## Creatures encountered

important places in the woods

## The keep

## The robbers:

use unused names from the playbooks or make up your own

## Description:

an old fort / hidden huts / up on a mountain / deep in the darkest wood / only reachable through a narrow pass / up in the trees

Loot:

Wants:

food, water, warmth, kindness, hope...

Abundance:

same as the wants

the duke's men and merchants