for a copper." The man leans on a pitchfork as Beatrice smiles coyly.

The farm couple will be perfectly pleasant. Only a few days ago, the King's Soldiers stopped by the farmhouse and made an offer of wealth for information leading to Shadowforde. The Bennetts (including the kids) want to see if the caravan includes this Shadowforde character. They will be endlessly curious, asking about this and that and wanting to look in wagons for potential goods to trade, etc.

If the party enters the house, they may uncover things (each player makes one check):

DC 12 Intelligence—An old painting of the demon in human form. This painting is one of many on the wall. It's a portrait of a man that looks like the ghost from the Bashire encounter. His braided goatee is the giveaway. If asked, the farmers come to realize that neither knows who this man is. They had always assumed it was some distant cousin on the other's side of the family. If a player examines the back of the painting, the name of Draven Insalore is scribbled in the top right corner along with a date over one hundred years prior. This name rings a bell with the farm family. It's etched on a gravestone out in the family plot next to the house. They have no idea who that person is, but they left the headstone intact out of respect.

As the kids race around, someone may notice a shiny toy one of them has.

DC 14 Intelligence—A small brass trinket recognized as King Haveron propaganda. It's a wind-up toy depicting a soldier on horseback. The mechanical action causes the horse to rear up while the soldier swings his sword. This was left behind by one of the King's Soldiers.

When you feel the time is right, read the following:

The sound of rickety wood and unnatural hissing is coming from Shadowforde's wagon. He's peering through the gap in the fabric and the sideboard, his gaze set upon something past the farmhouse. Like a caged animal, he claws at wood, rips through burlap, and emits a piercing howl. His caretakers give him space as a ring of energy radiates from the wagon. Trembling, the old farmer wields his pitchfork as though ready for combat and the big lady hides behind his tiny frame. "That there ain't natural. Y'all best be gettin' on yer way."

FAMILY PLOT

See stats for Draven's Demon on **page 59**.

At the back of the house is a modest family plot with simple headstones on most of the grave sites. Some have no headstone at all. "Bennett" is the family name indicated on all the sites except for one with the chiseled name of "Draven Insalore."

The graveyard at the back of the house contains the demonic remains of the man that attacked Shadowforde's mother so many years ago. This is an opportunity for the party to banish the demon's remnants from this world by using the crystal whetstone in The Box if they are wise enough to make the connection (**see Demon Head with Sword, page 8**). Any interaction with Draven's grave will cause the buried demon to burst through the ground and attack, looking for a new host to occupy. The demon stands upright like a satyr.

The ground suddenly explodes beneath you as cloven-hoofed claws dig out of a grave. Peering from the hole is the head of a black goat with blood-red horns and a braided goatee.

If the party is unable to banish the demon with a weapon sharpened by the magical whetstone, it will continue to attack until it takes over someone's soul and runs off. Include villagers and the Bennetts as potential targets for the demon to take over.

If the party successfully banishes Draven's demon by virtue of the whetstone, award each player one bonus ability score point, player's choice.



FAREWELL

As the party leaves, allow a **DC 15 Intelligence check** for any PC within earshot of the farmers to hear one of the boys say,

"Ma, maybe that's the bad man the soldier was talkin' bout. Are we gonna be rich now?" "Shhh, now get inside!"

There is a chance for the party to avert an upcoming hijacking attempt through diplomacy, but only if they are extremely convincing (this is at the Judge's discretion), or if they preemptively attack the family. The King's soldiers have offered these people a lifetime's worth of wealth if they can recover Shadowforde. The party can make no competitive financial offer.

WAGON HIJACK

Stats for the **Child Bandits** are on **page 59**. If the Bennetts from Week 6 have been killed or negotiated with by the PCs, this scene can be ignored or optionally converted to a gang of mercenaries (adults, not children). See "**Bandit**" in **DCC rulebook, page 432**.

You're in canyon country now. It'll be a day or two of traveling through precarious terrain, including sheer cliffs on either side. Good thing it's the party's turn to rest weary legs and feet by taking a shift in the wagons and carts. [Determine which PCs are in which wagons/carts] As some of you revisit the map, scouts alert the group, "Ambush!" Pouring in from crevasses and behind boulders are young bandits mounted on swift ponies. They look like children. Some of them use a wooden device at their mouths to make a horrible screeching sound like the huge bird of prey you encountered in the mountains. This sends your horses into a panic, launching each wagon and cart forward with you on board. The children's ponies seem immune to the shriek and they chase you down, yelling "I think he's in this one!" Each transport has a lantern, a heavy blanket, and a small chest containing a shaving razor, mirror, mustache wax, a candle, and a few silver pieces..

It's a hijacking! The attacking children (from the farmhouse) or mercenaries have been hired by the King's Soldiers to watch for the caravan. Their goal is to find and secure Shadowforde.

The wagons are heading straight toward a cliff, and the PCs only have three rounds to stop the horses. Each transport will have random villagers aboard (two per wagon and one per cart), but the party cannot rely on them to get out of this situation. It is assumed that Shadowforde is on one of the wagons, but the party may have found another way of transporting him.

This scene can be played as theatre of the mind, but figures may be helpful.

Possible actions include:

The checks must be made for each wagon or cart. Players may come up with any number of other clever solutions. Assign a DC if appropriate based on the examples below.

1. Take the reigns and stop the panicked horses: **DC 18 Intelligence or Personality check (player's choice)**.
2. Damage the wagon or cart enough to stop the transport (breaking a wheel, destroying the harness hardware, etc.): **DC 18 Strength check**.
3. Jump off the wagon or cart while in motion: **DC 15 Reflex check** or take 1d10 damage. Shadowforde will automatically take 1d10 damage if forced to jump from the transportation. This damage can be reduced to 1d5 damage if the players or Shadowforde use the available heavy blankets to absorb the damage. One blanket per wagon or cart.
4. Use the **Shadowforde Does Something Amazing!** card.
5. Incapacitate each of three children or their ponies (to stop the shrieking). They ride thirty feet behind the wagons. The wagon horses will stop on their own if this is successful.

Failure to stop the horses means the wagons and carts will go flying off the cliff after three rounds! Players may try and time a jump to save themselves by grasping a vine at the cliff's edge, taking no damage. **DC 15 Reflex or Strength check (player's choice)**. Anyone who remains in a wagon or cart (including Shadowforde) will take 3d6 damage from the thirty foot fall. The wagons and carts are completely destroyed along with the items on board—including The Box!

The consequences of this encounter may have dramatic effects on morale, for better or worse.

DON'T FORGET TO COMPLETE THE WEEK 6 CHECKS.



WEEK 7— STONEWATER

Stats for the Enraged Villagers are on **page 59**.

After six weeks of harrowing travel and the loss of more friends and family, you finally arrive. Hidden from view of the main roads is a paradise that can only be Stonewater. A natural moat ten feet wide surrounds the lush landscape, turning it into an island. A few deer huddle in a grove of trees. Rainbows float in the mist of a massive waterfall. As you look around, people are finally starting to smile. A giant willow tree sways and greets you.

Villagers approach the island, trying to take it all in. A few end up by the willow tree and appear to be looking at something. As you look for yourself, amidst the branches is the translucent body of a teenage girl hanging by her neck. You are no stranger to this ghostly girl...Delilah was her name.

[If Shadowforde is not available, have Delilah's ghost awaken, scan the villagers for her son, and pitifully decay into smoke. Skip the rest of this section.]

As villagers gasp and run away from her, Shadowforde shuffles in to fill the void. He approaches the girl, whose dead eyes gaze upon him. He fumbles with an artisan's knife to cut her down and gently lay her to the ground.

Upon resting on the island's soil, she trembles to life and speaks like a peasant child as she looks up at Shadowforde, "Please forgive me. I warn't good 'nuff to be your mama, but I'm at peace now knowing that you lived a full life. That's all I ever wanted fer you. Now I must go, I feel the callin'. Just know that I'll give up my place the afterlife if it means protectin' you in this world." She puts her hand on his cheek and floats away into the beyond, leaving no body behind. Shadowforde, as always, is expressionless.

As she departs, the lushness of the island fades to gray. It was all perhaps a figment of your collective desperate imagination. The moat is dry as bone and the island now nothing more than stone and earth. The willow is just a black husk.

Shadowforde drops to his knees and plunges his arms deep into the soil. Blood begins to bubble around his shoulders. The ground shakes and tree limbs rattle. It's as though he is sacrificing himself to the island.

He eventually pulls his arms from the earth and is coated in blood. The holes in the ground are streaming blood that flows into what was once a moat. It is far more blood than any one person could provide. Shadowforde collapses under the willow, exhausted and withered by his effort. People let him be as they mutter about what to do with this wasteland.

ENRAGED VILLAGERS

A few villagers direct their disgust toward you, their so-called leaders. "This is it? This is what we came all this way for? This is what our friends are dying for? What we gave up our homes for? We could have made a deal with the King. Instead... WE HAVE NOTHING BUT A DEAD TREE AND A BUNCH OF ROCKS! All because of Shadowforde. The freak! We're only here because of HIM!" With bloodthirsty eyes, they start to move forward [toward Shadowforde if available, or the party]. One of them grabs a rock the size of a melon.



Four irate villagers will try to kill Shadowforde or the PCs. They will blindly attack, ignoring any attacks or entreaties from the party. Depending on the morale of the group and any role-playing considerations from prior weeks, some or all of the villagers may or may not side with the party. Shadowforde, if available, is too weak to defend himself and seems shocked and frightened.

Any surviving angry villagers will leave the island. If they are all killed, d4+2 other villagers will leave.

[READ THIS IF SHADOWFORDE SURVIVES THE ATTACK.] Shadowforde is cowering beneath the great willow. He is shaking from fear after being attacked by those who had always protected him. Anyone who attempts to console him is met with his claws and an animal-like hissing. His feet are sunken in blood-drenched mud, with rivulets of crimson flowing in all directions. Shadowforde races off somewhere to get away from you all, and the ground where he stood bleeds incessantly, as though the earth itself was wounded. Weathered peasant eyes look to you for guidance.

[READ THIS IF SHADOWFORDE IS NOT AVAILABLE.] Your feet are sunken in blood-drenched mud, with rivulets of crimson that flow in all directions. Even when you step away, the red streams continue, as though the ground itself was wounded. Somebody asks, "What now?"

[READ THIS IF SHADOWFORDE DIES FROM THE VILLAGERS' ATTACK.] Shadowforde's oversized head is caved in from a heavy stone. Shattered bones are exposed through his flesh. A chorus of wailing ensues as despondent villagers grieve. Your protector is dead. The ground where he stood bleeds incessantly, as though the earth itself was wounded [If still available, the Phoenix paste from The Box (page 7) would revive Shadowforde in a spectacular display.]

WHAT NOW?

Inform the players that the weekly checks are no longer in effect and time now passes from day to day (providing daily recovery instead of weekly).

If the party uses the elements from The Box, award three community Luck points per element used.

Allow the party to try and come up with a plan. Introduce a surviving villager to role play strategies with the party. If they examine the blood streams, they will notice that they flow slowly, but steadily. Regardless of what the party and villagers do at this point (for instance, they may consider resuming their exodus), by the next day the rocky area will begin to change. When the time seems right, reveal the following:

The stream of blood resulting from the recent dispute has never ceased. It is filling the moat at a rapid pace. The angry words of some of the villagers return. "This place is cursed. WE are cursed! What have we done to deserve this?!"

However, others have noticed that the blood has initiated an extraordinary transformation throughout the island. Buried crystal monoliths have burst through the soil to the north. A forest of once-skeletal trees has sprung to life, including a two-hundred-foot-tall specimen that dominates the landscape. Dormant geysers spray steaming liquid. Mysterious clouds have formed and swirl over a fresh marsh. Every inch of the island is responding, including the ancient willow, now as alive as ever.

One type of plant stands out. They are blood red from stem to petal and come in myriad shapes, with no two appearing to be the same. There is incredible variety, and it is all unique. People silence their complaints for a bit to examine the plants, even uproot some, but no one is brave enough to eat one. Everyone is in awe, not sure what to do next.

BLOOD FLORA

If a party member decides to eat one, they must roll a d16 **each time** to determine the effect. Players add their Intelligence bonus and may burn Luck with each roll:

1. *A pungent taste of bile sours your mouth. Your body immediately wants to vomit it out, but its sinewy strands attach to your stomach lining. It begins you eat you alive from the inside out.* **DC 10 Fortitude save.** Critical failure results in death. Otherwise 1d4+2 damage.
2. *You are compelled to yell out where you think Shadowforde is.* **DC 13 Will save** or King's soldiers get a +4 bonus next search.
3. *A tart flavor attacks your nervous system.* **DC 10 Fortitude save** or paralyzed 1d3 rounds.
4. *A syrupy liquid bursts from a seed.* **DC 10 Reflex save** or blind 1d3 rounds.
5. *An explosion of tiny particles confuse you.* **DC 10 Will save** averts. Failure means the player can take no actions for two rounds.
6. *A rancid flavor fills you with sickness.* **DC 10 Fortitude save** or -1 on all rolls for the day.
7. **DC 10 Will save** or hallucinations give you double vision. 50% miss chance for 1d3 rounds.
8. *The tiny petals clamp onto your tongue, drawing an outrageous amount of blood.* 1d3 hit points damage.
9. *This root is sweet and earthy.* It provides +2 Strength for the day.
10. *Dozens of tangy seeds put a pep in your step.* +2 Agility for the day.
11. *It's a bitter flower petal, but it hardens your skin for the day.* +2 damage reduction for each hit.
12. *These inflated leaves are a burst of sugary sweetness that invigorate you.* +10 movement for the day.
13. *It's an incredibly sour taste, but it leaves you with a burst of energy you can use any time today for one extra action.*
14. *This plant clears your mind and gives you a focus you've never experienced. One time today you can ask the Judge for some kind of clarity, such as a premonition or combat advice, or to reveal a weakness in an opponent.*
15. *The leaves have a hearty, earthy flavor and provide an immediate satisfaction, perhaps like eating a stew.* Heal 1d3 hit points or gain 1d3 temporary hit points for the day.
16. *An explosion of energy and vitality races through your body in flavors you have never imagined. All temporary ailments are healed.*



Assume the players settle into the island for the next several days. The villagers will build shelters, a fire pit, water storage, etc. It is clear that the villagers are staying no matter what. If the PCs leave, well, that's the end! Otherwise...

GRAND FINALE

Stats for the final battle starts on **page 61**. See map details on **page 43**.

[If Shadowforde is dead, skip the parts in bold]
Shadowforde is still skittish and is best left completely alone and at a distance. He has been up and about, gaining energy with each day. He eats whatever blood plant pleases him and never seems to be harmed. One day he does something unusual. He stares south for hours. Black fluid seeps from his eyes, streaking down his face. Eventually he grabs the biggest stone he can lift, holds it high above his head and hurls it as far as he can into an even bigger stone. The ground shudders throughout the entire island. The lingering dust is pushed away from his energy force as he recedes into the canopy somewhere, leaving The Box behind. Anyone who tries to follow him quickly senses that Shadowforde is best left alone.

Life is not easy. The blood-enriched plants cause as much harm as good. Rations are dwindling. Hope is fading, once again. Your scouts confirm that a massive dust cloud is moving in from the south with silhouettes of soldiers in the haze. Village elders begin organizing a mass retreat deep into the island. A few of the stronger villagers stay behind to help you with whatever you decide to do.

Shadowforde will go into hiding, magically if necessary, making it impossible for the party to find him for the time being. The party will likely react to Shadowforde's prediction, possibly sensing it as an omen of hostility. All but a handful of the villagers will retreat into the island and none will be considered targets for the impending combat.

LEVEL UP!

It's time for the players to advance their characters to Level 2. They've earned it, and they'll need every advantage they can muster for this final battle!

The party will have one day to fortify. Show them the map so they can use it to make specific plans. Encourage the players to analyze the map and explore all it has to offer. Under the pressure of time, inform the players that they have thirty real-world minutes (Judge's discretion) or up to three actions per player, whichever comes first. An example of an action would be to explore one of the special areas of the map.

FINAL BATTLE

Early the next morning, Stanlish initiates the battle.

A custom battle map has been designed for this combat and can be purchased separately at gaminghonors.com. You can also draw it out on your own battle mat by referencing the map on [page 42](#). The provided map represents the battle arena. The actual island is much bigger.

Descriptions of the map contents are on pages following the map.

The map has a numbered 24x36 grid for determining where siege weapon attacks land. Roll d24 for the row number and d30+d6 for the column number. The blood moat begins at the map's edge.

If players wish to venture off the map and explore the siege weapons, they will face four soldiers ([page 60](#)) and one captain (use Captain Grenfell's stats on [page 56](#)) for each of the three siege weapons.

Players who wish to use stealth to navigate the fog and disable the siege weapons must make the following checks for each weapon:

- Sneak Silently DC 10
- Hide in Shadows DC 12
- Disable Traps DC 15

A blanket of thick fog eases up to the edge of the island this morning where it dissipates into clear air. Off in the distance, you hear the "thunk" of heavy wood and metal repeated in succession three times. A moment later, a huge ball of fire soars in from above and explodes nearby, followed by a cow's bladder full of tar, and finally, a volley of boulders mixed with the rotted corpses of your loved ones from Wolfbane. The familiar voice of your nightmares howls across the blood, "I must say, this moat is a nice touch! What do you say we fill it with more blood?! Release the hounds!!!" Canines growl, and soldiers chant. Just beyond the blood moat are the faint outlines of siege weapons and soldiers. It's hard to say how many, but certainly more than you've seen to date. Shadowforde is nowhere to be found.

Shadowforde is hiding and can only be found by rolling a natural 20 on a search (Intelligence) check. This applies to enemies searching for him as well as PCs.

Three siege weapons will initiate the battle by launching various things as described above. Consider this a surprise round and then roll for initiative. See below for the effects.

Stanlish's army will cross the moat, coming in waves from the south side of the map. The moat is ten feet wide and four feet deep. It can be crossed in one round by anyone so long as no other actions are taken. This battle is designed to have the feeling of many opponents without burdening the Judge or having rounds that take too long. Each wave must be resolved to completion (i.e., all enemies killed or otherwise removed from combat) before the next wave comes in.

Each wave is designed to draw the PCs out of hiding and expose them to attack. Drawing them out also gives the PCs a better opportunity to help if Shadowforde is found by the King's soldiers.

Advise the players that Blood Flora is accessible throughout the map. They must roll each time they eat a plant.

SIEGE WEAPONS

Each round, a siege weapon will launch something, targeting a random 15' square. Captain Stanlish has ordered the siege weapons to fire indiscriminately even if it causes collateral damage. There are three total siege weapons, but only one is randomly able to reload each round. The targeted squares are determined by rolling dice for the numbered rows and columns on the battle arena grid. **Include siege weapons in the initiative order.**

1. **Fireball**—Mark the map with fire (**page 52**). Anyone inside or moving through the squares takes 1d6+2 fire damage. The 15' fire square requires two actions to extinguish it.
2. **Sticky Stuff**—Mark the map with a 15' square of sticky stuff (**page 52**). **DC 15 Agility or Strength check** to escape the stickiness. Characters can take no actions until they escape.
3. **Stones**—1d8 damage to all within a random 15' square. **DC 15 Reflex save** for half damage.



WAVE 1: WAR DOG PACKS

A score of snarling dogs race through the blood moat, responding to the chirps and whistles of commanders hidden in the fog. They break into three packs and begin to canvas the island. Their teeth seem oversized and razor sharp.

The King has bred canines that are among the fiercest in the world, and there are dozens of them. The dogs come in three packs. Each is represented by one figure on the battle arena and can attack anything within a fifteen foot radius (as though the pack is racing through a larger space). Players must target the one figure representing each pack. The packs are equivalent to a single opponent having a reach of fifteen feet.

The dogs target the PCs with their bites and attempt to pin them.

Spells used against the packs must target any of the three figures representing the packs. Each pack is considered a single opponent in terms of spells that affect them.

Once they have been vanquished, Wave 2 will approach using their own initiative order.

WAVE 2: ARCHERS

Allow the players one round to move, heal, or strategize before Wave 2 arrives.

Three lines of archers organize, taking advantage of any high ground on the southern front. They lock into formation, raise their longbows in perfect unison and set to release dozens of arrows.

Three lines of archers come in to soften the party, forming on the two high ground plateaus if available. Similar to the war dog packs, each line of archers is represented by a single figure for movement and spell targeting purposes.

Each line will only target an individual PC (i.e., multiple lines never attack the same enemy in the same round). They will generally not advance any further into the arena since they do not incur a range increment penalty (special ability).

When all the archers have been killed or removed, release Wave 3.

WAVE 3: SOLDIERS

Allow the players one round to move, heal, or strategize before Wave 3 arrives.

*Four small units of soldiers begin pouring in from the east and west edges of the island. [If applicable, read the sentence in bold] **Some of them are the familiar faces of villagers who abandoned your group only days ago.** They are all hurrying through the terrain, pausing briefly to look behind a boulder or peer into dense brush. Their commander orders them, "Check everywhere. He has to be on this island!"*

The soldiers are searching the island for Shadowforde. Shadowforde is only found on a natural 20 (each unit gets its own roll). They will only engage in combat if forced into melee. They will not halt their search in response to missile or spell attacks.

If they find Shadowforde, they will carry him away at 30 feet per round (special ability).

Shadowforde is too weak to fight back.

Each unit is represented as a 2x2 square. These units are not impeded by stone or water as PCs are. Units cannot attack high ground unless they occupy that space.

Release Wave 4 only when all of the soldiers are killed or neutralized.

WAVE 4: STANLISH AND FRIENDS

Stats for Stanlish and accomplices start on **page 61**.

Allow the players one round to move, heal, or strategize before the final wave arrives.

Stanlish will arrive as pompous as ever to terrorize the PCs as well as give them a chance to finish him off once and for all. In true Stanlish form, he should precede every attack with ridicule. His preferred mode of attack is charging on horseback for double lance damage. If Stanlish has been killed previously, substitute Captain Penroe or Captain Grenfell using Stanlish's stats.

Stanlish also has his pet raptor that will attempt to swoop in and distract PCs from attacking him.

If Shadowforde has not yet been found, Cleric Mackleroy will focus his efforts on finding him. By successfully casting Detect Magic (+4 Spell Check of 12 or higher), Mackleroy increases the odds of finding Shadowforde (now 19 or 20 to be found):

If Shadowforde has been found and kidnapped earlier, Mackleroy will simply assist Stanlish in his efforts to torment the party or heal Stanlish as necessary.

VILLAGERS

For the purposes of the final combat, it is assumed that the villagers are hiding in secure locations and are not accessible by Stanlish and his men. It is up to the heroes to face Stanlish's army directly.

SHADOWFORDE

See **page 60** for Shadowforde's stats. Shadowforde will remain in hiding throughout the combat unless he is found by the soldiers. At that point, he will be taken away.

If the party still has the **Shadowforde Does Something Amazing!** card, they may use it.

CONCLUSION

There are a number of possible ways to end the campaign, depending on the outcome of the final battle. All of them leave room for doubt and for further adventure:

IF SHADOWFORDE DIES...

Silence falls over the battlefield. The King's men have been defeated, but at what price? Shadowforde's emaciated body lies broken on the ground. Does this mean King Haveron will at last leave you in peace, or will he still seek revenge? For generations your village looked to Shadowforde for guidance, and now he is gone. For the first time in living memory, the future is a mystery. What will happen next?

Only time will tell.

IF SHADOWFORDE IS KIDNAPPED...

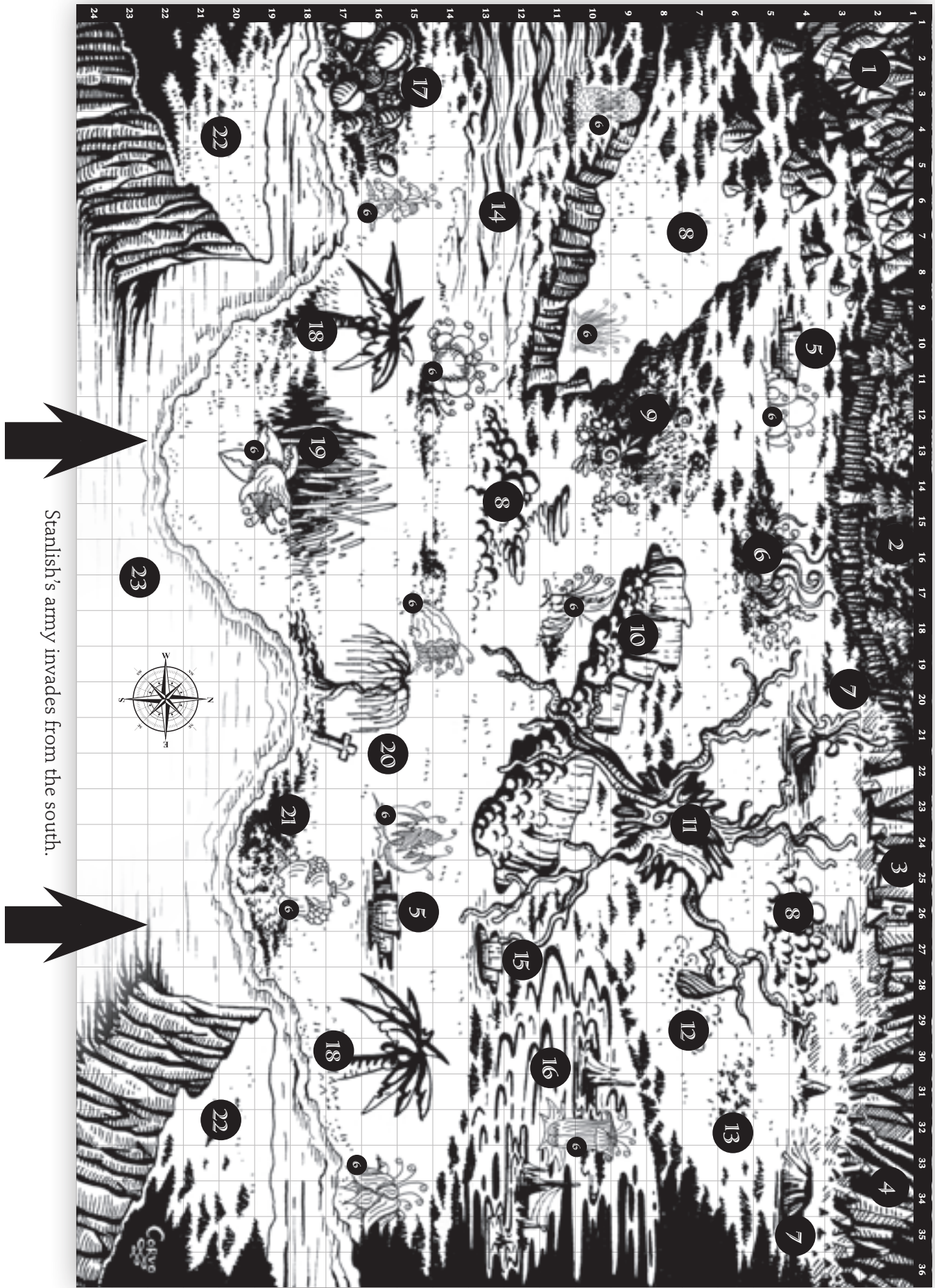
Silence falls over the battlefield. You successfully drove off the King's men, but not before they seized their prize. Shadowforde, the mysterious protector of your village for generations, is gone, taken and bound for King Haveron. It seems a cruel fate for one who gave so much to protect you and your ancestors. What will you do now? Leave well enough alone, and try to make a home in Stonewater? Abandon this strange place, and seek a better future elsewhere? Or will you take up arms and give the soldiers chase in an effort to rescue your old benefactor?

The choice is yours.

IF SHADOWFORDE LIVES...

Silence falls over the battlefield, and you look at one another in stunned disbelief. The King's men are defeated, and the day is yours. Shadowforde is safe. But then the gravity of your situation sinks in. The King found Stonewater once; what's to keep him from trying again? Should you run while you can? Should you begin planning for another attack, or should you take the fight to the King? Your strange protector has turned inward, and seems oblivious to any entreaty for guidance.

What should you do next? The decision is up to you.



Stanlish's army invades from the south.

Grand Finale Map.

THE BATTLEFIELD

The grand finale battle has the potential to be one of the most unique combat arenas you've ever played, but it requires the Judge to think creatively and be able to facilitate impromptu, open-ended rulings.

The battle map is packed with opportunities for players, and there are endless variations for how things can play out. They must find out how to use the island by interacting with the terrain. The Judge may provide small hints where appropriate, but it is unlikely that they will figure out how to use everything.

Below are descriptions of specific things on the map and the rules for their use. The Judge should strive to accommodate player creativity and allow actions we haven't considered.

1. **Explosive Minerals**—Players can extract **1d10 units** of explosive mineral from this dark and ancient rock bed by making a **DC 12 check using either Disable Traps, Intelligence or Agility**. A failed attempt causes **1d5 damage**. Each successful extraction can be used as an explosive 5'x5' trap, causing 1d5 damage to anyone walking over it. The minerals can also be used in the Töfrandi Tree fruit to make a throwing grenade that causes **1d10 damage in a 10' radius** (20' range increments, target square has AC 8).

Clusters of a dense, charcoal-like substance form random shapes, creating a large hill. One of the kids was climbing on it recently and caused a small explosion when one of the chunks broke away. He's lucky he didn't lose his leg.

2. **Tree Fortifications**—Players can harvest wood (**1d10 units worth**) to make fortifications that provide **+2 AC** to anyone (PC or NPC) adjacent to it. Each unit occupies one **5'x5' square**. A player may be adjacent to multiple fortifications, each one adding **+2 AC**.

Villagers have been harvesting this hardwood for shelter.

3. **Volcanic Mirrors**—These elliptical volcanic glass platters are naturally created through the mysteries of geology. They make nearly perfect mirrors and **1d4** of them can be usable as such. One possible use is for PCs to set up a decoy target encouraging the enemy to target the PC's reflection in the mirror instead of the PC himself.

Large volcanic glass sheets lean precariously. Each is as tall as a person and as thin as a sword blade.

4. **Amazing Crystals**—When shattered, these crystals emit a random **1st–3rd level spell** (see

page 127 in the DCC rulebook). Roll a d3 for the spell level and a d20 for the spell number. Players **can extract up to 1d6** crystals by making a **DC 12 check using either Disable Traps, Intelligence, or Agility**. Failure causes the spell effect to trigger immediately.

Dozens of long crystal formations reach from the ground in random directions. Each is anywhere from one to six feet in length, up to eight inches in width, and has its own color.

5. **Tunnel**—This underground tunnel allows PCs to move unnoticed from one side of the map to the other. Dwarves and halflings move at full speed, whereas taller races move at half speed.

The hole descends a few feet before sloping at a ninety degree angle. It looks a little tight for humans to move through efficiently.

6. **Blood Flora**—Stats for Blood Flora Heart can be found on **page 60**. The cluster of blood flora marked with the large #6 is the Blood Flora Heart. It does not provide any benefit or negative result if eaten. Its tendrils attempt to ensnare anyone who walks through the space (**+3 Grapple**). Players can easily escape on a successful Grapple attempt using Strength or Agility. If players attack the Blood Flora Heart, it will react more aggressively, attempting to grapple anyone within 10'. If the Blood Flora Heart is killed, all the other blood flora on the island bleed out and become useless.

Flora marked with small #6 identifiers can be eaten, causing results per the table below (**d16**).

This dense cluster of blood flora writhes around like octopus tentacles. Smaller, individual blood plants also dot the landscape, each unique in size and shape.

- i. **DC 10 Fortitude save**. Critical failure results in death. Otherwise 1d4 damage.
- ii. You are compelled to yell out where you think Shadowforde is. **DC 13 Will save** or soldiers get a +4 bonus next search.
- iii. **DC 10 Fortitude save** or paralyzed 1d3 rounds.
- iv. **DC 10 Reflex save** or blind 1d3 rounds.
- v. **DC 10 Will save** or the player can take no actions for two rounds.
- vi. **DC 10 Fortitude save** or -1 on all rolls for the day.
- vii. **DC 10 Will save** or hallucinations give you double vision. 50% miss chance for 1d3 rounds.

- viii. 1d3 hit point damage.
- ix. It provides +2 STR for the day.
- x. +2 Agility for the day.
- xi. +2 damage reduction for each hit today.
- xii. +10 movement for the day.
- xiii. Player gains one extra action to use at any time today.
- xiv. One time today you can ask the Judge for some kind of clarity, such as a premonition or combat advice or to reveal a weakness in an opponent.
- xv. Heal one hit point or gain 1d3 temporary hit points for the day.
- xvi. All temporary ailments are healed.

7. **Fountain of Youth**—This pair of geysers share the same plumbing. When one is covered, the other will spray hot, acidic water in a 20' radius. This can be done twice per day with a four hour interval. The water **deals 1d6 damage, but it also mends broken bones and organ damage, cures any disease or poison, and removes paralysis or temporary Ability score damage.** If both geysers are covered, the pressure will destroy both, yielding no benefit and causing 2d6 damage to all within a 30' radius of either geyser.

This hole in the ground has generations of mineral deposits at its perimeter, forming a flute like a termite mound. Liquid percolates in the tube.

8. **Tornado Clouds**—When these low-hanging clouds (10' off the ground) are purposefully disturbed, a **15'x15' tornado is released.** Anything within 30' may be grabbed by the vortex (**DC 15 Agility/Strength check to avoid**), which will move in a direct line to a random square on the board, attempting to engulf anyone else in its path, dealing **1d6 damage** (plus 1d3 damage if it moves through the Steam Vents).

A low-hanging cloud swirls only ten feet above your head like a whirlpool in the sky.

9. **Butterflies**—This kaleidoscope of butterflies love to be around living things and will swarm any player entering their space. This results in a mobile concealment, causing a **50% miss chance** for opponents (or 50% effectiveness for area spells), but also a 50% failure rate for the PC's attacks or spells. The kaleidoscope can be disbanded by sprinting away from them or causing disruption such as waving a weapon, yelling loudly, or casting a spell.

A patch of colorful flowers is host to a kaleidoscope of butterflies numbering in the thousands.

10. **Steam Vents**—This 30' deep natural crevasse releases endless steam, causing **1d3 scalding damage per round** to anyone in or above its space (up to 30'). Anyone who falls into the crevasse takes an additional **3d6 falling damage.** The steam provides 100% concealment to anyone behind it.

A deep, natural crevasse releases endless steam so dense that you cannot see through it. The steam ascends thirty feet before dissipating.

11. **Ancient Tree**—This long-dead tree is two hundred feet tall. Its main branches extend far and wide, allowing players to position themselves above enemies (30 feet), conferring a **+2 attack bonus for ranged weapons.** Tree branches can be severed with 15 points of targeted damage, dealing 3d6 damage to anyone on the branch or underneath it. The tree can be climbed without rope or equipment with a **DC 5 Agility check.** Players who climb by using rope can only fall on a critical failure.

This ancient, long-dead tree is at least two hundred feet tall. The five main branches are 30 feet in the air. It looks fairly easy to climb with or without rope.

12. **Insect Swarm**—This ornery swarm of stinging insects will attack anything within a 15' radius, dealing **1d4 automatic damage** each round. A player can successfully move through the space with a **DC 14 Agility/Sneak Silently check.** The swarm can be killed by dealing 30 HP of damage to the hive.

Hanging from a massive branch of this ancient tree is massive nest of some very ornery flying insects. Villagers know to just stay away.

13. **Insect Graveyard**—This field is littered with exoskeletons that can be crafted into armor. Make an Intelligence check and allow the player to add a +2 bonus if his occupation or experience is helpful in this effort. This armor cannot be stacked with other armor.

- 1–12 The crafted armor is useless.
- 13–17 The crafted armor provides +2 AC bonus.
- 18+ The crafted armor provides a +3 AC bonus.

The ground near the insect nest is littered with large beetle shells.

14. **Sphagnum Moss**—This thick layer of moss floats on top of an ancient bog. Any time someone walks over this terrain there is a **1/8** chance they will break through and get stuck, taking **1d2 acid damage per round**. Escaping the moss requires a **DC 13 Strength or Agility check** and the player cannot take any other actions until they escape.

This mossy terrain has a sponge-like bounce to it as you walk across it.

15. **Impenetrable Hole**—This natural hole can fit one person human-size or smaller. Once inside, they are immune from physical damage. They can, however, be targets of mind control or other spell effects. They can also be pulled from the hole against their will via successful grapple. Any PC inside the hole may not attack or cast spells that cause physical damage, but can exit on their own or communicate verbally.

The marsh waters from one side of the island have blended with the sandy soil from the other, forming a damp hole in the ground big enough for one person.

16. **The Marsh**—Anyone traveling through this terrain moves at half speed and must make a **DC 13 Fortitude check** or lose their action this round. Once the save is made, the player is immune forever.

A putrid odor emanates from this soupy marsh and the thick sludge is sure to slow you down.

17. **Plant Pods**—These interesting plants have a large flower bulb that has a clam-like effect. A human-size player can fit in the bulb to hide or float down river for a surprise attack. The bulb has a tendency to close once opened and is air tight. The pods can take six points of damage before falling apart.

These large plant pods are the size of people and rest amongst greenery like pumpkins. It looks as if they might open like a clam shell.

18. **Töfrandi Trees**—These trees have fruit akin to coconuts. Up to **1d6** can be used to make helmets with a **DC 13 Intelligence check**, adding **+1 AC**, or as containers for explosive grenades when using Explosive Minerals found elsewhere on the map.

The trunks of these trees grow at an angle, making them easy to climb. A fruit similar to coconuts grows in their long, leafy branches.

19. **Legendary Grass**—These tufts of grass are long, tough, and flexible. They can be used as a catapult or slingshot to launch things anywhere on the map. Requires a **DC 15 Intelligence check** to set up

properly once, then a **DC 13 Strength or Agility check** for each attack (**AC 8** to target any square on the map, **typical damage of 1d6** when using rocks and debris to launch). PCs can also hide amongst the grass to add **+10 to a Hide check** or use it as concealment, providing a **20% miss chance** for opponents when attacking. The grass is also very flammable, igniting instantly and causing **1d6 damage** per round while in the space.

Long, thick strands of grass are so stiff, they don't even bend in the wind. They are also dry and almost woody.

20. **Delilah's Grave**—This is the where Delilah Wanderless hanged herself. Players can conjure her spirit with a **DC 15 Personality check**. She serves no purpose offensively, but she may periodically draw the fire of enemies at the Judge's discretion. Use a miniature as a reminder.

A supernatural energy ebbs and flows around the soil next to the massive willow tree.

21. **Blood Brush**—This dense vegetation whispers demonic voices when a PC/NPC steps inside its space. They must make a **DC 15 Will save** to escape.

This gnarled vegetation is densely packed with thorns. The connected Blood Flora is delicately balanced amidst the brush. Villagers have spoken of voices they hear when walking near it.

22. **High Ground**—These high ground areas give those with ranged weapons (including spells) the ability to target the entire battle field. They are, however, built on loose, rocky soil. The entire plateau can be turned into a rock slide by dealing **20 points of damage** to any 5x5 area of the high ground (**AC 8**). A triggered rock slide will deal **3d6 damage to all standing upon it (DC 13 Agility save for half)**.

These rocky pillars are steep and seem precarious to climb, but offer a fifty-foot high view of the surroundings.

23. **Blood Moat**—The moat is waist deep in blood, cutting movement to half speed.

Custom Traps—Players can always make their own traps, such as spiked pits, that they can designate to be on any square. Judges will need to move the NPCs as though they are unaware of such traps. The Judge will also need to improvise the mechanics for any given trap. We recommend a maximum damage potential of 1d10.

VILLAGER NOTES

You are responsible for many lives beyond your own. Use this sheet to keep track of how many souls you have within your caravan and to note important NPCs. **Be sure to update this sheet each time a soul is lost or added.**

A. CLOSE FRIENDS OR FAMILY

At some point, the Judge should ask you to share a close friend or family member who perished or was left behind in Wolfbane. Track them here.

Player Name	Friend or Family Name and Note

B. VILLAGERS IN COMBAT

Villagers only engage in combat if players elect to use the Villager Sacrifice option (see special card) to absorb d3 hit points. Likewise, PCs may take a Heroic Action to absorb damage/effects that would harm a villager.

C. NOTEWORTHY VILLAGERS

These are villagers that have become important or infamous for whatever reason. They could be designated scouts, someone who is making weapons, or Shadowforde's caretakers, etc.

Villager Name	Note

Current # of souls in caravan

Shadowforde

Mayor Sassafras

of Villagers

of PCs

of Horses/animals

of Allies

Grand Total

Look What I Found!

Any player can announce at any time that they've found something useful in the cart.

Single use. Judge's discretion for approval.

Shadowforde Sees the Future!

The party awakens Shadowforde just long enough for him to convey some helpful information about the near future.

Single use. Judge's discretion for details.

Shadowforde Does Something Amazing!

The party awakens Shadowforde just long enough for him to do something amazing (as described by the party).

Single use. Judge's discretion for approval.

It's a Miracle!

Player can avoid death (left at 1 HP) or some other bad situation (Judge's discretion). They must role play how this happened.

Single use.

It's a Miracle!

Player can avoid death (left at 1 HP) or some other bad situation (Judge's discretion). They must role play how this happened.

Single use.

It's a Miracle!

Player can avoid death (left at 1 HP) or some other bad situation (Judge's discretion). They must role play how this happened.

Single use.

Villager Sacrifice

A villager comes to your aid (preventing 1d3 hit points of damage), but loses their life. Was it worth it?

Can be used at any time and reused until villagers run out.

Heroic Action

You absorb any attack or effect that would harm a villager. Gain one Luck point for your bravery!

Can be used and reused at any time.

Delusion

You are convinced a traitor is among the party. You must attempt to covertly kill a villager or PC. This must happen any time during the adventure. Failure to do so will lead to your madness and death.

Delusion

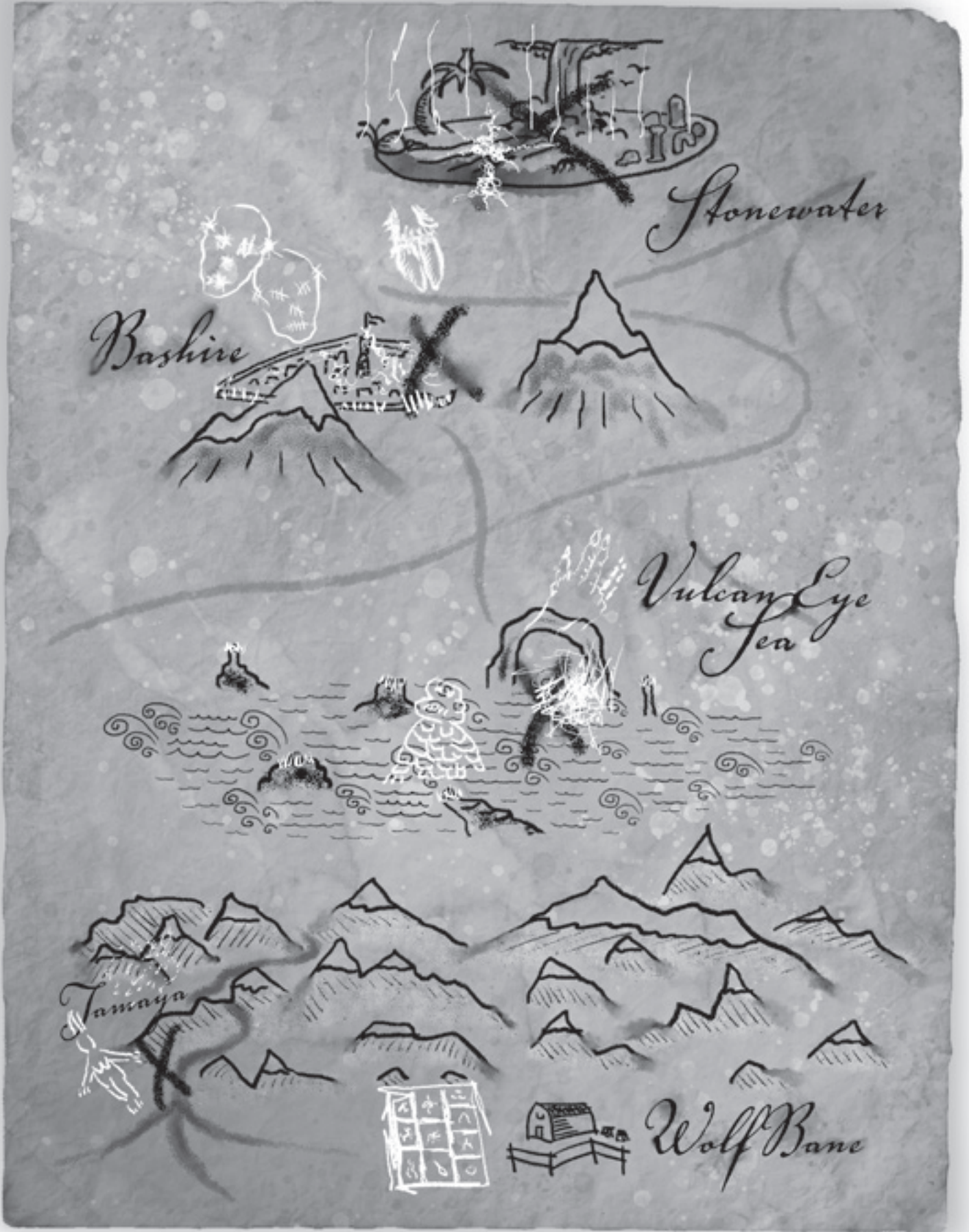
You are convinced the party is making a mistake. You must try and convince the group of a very bad idea. This must happen during the exodus. Failure to do so will lead to your madness and death.

Delusion

You become reckless and must do something insane during combat, ill-advised with an NPC, or unsafe during travel. This must happen during the exodus. Failure to do so will lead to your madness and death.

Delusion

You become a disciple of Ahriman (god of death and disease) and must extoll his virtues. Your negative energy results in a -2 penalty to weekly group morale checks. Failure to do so will lead to your madness and death.



Handout B—The Map

My name is Alric Wanderless (of the Bashire Merchants' Guild). As a favor to my cousin Delilah, I was tasked with finding a home for this boy. This proved more difficult than I had hoped. For reasons that are apparent, he scares people. They are not pure enough to see him for what he is, but I pray that you are.

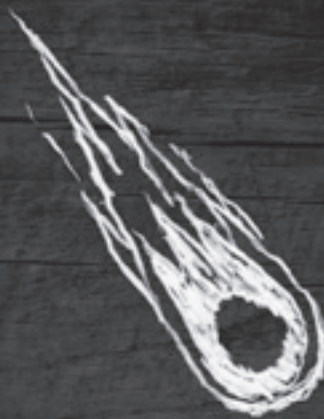
I should warn you that I fear my efforts to do something good may have resulted in unintended, wicked results. From what I have heard from other caravans, the places where I attempted to leave the infant now seem cursed. It's as though he represents something that has come into our world that does not belong. And yet I cannot bring myself to end the boy's life.

I myself am not strong enough to carry this burden any longer. It is with great shame that I pass the burden to you. Perhaps I will now be cursed. Or perhaps one day the curses can be lifted.

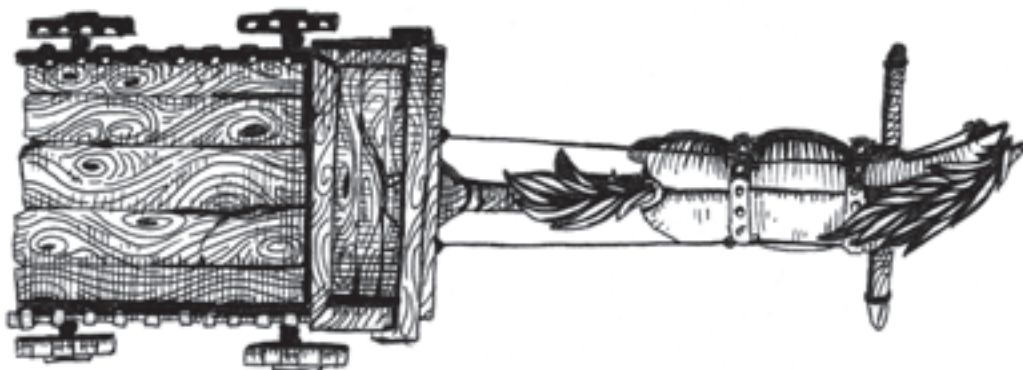
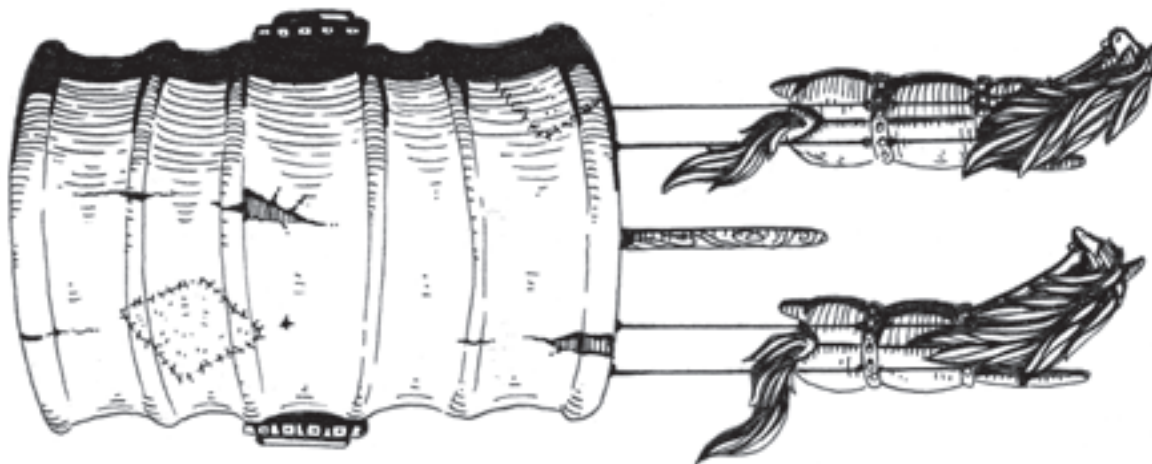
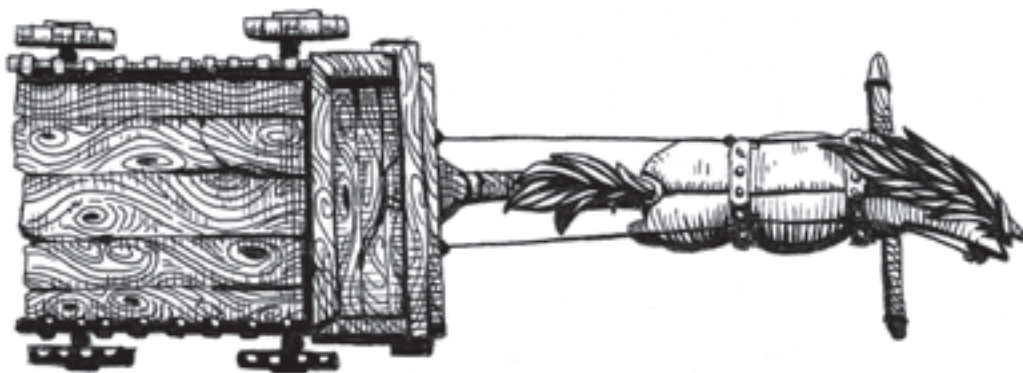
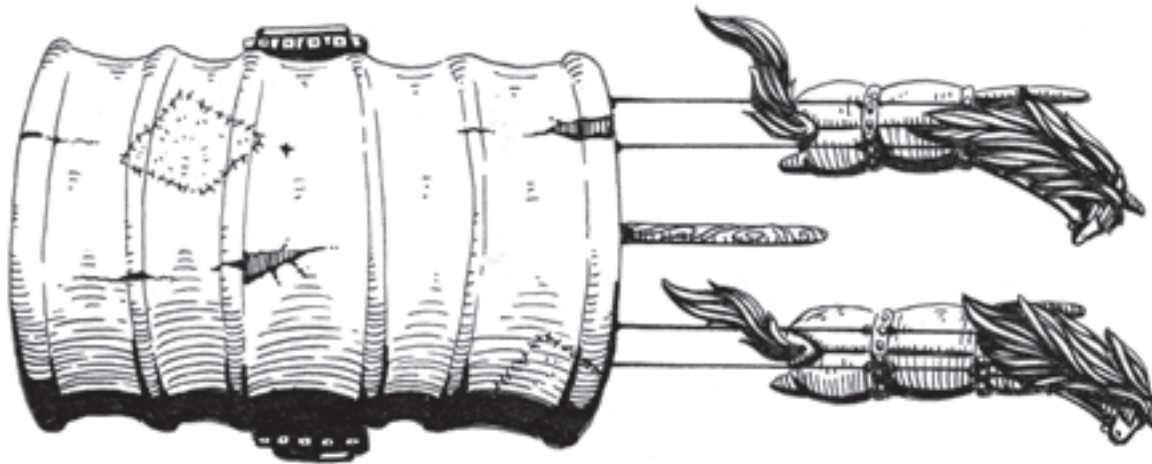
Please find it in you to forgive me, but more importantly, find it in your heart to nurture this boy, for he has done no wrong. It is we who are the wrongdoers.

Alric

Stonewater



Handout E—The Box



Handout F—Wagon Templates

Print extras of this page.



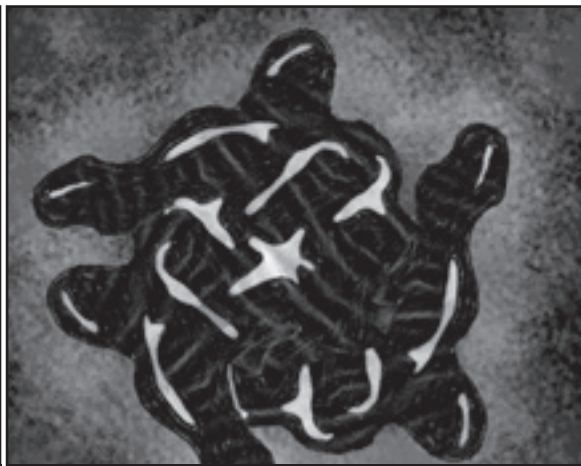
Fireball—1d6+2 damage. Space remains on fire until two actions are spent to put it out.



Fireball—1d6+2 damage. Space remains on fire until two actions are spent to put it out.



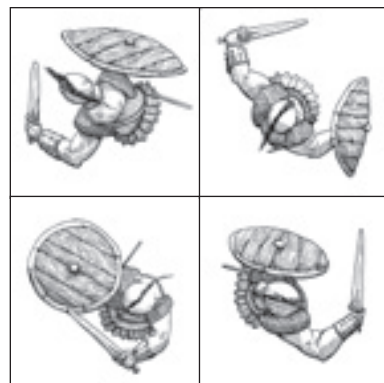
Tar—DC 15 Agility or Strength check to escape the stickiness. Characters can take no actions until they escape.



Tar—DC 15 Agility or Strength check to escape the stickiness. Characters can take no actions until they escape.



Tornado Cloud—When disturbed, may grab anything within 30' (DC 15 Agility or Strength check to avoid). Moves directly to a random square, taking anything else in its path (d6 damage).



Foot soldiers for Wave 3 of the Grand Finale battle. Print four of these.

Siege Weapon Damage/Foot Soldiers

A

MALE ADULT	FEMALE ADULT	MALE CHILD	FEMALE CHILD
1-Old Man Wooster Loves his dogs. <i>Alone.</i>	2-Sgt. Meza Pound Retired sergeant of the guard. <i>Alone.</i>	3-Captain Hires Provides best fishing bait on the side. <i>Alone.</i>	4-Mary Moirai Uses the stars to tell one's fortune. <i>Alone.</i>
11-Vin Triscaro Never has the kind of cheese you want. <i>Alone.</i>	12-Adrian Maximus Collects ancient swords. <i>Alone.</i>	13-Dimitri Kensor Goes by many different names. <i>Alone.</i>	14-Gypsum Can juggle anything. <i>Alone.</i>
21-Calyndo Dexa 2nd hardest working villager. <i>With brother.</i>	22-Mashrig Can make a meal out of anything. <i>Alone.</i>	23-Starmaiden Amateur tattoo artist and gossip. <i>With husband.</i>	24-Infiniti Barber/hair stylist and gossip. <i>With wife.</i>
31-Rattlesnake Can fix just about anything. <i>With son.</i>	32-Copperhead Foolishly brave. <i>With father.</i>	33-Mysti Fedra Can speak to the trees. <i>With mother.</i>	34-Alicia Fedra Knows everything about plants. <i>With daughter.</i>
41-Kari Milner Gossip. Can't keep a secret. <i>Alone.</i>	42-Aurora Her blood is said to have healing powers. <i>Alone.</i>	43-Gavin Mulrood Obsessed with the dead. <i>Alone.</i>	44-Bruce Ashlander Incredible athlete. <i>Alone.</i>
51-Brogan Wants to exorcise a villager. <i>Alone.</i>	52-Vance Graves Suspiciously happy undertaker. <i>With sister.</i>	53-Chantri Graves Won "Best Pie" at King's event. <i>With brother.</i>	54-Deegan Claims to be able to communicate with demons. <i>Alone.</i>
61-Clarence Bitzu Trying to start group of hedonists. <i>With wife.</i>	62-Allison Bitzu Trying to start group of hedonists. <i>With husband.</i>	63-Caldrug Wheatflow Keeps stealing from other villagers. <i>With son.</i>	64-Maxit Wheatflow Helps dad steal from villagers. <i>With dad.</i>
71-Brother Alf Sole member of the Church of the Kobold. <i>Very alone.</i>	72-Shyzzanigard Casts spells every once in a while. <i>Alone.</i>	73-Deelzeene Quanimir Makes voodoo dolls of his enemies. <i>With brother.</i>	74-Hyzzra Quanimir Can sometimes curse people. <i>With brother.</i>
81-Keely Irena If it sparkles, she loves it. <i>With parents.</i>	82-Sofrica Irena Spoils her daughter rotten. <i>With daughter and husband.</i>	83-Padraig Irena Is working on a neat invention. <i>With wife and daughter.</i>	84-Thrak Is president of a secret club. <i>Alone.</i>
91-Calico Toti Excellent carpenter. <i>Alone.</i>	92-Abyssinia Loves to dress in luxury furs. <i>Alone.</i>	93-Devox Rex Will do anything on a dare. <i>With son.</i>	94-Kinla Rex Can drink salt water without issue. <i>With father.</i>
7-Maisy Cake Is immune to poison. <i>With father.</i>	5-Flashman Always has a black cane. <i>Alone.</i>	15-James "Jingles" McGee Locksmith. Mad for power. <i>Alone.</i>	25-Alice Vilander Grows psychodelic mushrooms. <i>Alone.</i>
17-Shamief Pliski Gorgeous with hair to her feet. <i>With husband.</i>	16-Hayward Pliski Chronic liar. <i>With wife.</i>	26-Dax Flipkin Made the very best mousetrap. <i>With daughters.</i>	27-Vale Flipkin Braggart socializer. <i>With dad and sister.</i>
18-Amarantha Always willing to help. <i>With younger sister.</i>	8-Papa Cake Uses same fire pit for forging and baking. <i>Has two daughters.</i>	36-Persnickety Blintz Never gets lost. <i>With brother.</i>	37-Honour Blintz Saved a PC's life way back when. <i>With brother.</i>
19-Luna Forgiving soul, brews soothing tea. <i>With older sister.</i>	18-Charna Flipkin Tomboy, loves picking fights. <i>With dad and sister.</i>	46-Opey Sourling Been hallucinating recently. <i>Sister & brother.</i>	47-Axel Sourling Is burdened with a curse. <i>Sister & brother.</i>
20-Rynaldo Dexa Hardest working villager. <i>With brother.</i>	28-Charna Flipkin Tomboy, loves picking fights. <i>With dad and sister.</i>	48-Lilith Specklefoot Always knows where to hide. <i>With husband.</i>	49-Granite Specklefoot Has a magical gem. <i>With wife.</i>
30-Garamond Communicates in sonnet form. <i>Alone.</i>	29-Rupert Is always in debt. <i>Alone.</i>	56-Synasi Mastif Can divine water. <i>With father.</i>	57-Goren Mastif Seems to be possessed by something. <i>w/ sister & brother.</i>
40-Colin Winthrop Animal whisperer. <i>With grandmother.</i>	39-Allamyr Winthrop Has a nagging cough. <i>With grandson.</i>	66-Winderserpent Part of cannibal family. <i>With family.</i>	67-Cloudbringer Part of cannibal family. <i>With family.</i>
50-Nicholas Lauer Veteran architect and engineer. <i>Alone.</i>	49-Granite Specklefoot Has a magical gem. <i>With wife.</i>	76-Oktrat Nimbara Never sleeps and is always alert. <i>With family.</i>	77-Joquin Nimbara Knows many languages. <i>With family.</i>
60-Francis Flinnard Is slowly dying from unknown disease. <i>With brother.</i>	59-Charcoal Flinnard Can make fire without flint. <i>With sister.</i>	85-Mikado X Is trying to summon a demon. <i>With family.</i>	86-Sarcoline X Indentured servant to the "X" family. <i>With family.</i>
70-Cumulus Part of cannibal family. <i>With family.</i>	69-Tornado Part of cannibal family. <i>With family.</i>	95-TremorGong Built all the wagons in Wolfbane. <i>Alone.</i>	96-Sebastian Goreblythe Is studying to be a wizard. <i>With slave.</i>
80-Qitren Nimbara Eats more than his share of rations. <i>With family.</i>	79-Kedlij Nimbara Bets on who will die next. <i>With family.</i>	97-Nutae Slave. <i>With slave master.</i>	98-Untaklakh Trains dogs for friends. <i>Alone.</i>
90-Falu X Claims to have seen a demon. <i>With family.</i>	89-Coramin X Knows demonic languages. <i>With family.</i>	99-Stafford Greenpod Once worked in the King's stables. <i>Alone.</i>	100-Angelwing Has 64 scars and a story for each one. <i>Alone.</i>

KEY:		MALE ADULT		FEMALE ADULT		MALE CHILD		FEMALE CHILD	
1-Vash Sinikel Once got in an argument with the King's cronies. <i>With brother.</i>	2-Zak Sinikel Is good at guessing the number you're thinking. <i>With brother.</i>	3-Onerik Is pretending to be someone he isn't. <i>Alone.</i>	4-Juniper Bates Has been going insane since the Wolfbane attack. <i>With father.</i>	5-Henry Bates Prefers to be alone. <i>With daughter.</i>	6-Lord Bannert Owned many buildings in WolfBane. <i>Alone.</i>	7-Rod Appleby Wanted to become new mayor. <i>With sister.</i>	8-Clarice Appleby Meticulous planner and organizer. <i>With brother.</i>	9-Vince Pine Has a false hand made of metal. <i>Alone.</i>	10-Randy Uddermilk Killed someone accidentally once. <i>Alone.</i>
11-Jaylin Mandelbrot Is famous across the land for something. <i>Alone.</i>	12-Midnight Once was a professional torturer. <i>Alone.</i>	13-Orpheus Tinland Failed crime lord, ousted by Lazareth. <i>With wife.</i>	14-Adelina Tinland Can never be forced to give up a secret. <i>With husband.</i>	15-Balindegard Quartermaine Is also the town judge. <i>With brothers.</i>	16-Vester Quartermaine Is always acquitted of street crimes. <i>With brothers.</i>	17-Harvey Quartermaine Moonlights as town guard. <i>With brothers.</i>	18-Unkataquali Will never die of natural causes. <i>Alone.</i>	19-Cadron Bullfish Speaks to sister in sibling language. <i>With sister.</i>	20-Lillander Bullfish Speaks to brother in sibling language. <i>With brother.</i>
21-Vianne Ayiti Protective and full of fury. <i>With kids.</i>	22-Simarrah Ayiti Deaf sleepwalker. <i>With mother and brothers.</i>	23-Khaalil Ayiti Has taken a vow of poverty. <i>With mother and siblings.</i>	24-Leonin Ayiti Some say he's actually a ghost. <i>With mother and siblings.</i>	25-Dr. Pain Gang leader of "The Wolves". <i>With gang.</i>	26-Mr. Avenger Gang member of "The Wolves". <i>With gang.</i>	27-Miss Bloodless Gang member of "The Wolves". <i>With gang.</i>	28-Mr. Migraine Gang member of "The Wolves". <i>With gang.</i>	29-Percivale Gotham Accidentally killed his daughter. <i>With son.</i>	30-Bedivere Gotham Is glad his sister died. <i>With father.</i>
31-Gawain Axebevel Ancestors used to sail the Barren Sea. <i>Alone.</i>	32-Lucan Shivertale Is also an expert wagoner. <i>With siblings.</i>	33-Tuscan Shivertale Can fell a tree blindfolded. <i>With siblings.</i>	34-Silica Shivertale Is also a master taxidermist. <i>With siblings.</i>	35-Sir Dagonét Failed courtier. <i>Alone.</i>	36-Jacques de Molay Inspiring motivator. <i>Alone.</i>	37-Werner von Orselen Is the oldest villager in the group. <i>Alone.</i>	38-Adah Brightfeather Branded on cheek as unfaithful. <i>With brother.</i>	39-Silas Brightfeather Some say he awoke from the dead. <i>With sister.</i>	40-Uri Faltrip Uses barn as hostel for travelers. <i>Alone.</i>
41-Genesis Gave birth with no father. <i>Alone.</i>	42-Terah Blake Has heroically saved many lives. <i>With grandmother.</i>	43-Selah Blake Can hold her breath for three minutes. <i>With grandmother.</i>	44-Keziah Is excellent at climbing trees. <i>Alone.</i>	45-Felix Sidewinder Does great impressions. <i>With brothers.</i>	46-Hexor Sidewinder Can talk backwards. <i>With brothers.</i>	47-Vexen Sidewinder Likes to hypnotize people. <i>With brothers.</i>	48-Neriah Dirth Knows how to dig tunnels with no tools. <i>Alone.</i>	49-Tiras Melonball Wants to know his real father. <i>Alone.</i>	50-Rainbled Master brewer. <i>Alone.</i>
51-Sean Nucklebraid Hates his arranged marriage. <i>With wife.</i>	52-Phoebe Nucklebraid Loves her arranged marriage. <i>With husband.</i>	53-Jethro Poppins Is deathly afraid of the rain. <i>Alone.</i>	54-Arthur Van Rhea Always wanted to be an architect. <i>With friends.</i>	55-Gerome Sinnifried Makes jokes in any situation. <i>With friends.</i>	56-Fishman Always looking to borrow stuff. <i>With friends.</i>	57-Lanima Ghostwriter for famous author. <i>With friends.</i>	58-Norm McGregor Obsessed with learning to fly. <i>Alone.</i>	59-Louis Semaphore Always makes the wrong decision. <i>Alone.</i>	60-Thadeus Bindlewood Teetotaler. <i>Alone.</i>
61-Theodore Crimson Pretends to be wealthy. <i>With uncle.</i>	62-Ashton Crimson Tends to have a useful gadget. <i>With nephew.</i>	63-Jillian India Is an expert with rope. <i>Alone.</i>	64-Erlim Turnbuckle Alcoholic lady's man. <i>Alone.</i>	65-Tyler Sturgeon Is trying to start a fight club. <i>Alone.</i>	66-Blyth Norwood Kept his dead mother for years. <i>Alone.</i>	67-Wallace Ribald Is jealous of everything. <i>Alone.</i>	68-Scarlet Dunneview Spoiled brat. <i>Alone.</i>	69-Benne Oleman People go to him for wisdom. <i>Alone.</i>	70-Yaniman Té Dreadfully claustrophobic. <i>With wife/son.</i>
71-Praline Té Overprotective mother. <i>With husband/son.</i>	72-Dani Té Can speak to the dead. <i>With mom/dad.</i>	73-Alex Werkman Has no sense of morality. <i>With friends.</i>	74-Ernestine Plumb Instigator of bad behavior. <i>With friends.</i>	75-Salty Jim Makes bad situations worse. <i>With friends.</i>	76-Mikhail Meers Always has a mask on. <i>Alone.</i>	77-Jorn Blackman Blacksmith, knack for forging items together. <i>Alone.</i>	78-Jebediah Wolfroar Chronic pipe smoker. <i>Alone.</i>	79-Thomas Maro Bone collector. <i>With daughter.</i>	80-Lizzy Maro Promising psychic. <i>With father.</i>
81-Devon Hairlick Never loses at arm wrestling. <i>With brother.</i>	82-Marshall Hairlick Mice come when he whistles. <i>With brother.</i>	83-Lucky McGinis Has six fingers on each hand. <i>Alone.</i>	84-Richard Kramer Always wins at chess. <i>Alone.</i>	85-Hatchet Nighthwisper Hates elves. <i>Alone.</i>	86-Nellie Barnsworth Came from an insane asylum. <i>With mother.</i>	87-Sybil Barnsworth Is prone to crying wolf. <i>With daughter.</i>	88-Annie Mist Survived a waterfall drop in a barrel. <i>Alone.</i>	89-Alexander Macedon Once tried to assassinate the King. <i>With uncle.</i>	90-Marco Macedon Has traveled all the known world. <i>With nephew.</i>
91-Galeon D'Amato Has been married twelve times. <i>With wife.</i>	92-Geniveve D'Amato Wants a divorce. <i>With husband.</i>	93-Legion daMorney Has created a secret written code. <i>Alone.</i>	94-Juliet Cake Prankster, sneaks everywhere. <i>Has father and one sister.</i>	95-Shalray Espanál Can speak a dozen languages. <i>With family.</i>	96-Luke Espanál Obsessed with finding cure for paralysis. <i>With family.</i>	97-Gus Espanál Depressed introvert. <i>With family.</i>	98-Thalia Notterkin Never trims her hair or fingernails. <i>Alone.</i>	99-Vlad Underworld Believes the world is ending soon. <i>Alone.</i>	100-Noel Lemmy Is known to eat anything. Anything! <i>Alone.</i>

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	MALE ADULT	FEMALE ADULT	MALE CHILD	FEMALE CHILD
1-Ariana Braden Alchemist tries to make gold. <i>With sister.</i>	2-Jasper Grell Religious fanatic, a bit of an annoyance. <i>With granddaughter.</i>	3-Juniper Grell Child evangelist, more annoying than grandpa. <i>With grandfather.</i>	5-Orlando Perkins Boy coward afraid of every little thing. <i>With two brothers.</i>	10-Blanche Perkastine Doesn't respect personal space. <i>Alone.</i>
11-Abigaile Braden Can make cheese out of insects. <i>With sister.</i>	12-Helena Can make shoes out of almost anything. <i>Alone.</i>	13-Yahn Korla Is great at sleight of hand. <i>With wife.</i>	15-Lucian Bandicoot Takes many naps each day. <i>Alone.</i>	16-Rupert Curious about people. <i>Alone.</i>
21-Sedra Millner Lost the key to a treasure chest. <i>With uncle.</i>	22-Roderic Millner Handyman who can fix anything. <i>With niece.</i>	23-Amithel Can talk with canaries. <i>Alone.</i>	25-Shandra McIntyre Is allergic to mushrooms. <i>With husband.</i>	26-Henry His hair seems to be alive. <i>Alone.</i>
31-Krystin Pickle Can play the fiddle. <i>With family.</i>	32-Dilbert Pickle Can perform songs with his nose. <i>With family.</i>	33-Tergin Knows how to set traps. <i>Alone.</i>	35-Millicent 'du Lake Girl who is learning the ways of magic. <i>With mother.</i>	36-Savion 'du Lake Druidic in nature. <i>With daughter.</i>
41-Grendal Farmer who invented transportatoes. <i>Alone.</i>	42-Dimitri Kensor Farmer grew biggest pumpkin ever. <i>With daughter.</i>	43-Sheila Kensor Girl farmhand and horse whisperer. <i>With father.</i>	45-Shiela Bindy Great painter. <i>With brother.</i>	46-Sasha Rooski Creepy triplet. <i>With two sisters.</i>
51-Shanni Tizra Believes she's a princess. <i>With brother.</i>	52-Naliden Tizra Amazing gardener. <i>With sister.</i>	53-Roxi Nib Child raised by wolves. <i>With siblings.</i>	55-Jaxi Nib Can sound just like a rooster. <i>With siblings.</i>	56-The Dog Dark loner. <i>Alone.</i>
61-Sulway Charismatic optimist. <i>Alone.</i>	62-Rashan Akzid Child prankster. <i>Alone.</i>	63-Valkrin Demor Local hero. <i>Alone.</i>	65-Matrina Girdly Injures self to learn about healing. <i>With husband.</i>	66-Dax Girdly Can pop one of his eyes out. <i>With wife.</i>
71-Mhegal Chronic liar. <i>Alone.</i>	72-Orphas Failed wizard. <i>Alone.</i>	73-Barley Hiffard Can pick many locks with no tools. <i>With family.</i>	75-Varla Hiffard Has killed over fifty people. <i>With family.</i>	76-Charla Hiffard Can do any math instantly. <i>With family.</i>
81-Hanna Rukluk Child prodigy. <i>Alone.</i>	82-Conrad Photographic memory. <i>Alone.</i>	83-The Hawk Handsome intellectual. <i>Alone.</i>	85-Colt Fantin Experiments with the dead. <i>With grandfather.</i>	86-Xavier Fantin Cannot read or write. <i>With grandfather.</i>
91-Conner Filmore Is very unlikely. <i>With family.</i>	92-Shawna Filmore Lost her right hand in a trap. <i>With family.</i>	93-Mickey Filmore Strict vegetarian. <i>With family.</i>	95-Bibu Filmore Wainwright with a missing thumb. <i>With family.</i>	96-Darkness Can snap his fingers really fast. <i>Alone.</i>
9-Edward Malas Butcher—best beef in the region. <i>With wife.</i>	14-Venya Korla Acts as distraction for husband. <i>With husband.</i>	17-Sissy Invented a better shovel. <i>With sister and brother.</i>	18-Megan Has over twenty pet cats. <i>With sister and brother.</i>	19-Turnip Always playing pranks on the locals. <i>With sisters.</i>
8-Bailey Malas Forges weapons that have souls. <i>With husband.</i>	24-Viddo McIntyre Kuraji owes him 20 gold. <i>With wife.</i>	31-Caroline Breedon Teen who loves reading, writing, and animals. <i>Alone.</i>	32-Sylvia Judgmental and in everyone's business. <i>Alone.</i>	29-LuLu Pickle World-class singer. <i>With family.</i>
7-Abe Perkins Boy scholar that tutors citizens on how to read. <i>With two brothers.</i>	34-Iggie Quiet boy who loves animals. <i>Alone.</i>	37-Firestorm Drug addict. <i>Alone.</i>	38-Adelle Windsoff Mother of fourteen children, all dead. <i>With husband.</i>	39-Darv Windsoff Well read, knows lots of stuff. <i>With wife.</i>
6-Dexter Perkins Boy athlete risk taker. <i>With two brothers.</i>	44-Merghin Bindy Is also a wood craftsman. <i>With sister.</i>	47-Gahbi Rooski Creepy triplet. <i>With two sisters.</i>	48-Veelah Rooski Creepy triplet. <i>With two sisters.</i>	49-Kuraji Owes Viddo 20 gold. <i>Alone.</i>
4-Winston Paxton Claims the stars are alive. <i>Alone.</i>	54-Trixi Nib Child raised by wolves. <i>With siblings.</i>	57-Jhan Wilde Subsists on blood. <i>With wife.</i>	58-Feliz Wilde Subsists on blood. <i>With husband.</i>	59-Redbird Sacrificed his family so he could live. <i>Alone.</i>
14-Venya Korla Acts as distraction for husband. <i>With husband.</i>	64-Skizzy Mcgoo Hustler. <i>Alone.</i>	67-Klundi Has a secret gold mine. <i>Alone.</i>	68-Stormreaver Glavin Retired warrior. <i>With daughter.</i>	69-Millicent Glavin Strongest woman in the village. <i>With father.</i>
13-Yahn Korla Is great at sleight of hand. <i>With wife.</i>	74-Tiften Hiffard Is just pretending to be poor. <i>With family.</i>	77-Robert S. Wagon Sociable, living near the edge of town. <i>Alone.</i>	78-Tucker Von Rhea Skin glows in the dark. <i>Alone.</i>	79-Farley Tangleweed Is distantly related to the King. <i>Alone.</i>
2-Jasper Grell Religious fanatic, a bit of an annoyance. <i>With granddaughter.</i>	84-Michael Fantin Vintner, best wine in town. <i>With grandsons.</i>	87-Crackerjack Street performer. <i>Alone.</i>	88-ValleyCloud Field medic during the war. <i>Alone.</i>	89-Petunia Skin changes color based on mood. <i>Alone.</i>
3-Juniper Grell Child evangelist, more annoying than grandpa. <i>With grandfather.</i>	94-Elisha Filmore Eats only meat. <i>With family.</i>	97-Mercy Indomitable force. <i>With Me Lin.</i>	98-Mé Lin Wizard apprentice. <i>With Mercy.</i>	99-Rhiannon Sheds her skin like a snake. <i>Alone.</i>
13-Yahn Korla Is great at sleight of hand. <i>With wife.</i>	99-Conner Filmore Is very unlikely. <i>With family.</i>			100-MaryAnne Collects dead animals. <i>Alone.</i>

**CUT OUT THESE RECTANGLES
TO HELP KEEP TRACK OF
COMBAT INITIATIVE ORDER.**

Initiative Order: _____

RATS (6): Init +1; +1 bite melee (1d2); **AC 12**; HD 1d6+3; HP 6; MV 30' (can move through player spaces); Act 1d20; SV Ref +0, Fort +0, Will +0; AL N; SP 50% chance the razor sharp teeth destroy a random piece of equipment (including weapons) on a successful hit, instead of flesh. Rats move through PC space.

RAT 1 HP: 6	RAT 4 HP: 6
RAT 2 HP: 6	RAT 5 HP: 6
RAT 3 HP: 6	RAT 6 HP: 6

Initiative Order: _____

CAPTAIN PENROE (MOUNTED): Init +3; long sword +2 melee (d8+2) or longbow +2 ranged (d6+2); **AC 16**; HD 2d12; HP 22; MV 25' (50' horse); Act 1d20; SV Ref +3, Fort +3, Will +3; AL L; SP Three Molotov cocktails, one round to light, 30' range, **DC 15 Reflex save** to avoid 1d6 damage to all adjacent. Intended for setting wagons on fire if necessary. **If unmounted, AC and hit bonus drop by -1.**

CAPTAIN HP: 22

WARHORSE: Init +2; hooves +3 melee (1d6+3); AC 16; HD 4d8; HP 24; MV 40'; Act 1d20; SV Ref +2, Fort +4, Will +1; AL L; SP

WARHORSE HP: 24

Initiative Order: _____

CAPTAIN GRENFELL (MOUNTED): Init +3; long sword +2 melee (d8+2) or longbow +2 ranged (d6+2); **AC 16** (scale mail); HD 2d12; HP 22; MV 25' (50' horse); Act 1d20; SV Ref +3, Fort +3, Will +3; AL L; SP Three Molotov cocktails, one round to light, 30' range, **DC 15 Reflex save** to avoid 1d6 damage to all adjacent. Intended for setting wagons on fire if necessary. **If unmounted, AC and hit bonus drop by -1.**

CAPTAIN HP: 22

WARHORSE: Init +2; hooves +3 melee (1d6+3); AC 16; HD 4d8; HP 24; MV 40'; Act 1d20; SV Ref +2, Fort +4, Will +1; AL L; SP

WARHORSE HP: 24

Initiative Order: _____

CAVALRY (6): Init +2; long sword +1 melee (d8+1) or longbow +1 ranged (d6+1); **AC 15** (studded leather); HD 1d12; HP 10; MV 25' (50' horse); Act 1d20; SV Ref +2, Fort +2, Will +0; AL L; SP Three Molotov cocktails, one round to light, 30' range, **DC 13 Reflex save** to avoid 1d6 damage to all adjacent. Intended for setting wagons on fire if necessary. 33% cumulative chance for each fallen soldier (or horse) that the remaining soldiers retreat.

CAV 1 HP: 6	CAV 4 HP: 6
CAV 2 HP: 6	CAV 5 HP: 6
CAV 3 HP: 6	CAV 6 HP: 6

HORSE: Init +1; hooves +1 melee (1d6); AC 13; HD 3d8; HP 18; MV 40'; Act 1d20; SV Ref +3, Fort +1, Will +0; AL L; SP

HORSE HP: 18

Initiative Order: _____

Miladrian Soldiers—mounted (3): Init +0; Staff melee +3 (dmg 1d4+1); **AC 15** (hide, 14 unmounted/Hide); HD 2d12; HP 15; MV 50/25'; Act 1d20; SV Ref +1, Fort +2, Will +3; AL L; SP Anyone attempting an attack must make a **DC 10 Will save** each round or they can't bring themselves to attack.

CHINOA HP: 15 TAREGAN HP: 15
KENESAW HP: 15

Initiative Order: _____

PARASITE SWARM: Init +2; 1 automatic dmg *or* destruction of one item; **AC 10** (immune to slashing, piercing weapons); HD 3d12; HP 35; MV 40'; Act 1d20; SV Ref +0, Fort +0, Will +0; AL C; SP). Any PC in the Koji pit automatically takes 1 HP dmg *or* loses one random item each round. There is a 50% chance that one villager dies each round if there any in the pit.

PARASITES HP: 35

Initiative Order: _____

Chieftess Malyna—mounted: Init +0; Staff melee +3 (dmg 1d4+1) or sling +3 ranged (dmg 1d4+1); **AC 17** (scale mail, 16 unmounted, banded mail); HD 2d12; HP 15; MV 50/25'; Act 1d20; SV Ref +1, Fort +2, Will +3; AL L; SP Anyone attempting an attack must make a **DC 15 Will save** each round or they can't bring themselves to attack.

MALYNA HP: 15

Initiative Order: _____

BEHEMOTH KOJI: Init +0; bite +5 bite (d12); **AC 22;** HD 10d12; HP 125; MV 40'; Act 1d24; SV Ref +0, Fort +5, Will +0; AL N; SP 1) Possibility for automatic trample damage (d12) to all inside the pit. Each PC in the pit that rolls a one on a d4 takes damage. 0–3 villagers in the pit take d6 damage as she tries to scoop them out. 2) Baby Koji may hatch and call for mom (1–3 on a d8).

BEHEMOTH HP: 125

Initiative Order: _____

The Screecher: Init +6; Screech and +5 claws melee (1d6); **AC 12;** HD 4d12; HP 35; MV 50'; Act 1d20; SV Ref +2, Fort +3, Will +2; AL N; SP Automatic grapple instead of damage on successful claw attack (**opposed Strength (+4) check to escape**). Can also screech at will, causing all who fail a **DC 10 Will save** to suffer -2 on attacks, damage, saves during this encounter. Critical failure results in permanent deafness. Once a PC succeeds on the save, he is immune.

SCREECHER HP: 35

Initiative Order: _____

BABY KOJI: Init +0; bite +0 melee (1d2); **AC 12;** HD 1d12; HP 4; MV 30'; Act 1d16; SV Ref +0, Fort +2, Will -2; AL N; SP

BABY KOJI HP: 4

Initiative Order: _____

SHALAMAR THE SPIDER: Init +3; bite +3 melee (1d4 plus poison **DC 10 Fort**); **AC 15**; HD 3d8; HP 22; MV 30' plus climb; Act 1d20; SV Ref +3, Fort +0, Will +2; AL L; SP Poison **DC 10 Fort** or paralyzed for one week.

SPIDER HP: 22

Initiative Order: _____

MIRTLE THE WITCH: Init -1; mundane object +0 melee (1d3-1 dmg); **AC 9**; HD 4d4; HP 15; MV 25'; Act 1d20/Crit d8; SV Ref +1, Fort +1, Will +3; AL C; SP Spells: Feather Fall/Find Familiar/Force Manipulation/Sleep/Patron Bond/Knock/Mirror Image

MIRTLE HP: 15

Initiative Order: _____

LAZARITES (6+): Init +4; dagger +2 melee (1d4 dmg) or debris +2 ranged (1d3 dmg); **AC 12** (leather sized for random race, p. 22 DCC rulebook); HD 2d8; HP 10; MV 30'; Act 1d20; SV Ref +2, Fort +2, Will +2; AL L; SP: **Detect Magic**—Lazarites automatically detect any magic within 30 feet and target that player exclusively.

Disrupt—For any action (at any time) the players take (weapon attack, spell activation, magic item activation), one Lazarite can attempt to disrupt it with an opposed check (+1) against the PC's primary attribute (i.e. STR for Warriors, INT for Wizards, etc.).

Stealth—can use an action to hide among The Corrupted. **DC 18 Intelligence** to be spotted.

Laz 1: HP 10

Laz 5: HP 10

Laz 2: HP 10

Laz 6: HP 10

Laz 3: HP 10

Laz 7: HP 10

Laz 4: HP 10

Laz 8: HP 10

Initiative Order: _____

LAZARETH: Init +2; spells (spell check d20+10); **AC 14**; HD 9d4; HP 35; MV 30'; Act d20+d20; SV Ref +3, Fort +4, Will +5; AL L; SC +11; SP Replication p. 253, Charm person p. 131, Transference p. 232, Fireball p. 216, Scorching Ray p. 192, Planar Step p. 225.

Combat strategy (from the top of his tower):

- 1—Cast Replication (+11 SC) to create a combat clone near the party, but on the roof of a nearby building
- 2—Charm Person (+11 SC, via clone) on PC to uncover magic (incl. Shadoeforde or The Box)
- 3—Transference (+11 SC, via clone) to take over PC, possibly to retrieve The Box or Shadowforde
- 4—Cast Fireball or Scorching Ray (+11 SC) if party does not relinquish magic
- 5—Escape/retreat using Planar Step (+11 SC)

LAZARETH HP: 35

Initiative Order: _____

DELILAH'S GHOST: Init: +15; touch +0 melee (1 point of random ability score drain, DC 10* negates); **AC 10**; HD 1:n/a HP n/a; MV 40'; Act 1d24; SV n/a; AL N; SP May cause 1 point of random ability score drain if attacked, turned, or maliciously touched (DC 10* negates) Can't be damaged or affected by weapons/spells/turning. *Player uses the bonus/penalty from the affected ability score.

Initiative Order: _____

DRAVEN INSALORE'S GHOST: Init: +0; touch +6 melee (d8 ice damage); **AC 13**; HD 4d8; HP 25; MV 30'; Act 1d20; SV Ref +2, Fort +4, Will +3; AL C; SP Can only be hit by material items or affected by spells 50% of the time. Draven can be turned as normal per **page 97 in the DCC rulebook.**

DRAVEN HP: 25

Initiative Order: _____

GHOST DOG: Init: +3; Bite +3 melee (no damage, but next round initiates an opposed STR check or be pulled into plane of ghosts); **AC 12:** HD 2d8: HP 12; MV 40'; Act 1d20; SV Ref +2, Fort +2, Will +0; AL N; SP Can only be hit by material items or affected by spells 50% of the time. The dog can be turned as normal per **page 97 in the DCC rulebook.**

DOG HP: 12

Initiative Order: _____

SCOOTER: Init: +1; +0 pitchfork (1d8); **AC 11:** HD 1D8: HP 6; MV 30'; Act 1d20; SV Ref +2, Fort +0, Will +0 ; AL L; SP n/a

SCOOTER HP: 6

Initiative Order: _____

ENRAGED VILLAGERS (4): Init: +1; Stone +1 ranged (1d4)/Stone +1 ranged (1d4) or Stone +3 melee (1d4)/Stone +3 melee (1d4); **AC 11:** HD 1d6: HP 5; MV 30'; Act 1d20; SV Ref +1, Fort +1, Will +0 ; AL C; SP Enraged state allows two attacks per round until one of them is killed, then it drops back to one attack per round.

1 HP: 5

4 HP: 5

2 HP: 5

5 HP: 5

Initiative Order: _____

BEATRICE: Init: +0; +0 fat fists (1d3 subdual); **AC 10:** HD 1D8: HP 6; MV 20'; Act 1d20; SV Ref +0, Fort +0, Will +1 ; AL L; SP n/a

BEATRICE HP: 6

Initiative Order: _____

CHILD BANDITS (8): Init: +1; Club +1 melee (1d4) or sling +1 ranged (1d4); **AC 12:** HD 1d8: HP 5; MV 30'; Act 1d20; SV Ref +2, Fort -2, Will +0 ; AL L; SP Each bandit has one Foulness Pouch. **DC 10 Will save** within 10" radius or do nothing but vomit for 1d4 rnds. Immune to sleep effects. **HORSE:** AC 13; HP 24; MV 50'

KID 1, PCH, HP: 5

KID 5, PCH, HP: 5

KID 2, PCH, HP: 5

KID 6, PCH, HP: 5

KID 3, PCH, HP: 5

KID 7, PCH, HP: 5

KID 4, PCH, HP: 5

KID 8, PCH, HP: 5

Initiative Order: _____

DRAVEN'S DEMON (1): Init: +3; horns +2 melee (d6 plus Soul Control; **DC 13 Will save**); **AC 15:** HD 4d10: HP 40; MV 40'; Act 1d20; SV Ref +1, Fort 4, Will +4 ; AL L; SP 1—May take over a PC's soul with a successful attack. If PC fails the Will save and survives the attack, the goat form collapses, releasing the Demon to take control of the PC and attack allies using the PC's best attack options. The Demon may end up moving from one PC to another in this way. SP 2—Cannot be reduced to zero hit points (either as goat or other form) by any means other than a blade sharpened by the Crystal Whetstone in The Box. PCs killed in this way can be healed or recovered per the normal rules on page 93 in the DCC rulebook.

DEMON HP: 40

Initiative Order: _____

SHADOWFORDE: Init -1; claws +3; **AC 9**; HD 10d4; HP 14 (28 max); MV 20'; Act 1d20+1d20+1d14; SV Ref +2, Fort +3, Will +10; AL L; SP

Shadowforde is too weak to contribute in combat.

SHADOWFORDE 1 HP: 14 (28 max)

Initiative Order: _____

WAR DOGS (three packs): Init +1; bite +4 melee (1d3); **AC 12**; HD 3d6; HP 15; MV 40'; Act 1d20; SV Ref +2, Fort +2, Will +0; AL L; SP Has a 15' radius attack range (opponents must target center of radius). On a successful critical attack, the dogs will pin a PC. Strength or Agility DC 13 to escape.

1 HP: 15

2 HP: 15

3 HP: 15

Initiative Order: _____

BLOOD FLORA HEART: Init +0; tentacle +3 squeeze (d4); **AC 8**; HD 3d12; HP 30; MV 0'; Act 1d20; SV Ref +3, Fort +3, Will -4; AL L; SP Can attack up to three opponents within 10'. If the Blood Flora Heart is killed, all the other blood flora on the island bleed out and become useless.

BLOOD FLORA HEART HP: 30

Initiative Order: _____

ARCHERS (three lines): Init +2; Atk longbow +2 ranged (d6+1); **AC 13** (hide); HD 3d6; HP 20; MV 30'; Act 1d20; SV Ref +4, Fort +1, Will +2; AL L. SP Can target any square on the battle arena without incurring a range increment penalty.

1 HP: 20

2 HP: 20

3 HP: 20

Initiative Order: _____

FOOT SOLDIERS (four units): Init +2; long sword +1 melee (d8+1); **AC 14** (scale); HD 3d12; HP 30; MV 30'; Act 1d20; SV Ref +1, Fort +2, Will +1; AL L. SP Unimpeded by water or stone on the battle arena.

1 HP: 30

3 HP: 30

2 HP: 30

4 HP: 30

Initiative Order: _____

CAPTAIN STANLISH (MOUNTED): Init +6; Atk crit d20 (19–20), table IV, lance melee d6+1 (1d12+1+deed) or longsword melee d6+1 (1d8+1+deed); **AC 20**; HD 4d12; HP 45; MV 25' (50' horse); Act 1d20; SV Ref +3, Fort +5, Will +3; AL L; SP. **Double damage on horse charge.** If unmounted AC and hit bonus drop by -1.

STANLISH HP: 45

STANLISH'S WARHORSE: Init +2; hooves +3 melee (1d6+3); **AC 16**; HD 4d8; HP 24; MV 40'; Act 1d20; SV Ref +2, Fort +4, Will +1; AL L; SP Gets its own attack in addition to Stanlish's. Does **not** become spooked at 50% HP loss.

WARHORSE HP: 24

Initiative Order: _____

CLERIC MACKLEROY: Init +1; Atk Warhammer melee +1 (dmg 1d8); **AC 17** (banded); HD 3d8; HP 20; MV 25'; Act 1d20; Crit d10/III; Spell Check d20+4; SV Ref +1, Fort +1, Will +3; AL L; SP Detect Magic (p260), Second Sight (p267), Word of Command (p268), Darkness (p258)

CLERIC HP: 20

Initiative Order: _____

KING'S RAPTOR: Init +0; Atk Distracting Presence (**DC 13 Will save**) or two claws +2 melee (1d6); **AC 13**; HD 4d8; HP 30; MV 15', fly 40'; Act 1d20; SV Ref +2, Fort +0, Will +1; AL L; SP. Distracting Presence—Anyone within line of sight may become compelled to attack the raptor instead of another opponent on their next action; **DC 13 Will save.**

RAPTOR HP: 30

Initiative Order: _____

SIEGE WEAPONS

(d3 for which one attacks this round, targeted squares are randomly determined):

1—Fireball—Mark the map with fire (page 52). Anyone inside or moving through the squares takes 1d6 fire dmg and may catch on fire. **DC 15 Reflex save** for half dmg and to avoid catching on fire. Requires one action to put out the PC/NPC if they are on fire. The fire will move 15' in a random direction each round until put out. The 15' fire square requires two PCs to spend their round in order to extinguish it.

2—Sticky Stuff—Mark the map with a 15' square of sticky stuff (page 52). **DC 15 Agility or Strength check** to escape the stickiness. Characters can take no actions until they escape.

3—Stones—1d8 dmg to all within a random 15' sq. **DC 15 Reflex save** for half damage.

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Let history record that in the year 2019, the heroic souls listed below did take part in the perilous *EXODUS OF WOLFBANE*. These brave individuals pledged their treasure in the “Start of the Kicking,” and ensured that the community of Stonewater, and the module you now hold, would see the light of day.

Gnoll Lemmy
Chase Street
Eric Mulleavey
Nicholas “Bootleg” Lau
Adam T Hammond
Nicholas Hayden Hodge
Joe Bachman
Cory “DM Cojo” Gahsman
Kevin A Swartz, MD
Pierre Sudron
Chriss Lagge
Amanda Searle
Jake Harrington
Daniel Smoak
Gary McBride
Jeffrey Olesky
Wes Baker
Brian Spinetti
Jeff Scifert
Allen Westenbarger
Aulric the Brave
YorkusRex
Brother Tom
Tom Nimmo
A Mutated Puma Named Grrr
Chris Zank
Richard Ohnemus
James ‘The Great Old One’ Burke
Cato Vandrare
Andrew James McDole
Ken Christian
AC Severin
Tom Colley
Mark Green
Kristian J Jaech
kevbot333
Chris Ellis
Lance “UndeadViking” Myxter
Zebediah Doyle
Mark Hughes
Nathan
Johnny F. Normal
Matthew (Ogrebeef) Seagle
Judge Colin Brodd
Akseli Pulkkinen
Marc “Belares” Mitscher
Mark Featherston
Michael Jones
Lane Bowe
Pip
Jake Rueth
Michael G. Potter
Aaron Askam
Garrett Kelly
Jeremy Antrim
Martin St-Laurent
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Wine Guy
The Most Excellent Merfherself
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(Sanctum Secorum)
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John, Palmer, and Sabrina Haba
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