



THE SCENARIO FROM ONTARIO

by Kiel Chenier
and Zzarchov Kowolski

Two Adventures for LAMENTATIONS OF THE FLAME PRINCESS
and other OSR ROLEPLAYING GAMES

THE SCENARIO FROM ONTARIO

The Biggest Write-Off of 2017

by

Kiel Chenier

and

Zzarchov Kowolski



LAMENTATIONS
of the
FLAME PRINCESS
WEIRD FANTASY ROLE-PLAYING
COMPATIBLE PRODUCT



Maple Witch of the Beaver Wars: Zzarchov Kowolski

Sugar Shack Slaughter: Kiel Chenier

Maps: Dyson Logos and Zzarchov Kowolski

Art and Layout: Chris Huth.

Dedicated to Kiel Chenier, whose impending crushing defeat was essential to the frantic pace required to write this damn thing in just under 12 hours. — Zzarchov Kowolski

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INTRODUCTION

Few rivalries are as old as those between Toronto and Ottawa. We are like pirates and ninjas, spaghetti and milk, or someone from a garbage city and someone from Ottawa. So it was no surprise to hear the dastardly Kiel Chenier besmirch me in his final episode of *Kiel and Rey Can't Do Dark Fantasy*. As we all know there are several very common tests to determine who is a better RPG writer, ones that could be used to compare any two such writers: Best self-published randomized house adventure (*Price of Evil* vs. *Hell House Beckons*), best candy-based adventure published by Lamentations of the Flame Princess (*Lamentations of the Gingerbread Princess* vs. *Blood in the Chocolate*), and best fantasy heartbreaker (*Neoclassical Geek Revival* vs. *Snow Witch Shield Maiden*). But such a besmirchment as he besmirched me with required a duel. As we are both Canadians this of course did not mean violence but a twenty-four hour adventure write-off. We did still have it fall on Boxing Day 2017, you know, for the implication of fisticuffs.

With that, I urge you all to read the following adventures and judge for yourself (so long as you keep in mind that I technically won and nothing will change that).

THE SCENARIO FROM ONTARIO: A BOXING DAY BLOWOUT

The challenge was presented by Natalie Bennett: “Write a small 7000 word adventure about Maple Syrup for Lamentations of the Flame Princess”. With that we were off. And I won by the two sweetest words in the English language: Default. While I submitted my adventure to our panel of crack Canadian judges with an hour to spare, Kiel waited until the final 15 minutes to submit. In the middle of a blizzard. So he lost power, missed the deadline, and accepted defeat. That said, “just for fun” we opened up both adventures to the judges and have included their comments.

Some changes have been made to the adventures:

- Some spelling and grammatical errors have been fixed
- The maps have been redone by Dyson Logos who resides in Ottawa
- Professional art and layout by Chris Huth, who lairs in Toronto
- My own adventure was changed from being near Three Rivers to Quebec so they would both be set in the same location in case you wanted to link them in a campaign

— *Zzarchov Kowolski*

SUGAR SHACK SLAUGHTER

A Sticky Sweet Adventure for
Lamentations of the Flame Princess and
other Old School Elf Games

by Kiel Chenier

INTRODUCTION

French settlers came across the Atlantic ocean for the promise of a new life in Nouvelle-France: clean fresh water, abundant fish and game, and a continent's worth of opportunities. The mid 17th century looked to be a time of splendour! It's too bad that all that awaits these new colonists is sticky sweet *death!*

Maple syrup, the most iconic Canadian staple good, has been turned against the goodly people of Canada!

It has become a nightmarish fluid that melts flesh clean off of bones and turns god-fearing French people into mindless zombies. An enormous sentient blob of maple syrup oozes its way across the woods, seeking warm bodies. This edible abomination cannot be reasoned with. It cannot be routed. It cannot be stopped!

The task of contending with this molten monstrosity falls to brave adventurers from across the sea, but can it be stopped before it engulfs all of Quebec?

Sugar Shack Slaughter is an adventure for 4-5 low-level characters for *Lamentations of the Flame Princess*. It is set in 1666 Nouvelle-France, a French occupied area of North America in what is now present day Quebec. It contains a hexcrawl of the Quebec region, an end dungeon within an infected hollow maple tree, and a maple monster inspired by *The Blob* and native Canadian folklore in equal measure.

HOW TO USE THIS ADVENTURE

As part of an ongoing campaign.

For first level characters, *Sugar Shack Slaughter* is a great way to start characters off in the New World and provide them with a massive unexplored region to adventure in. You can use everything more or less as written: the characters are

new arrivals in New France and their first opportunity as adventurers is to help rid Quebec of the Maple Ooze.

For higher level characters, the voyage to New France can be used as a diversion or break from traditional dungeon play. The experienced characters are called to New France as experts and are sought out for their skills with dealing with strange occurrences and monsters. The only change to the adventure might be how much the adventurers get paid. Feel free to multiply the reward in silver pieces by the level of the characters (Or by however much is appropriate for your game).

As a one shot adventure. *Sugar Shack Slaughter* can be completed in a single session by three or more players in about 3-5 hours. Characters should start at first level, and the adventure should be run as deadly and dangerous as possible. Players who aren't careful or clever can expect to roll up additional characters when their first is killed.

Referees are encouraged to generous with clues and directions leading players to Bouclair's Sugar Bush and The Blood Maple Hollow. The Maple Ooze should be encountered by the players at least once, and if players are determined to fight it to the death, Referees are encouraged to have the Maple Ooze kill their characters and transform their corpses into Maple Zombies for the players' next batch of characters to fight. Alternatively, if things are going badly for the players, the Referee can explicitly tell them that the Maple Ooze is too deadly to fight directly...but some unnatural force seems to be controlling it from elsewhere.

As a collection of monsters and ideas. Feel free to flip through the adventure and strip out anything you



don't like, or just take the few bits you do. There is a dedicated page of monster and NPC statistics at the back of the adventure that can work with almost any old school elf game.

ABOUT THE HISTORICAL SETTING

Sugar Shack Slaughter assumes a quasi-real world setting of 1666 New France (Quebec). Firearms, gun powder, the Catholic Church, King Louis XIV, the fur trade, and so on. However, this setting is not a wholly accurate recreation of this region or this time period, and should not be taken as such. Changes have been made to the setting in the interest of gender diversity, ease of use for people not familiar with Canadian history, and the inclusion of fantasy stuff like magic, elves, halflings, and so on (Plus I only had about three hours to research this stuff

for the competition, and I am an illiterate beastman at the best of times).

You can use the adventure's setting and trappings as is for LotFP, making your own changes as needed, or you can eschew it entirely in favour of a more imaginary medieval fantasy setting. I suggest the following changes:

- The French colonists become a colony of northern halflings (or humans if you're boring).
- The Ijiraq can be kept the same, or you can reskin it as a more European style demon or monster spirit.
- Instances of firearms and gunpowder are replaced with heavy crossbows and alchemist's fire.
- The Iroquois people could become elves or gnomes (but that feels kinda racist. Use your best judgment).

BACKGROUND

PART 1

In Inuit folklore there exists a monster known as the Ijiraq. North Baffin dialects Ijiraq means shape-shifter, but its true form is said to be that of a hulking half man, half caribou with burning red eyes. Some say the Ijiraq can read your thoughts and make itself appear as someone you would trust the most: your father or mother, your siblings, your trusted friends or neighbours. It can only appear this way when a single person is observing it. If multiple people look upon the Ijiraq, each thinking of a different trusted person, the Ijiraq's form becomes confused, and it tries to appear as both. This is when it is given away. Only when it is feasting, killing, or is dead is the Ijiraq's true form revealed.

The Ijiraq is a perpetually lost collector of people. It kidnaps children in the night and leads them through the frozen wilds. It leads solitary hunters astray, bringing them further and further away from home. The Ijiraq is constantly searching for its true home; a place that doesn't exist but the Ijiraq is sure cannot be much farther away. It will march its captives through the snow until they freeze to death, or it will abandon them in hidden cairns while it searches on. The Inuit often built Inukshuk as a marker for those taken by Ijiraq to find their way home.

Long before Europeans sailed across the Atlantic to find the New World, one particularly driven Ijiraq roamed farther south than any before it. It roamed south from the icy shores of the north to the maple forests of the south. The warmer climate proved too intense for the Ijiraq, and it fell dead amid the red leafed trees.

There, its monstrous flesh decayed.

PART 2

But...monsters never truly die.

Though all that remained of the Ijiraq was bones, these bones sunk into the earth and created a hollow around them. From this hollow, a tremendous red maple tree grew. The latent magic in the Ijiraq's bones spread to the tree, infecting it with the monster's madness and evil. Its root structure spread across the forest, infecting other maple trees, poisoning them with its putrid evil.

The Ijiraq's body may have rotted away, but within this forest it found new flesh. It became something new: the Blood Maple.

Years passed, and the Blood Maple's roots spread further. Its central tree began to rot, becoming a misshapen opening that looked a human face with a gaping open mouth. The Blood Maple could not move, but through its sap it could influence its surroundings. Animals and insects who fed on the sap became twisted thralls to its will; root-like growths spread their their insides like new veins, puppeting their movements.

But the reach and influence of animals is limited. So the Blood Maple waited.

PART 3

It is the year 1666. French colonists have been present in the New World for over a hundred years since Jacques Cartier planted a cross in the Gaspé Peninsula in 1534, claiming the land in the name of Francis I, establishing a region called Canada. The colony of Nouvelle-France now extends from the northern coast of modern Quebec to beyond the Great Lakes, and is the permanent home to over 3215 women and men in equal measure.

While the French have a monopoly on the fur trade through the Saint Lawrence River, another staple good that all in the New World are competing over is sugar, in the form of maple syrup. Cane sugar is too expensive to import from across the sea, so maple syrup has become the primary source for sugar in Nouvelle-France. Large areas of sugar maple, red maple, and black maple trees are sectioned off into “Sugar Bush” farms, where maple sap is collected and boiled into syrup in “Sugar Shacks”.

The most prominent of these Sugar Bushes belongs to Catherine “la fête” Bouclair, a recent colonial addition. Her maple syrup is the sweetest and richest, and is now sought after by name. Bouclair is a strident business woman who looks for opportunities where others would not. Specifically, the area of maple trees she has sap drawn from is far larger than her competitors, but also far deeper into woods that older colonists fear to enter.

She has drawn sap from the trees of the Blood Maple Hollow. Its magically tainted sap is what gives her maple syrup its delectable flavour: like the Ijiraq shape-shifting nature, the syrup tastes like what the taster expects it to. As word of the syrup spreads, its flavour only grows stronger.

Bouclair stands to be one of the richest people in all of Quebec, perhaps of Nouvelle-France too. But something has gone terribly wrong.

The Ijiraq has awakened inside the Blood Maple Hollow, and now it has asserted itself.

Sap was drawn from the Blood Maple itself, and as it was boiled the syrup came to life! It swelled and bubbled, scalding and enveloping the sugar shack workers. It destroyed much of Bouclair’s Sugar Bush, and is slowly oozing its way through the woods. The maple syrup ooze continues to grow, leeching the sap from every maple tree it passes, as well as the blood from every person it absorbs. Those the ooze does not absorb, it kills, infects, and transforms into maple zombies.

The maple syrup ooze is now a 50-foot diameter, 15-foot high mass of boiling, sugary sweet death. The Ijiraq’s malevolent spirit is suffused in its gooey mass, and the populace of Canada is all but powerless against it. The woman who accidentally created the creature, Catherine Bouclair, has gone missing.

It has been moving and killing for a week now, and the Governor of Quebec turns to adventurers for assistance.

RUNNING THE ADVENTURE

STARTING OUT

The player characters begin in Quebec, the second largest settlement in all of Nouvelle-France (560 people). As fresh off the boat colonists or visitors to Canada, they start out unfamiliar with the area.

The governor of Quebec offers 700 livres (**700sp**) to any group able to destroy the maple syrup ooze. If a good impression is made upon the governor, they're willing to raise this payment to **1000sp** if asked for more. In addition, the governor offers **200sp** for Catherine Bouclair if she is returned to Quebec

alive for questioning (half as much is given if she's dead). The governor believes that since the maple syrup ooze originated from her sugar bush, she must be responsible for its creation.

If the players require additional motivation to risk their lives fighting living maple syrup, they are welcome to roll on the following random table of adventure hooks.

People in Quebec can give the player characters reasonably accurate directions to the both the last sighting of the Maple Ooze, and Bouclair's Sugar Bush.

Roll: 2d6 Random Adventure Hooks

- 1-3 A Log Driver's Waltz.** You are engaged to a married to a log driver who lives and works in the area. They came to the New World before you, hoping to make enough money to build you a house for when you arrived to join them. They've gone missing in the wake of the Maple Ooze. They're a captive inside the Blood Maple Hollow.
- 4-6 A Hollow Treasure.** You received a letter from a fur trapper friend, saying they came into a possession of a lockbox filled with silver (1500sp). They hid it deep inside a massive tree shaped like a face (The Blood Maple Hollow), north of Quebec. If something happens to them, they entreat you to find the lockbox within.
- 7-9 A Sweet Relation.** You are the niece/nephew of Catherine Bouclair, and have come to Nouvelle-France to join in her maple syrup business. You liked Aunt Catherine well enough, but now she has gone missing. Your future in Canada depends on finding her.
- 10-12 Sticky Sweet Revenge.** You knew Catherine Bouclair from the old country. Her family ruined yours, and one thing that brought you to Nouvelle-France is the hope that you might have your revenge upon her. Whether that revenge is humiliation, financial ruin, or murder is up to you. As long as Bouclair is missing, you'll never have the satisfaction of knowing her fate.

ADVENTURE OVERVIEW

The adventure takes place in early spring. The full chill of winter has passed, but there is still a great deal of snow on the ground.

Players can explore the hexcrawl map of the region at their leisure, having random encounters along the way. Eventually they'll have to contend with one or more of the following locations or encounters:

- The Maple Ooze.
- Bouclair's ruined sugar bush.
- The Blood Maple Hollow.

MAP OF THE REGION

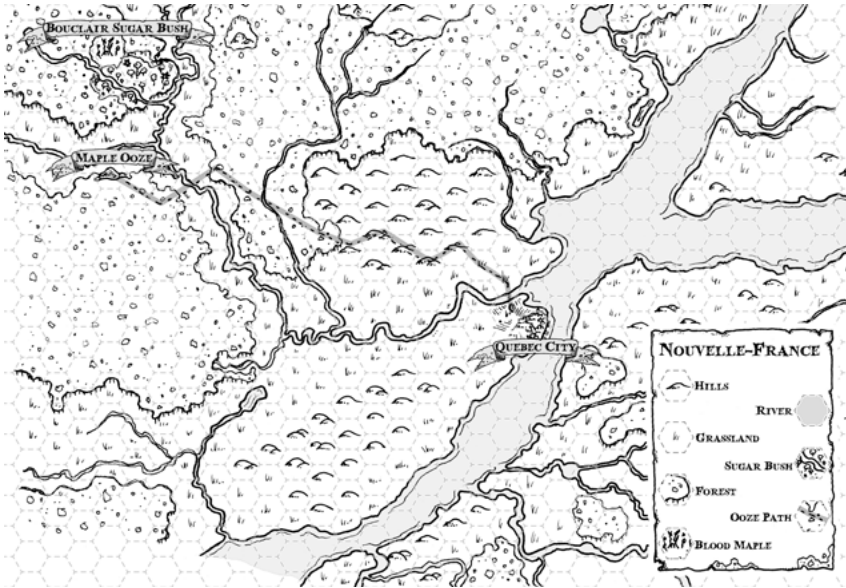
MOVEMENT

- Because of the snow, unencumbered characters on foot travel at a rate of 24 miles per day, or 4 hexes every hour.
- Forest hexes are moved through at **half speed**.
- River hexes are moved through at **one quarter speed** if on foot.
- Canoes move through river hexes at a rate of 12 miles per day, or 2 hexes every hour. Weather conditions must be rolled for.

Ideally, each one leads to the next. Fighting or dealing with the Maple Ooze reveals a trail of maple slime and destruction that leads back to Bouclair's. Investigating Bouclair's sugar bush, or questioning Catherine Bouclair herself, leads to the Blood Maple Hollow. Investigating the Blood Maple Hollow may lead to discovering the Ijiraq's bones, whose destruction puts a stop to the Maple Ooze.

ENCOUNTERS

- Encounters adhere to LotFP's Reactions Table unless otherwise specified. Roll 2d6: 2 is hostile, 3-5 is unfriendly, 6-8 is indifferent, 9-11 is talkative, 12 is helpful.
- For every two hexes traveled, roll for a random encounter on the table below.
- When travelling at night, roll for a random encounter for every hex traveled.
- When camping at night, roll twice on the random encounter table. These encounters interrupt resting.
- * Whenever a Weird Encounter is rolled, cross that encounter off and replace it with your own unless it has an asterisk in front of it.



**Roll: 1d8
+ 1d12** *Random Wilderness Encounter Table*

<p>2-9 No encounter.</p> <p>10 1d4 + 1 wolves.</p> <p>11 1d4 beavers. 2d4 beavers if travelling through a river hex.</p> <p>12 1d4 caribou.</p> <p>13 2d6 Iroquois natives.</p> <p>14 1d4 French fur trappers.</p> <p>15 1d4+1 English Hudson Bay Company trappers. ALWAYS HOSTILE.</p>	<p>16 2d6 Maple Zombies. ALWAYS HOSTILE.</p> <p>17 1d4 Beaver Maple Zombies. ALWAYS HOSTILE.</p> <p>18 A Caribou Maple Zombie. ALWAYS HOSTILE.</p> <p>19 Roll again. The second encounter is fighting a Caribou Maple Zombie.</p> <p>20 A weird encounter. See the Weird Encounter Table.</p>
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Roll: *Weird Encounter Table*
1d8

- 1 Two halflings (Armour 14, HD 2, 2nd level halflings, pistols and knives, Morale 8) carry a 10-foot-pole laden with 10 beaver pelts. One of the halflings is sick with the Jellied Syrup effect from an encounter with a Maple Zombie (see Encounters with the Maple Ooze). The other halfling is willing to trade some, but not all, of the beaver pelts if the player characters can help cure the sick halfling's condition.
- 2 *A smaller version of the Maple Ooze (8 HD, 60hp, Move 60', otherwise same stats) undulates towards the party. This ooze is a 10-foot square blob.
- 3 An unusual snow squall rips through the area, and lasts for the next 1d4 hours. The squall hinders movement, vision, and awareness by half.
- 4 Screams echo out of a witch's hovel. If investigated, a witch (3rd level magic user) plucks the wings off of fairies. One fairy pleads to the PC's to free her and kill the witch, rewarding all them with the ability to fly for 1 hour (As per the fly spell).
- 5 *A party of four elves (Armour 12, HD 1, 1st level elves, short bows and rapiers, Morale 10) ambushes the characters. Their aim is to steal any maple syrup the PC's might have with as little fuss as possible. If questioned about this, they say the syrup is for a noble of the Feywild (You can use this encounter to segway to [Into the Feywild](#), another fine Kiel Chenier adventure ;D).
- 6 A wendigo disguised as a starving trapper accosts the PC's, begging for something to eat. If no food is offered, the wendigo tries to devour a random PC. If food is given, the wendigo moves on. [Use Anthony Picaro's wendigo stats.](#)
- 7 Six terrified goblins flee from 2d6 Iroquois hunters intent on killing them. The goblins cower behind the PC's while the Iroquois urge the PC's to step aside. If goblins aren't common in your game, they are dimensional strays who are very confused. If saved, the goblins are recruitable as retainers. Use whichever goblin stats you like best.
- 8 Two skeletons dressed in winter clothing rise from the ground. They follow the PC's and badger them in English for beer and food. If given either, they become helpful and tell the PC's they're quite knowledgeable of the region (which they are). They answer to Bob and Doug, and can point the PC's in the right direction.



ENCOUNTERS WITH THE MAPLE OOZE

The Maple Ooze is a massive boiling hot blob of maple syrup that's come to life and is creeping across the land destroying everything it touches. The player characters have been hired to destroy it or stop its advance by whatever means they can think of.

This is easier said than done, as very few people have fought the Maple Ooze and lived. Despite its slow speed and massive size, it has proven to be incredibly deadly.

When it is first encountered, the Maple Ooze is pincushioned with arrows and filled with musket balls. Bleached human and animal skeletons are just visible inside of it, like a macabre amber jello mold.

Maple Ooze Armour None (always hit), Move 10', 50 Hit Dice, 600hp, attacks with its 15-foot long pseudopods for 2d4 damage, Morale n/a.

- Size: 50-feet in diameter, 15-feet tall.
- The Maple Ooze is boiling hot. Any direct contact with the ooze deals 1d4 damage. It takes half damage from fire, rounded down.
- The Maple Ooze has no sense organs perceptible to humans. It senses other creatures magically. It cannot be magically charmed, put to sleep, or otherwise deterred. Because the spirit of the Ijiraq roots it to this plane of existence, it cannot be magically banished or sent away.
- The Maple Ooze automatically fails all saving throws.
- A creature hit with the Maple Ooze's pseudopods must make a saving throw versus Breath Weapon. On a successful save, the creature is pushed 5 feet back or to the side of the ooze. On a failed save, the ooze pulls the creature inside of itself, and

the creature takes an additional 2d4 damage and is engulfed. The engulfed creature can't breathe, is restrained, and takes 1 point of damage at the start of both their and the Maple Ooze's turns. When the ooze moves, the engulfed creature moves with it.

- An engulfed creature can try to escape by making a saving throw against Breath Weapon at the start of their turn. On a success, the creature escapes the ooze.
- A creature killed by the Maple Ooze has a 3 in 6 chance of returning to life as a Maple Zombie 1d4 hours after death.

THE MAPLE OOZE'S PATH

The Maple Ooze starts play in the hex indicated on the region map (Upper left corner).

It is constantly pushing forward, moving south towards bigger settlements. Unless something actively impedes it, it travels 1/4 mile (1 hex) every 3 hours. It advances half as quickly through rivers. **If it is not stopped, it will reach Quebec in just over 2 days.**

MAPLE ZOMBIES

Maple Zombies are grotesque vision of flora overtaking fauna. The dead bodies of people and animals killed by the influence of the Blood Maple are sometimes reanimated. Twisted maple root structures grow inside of these bodies, pushing bones and organs out of the way. Maple branches burst out of mouths and eye sockets, sprouting bright red leaves and secreting tainted sap. The will of the Blood Maple urges these zombies to infect others. When no other creatures are nearby, they are urged to return home to the Blood Maple Hollow to defend it.

When the Maple Ooze is reduced to 0 hit points, its mass immediately stops boiling and it sloshes to the ground in a tidal wave of inert syrup. Those caught in this wave are knocked prone. The translucent spirit of the Ijiraq (in its true form) emerges from the syrupy mess, and flies backwards towards the Blood Maple Hollow, where it returns to the Ijiraq's bones.

Unless the Ijiraq's bones are destroyed or consecrated with sage or holy water, it's possible for another Maple Ooze to emerge in the future.

When a Blood Maple Zombie is reduced to 0 hit points, its animal parts rot away rapidly. A red maple sapling rapidly grows in the remains, taking root in the earth if it can. These new maple trees are infected with the will of the Ijiraq, and they created tainted maple sap just like the Blood Maple.

Maple Zombie Armour 12, Move 90', 1 Hit Dice, 8hp, attacks with its branches for 1d6 damage, or its syrup vomit (See below), Morale 12.

- The Maple Zombie can vomit caustic maple syrup out of its orifices at a creature within 10-feet of it. It can do this up to 3 times a day. That creature must make a saving throw versus Poison. Failure results in the creature rolling on the random syrup vomit effect table below.

Roll:
1d6 **Random Syrup Vomit Effect Table**

- 1-2 **Boiling Syrup.** The creature takes 2d4 damage and is horribly burned.
- 3 **Acidic Syrup.** The creature has a random limb melted off. Roll 1d4.
1. L arm. 2. R arm. 3. Left leg. 4. Right leg.
- 4 **Expanding Syrup.** The creature gets the syrup down their throat, where it expands inside them. Within 10 minutes their body expands to a 10-foot sphere, filled with maple syrup. The creature can still act and speak, but their armour bursts off of them and they can no longer move on their own.
- 5 **Jellied Syrup.** Within 10 minutes the creature's body loses cohesion and they have gelatinous properties. They can still act and speak, but can no longer wear armour. They also take double damage from blunt weapons.
- 6 **Addictive Syrup.** The creature gets the syrup in their mouth, and find its taste irresistible. Every time the creature encounters maple syrup they must make a saving throw versus Magic. Failure causes them to uncontrollably try to consume the nearest source of maple syrup completely.

Beaver Maple Zombie Armour 14 (small), Move 50', 1 Hit Dice, 6hp, attacks with its branches for 1d6 damage, or its syrup vomit (See below), Morale 12.

- The Beaver Maple Zombie can vomit caustic maple syrup out of its orifices at a creature within 10-feet of it. It can do this up to 5 times a day. That creature must make a saving throw versus Poison. Failure results in the creature rolling on the random syrup vomit effect table below.
- Pelts collected from Maple Beaver Zombies are worth half as much to furriers and trappers.

Caribou Maple Zombie Armour 10, Move 160', 4 Hit Dice, 32hp, attacks with its antlers and hooves for 2d6 damage, or its syrup vomit (See below), Morale 12.

- The Caribou Maple Zombie can vomit caustic maple syrup out of its orifices at a creature within 10-feet of it. It can do this up to 3 times a day. That creature must make a saving throw versus Poison. Failure results in the creature rolling on the random syrup vomit effect table below.

RANDOM NOUVELLE-FRENCH NPC OR RETAINER TABLE

Roll 1d20	First Name	Family Name	Trait
1	Jean Baptiste	Roy	Terrified of water.
2	Marie Josèphe	Ouellet	Secret pervert. Referee decides details.
3	Joseph	Gauthier	Speaks with a stutter.
4	Marie Louise	Pépin	Very fat and short.
5	Pierre	Gagnon	Bone thin and tall.
6	Marie Anne	Lefebvre	Wants to be a cleric very badly.
7	François	Hébert	Terrified of beavers.
8	Marie Marguerite	Richard	Irritatingly gluttonous.
9	Charles	Boucher	Mute, uses hand gestures.
10	Geneviève	Côté	Stupid but good natured.
11	Jacques	Dubois	Elderly.
12	Élisabeth	Lévesque	Barely more than a child.
13	Étienne	Bélanger	Very sweet.
14	Angélique	Gagné	Incredibly vain, asks if they look good.
15	Toussaint	Charbonneau	Extremely superstitious.
16	Madeleine	Fournier	A former Catholic priest/nun who gave it up.
17	Guillaume	Paquet	An elf disguised as a human.
18	Charlotte	Renaud	Actually two halflings in a long coat.
19	Marie Geneviève	Leduc	Talks like Dracula.
20	Ignace	Girard	A shaved dwarf.

SETTLEMENT OF QUEBEC

Buying Stuff. The settlement of Quebec has an abundance of traders for a place of its size. Every item from the LotFP Equipment List that costs less than 510sp is available for purchase. Firearms and Artillery can only be purchased with written permission of the Governor (which they happily provide).

Selling Stuff. Ordinary goods (weapons, armour, supplies, etc) can be sold to traders for half their listed price. Hunted animals can be sold to trappers or furriers for the following rates:

- Wolf Pelt **30sp**
- Beaver Pelt **50sp**
- Bear Pelt **100sp**
- Other Animal Pelts **1d4 X 10sp**

Money earned from selling animal pelts counts towards Experience Points.

Hiring Retainers. Retainers are available for hire in Quebec, as well as most other smaller settlements. Butlers, coachmen, slaves, and slave masters are not available.

BOUCLAIR'S SUGAR BUSH

When the PC's first arrive to the sugar bush, it appears deserted and destroyed. Bouclair's maple tree farm is a half mile square area dominated by dozens of red maple trees, all of which have been pierced and drilled into for sap collection. Many of the trees are slick with tainted maple syrup from when the Maple Ooze passed over them.

At the southwestern end of the farm are a collection of twelve sugar shacks: 15' square wooden buildings with shuttered windows and a single wooden door. All but one of these sugar shacks has been damaged, knocked over, or utterly destroyed. If the PC's search the damaged shacks, roll on the shack contents table below:

Roll: *Random Sugar Shack*
1d6 *Contents Table*

- 1-2 Empty.
- 3 1 gallon bottle of maple syrup (2sp).
- 4 A halfling corpse with 3d6sp.
- 5 A drum with 1d4 gallons of frozen maple syrup.
- 6 A **beaver maple zombie!**
It attacks!

The lone intact sugar shack is being scratched at by **4 maple zombies** and **3 beaver maple zombies**. They seem to be trying to get at something (or someone) inside. Within the shack is Catherine "la fête" Bouclair. She has barricaded herself inside and has been hiding there since the Maple Ooze first emerged.

Bouclair won't unlock the door to her shack until all the maple zombies are dead. Inside the shack is Bouclair, a single day's worth of rations, a full metal drum of tainted maple syrup (10 gallons), two human corpses, and a lockbox with 150sp inside.

Catherine Bouclair Armour 14, Move 60', 3rd Level Specialist, 22hp, pistol 1d8 or dagger 1d4, Morale 8.

- Bouclair has a the Stealth and Sneak Attack skills, both 3 in 6.
- Bouclair speaks English, French, and a little bit of German.

WHAT CATHERINE

BOUCLAIR KNOWS

- She was visiting her sugar bush to check in on the latest batches of maple syrup when the Maple Ooze appeared. She hid and watched it slowly move south.
- When she tried to leave, the bodies of her workers (and some animals) seemed to come back to life. They trapped her in this sugar shack.
- Her sap yield was extremely poor last season, so she had her workers tap a group of maple trees they'd been told the indigenous people believed were cursed (The Blood Maple Hollow). She can direct the PC's straight to it. The maple syrup made from the forbidden trees was her best selling batch, so she had them all tapped.



- She has observed that the Blood Maple Hollow is strange and foreboding: animals die near it, nothing else but maple trees grow there, the sap looks suspiciously like blood. She disregards all of this though.
- She swears this blob creature isn't her fault, but she also delights in the idea of it smothering her competitors.

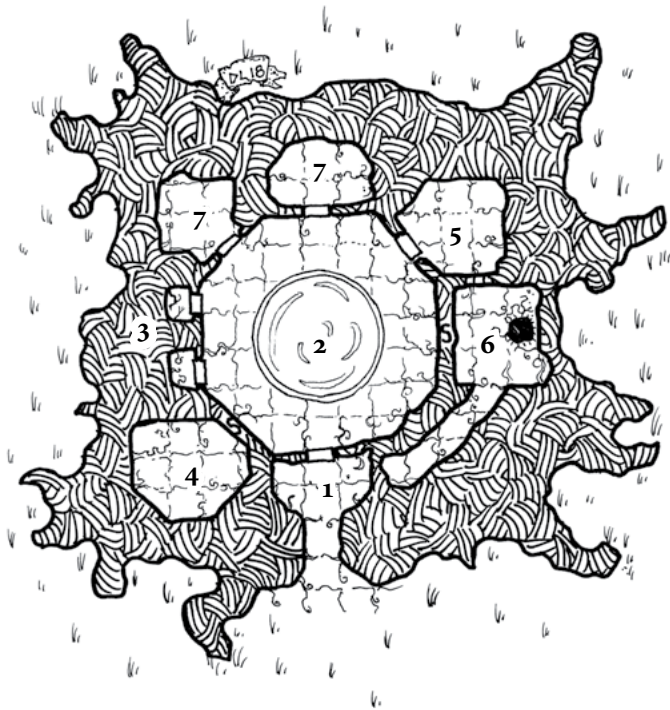
Catherine Bouclair thanks the PC's if they rescue her, and offers to reward them with **50sp** if they accompany her back to Quebec. If the PC's reveal that she's a wanted woman, or that they intend to turn her in, she offers them the entire 150sp from her lockbox in exchange for letting her "just walk away". If the PC's refuse, she attacks them.

THE BLOOD MAPLE HOLLOW

This quarter mile area is silent as a tomb. Sickly looking red maple trees grow at odd angles from the ground, each bleeding crimson sap. In the centre of the area is a massive maple tree whose front looks like a misshapen human face. Its eyes are bleeding knots, its nose

a bark-covered protuberance, and its mouth a gaping opening that leads into a hollow within.

This tree is the entrance to a wooden dungeon; the final resting place of the wandering Ijraq's bones.



DUNGEON FEATURES

- **Mouth Opening.** This opening is 5-feet wide, 1-foot tall.
- **Squares.** Each square on the map is 5-foot-square.
- **Doors.** Wooden root barriers that need to be pried open.
- **Walls/Floors.** Dense, gnarled maple wood that's rotted and slick with sap.
- **Ceilings.** 10-feet high unless otherwise specified.
- **Light.** The entirety of the dungeon is dark.
- **Secret Doors.** Can be spotted with a 2 in 6 Search check. They open as regular doors.

1. ENTRANCE

- A dark and foreboding entry hollow. Rotten squirrel corpses litter the ground in front of the door.

2. HOLLOW HALL

- This large almost octagonal room is empty and quiet.
- Loud noises alerts the maple zombies in the Zombies room to the north, who move into the hollow hall and attack.
- Dominating the floor is a 15-foot diameter circle of amber glass set into the wood of the floor. Closer inspection reveals it's actually hardened sap, half a foot thick. Movement can be seen on the other side of it. The hardened sap can be broken if it takes 10 points of damage, or if one or more heavy or encumbered characters walk across it. Once broken, the hole leads 30 feet down to the Basement Floor and the Sap Pool below (Room 9).

3. CELLS

- The doors to these rooms are stuck, and need an Open Doors check to open.
- Within each of these cells is an unconscious person bound in roots. In the northern one is a living French child. In the southern cell is a Quebecois log driver (The same from the 'Log Driver's Waltz' adventure hook, if used). Both of these people were taken captive by maple zombies, acting out the subconscious will of the Ijiraq. If awakened, these people are eager to leave.

4. TREASURY

- This room's walls are filled with rusted metal and bits of treasure, all of it stuck in the wood of the trunk, half exposed. As the maple tree grows and expands its trunk and roots, it resists all the metal it encounters. It ends up stashed here, stuck in the walls. The treasury holds the following:
 - ♦ 2d6 steel daggers.
 - ♦ A greatsword.
 - ♦ 50sp in loose (stuck) coins.
 - ♦ A metal breast plate.
 - ♦ A metal chest with 50gp and a treasure map inside (that leads to another adventure).
- The coins and daggers can be tugged out easily enough, but the other treasures require an Open Doors check or a Tinkering check to pull free.
- Pulling the greatsword free causes a gout of maple slime to spray from the wall. The creature that pulled the sword free is subject to the maple zombie's vomit effects (See the table in the Maple Zombie section).

5. CRYSTALLINE CHAMBER

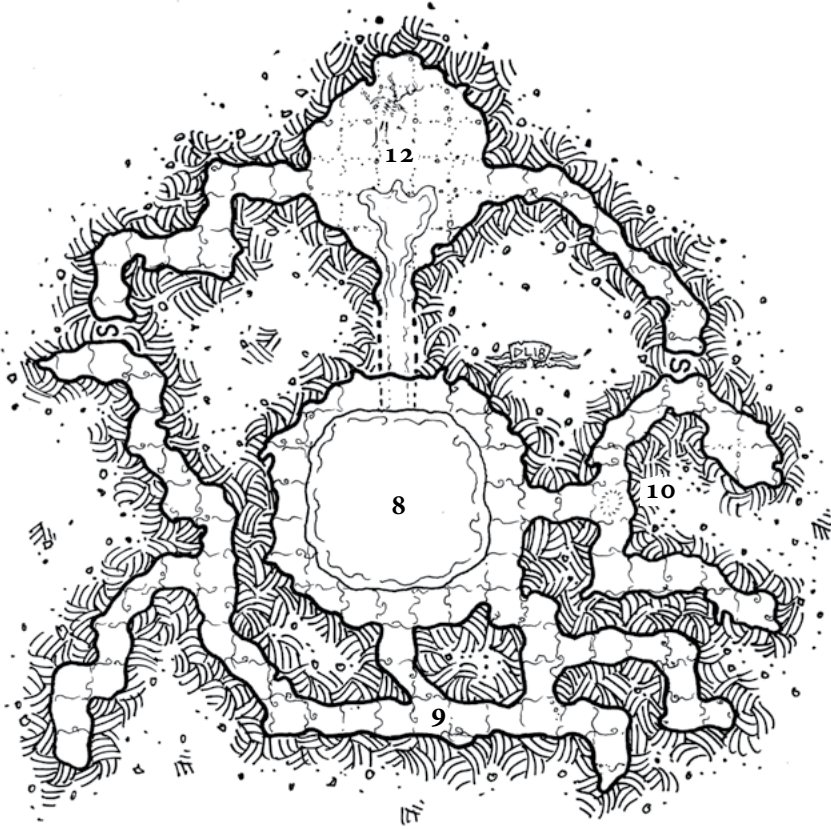
- Crystallized sap coats the walls of this chamber. It has a mirror sheen.
- Each character that enters this room and looks into the crystalized sap has a 1 in 6 chance of seeing the spirit of the Ijiraq reflected behind them. The spirit laughs soundlessly at them and makes a "You're going to die" gesture at them before disappearing.

6. HOLE ROOM

- Within the centre of this room is a 2-foot-diameter hole in the floor. Beneath the hole is a 30-foot drop to the Root Passages of the Basement Floor below. The basement wall alongside this hole is made of rough bark, which can be navigated with a successful Climb check.
- The walls, floor, and door of this chamber are flimsy. Its bark is dried out and the wood is fragile. Spiking or affixing anything to these walls (like say a rope to climb down the hole) has a 1 in 6 chance of failing and splintering away. If a rope is being climbed that's tied to anything in this room, the rope's chance of failing is increased by 1 for every additional creature who climbs down at the same time.

7. ZOMBIES

- **3 maple zombies** stand dormant in each of these rooms (6 total). They are awakened by the room's doors being opened loudly, or by loud noises in the adjoining hollow hall. They attack immediately.
- If the 'A Hollow Treasure' adventure hook has been used, the lockbox with 1500sp inside is located in the northmost room.



8. SAP POOL

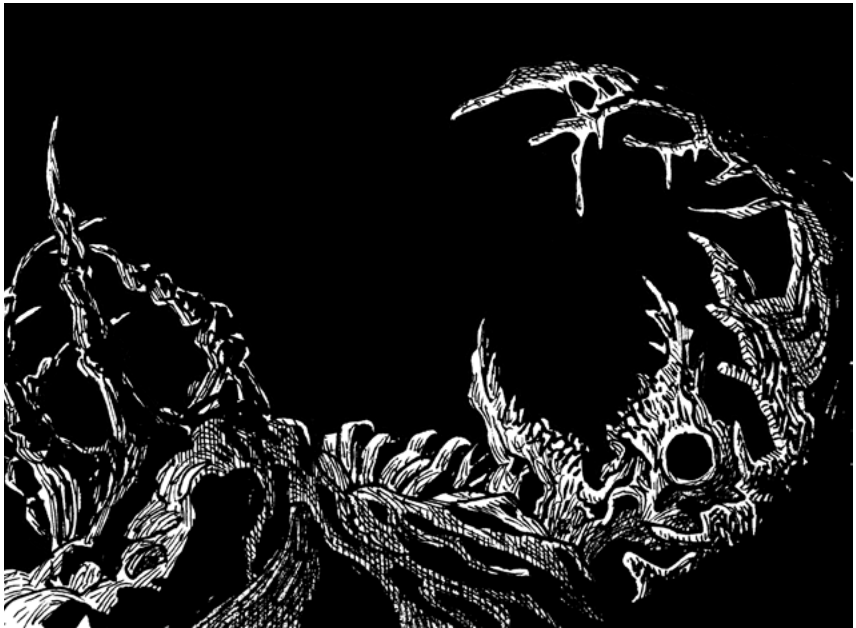
- The ceiling to this room is 30-feet high.
- This chamber is dominated by a 25-diameter round pool of congealing maple sap. The pool is 2 feet deep. Moving through the pool reduces a character's speed by half. Any time the pool is crossed on foot, there is a 1 in 6 chance the crosser loses a boot in the sap.
- Investigating the sap pool reveals a 5-foot-wide, 2-foot-high gutter entrance beneath the surface of the sap. It seems to lead on to an unseen chamber.

9. ROOT PASSAGES

- Tight, twisting passages within the roots of the Blood Maple. Their ceilings vary in height from 6 feet to 4 feet.
- These passages are empty, save for the haunting whispers of the spirits of all the Inuit children and adults the Ijiraq has killed over the centuries.

10. HOLE TO MAIN FLOOR

- A hole in the ceiling leads up to the hole room on the main floor (See room 6 for details).



11. SAP GUTTER

- A 5-foot-wide, 2-foot-high gutter passage that's submerged in sap. This gutter extends for 20 feet and it dips 5 feet in the middle (like a squat, wide V).
- Moving through the sap works like moving through water, except characters move at half their swimming speed.
- Any creature that moves through the sap comes out the other end completely covered in sap. Being covered like this grants disadvantage (roll twice, take the worse result) on all attack and skill rolls, as well as saving throws versus Breath Weapon and Magic Device. Drying yourself off requires stripping out of any sap covered clothing and completely wiping yourself off.

12. BONES OF IJIRAQ

- The floor of this chamber is hard packed dirt. It is empty save for a bleached skeleton embedded in the earth. The skeleton is a mix of human and caribou bones, though all are unnatural in size. The bones detect as Evil, Chaotic, and Magical.
- Within the bones is the spirit of the Ijiraq. If the bones are disturbed or damaged, the spirit is summoned and it attacks any intruders.
- If the spirit is fought and killed in combat, it returns to the bones and reappears 1d4 hours later. The spirit, and the Maple Ooze it is connected to, can only be banished once and for all if the bones are destroyed or consecrated. Smashing the bones with a total of 30 points of damage will do it, as will pouring holy water and/or burning sage over the bones.

Spirit of Ijiraq Armour 16, Move 100',
HD 4, 28hp, Morale n/a.

- The Ijiraq is an undead creature. It can only be harmed with spells, silvered weapons, and holy water.
- On its turn the Ijiraq can attempt to possess a living creature. The creature must make a saving throw versus Magic. Failure means the Ijiraq possesses the creature and controls its actions. The Ijiraq uses its possessed body to attack other living creatures. Failing that, it attempts to drown its possessed host in the nearby sap gutter.

CONCLUSION

If the player characters fail to stop the Maple Ooze before it reaches Quebec...

The Maple Ooze breaches the walls of Quebec and destroys the city. It kills almost half of the settlement's population before the ooze is finally destroyed. Quebec is abandoned and the survivors flee to Tadoussac and Trois-Rivières. The spirit of the Ijiraq/Blood Maple returns to its bones and continues to spread through its saplings and its maple zombies. It's only a matter of time before another massive maple ooze is created.

If the player characters kill the Maple Ooze before it reaches Quebec, but don't destroy/consecrate the Ijiraq's bones...

The Maple Ooze collapses into a tidal wave of inert maple syrup. The settlement of Quebec rejoices and prepares to rebuild the damage the ooze caused. The PC's are granted their 700sp reward as promised and are treated like heroes. However, the spirit of the Ijiraq/Blood Maple returns to its bones and continues to spread through its saplings

- At the end of a possessed creature's turn, it can make another saving throw versus Magic. If it succeeds, the Ijiraq is forced out of them.

When the Ijiraq possesses a character, it has the ability to speak and read the character's memories. Using its host's mouth, it screams and wails and utters all the horrible thoughts and secrets the host character has. The Ijiraq is a creature of chaos and cannot be reasoned with, even when possessing a lawful character.

and its maple zombies. It's only a matter of time before another massive maple ooze is created.

If the player characters destroy/consecrate the Ijiraq's bones...

The Ijiraq is banished from the mortal world, never to return. The Maple Ooze dies at exactly the same moment, as do all of the maple zombies. Anyone afflicted with a syrup vomit ailment is magically cured. The settlement of Quebec rejoices and prepares to rebuild the damage the ooze caused. The PC's are granted their 700sp reward as promised and are treated like heroes. As a minor consequence, every drop of Bouclair's famous maple syrup hardens and turns to ash.

If Catherine Bouclair is let go or is killed before reaching Quebec...

She hastily retreats and leaves Nouvelle-France behind. She stays in England occupied areas of the New World until she can book passage back to Europe. Without learning of the cause of the

Maple Ooze, French leadership decrees the practice of making maple syrup to be evil and unlawful. Tensions between the Iroquois and all other First Nations people rises rapidly. Maple Syrup never becomes a Canadian staple ever again.

If Catherine Bouclair is brought to Quebec alive...

She is interrogated, then made to answer for her negligence and her greed. She is hung from the neck until dead. The practice of making maple syrup is abandoned in Nouvelle-France for a number of years, but is begun again when the colony is given over to English rule. Maple Syrup continues as Canada's favourite breakfast cake topping.

ADDITIONAL CREATURE STATISTICS

Wolves Armour 13, Move 120', 1 Hit Dice, 8hp, attacks with its bite for 1d6 damage, Morale 6.

Beavers Armour 1 (small), Move 40', 1 Hit Dice, 2hp, attacks with its bite for 1 damage, Morale 4.

Caribou Armour 10, Move 160', 4 Hit Dice, 32hp, attacks with its antlers and hooves for 2d6 damage, Morale 8.

Bears Armour 11, Move 120', 5 Hit Dice, 38hp, attacks with its claws for 2d4 damage or its bite for 1d6 damage, Morale 10.

Iroquois Hunters Armor 13, Move 90', 2nd Level Fighter, 14hp, knife for 1d4 damage or musket for 1d8 damage, Morale 10. The hunter carries a musket, shot and powder, a winter coat, a carrying bag, and 1d4 days worth of rations. These hunters have a Languages skill of 2 in 6. Most speak a little bit of French.

French Fur Trappers Armor 12, Move 90', 1st Level Fighter, 10hp, knife for 1d4 damage or musket for 1d8 damage, Morale 8. The trapper carries a musket, shot and powder, a winter coat, a backpack, 1d4 beaver pelts, and 1d4+1 days worth of rations.

Hudson's Bay Company Trappers Armor 14, Move 90', 1st Level Specialist, 8hp, knife for 1d4 damage or musket for 1d8 damage, Morale 7. The HBC trapper carries a musket, shot and powder, a winter coat, a backpack, 1d4 beaver pelts, and 1d4+1 days worth of rations. These trappers are English, and are under orders to kill or sabotage any French trappers they come across. In the chaos of the Maple Ooze's advance, they are not very discerning.



MAPLE WITCH *of the* **BEAVER WARS**

A maple syrup themed adventure for
characters of 2nd level

by Zzarchov Kowolski

INTRODUCTION

THE SETUP

What could be a more Canadian setting than maple season during the Beaver Wars. It sounds quite charming so long as you know absolutely nothing about what those phrases mean. It's late February in early 17th century New France which means subzero nights and that most days get to slightly above freezing at some point. In a bid to monopolize the fur trade the Haudenosaunee government have procured vast quantities of Dutch arms and are pursuing a brutal campaign against the Algonquin people along the St. Lawrence. The French settlers are unwilling to supply arms and are instead becoming directly involved in the conflict to preserve their own supply of beaver pelts. Without those pelts the economic justification for the colonies would cease and it is likely the French would abandon the region for a second time.

This adventure is set at a trading post a few days walk from the Quebec settlement. The river is still too dangerous to canoe down without risk of ice damage, but the warmer weather has let the first few caravans of people arrive from Quebec to prepare for spring season and get a head start on trading while the prices are better due to shortages. There are a number of voyageurs about, as well as a small band of Algonquin that have also arrived and are milling about, ostensibly looking to work as guides. If any of the party are Algonquin, one of them will identify himself as a midew for the Grand Medicine Society and will ask for help in recovering a store of sacred scrolls. He fears something ill has happened over the winter to its guardian. For more unusual visitors there is a Dutch trader who is getting fleeced

bartering trade goods for staples to make it back down south. Given that he is practically being robbed at the exchange rate he is being offered, the French are happy to tolerate him. He laments that he had arranged to trade for a "mother lode of hundreds of pelts from the Iroquois" but that he arrived to find everyone he knew dead and a different band of warriors present who nearly robbed him until he proved he was Dutch. They claim someone raided their outpost and they blame the French. There is also a Catholic priest from Quebec who claims that thieves stole the church tabernacle and absconded here. The tabernacle was wood and not valuable, so the priest surmises witchcraft and is imploring for help from anyone who fears for their immortal soul.

WHAT IS GOING ON?

A French witch has roamed these woods for over ninety years. As her unnatural lifespan approaches its end she set into motion her plan to rejuvenate herself last autumn. To do this she first slew the midew who protected both a library of Grand Medicine Society teachings and a magical maple tree that he had been researching for a decade. He had been preparing to ward off a potent wendigo that haunts the area and so his magic defences were not configured the repel the witch and her servitors. She spent the winter learning the secret midew practices and merged it with her own necromantic arts. She confirmed her suspicions that the sap of the maple tree could grant youth, but only a few years and only once. The midew's experiments showed that concentrating the sap into syrup increased the potency and could

THE HOOKS

These are the most likely calls to adventure

- *Find the stolen pelts and bask in cash, which is easily convertible to other goods and services.*
 - *Find the stolen tabernacle and bask in god's light, which has a much more nebulous exchange rate.*
 - *(Algonquin only) Secure a cache of wiigwaasabak (scrolls) and earn a favour from the Grand Medicine Society.*
-

grant many additional years of youth, but hideous mutations began to emerge as a side effect of the youth. The witch is vain and wants her beauty back as well as her youth, and her knowledge of diabolic magic gave her a solution. To do this she needed to corrupt the powers of transubstantiation, and thankfully the French were once again settling the area. She made contact with a disreputable Basque trapper and struck a bargain she

would trade three hundred beaver pelts for a church tabernacle full of Eucharist. Then she needed pelts, and so used her servitors and magic to assault a Mohawk encampment and slaughter them in their sleep. It was not quite so easy as planned and she lost many of her remaining forces, but she did retrieve the pelts. Now she is gathering sap and boiling it down into syrup, awaiting the recovery of the church tabernacle.

THE SCHEME'S MOVERS AND SHAKERS

THE WITCH

Chantal was born in France and at a young age desired above all else to become a nun. She became literate and was fervent in her beliefs, or at least aggressive in them. She spent a great deal of effort publicly pointing out the moral failings of others and promoting her own virtue. Her own faith was shaken to rubble when King Francis I allied with the Ottoman empire against other Christian empires. Her interests quickly shifted to decadence, debauchery, and then darker Satanic pursuits. She joined a coven and devoured all of their dark knowledge before slaughtering them to steal what secrets might be hidden. She seduced monks to gain access to forbidden libraries and learn of forgotten pagan ways, and saw the first gleanings of even more ancient beings from beyond

the stars. These activities soon drew the eyes of the church and she was forced to go on the run. She joined the colonists heading to Charlesbourg-Royal to escape the reaches of the Inquisition. When the colony failed and returned to France, she stayed behind.

Using her dark arts she raised several of Cartier's dead soldiers to act as her servitors. As traditional congress grants life, she maintains their unlife through unwholesome congress with them. You know, butt stuff.

Through her decades she has honed her skills and learned much of the new world. She has spent years studying ancient Zioxian artifacts and learned they had a compound dedicated to rejuvenation of the elderly into young warriors. When she tracked down the location it was being used as a library of



the Grand Medicine Society, and a large maple tree grew atop it. This began her current quest.

She will not leave the magic maple tree and will spend her nights standing by her great iron cauldron and stirring sap as she boils it down atop a flame. Her two remaining servitors fell trees and chop wood. It will be very easy to locate her at night. During the day she will perform rituals to maintain her servitors, which should cause SAN loss if witnessed, but LotFP doesn't roll that way. She will then sleep while her servitors keep watch, and switch the sap buckets as required.

If the party attempts to negotiate with her, they will find she is more than willing to pay them the pelts for the tabernacle if they have it. If they seem like a credible threat to her and push harder she will also be willing to

perform the ritual of youth on one of them with the leftover syrup after her own rejuvenation. She wants things to go as smoothly as possible and is willing to bargain a great deal with the exception of her use of the magic syrup, the scrolls she stole from the Grand Medicine Society, or the tabernacle. If she does not have access to the tabernacle after one week, she will proceed with the ritual despite the mutations she will endure. She would rather be alive with decades to figure out how to reverse the mutations than dead of old age. On the eighth day (unless otherwise thwarted) her compound will be overrun by Haudenosanee forces. If she waited a full week to perform the ritual she will be caught while still packing and slaughtered.

She speaks French, Latin, and Algonkian.

Chantal 6th level magic-user, unarmoured, 13 hp. Spells:

- 1 Enlarge, Mending, Unseen Servant
- 2 Levitate, Ray of Enfeeblement
- 3 Haste, Army of One

Servitor Armour as equipment (16), Move as a lightly encumbered man, 3 Hit Dice, Attack as weapon (Heavy Crossbow, Rapier, Hatchet), Unbreakable morale.

THE THIEF

Gorka Luzuriaga is a middle aged Basque trapper with few morals and a desire for wealth and power. He has spent 15 years involved in the fur trade and he'd rather return to Europe and retire to a nice townhouse. He has conducted a number of risky adventures and daring raids and knows his number will come up eventually if he continues. He plans for this to be his last big score. He travels with two disreputable young Frenchmen who helped him steal the tabernacle. His plan is make the trade, have them carry their shares of the furs most of the way and then get them drunk near where the wendigo lairs and take off during the night with the remaining furs. He considers this a fairly safe plan as he carries with him a charm to protect against the wendigo, gifted to him by the witch, taken from the body of the midew she slew. He is willing to negotiate and help the party so long as he keeps the pelts. He will also agree to only keep his share if pressed (or in a bad spot) and then try to lead the party to their death with the wendigo.

The first day he will travel around the swamp to reach an abandoned trapper's cabin he has used a few times before. Day two he will spend the morning waiting out the snow storm and then head on to

make camp at night in a small cave. Day three he will reach the magic maple by mid-morning and begin heading back a different route and reach the old fortress to set up camp late. He will get his men drunk in celebration then put out the fire and take off in the hours before dawn towards the marsh. As the weather warms on day four the ice on the marsh will become dangerous and he will be slowed, not reaching the other side until nightfall. He will stay awake with a large fire all night to ward off wolves and head to the trading post to arrive mid-morning.

He speaks French and Basque.

Gorka 3rd level specialist, 5/6 Bushcraft, 4/6 Stealth, 2/6 Sneak attack, 12 hitpoints. Unarmoured.

French Thieves Armour as unarmoured man (12), Move as unencumbered man, 1 Hit Die, Attack as weapon (Arquebus or Hunting Knife), 5 morale.

THE HAUDENOSAUNEE

Losing three hundred beaver pelts is a lot of money and painful financial sting. Losing a forward operating base and fifteen men is career ending. The commander found French plate armour and crossbows on the three corpses left behind with the Mohawk dead. The state of decay for the warriors (as well as their black and white livery) is confusing, but combined with the lack of guns being taken has convinced him it was a French raid (the Algonquin would have prized the guns above the pelts). He has sent seven groups of eight soldiers to patrol the region and attempt to locate the source of the raiders and recover the pelts. If encountered they will be hostile by default, though any European who speaks Dutch and an Iroquois language can parlay and potentially even gain their

help so long as they will give both the pelts back as well as the bodies of those involved in the raid (obviously this means they can't have any Algonquins with them or admit to being French).

Mohawk Soldier Armour as equipment (13), Move as unencumbered man, 1 Hit Die, Attack as weapon, 8 morale

THE PRIEST

Father Francois Charest is a junior priest stationed at Quebec. It was under his watch that the tabernacle was stolen and he is in a panic to retrieve it before next Sunday (five days from now). He will volunteer to go with the party if they offer to help recover the tabernacle, and will also offer a payment of 27 silver, plus 3 silver a month for the next 3 months. That is his entire savings and his salary for as long as his food stores will last. He has warm winter clothes, his collar, a rosary, and a crucifix. He has also filled a small flask with holy water as he suspects witchcraft. He is fairly useless in the wilderness and will probably prove to be a liability. He will not intuitively understand terrain dangers such as thin ice or snow drifts and will ALWAYS get into trouble in such situations unless the party specifically has one member keep watch on him to keep him from doing something dumb. He speaks French and Latin.

Francois Unarmoured (12), Move as unencumbered man, 1 Hit Die, Attack as weapon if given one, 10 morale

THE YOUNG MIDEW

The Midew staying at the trading post calls himself Chogan (not his real name) but the French have changed that to Hogan and he doesn't give enough of a shit to correct them. He is a young man

in his early twenties and was sent to check on the elder midew guarding the library as he failed to make any contact with the society. Given the strange goings on he suspects something terrible has occurred as this smells like some sort of magician's scheme. His main goal is to secure or recover the scrolls from the library and to destroy them if that is not possible. He will offer to work as a guide for cheap if the party has no Algonquins in it, or attempt to convince them to help if there are. He knows of the location of the old fortress and believes it is haunted.

He speaks Algonquin, French, and Mohawk

"Chogan" Armoured with heavy furs (13), move as unencumbered man, 6 hit points. 1st level cleric with Turn Undead prepared (or magic-user if you don't use clerics)

THE WENDIGO

Less than a century ago this region was Stadacona territory. A mix of European diseases, war with other peoples, and famine eradicated the entire nation. Only one from that nation still exists, a gaunt figure who broke every taboo to avoid the famine. She killed and ate her own children. Even now she still roams the area, eating the unwary and always hungry. She has recently set up her lair near an abandoned fort. She is always hungry and would have tried to eat the witch already, but there is a wicker idol in her laboratory that protects her from the wendigo. She would also have eaten Gorka but he has a charm that protects him from the wendigo.

The rising temperatures means she will not venture out during the day unless there is a snow storm (such as the morning of day two). She can smell people

for miles around but will avoid anyone with a large fire. If anyone wanders away from the fire at night she will attempt to lure them away from their companions with her eyes before eating them.

The wendigo speaks Old Iroquois and Algonquin.

Wendigo Armor as leather with a very high dexterity (16), Move half again as fast as a man, 9 Hit Dice, Attack twice with claws (1d6+2) or once with a bite (1d8+2), Morale 11 on 2d6. Requires fire or magic to harm. Special gaze attack and silence abilities (see appendix)

KEY LOCATIONS

THE TRADING POST

The trading post consists primarily of a large log cabin with a river stone chimney. The log cabin is big enough to hold twenty people easily, though it is largely a storage area for staples and durable goods. There are also several tents, a wigwam, and a shack near the river that provides shelter to a half dozen canoes. The post is run by Guy Dorval, a freakishly tall man with a large white beard, a receding hairline and a long ponytail. Currently about are 12 French voyageurs, 4 Basque labourers, 5 Algonquin hunters looking to work as guides (including 'Hogan'), the Dutch merchant Paul and his 3 Irish porters, and Father Francois the priest. Everyone except the priest and the Algonquins would have an arquebus (they would have bows) and a hatchet or hunting knife.

THE WEATHER

The weather isn't truly an agent, but its actions are just as important to the play of the adventure. Day one is warm weather, reaching a high of +2 and a low of -5 overnight. Heavy snow begins in the wee hours of the morning on day two and continues until almost noon. The remainder of the day reaches a high of 0 and drops down to -4 overnight. Day three reaches a high of +3 and at night drops down to -1. Day four reaches a balmy +6 by noon and drops to -3 at night. Day five hits a high of +1 and drops to -8 at night. Day six reaches a high of 0 and then snows all afternoon towards midnight where it hits a low of -6. Day seven quickly warms up to +4 and has some light showers for half an hour in the afternoon before dropping to -1 overnight.

2d6 French Voyageurs would be willing to work as guards, 1d4 of the Basques would be willing to work as labourers, and all of the Algonquins would be willing to work as guides (standard LotFP prices). "Hogan" would be willing to work for 1/2 price but would ask for some other concession so as to arouse less suspicion (such as being paid in gunpowder or allowing him to kill any Mohawks they capture, whatever he thinks the party would consider acceptable).

If asked about the priest's problem, Guy Dorval will mention that three Basque labourers did take off northwards about a half a day before the party (and the priest) showed up. Their trail can still be picked up until it snows. If there is a Basque party member (or someone who speaks Basque) the labourers will



PRICE LIST AT THE TRADING POST

Arquebus*	50sp	Gunpowder*	3sp	Set of Winter	
Backpack	1sp	Hatchet	10sp	Clothes	5sp
Beaver Pelt	5sp	Heavy Furs		Shot*	5sp
Blanket	2sp	(as buffcoat)	30sp	Snowshoes	2sp
Canoe	25sp	Iron Rations/day	1sp	Standard	
Cheap Liquor	1sp	Knife	10sp	Rations/day	5cp
Cooking Pots	1sp	Rope, 50'	3sp	Tinderbox	5cp
Fishing Gear	1sp			Tobacco	5cp

* *Europeans Only*

offer additional insight (they speak French, they just don't trust non-Basques as highly). They will point out there is a trapper's cabin in the woods to the north across from the marsh. The marsh is dangerous so it is likely to not have been crossed, allowing the party an opportunity to beat Gorka to the cabin if they are willing to take the risk. They only ask that the party talk to Gorka first as they believe this is just French authorities

trying to pin a crime on Basques as an excuse to crack down on them.

The tracks will lead around the marsh right up to the Trapper's Cabin. Given the head start Gorka has, he will make the cabin by nightfall while the party (barring means of expedient travel) will be half a day behind.

If Paul the Dutch merchant is asked about the pelt theft, he will offer to tell the party all he knows in exchange for

10% of the pelts recovered. He knows he has no way to enforce this and is just hoping the party is honourable as he isn't really out anything telling what he knows. He hopes 10% is low enough of a cut they won't try to swindle him very hard. He will mention that he knows the Mohawk were sending parties to the northwest of the trading post trying to find the culprits. They believe them to be French as they recovered armour and crossbows. Paul finds that last bit odd, as who uses crossbows anymore?

THE TRAPPER'S CABIN

The trapper's cabin is a simple log cabin with a small gypsum hearth and dirt floors. It has a small shuttered window on the wall opposite the only door, which makes it quite drafty. It provides minimal protection from the elements. Inside are three wooden benches that also serve as tables and uncomfortable beds. There is a large pile of twigs and broken branches stacked inside for use in the fireplace.

Gorka and his two associates will spend the first night here, as well as wait out the snowstorm on the second morning.

THE MARSH

The marsh covers a fairly large patch of the woods and it would take a fairly long detour to avoid it (which is what Gorka did). Crossing the marsh allows for fairly fast travel to either the old fortress (if its location is known) or to the trapper's cabin. Crossing the marsh will allow the party to reach the trapper's cabin (if they know of its location) two hours before Gorka arrives if they leave immediately. Each time they cross the marsh they must roll 1d6. If they roll equal to or less than the number of encumbrance points they are carrying they have fallen through

the ice and soaked all of their gear and clothing (unless packed in a tightly sealed leather bag or satchel). That will probably be fatal if untreated. If it is warm out (+4 or greater) they must re-roll the d6 and take the worse result. If it is cold out (-5 or less) they may re-roll the d6 and take the better result. A character can make a bushcraft check to avoid needing to personally roll this check (after they decide to cross the marsh) unless it is warm out. If it is warm out they must also move at half speed to attempt the bushcraft check. If anyone attempts to run across the marsh (such as from a charging moose) they must make the check again every 1d4 rounds.

THE CAVE

A small "cave" exists in the side of an exposed cliff that is twenty feet high and only eighty or so feet long, set into the side of a hill. The cave itself is only about twelve feet deep and is about six feet wide and four feet tall. It is useful shelter from the wind and snow, but has very little other use. It does hide the glow of fires fairly easily allowing the party to have a large fire without risking the attraction of Mohawk soldiers the following day. Gorka will spend the second night here with his associates.

THE OLD FORTRESS

The old fortress is a circle of planted trees atop a slight hill. All of the tree trunks have been chopped down at seven feet in height. In times of war the trunks could be reinforced with saplings or branches woven between them. Smaller trees have started growing inside the ring though none are more than fifteen years old. The wendigo has burrowed underneath the roots of one of the tall stumps on the outer ring and several bushes hide her



burrow from easy view. Her burrow digs down thirty feet into the cool earth and is coated in ice, making it a slick death trap if anyone tries to climb inside (especially if she is in the bottom). In her burrow are a rusty wheel-lock pistol, a crossbow, 5 flint arrows, 1 beaver pelt, 3 torn wool blankets, and loose wampum beads (400 white worth 1cp each and 100 black worth 2cp each). Gorka will spend most of the third night here with his associates before dousing his fire and abandoning them drunk to the wendigo, absconding with all of the beaver pelts.

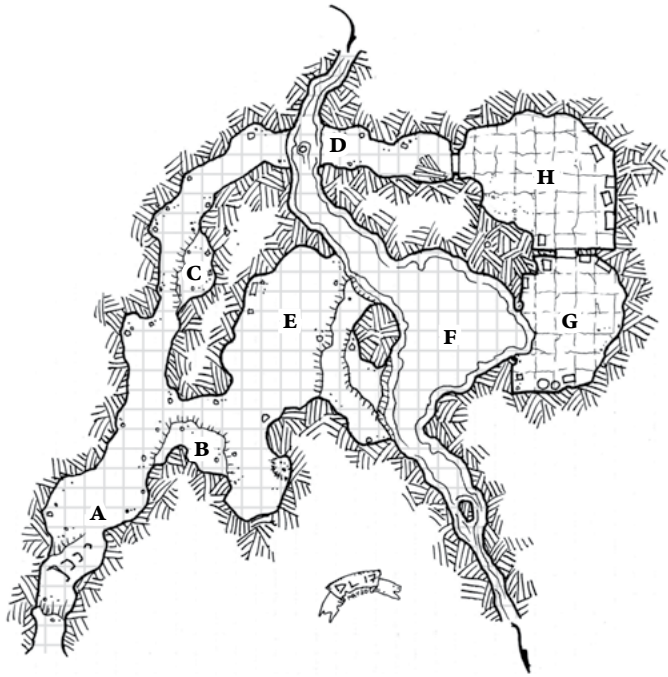
QUEBEC

Quebec is a French settlement that is outside the scope of the adventure. It is a few days travel by foot from the trading post. In general, once the party heads to Quebec there is no way to return before the events unfolding resolve themselves one way or the other.

THE MAGIC SUGAR MAPLE

A healthy maple tree grows atop a small mound over the hidden Ziox ruins of their mystical rejuvenation facility. A small tunnel entrance is the only clue that anything unusual is underground. There is also a small lean-to made from felled trees and pine boughs. Under its cover is a large iron cauldron suspended over small fire. At night Chantal the nonagenarian slowly stirs the cauldron and boils magic sap from the tree whose roots draw up strange chemicals from the Ziox ruins. Her two servitors are nearby chopping wood. At dawn she retreats into the cave to perform unholy congress with her corpse servitors before sleeping. Her servitors then emerge to keep watch.

Ceilings, walls, and floors: Hard packed earth, with the occasional maple root snaking along the wall.



Doors: Wooden planks frame in doorways. Doors themselves are double thick wool blankets that primarily serve to keep heat in.

Orange text indicates a hidden danger or secret

Red indicates an obvious person or monster

BLUE indicates the most obvious detail of an area

Green is treasure

A) ENTRANCE

THE STEPS ARE CONSTRUCTED FROM CUT LOGS and descend fifteen feet down into the tunnels. They are iced over, but can be safely navigated so long as no one is running. Attempting to run up or down them requires a dexterity check with a penalty equal to the number of encumbrance points.

B) PUNJI TRAP

This is a fairly rudimentary trap, **a wicker false floor** is built over a pit five feet deep that is full of feces smeared wooden spikes. Falling into the trap will deal 2d4 damage and require a saving throw against poison to avoid infection (this is made the following night). If the wound is cleaned with distilled spirits within the first few minutes this saving throw is made at +5. Setting off the trap also makes enough noise to alert anyone in the tunnels. If someone knows the trap is there they can avoid it easily, otherwise it depends where they walk. The odds of randomly walking past it are 1 in 3.

C) ANOTHER PUNJI TRAP

This functions identically to B (**a wicker false floor** concealing a punji stick pit).

D) STEPPING STONE

A small rock allows a point that an individual could attempt to jump onto it and then across to the other side of **A GLOWING STREAM** with a simple dexterity check. If Chantal is outside, there is a crude wooden bridge across this point. If she is downstairs, the wood for it is instead piled near the door to the Library (H). One person could hop across and quickly rebuild the bridge by placing the wood planks. The liquid that bubbles around the stone is muddy *water mixed with Zioxian mutagens* that causes it to glow bright purple and bubble. Falling into it requires a saving throw versus poison to avoid dying instantly. A successful saving throw allows the individual to scramble to the other side before it gets onto their skin. If they strip off their clothes immediately they are fine. If not (or if they have large amounts of exposed skin) they will feel unwell and die within ten minutes.

E) LARDER

TWO DEER ARE HUNG FROM THE CEILING, each draining into a clay bowl. Hidden between them draining into a third smaller bowl is *a skinned infant*. There are two large clay pots full of cattail flour and a wicker basket full of corn along the wall. A small trench is full of bones, mostly animals but a few of them are obviously human children. The purple glow coming from the Toxic Waste Pool (F) provides dim light to the room.

F) TOXIC WASTE POOL

A LARGE POOL OF MUDDY WATER mixed with *toxic Zioxian mutagens* bubbles forth with a purple glow. Roots from the maple tree above dip into the pool. Falling into it requires a saving throw versus poison to avoid dying instantly.

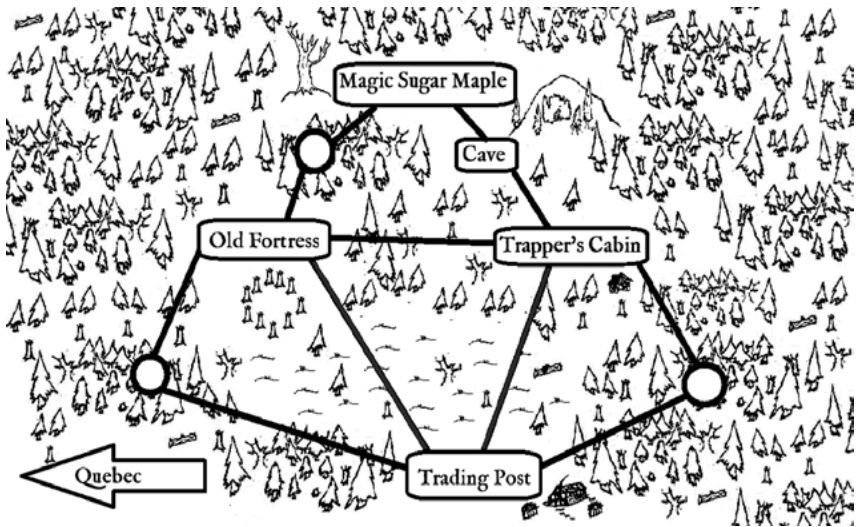
A successful saving throw allows the individual to scramble to back to shore before it gets onto their skin. If they strip off their clothes immediately they are fine. If not (or if they have large amounts of exposed skin) they will feel unwell and die within ten minutes. Although there is no path, one can see into (and shoot into) the Laboratory (G) from the edges of the pool.

G) LABORATORY

BOUGHS OF DRYING HERBS are suspended from the ceiling by twine tied to maple roots. **TWO CRUDE PINE TABLES** are set up, one covered with tallow candles and the other coated in arcane runes painted in human blood. A bundle of furs contains various flint and obsidian ritualistic tools, as well as a few rust tinged satanic relics from France and Italy. **SMALL ALCOVES ARE DUG INTO THE WALLS CONTAINING PAINTED HUMAN SKULLS**. This room has a laboratory value of 5,000sp. It will also contain *the tabernacle* if it has been delivered, or *3 bundles of 100 beaver pelts* if it has not (5sp each at the trading post, 7sp each at Quebec, or 12sp each if they can be brought back to Europe). Each bundle of pelts is an oversized item. There is *a small wicker idol* containing a leather pouch hidden in the corner. If this is destroyed the wendigo will be able to approach this site.

H) LIBRARY

The library doubles as the living quarters of **Chantal** and she will sleep here during the day. At dawn she will be in this room with her **two servitors** in unholy union, like an elephant skin rug being mashed between two sacks of mouldy dogfood. She sleeps in **A PILE OF WOLF FURS** (*an oversized item worth 50sp if washed*) next to a small clay pot of hot coals. Also in



the room is **A WOODEN CHEST** containing the Gospel of Satan, a series of *engraved golden plates* (Ziox Inscriptions), and number of prized birch bark scrolls (Howl of the Moon, Force of Forbidment, Speak with Animals). The library has a value of 2000sp. 1000sp are wigwaasabak and offer full library value to any magic-user unfamiliar with mide practices. 500sp are heretical works and manifestos which offer full library value to anyone

ENCOUNTERS

For every half day of travel, (or third of a night of rest) the party has a risk of encountering hostile opposition. Half days of travel are marked as lines on the regional map above. Recent snowfall doubles travel time without snowshoes. Roll for each potential faction you could encounter.

Mohawk patrols are encountered on a clear day based on the size of the fire you had where you camped the night before (the Woods, the Hunter's Cabin, or the Old Fortress). If you had a small fire,

unfamiliar with western magical traditions, and 500sp are bits of inscribed stone from Ziox ruins and translations of Ziox writings found on monuments. These are worth full library value to anyone with no exposure to hyperborean magics. Resting a wool blanket is a set of *wooden lathe armour* that Chantal has put aside for further study. It has powerful magics on it keep the wendigo at bay.

they have a 1/6 chance of intercepting you. If you had a large fire, they have a 4/6 chance of intercepting you. Note they appear based on the amount of fire where you camped. If you camped in the Cave or in the Marsh, they won't run into you.

Wolves will seek you out at night where you are camping (either the Woods, the Cave or the Marsh) unless there is a snowstorm. The odds this will happen is based on how much fire you have. If you have no fire, there is a 4/6 chance they will arrive to attack the party.

If there is a small fire there is a 1/6 chance they will arrive to attack the party. If there is a large fire they won't approach.

The wendigo will approach you based on where you are at night (either the Old Fortress or the Hunter's Cabin) and the size of fire you have. During a snowstorm the wendigo will approach any location except the Cave or the Magic Sugar Maple based on the amount of fire you have. If you have no fire she will show up. If you have a small fire there is a 3/6 chance she will attempt to approach the party.

MONSTERS

WENDIGO

The wendigo is a cannibalistic monster, a dark spirit possessing the last of the Stadacona. It appears as a gaunt, almost skeletal human of great height (8 feet) with a distended belly and piercing owl-like eyes. Its lipless maw is full of jagged yellowing teeth and can unhinge much as a snake can. Its long fingernails are jagged and broken, but as hard as cold ice, which can easily shred flesh but will have trouble with thicker armour. Attacks with its claws have the same limitations as a rapier. Its loping gait allows it to easily outrun most humans it encounters. When it meets the gaze of a victim in the dark, its glowing eyes have hypnotic powers. Those who meet its gaze will be compelled to shuffle forward at 1/4 their normal movement rate unless they pass a saving throw vs paralyze. They will continue to do this as long as the wendigo maintains eye contact. During a snowstorm the wendigo may cast Silence 15' radius as an 8th level cleric at will, though only one Silence may be in effect at a time (usually either on the wendigo or on a target). The wendigo may only be harmed by magic and fire. Firearms

If there is a large fire she will maintain her distance, but watch for anyone to wander off for any reason.

The moose may randomly stumble into you (and be hostile) whenever you cross the marsh during the day. There is a 1/6 chance of running into the moose. You could run into both the moose and Mohawk soldiers, in which case it is 50/50 which group the moose charges first.

discharged from point blank range (melee) are still hot enough that they may harm the wendigo, but they must re-roll damage and take the worse result. During a warm day (+4 or greater) all weapons do at least one point of damage on a hit.

The wendigo speaks Old Iroquois and Algonquin.



Wendigo Armor as leather with a very high dexterity (16), Move half again as fast as a man, 9 Hit Dice, Attack twice with claws (1d6+2) or once with a bite (1d8+2), Morale 11 on 2d6. Requires fire or magic to harm. Special gaze attack and silence abilities (see appendix)

WITCH'S SERVITORS

The witch's servitors are eternally rotting corpses (as if they had been dead for six days in the spring) that are fueled by Satanic magic. They were soldiers who died at Charlesbourg-Royal which were animated by the witch Chantal. Each day they must replenish themselves with unlife or they will perish by the next dawn. They exist with the illusion of free will, but must obey any and all commands issued by Chantal. They always wear their ancient white and black livery and their armour, their weapons always within reach. Yes even then. They wear pikeman's armour with tassets and a morion helmet. They are armed with rapiers, heavy crossbows (13 bolts), and steel hatchets of Dutch make.

Servitor Armour as equipment (16), Move as a lightly encumbered man, 3 Hit Dice, Attack as weapon (Heavy Crossbow, Rapier, Hatchet), Unbreakable morale.

MOHAWK SOLDIERS

The Mohawk soldiers are in eight man patrols. All of the soldiers wear thick furs (as a buffcoat, +1 AC) and carry steel hatchets. Six of them are armed with an arquebus and ammunition for 10 shots each. Two of them are armed with bows, wooden shields, and gunstock clubs (medium weapon).



Mohawk Soldier Armour as equipment (13), Move as unencumbered man, 1 Hit Die, Attack as weapon, 8 morale

THIEVES

The two French thieves are simple petty criminals. They wear wool winter clothing, toques, mittens, and leather boots. They each have a pair of snowshoes, a wool blanket an arquebus, 12 shots worth of ammunition, a tinderbox, a loaf of bread, a jug of whisky, and a large hunting knife (as a dagger).

French Thieves Armour as unarmoured man (12), Move as unencumbered man, 1 Hit Die, Attack as weapon (Arquebus or Hunting Knife), 5 morale.

WOLVES

Its spring and the wolves are hungry and lean from a cold winter. They aren't completely suicidal and are likely to wait until the middle of the night to attack.

They are beginning to starve and are willing to lose a few wolves to gain meat. If there are a large number of dead in the area today (such as human bodies left behind after a fight, or a moose, or other dead wolves) they will have gorged on them first and so will have +1 hitpoint each (to their normal 2HD maximum) but will also be much less willing to take risks (4 morale and they will only attack if the party is weak or vulnerable). They are found in packs of 3d4 wolves.

Wolves Armour as leather (14), Move twice as fast as unencumbered man, 2 Hit Dice, Attack with bite (d6), 7 morale.

MAGIC ITEMS

SYRUP OF LIFE

The Sugar Maple atop the Ziox ruins has drank deep from its mutagens and purified them in a way that is (mostly) safe for humans. A human who ingests sap will grow to be 1 year younger over the coming day and then build up an immunity to the effects. They will not show any visible signs of mutation. Bathing in the sap will cause the individual to become up to 1d10 years younger over the next twenty four hours, but all of their hair (every follicle) will permanently fall out as well.

Distilling it into syrup of a dark amber grade will cause the individual to become up to 15 years younger by consuming it, but they will not only lose all of their hair but will also grow a second set of teeth behind their first set and gain sharp claws on their fingertips. Bathing in such syrup will cause the individual to revert to their onset of puberty but in addition to the above mutations they will gain elongated limbs and a tough leathery hide (as leather armour). If the witch Chantal

MOOSE

There is a bull moose in the swamp who is having some vision problems. This makes him very aggressive and territorial. If you don't already understand how terrifying a bull moose is, nothing I write about them will make you realize.

Moose Armour as leather (14), Move half again as fast as an unencumbered man, 8 Hit Dice, Attack with charge (4d8+8) or two kicks (1d8+2 each). 5 Morale.

conducts her ritual with the tabernacle during the bathing (or consumption) no mutations will occur. The syrup (or sap) can never revert an individual to a younger age than their onset of puberty. The sap/syrup has no affect on children (though they do gain an immunity to it). Immunity to the sap/syrup also confers a +10 bonus to saving throws against the liquid in the Ziox ruins (as it takes more exposure to cause harm).

There is enough syrup for one bath and two tastings, and enough sap in the buckets on the tree for one bath or a large number of tastings.

WARDED WOODEN

LATHE ARMOUR

This is traditional Algonquin wooden lathe armour, as would have been worn by high ranking warriors or nobles before gunpowder became prevalent. It is AC 15 against traditional weapons or AC 13 or against metal weapons (it has no benefit against gunpowder weapons). It is also warded with powerful charms

against wendigo. A wendigo cannot directly attack someone wearing the armour unless they are attacked first. It also grants an additional +2 to AC against wendigo attacks and +2 on saving throws against a wendigo. It counts as an oversized item for encumbrance purposes.

BIRCH BARK SCROLLS

Although there are many wiigwaasabak in the library, three of them are prepared spell scrolls. They function like a normal spell scroll and there is one of each of the following spells: Howl of the Moon, Force of Forbidment, Speak with Animals. The other scrolls 1000sp of library value and offer full library value to any magic-user unfamiliar with mide practices

WENDIGO CHARM

This is a simple leather pouch attached to leather straps and worn about the neck. Feeling it, it has large lumpy objects inside. If opened it is empty and its magic is lost. While worn, a wendigo cannot directly attack its wearer unless the wendigo is first directly attacked.

CONSEQUENCES

This is not an adventure that has a great many long term consequences. If Gorka gets his money he'll return to Europe. If Chantal gets the tabernacle she will head west towards Alberta. The beaver wars will continue for decades to come and this is but one library of the Grand Medicine Society and they have more

GOSPEL OF SATAN

The gospel of Satan is a black leather bound anti-bible. Any practitioner of black magic who has access to this book (Magic-user or cleric) causes an additional -1 penalty to all saving throws against their spells, so long as they have also signed their name in the back of the book. The names in the back of the book are all long dead individuals from France, but it would be useful blackmail material to their descendants who may care about family reputation. The Inquisition would be interested in paying a reward of up to 200 silver pieces for the book (if the names are still present).

ZIOX INSCRIPTIONS

These golden plates contain engravings of the lost city of Ziox and the dark idols its inhabitants worshipped in its final days. It looks a lot like Hawkwind cover art for some reason. It implies extra-terrestrial influence on the city and appears to be part of a map that points far to the west. The gold value of the plates is 125sp.

pressing concerns. Player Characters are free to act in their immediate interests without worry of long term consequences beyond if they feel they did the right thing (or took full advantage of the opportunity). Putting this in your game should fill your Canadian content quota for a while.

COMMENTS BY

RAMANAN S

- Neither adventure had any major issues, especially given how quickly they were done.
- Kiel's seemed like the weaker premise. He had previously done an adventure with a magical tree used in sweet based industry (blood in the chocolate) so this did not seem as novel. The dungeon itself was fairly straightforward in terms of navigation so it didn't add as much to the adventure as it could of.
- Zzarchov's adventure had a lot of moving pieces and it could be difficult to follow. It could really use a timeline, summary, or flow chart to improve running it.

COMMENTS BY

HUTH

- K: Premise of Kiel's adventure suspiciously like something generated with Rampaging Monsters...
- K: Kiel's formatting much more readable.
- ZZ: Zzarchov's formatting, even in revised version, a little too dense. Order of material problems; needs ToC/ref
- ZZ: Usual Zzarchovian language issues and hyphen-fear
- K: (gotta double check if total looting value of post-maple Quebec City is present for mercenary-minded PCs)
- K: Ijiraq motivation and priorities (in the sense of refereeing monster activities) a little unclear — zombies and log-driver vs. maple-blob.
- K: Random tables: What's with the 'always hostile' results and the elves/goblins instead of more Cdn-themed results?

COMMENTS BY

MICHAEL PRESCOTT

KIEL

- Straight forward, simple concept
- Clearly written
- Great visceral details; the blob with all the weapons stuck in it; infected caribou dripping with syrup; sticky treasure.
- I like the “running this module” material about how you might wind up with Iroquois PCs, how to adapt classes to the period, and the additional motivations table, and the nouvelle-French retainer names table.
- Having said that, I feel a little unprepared with the setting - I feel like there ought to be little settlements around Quebec, but it seems to be just endless forest and one huge farm.
- The Weird Encounter Table contains all the interesting ones, but the odds of a Weird Encounter seems so low you could easily complete the adventure without ever having one.
- I totally didn't expect the tree to contain a building-like dungeon with doors, cells and prisoners.
- The final encounter room is suuper deadly (players enter one at a time), and it seems likely to be missed completely (why would you intentionally drown yourself in a narrow pipe?)

ZZARCHOV

- The introduction is so dense and confusing I would need to make diagrams just to understand the various heists that have occurred are still underway.
- I honestly wondered if I printed it backwards; the initial overview is more confusing than the individual sections that follow, and the overview map that puts it all in context is at the very end.
- There are two midew (one dead, one alive) in different parts of the adventure, both referred to as ‘the midew’.
- I suck at Canadian history, apparently, and found myself having to look up a few things.
- The texture is fantastic - each little location feels filled with evocative detail, like sets out of *The Revenant*. A dungeon with cut logs for steps, woollen blankets for doors.
- Loved touches like the Gospel of Satan (with its list of signatories), wooden lathe armor.
- The ‘how big should our fire be tonight’ mini-game is really interesting.

BOTH

- Both adventures have a ‘day zero’ where the clock starts rolling. It's not clear to me in either of them what connects PCs to this ticking clock. In *Maple Witch*, it feels like players might actually ‘miss the adventure’ if they take a couple of days buying gear.

