

GREYROCK ISLE



**A SANDBOX SETTING FOR
WOODLAND WARRIORS**



GREYROCK ISLE MINI CAMPAIGN

With art by Darrel Miller
Map by Gill Pearce
Talespinner by Mike Richards

Thanks go to Mike for some adventure seeds and to the play testers:
Annette Washbourne, Nigel & Janine Uzzell, Robert Irwin,
Mike & Alison Richards, Paul Simonet and Ian Greenwood

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INTRODUCTION

This is an alternate mini campaign for the WOODLAND WARRIORS RPG (which you need to play this game). It is not intended to provide every detail for every beast and every location; it is more of a sandbox, intended to give ideas for making the setting into your own.

Greyrock Isle is set in the same world as Alder Vale. Alder Vale is located in the northern part of the land of Overnesse (described briefly later) and Greyrock Isle is about 20 furlongs off the eastern coast. It can be reached by sea from Aldport, which is at the mouth of the Alder River, some furlongs south of the Fellmarsh.

The Greyrock Isle setting assumes characters will either start in, or later join, the rebellion against the rule of Greyrock's Vermin invaders. Although the setting is rather grimmer than Alder Vale, you can play it in a more light-hearted fashion if you prefer – more like Robin Hood, with Vorstang (the leader of the Vermin) as the "Sheriff of Nottingham". In this version, the Vermin would be stupid and most of the really bad events would be "off-screen".

CHANGES TO THE RULES

This setting uses the rules as described in the main rulebook except for the following minor changes and additions:

Followers

Instead of hirelings, PCs can have followers, based on their CHA (just replace "Max. No. of Hirelings" with "Max no. of Followers" in Table 6: Charisma in the rulebook). Followers don't need payment; they need a cause – successful persuasion checks might convince them to join the cause, if they are undecided.

XP for treasure

Most of the gold and silver found by the PCs is likely to have belonged to the islanders before the Vermin got hold of it (in "taxes" or simply stolen). Therefore, PCs **only** receive XP from treasure when they give the money back to its former owner(s).

The following are new Kind your player characters can choose from:

HARES

Hares are hasty, impulsive, thoughtless and a tad arrogant. They love fun and cannot resist partying, feasts and other lively events. They often say things they don't mean and allow their tongues to run away with them, to the extent of contradicting themselves several times in the same sentence. Nevertheless, they generally mean well and are likeable, even if you have to take what they say with a pinch of salt. Hares cannot become Friars or Wizards, but the other classes (including the Rogue) are open to them.

Hares have the gift of the gab, so they receive +1 to persuade rolls and they can jump (on the ground) far better than most other creatures receiving +1 to any jump roll as a Scout or Rogue, or receiving the Jump ability as a non-Scout or Rogue. Hare warriors can use their Jump ability (in place of Warrior Stunt, if higher), to leap over an opponent's head whilst stabbing down with a spear to receive a +1 attack bonus (if they succeed their stunt roll). Otherwise they can just attack normally (without the bonus). For this reason, Hare Warriors tend to favour spears as their weapon of choice. This stunt doesn't work on the same opponent twice.

OTTERS

Otters are the most comfortable of the Kind on water (although Water Voles might have something to say about this). They are never found far from rivers, lakes or the sea and are the best river-boaters, sailors and ferry-beasts around. Many also turn their paws to building watercraft.

Player-character Otters can naturally handle any watercraft and can swim in any natural (i.e. non-magical) water conditions. Otters can also tell, just by looking



at and listening to the water surface or perhaps by sticking their heads under the water, what hazards are around up to a furlong away (i.e. if there is a waterfall, rapids, reef or similar) by a successful notice roll.

Player-character otters can be of any class; but many are Scouts, for obvious reasons.

Table 1: Player character Kind

<i>Kind</i>	<i>Size (paws)*</i>	<i>Attribute Modifiers</i>	<i>Available Classes</i>	<i>Special Abilities</i>
Badgers	5 ½ - 6 ½	+2 STR -1 DEX -1 CHA	Wayfarer, Warrior, Warrior-Friar, Warrior-Wizard	Rage (+2 STR, +2 CON, +2 Will saves)
Hares	4 - 5	+1 CHA -1 WIS	Rogue, Scout, Talespinner, Wayfarer, Warrior	Jump, persuade
Hedgehogs	3 ½ - 4 ½	+1 CON -1 INT	Friar, Wayfarer Warrior, Wizard	Natural AC4, +1HD when attacking serpents
Moles	3 - 3 ½	+1 STR -1 WIS	Friar, Wayfarer, Warrior, Warrior-Friar	Stone/Earthwork, Tunneling
Mice	2 ½ - 3	+1 DEX -1 STR	Any	Stealth, Sleight, +1HD attacking with slings
Otters	4 ½ - 5 ½	None	Any	Boating, river sense
Squirrels	3 ½ - 4 ½	None	Any	Climbing, Jumping, immune to sleep & charm spells, persuade
*see Table 17: Distances & Measurements				

The following are new classes your player characters can choose from:

Talespinner (by Mike Richards)

Talespinners are wandering story-tellers, musicians and entertainers. Younger ones tend to travel a lot, searching for new pieces of lore and practicing their singing and poetry; older ones tend to retire to an Abbey or Castle, or even found their own School. Some Talespinners multiclass as Friars, Warriors or Wizards.

Prime Attribute: Charisma. If Charisma is 13+, you gain +5% to XP earned.

Hit Dice: 1D6 (+1) at 1st level, then as the Talespinner Advancement table

Armour/Shield Permitted: Quilted cloth

Weapons Permitted: Staff, dagger, short sword, sling, wood axe

Saves: Talespinners receive +1 to Ref or Will saves at 1st level and a (further) +1 to Ref or Will saves at 6th level. +1 bonus to any one save at 3rd level.

Table 2: Talespinner Advancement

Level	Experience	Hit Dice	Disguise	Sleight	Bardic Immunity	Charm	Suggestion
1	0	1(+1)	6	5+	-	-	-
2	150	1(+2)	5+	5+	1/day	-	-
3	300	2	5+	4+	2/day	-	-
4	600	2(+1)	4+	4+	2/day	1	-
5	1200	2(+2)	4+	3+	3/day	2	-
6	2400	3	3+	3+	3/day	3	1

Storytelling: Talespinners are storytellers and have great stores of factual and invented legends. They get a +1 bonus on all Lore and Persuade rolls.

Roguish Skills: Talespinners learn some of the skills of a rogue and can use disguise and sleight. They can use sleight to juggle as well as the usual uses of the skill.

Performance: At 1st level, a Talespinner can spin a web of words to attract an audience. Creatures must be able to hear and understand the Talespinner to be affected. Affected creatures take a -1 penalty to Notice checks (as they are so fascinated by the web of words the Talespinner is creating). This is useful as a distraction for various purposes). Suspicious creatures are entitled to a Will save. Any obvious threat breaks the effect.

Bardic immunity: At 2nd level, a Talespinner can invoke bardic immunity once per day. This functions as the Friar spell sanctuary but only against creatures that can hear and understand the Talespinner. It lasts for 1 turn per level. This can be used twice per day at third level and three times per day at fifth level.

Charm: At 4th level, a Talespinner is so persuasive that once per day they can charm a single creature that can hear and understand them, like the wizard spell. The target is entitled to a Will save. This can be used twice per day at fifth level and 3 times at 6th level.

Suggestion: At 6th level, a Talespinner can subtly work a suggestion into their tales once per day, like the wizard spell. The target is entitled to a Will save. Observers must make a notice check to spot the suggestion being used against them.

Storyteller's School: At 6th level, a Talespinner is called a Bard and can establish his own school for students of poetry, music and entertainment. It will attract a number of paying students eager to learn more.

WAYFARER

Wayfarers are mysterious rovers and vagabonds that travel the highways and byways of the land, rarely stopping in one place for too long. Sometimes they are seeking something or someplace in particular; a lost friend, thing, ideal or somewhere to call home. Others are not looking for anything – perhaps circumstances mean they had to leave wherever they came from or they are just afflicted by wanderlust. Some Wayfarers are on the road for spiritual or religious reasons but this isn't necessarily the case. Wayfarers don't use weapons or armour but they are masters of unarmed combat and can improvise with almost anything as required. Wayfarers are pacifists and **never** initiate a combat and try not to kill wherever possible. Wayfarers do not multi-class.

Prime Attribute: Constitution. If Constitution is 13+, you gain +5% to XP.

Hit Dice: 1D6 (+1) at 1st level, then as the Wayfarer Advancement table

Armour/Shield Permitted: None

Weapons Permitted: Staff

Saves: Wayfarers receive +1 to all saves at 1st level. They get a (further) +1 bonus to any one save at 3rd level and +1 to any one save 6th level.

Table 3: Wayfarer Advancement

<i>Level</i>	<i>XP</i>	<i>Hit Dice</i>	<i>AC</i>	<i>Move Bonus</i>	<i>Unarmed Damage</i>	<i>Stealth</i>	<i>Wayfarer Stunts</i>
1	0	1(+1)	3	-	D3+1	5+	5+
2	175	1(+2)	3	+1 stride	D3+2	5+	5+
3	350	2	4	+1 stride	D3+2	4+	4+
4	700	2(+1)	4	+2 strides	D3+3	4+	4+
5	1400	2(+2)	5	+2 strides	D3+3	3+	3+
6	2800	3	5	+3 strides	D3+4	3+	3+

Awareness: Wayfarers are always alert to danger and receive +1 to notice checks. From 2nd level, they are never surprised (even if the rest of the party is).

Armour Class: Wayfarers don't wear armour but are skilled at avoiding harm by speed, reactions and general awareness. Because of this, as they advance levels, their natural armour class improves. This is in addition to their DEX bonus, if they have one. Also, if WIS is 16 or more, the Wayfarer receives another +1 AC bonus. Hedgehog Wayfarers use the best AC (so AC 4 at 1st to 4th level and AC 5 at 5th and 6th levels).

Move bonus: Like Scouts, Wayfarers are fast on their paws. Provided the Wayfarer is unhampered ("things" carried 5 or less) he can move extra strides as set out in the table. So, at 6th level, a Wayfarer can move at 15 strides in a round. Carrying any weight over 5 things completely negates the bonus.

Unarmed Damage: Wayfarers don't want to invite trouble and therefore don't carry weapons (except maybe a walking staff). However, they are quite capable of bringing down any attackers with their unarmed prowess and their unarmed damage increases as they go up in level.

Flurry of Blows: Using unarmed combat techniques, Wayfarers are able to attack with great speed, adding 1HD to attacks for one round per level per day if fighting unarmed. (So, at 6th level, they can do a flurry that lasts 6 combat rounds or several flurries adding up to 6 rounds during the course of a day).

Stealth: When they need to avoid confrontation, Wayfarers can be very stealthy, like a scout or rogue.

Wayfarer Stunts: Like Warrior, a Wayfarer is able to perform stunts that don't directly constitute an attack. They often use this stunt ability to disarm or trip their attacker. They also have the special ability to block or catch arrows and other missiles out of the air.

Wayfarers Rest: At 6th level, a Wayfarer is able to settle down and is called a Host. He may build a Wayfarers Rest (an inn, hostel, tea house or similar, often fortified) along a busy route for other travellers to stay and refresh themselves. It attracts Kind from all over and they will always be welcome. Those that accept the Host's hospitality will often be very loyal, returning whenever their wanderings bring them to the vicinity and leaping to the defence of their host and his guests if danger threatens.

THE GREYROCK ISLE SETTING

What has gone before...

Greyrock is the name of a small, somewhat forgotten isle some way off the west coast of Overnesse; the Kingdom of Cadbert, a long-lived badger ruler. Once a powerful warrior, he now spends his days counting his taxes and worrying about his falling popularity, having no time for the real problems that are befalling his once proud land. Greyrock Isle is just one of these.

Greyrock was home to a happy bunch of islanders living in the villages of Tumbledown, Ditchcombe, Dufflehill, Truffleford, Gorsemoor and Otterhaven and a scattering of farms, mills, lodges, mines and quarries. A few short years ago, the Lord of Greyrock was a fair and just Otter named Lord Redmantle. That was before the Vermin came.

The ships were sighted by Huffry of Otterhaven first. It was his first day as lighthouse keeper, after Old Whisker had retired. The ships had dark tatty sails and didn't look anything like the normal merchant ships from Overnesse. The little mouse ran all the way up to Redmantle Castle and told the Lord what he had seen. Warriors were sent to Otterhaven but, by the time they reached the village, the Vermin had already landed and the village was burning. The warriors fought bravely but they were too few and they were overrun. The Vermin continued up the road to the Castle, which was preparing for siege.

On reaching Redmantle Castle, the leader of the Vermin stood forth – Vorstang, a menacing Wolverine clad in dull black plate armour, bearing a shield and a mighty battle axe. Shouting out his name, he called to Lord Redmantle and gave him an ultimatum; to hand over the Castle to him and there would be no more bloodshed. Fail to do so and he would kill every beast, lay waste to the isle, and then plunder the mainland too. Lord Redmantle felt he had little choice and regretfully gave up his Castle to save his islanders. Lord Redmantle has never been seen since and his wife, Lady Redmantle, has been locked in the highest tower of the Castle.

Bringing in the PCs

If you begin with new characters, they will probably start as islanders. You can give them the details of the isle and what has gone before; they can begin the game as outlaws in Warburton's band perhaps, or on their own in the Darwood Forest. Alternatively, you could start them in their home village(s) and have them in some way affected by some Vermin bullies; perhaps a group

of rats come and start throwing their weight around and the PCs have to protect some innocent Kind that gets in the way.

Adventure Seed #1

The PCs are imprisoned. They find themselves in a locked stone cell somewhere beneath Vorstang Castle – their reason for being here is up to the players. This is a good way to introduce characters and get them working together. Once introductions are over, they must turn their minds to escape. As the Referee, you shouldn't make this too difficult – remember, the point is that the PCs should be fighting Vermin in Darwood Forest, not finding some early grave in the dungeons. The traditional way of escaping, is to entice a stupid guard rat into the cell by some trickery, bashing him over the head and then making their escape up through the guardroom (where there are more guard rats), grabbing their gear on the way and then fighting their way across the castle courtyard and through the gates or over the wall to freedom. If there is a mole in the party, another option might be that he finds a loose stone and the beginnings of a tunnel that a previous occupant of the cell had started and use this as a means of escape. Or, you might want to wait until the PCs are on the hastily erected scaffold, about to be hung when members of Warburton's band (see Darwood Forest) arrive to create a diversion, allowing the PCs time to fight their way clear and over the wall. Other options may present themselves and as the Referee you should allow reasonable attempts to work, whilst presenting appropriate challenges.

Using characters from Alder Vale

If the players are using their characters from the Alder Vale campaign, there are a number of reasons they might come to Greyrock Isle. They could be sent by Abbott Camber to see what has happened to Prior Dewey at Hilltop Priory; nothing has been heard from the Prior for a long time and Abbott Camber is becoming somewhat concerned. Alternatively, the characters could be part of a trading expedition to the Isle, hired by a merchant out of Aldport as deckpaws or guards. If Slyver (see adventure seed #6 from the Alder Vale campaign) has crossed the PCs paths and is still alive, perhaps they could receive news that he headed for Greyrock Isle (seeing an opportunity to make some easy gold) and pursue him there.

Adventure Seed #2

One difficulty may actually be getting onto Greyrock itself. When the PCs get to Aldport, they will hear some rumours about the island and what is going on, so they will be forewarned and need to take precautions. They could try to find smugglers (maybe Bracken of Gorsemoor) to take them, or sneak onto a merchant ship, or travel as part of a crew. But if they sail into Otterhaven, they can expect trouble of one sort or another.

How it is now...

Vorstang has taken over the Castle and rules the Isle with an iron paw. The islanders are taxed to the hilt, whilst Vorstang's coffers groan under the weight of the treasures he has taken; little of this is sent to King Cadbert. Hilltop Friary is tolerated, simply because Vorstang feels that the friars are

little threat and Prior Dewey can act as a buffer to help keep the rest of the islanders in line. He is ready to disband the Priory though, if any dissent is shown whatsoever.

New oppressive laws have been passed since the invasion. Amongst these are the following:

- No beast other than Vorstang's bully-beasts can wear weapons
- Public meetings of more than 4 beasts are disallowed unless agreed in advance and Vorstang's bullies are present
- There is a sundown to sunrise curfew for all islanders
- No fishing boat is allowed more than one furlong from the shore
- Most traditional feast and festival days are banned, to be replaced by Vorstang's own festivals
- No beast should be heard speaking of Lord Redmantle or calling the castle "Redmantle" (rather than "Vorstang") Castle.

Disobeying these laws generally means public flogging or imprisonment. Outlawry is rebellious and bears the death sentence.

Vorstang's bully-beasts are everywhere; doing as they please, how they please and to whom they please. Complaints are met with disdain at best and more likely a severe beating.

Vorstang Castle

Redmantle Castle (renamed Vorstang Castle) sits atop a hill roughly in the centre of the island. There is a small hamlet of about 60 Kind just outside the castle walls. From here it is about half-a-day's walk (much quicker by lizard back) to the port of Otterhaven. Where before the gates were open for the islanders to visit freely and hold their regular weekly market days, the gates are now closed and forbidding. Everything that was good about the castle is now repellant, with leering rats, weasels and other Vermin leaning on the gates and walls ready to rob ("tax") visitors or bully them if they have no money. Visitors are usually searched (somewhat sloppily though as Vermin aren't generally the most thorough of beasts) and rarely get to see Lord Vorstang himself. Sometimes Lady Redmantle is brought out (in a drugged or ensorcelled state) to address visitors, as if all is well.

Adventure Seed #3

It has been discovered that Lord Redmantle is being held in the dungeons beneath the castle. He may not be in the best of shape but if someone can rescue him, he would be a fantastic figurehead for the rebels and to lead the fight against the oppressive regime of Vorstang. The only problem is breaking him out!

Important NPCs in the castle

Vorstang: The Vermin leader, Vorstang is a big, evil-hearted wolverine, who won his right to lead the horde of Vermin by brutally defeating and nearly killing the previous leader, Gorling, whom he now keeps as his personal “pet”.

Vorstang: Wolverine Warrior, Level 6, HD 4, HP 25, AC 7 (black plate & shield + 15 DEX), battle axe D6+2 (or D6+3) (due to STR 18), warrior stunt 3+, favoured weapon: battle axe +1HD to attacks

Gorling: Gorling is the previous leader of the Vermin horde. He is kept on a leash as a servant, jester and whipping-beast.

However browbeaten Gorling appears; there is still a spark within him. He would dearly love the opportunity to exact revenge on Vorstang. At the moment he is weak, but if he was given time to recover, he would revert nearly to his former self. (The following stats would need to be increased; he would be able to get back up to about 4th to 5th level; not as powerful as he was, but nevertheless pretty handy in a fight).

Gorling: Fox Warrior, Level 1, HD 1(+2), HP 8, AC 3 (no armour), warrior stunt 5+, favoured weapon: Cutlass +1HD



Kabbult: Kabbult is Vorstang's advisor; he is a cunning, devious and completely wicked stoat who has aspirations well above this useless rock isle he is currently putting up with living on.

Kabbult: Stoat Wizard, Level 6, HD 2, HP 12, AC 4 (padded wizard's robe +13 DEX), quarterstaff D6-1. Bonus 1st level spell due to 15 INT.

Snakebite: Snakebite is a large Rat and Vorstang's lieutenant, or right-paw. He has taken Warburton's old position as Constable of the castle. He got his name fighting a serpent and surviving the poisoning he received whilst killing the creature. He is immensely tough.

Snakebite: Rat Warrior, Level 4, HD 3, HP 21, (18 CON), AC 6 (chain & shield + 14 DEX), flail D6+1/D6+2 (due to STR 14), warrior stunt 4+, favoured weapon: flail

Lurkum: Lurkum is Vorstang's assassin and spy; he goes out amongst the villages and farms in disguise, to report any signs of rebellion and to learn what he can about the outlaws.

Lurkum: Weasel Rogue, Level 4, HD 2, HP 9, AC 5 (leather & shield + 14 DEX), quarterstaff D6-1, dagger D3.

Adventure Seed #4

If the PCs haven't yet joined the rebels, you could have them find out about Warburton and his band. They might want to join them, in which case they'll need to venture to Darwood Forest (probably breaking curfew in the process) and then go looking for them. This could lead to encounters with Vermin en route, or in the forest with Wild beasts, possibly getting lost if the PCs don't have a scout and all sorts of adventures before finding (or being found by) Warburton. Even then, Warburton is likely to view the PCs with suspicion, thinking it must be some sort of trap.

Darwood Forest

Darwood Forest is home to a number of Wild beasts and therefore generally to be avoided by those who don't know its paths and ways. However, to scouts, charcoal burners, woodcutters and other islanders who forage amongst the plants and trees it is a haven from Vorstang and his bullies who are rather nervous of its reputation. This means it is an ideal place for outlaws and rebels to gather; and there is such a group under Warburton already in the forest plotting strikes against Vorstang.

Important NPCs in Warburton's Band

Warburton: Warburton is Lord Redmantle's old Constable who survived the Battle of Otterhaven and is now hiding out in the Forest with his loyal band of

followers. There are ten of them in all and they seek to ambush, harass and annoy Vorstang as much as possible.

Warburton: Hedgehog Warrior, Level 5, HD 3(+2), HP 18, AC 5 (spikes & shield), battle axe D6/D6+1, warrior stunt 3+, favoured weapon: battle axe

Huffry: Another survivor of the Battle of Otterhaven, Huffry has learned quickly to adapt to his new situation. From the young mouse he was at the start of the Vermin occupation, he is now a veteran of several skirmishes and shows great leadership potential. *Huffry: Mouse Scout, Level 2, HD 1(+2), HP 8, AC 5 (quilted cloth & shield + 16 DEX), sling D3+1 (+1HD), wood axe D6, Move +2 strides, Jump/Climb 4+, Traps 5+, Stealth 3+, Track 5+.*

Dufflehill

With a population of around 80, Dufflehill is a quiet little community towards the south end of the island. The reeve of Dufflehill is Binsey, the hedgehog.

Binsey: Hedgehog, HD 1(+1), HP 7, AC 4 (spikes), cudgel D6-1

Adventure Seed #5

Nestled in the hills to the north lies the house of the three strange old sisters called Crabapple, Flax and Spindle. It is believed that they are three ancient mice but it is uncertain; they are so old and wizened and wrapped up in hooded robes that no one can say for sure what Kind (if they are Kind) they are. However weird the sisters are, braver villagers sometimes go to see them as they are reputed to have magic powers; reading the future, healing and speaking with the dead. Perhaps the PCs can go to them for help? Perhaps a PC or NPC is injured or poisoned and the sisters are the only ones who can help? Maybe Vorstang visits the sisters from time to time to seek their guidance?

Ditchcombe

Ditchcombe is a hamlet of 90 or so charcoal burners, woodcutters and foragers in the Darwood Forest. The buildings are surrounded by a ditch to keep out the Wild. Sometimes Warburton and his band uses the ale house but they are quick to be informed of the approach of strangers and will quickly disperse back into the surrounding trees.

Important NPCs in Ditchcombe

Dawn: As the Reeve, she is required to oversee the locals and to have the taxes ready for when the Castle's collector comes. Rabbit HD 1, HP 5, AC 3 (no armour + 16 DEX), dagger D3.

Adventure Seed #6

Lurkum has been in Ditchcombe for a while (in disguise as a mole come to help improve their defensive ditch) and he has some of Vorstang's bullies waiting nearby ready to spring a trap when the PCs arrive.

Hilltop Priory

Not far to the west of Vorstang Castle lies the Hilltop Priory. It is a little place of contemplation, with only 6 friars and a couple of lay-brothers, in all headed by Prior Dewey. The friars and lay brothers do a little crofting and bee-keeping and are noted for their honeyed-mead and honey-cakes. However, most of what they now make is taken by Vorstang's bully-boys as tax for "allowing them to stay in their priory".

Prior Dewey: Prior Dewey is desperately trying to reconcile protecting the islanders with trying to work with Vorstang and at times feels he should be leading the rebellion not sitting back. However, he does occasionally manage to have some sway with Vorstang, so feels it is not all in vain.

Prior Dewey: Squirrel Friar, Level 4, HD 2, HP 10, AC 4 (chain armour), iron shod quarterstaff D6, lay on paws 12

Gorsemoor

Looking over the cliffs to the east of the isle is the secluded little hamlet of Gorsemoor. Consisting of a small tavern, and a couple of dozen rough stone houses the inhabitants (of all Kind, but more sea otters and moles in particular) are wary of outsiders – even more so now that Vorstang has taken over. The reason for this is that Gorsemoor is a community of smugglers. The tavern and several of the houses have trapdoors in them, which lead down to the sea caves below. The friars from Hilltop Monastery do not get here quite as often as they should.

Bracken: Bracken is the tavern keeper. He is a mole, whose father (the previous tavern-keeper) dug the tunnels. Bracken keeps the tunnels safe and digs new ones as required. He heads up the smuggling operation.

Bracken: Mole HD 1 (+1), HP 5, AC 3 (quilted cloth), 2-pawed pick axe D6+2

Adventure Seed #7

The Vermin have forbidden Kind to carry weapons, and have confiscated knives and swords. Smiths are watched and forges are locked at night. Rebels will probably have swords or axes as appropriate, but the supplies of arrowheads in the hands of Kind are running low. Getting more means sending someone to the mainland to get them, which means getting a ship past Vorstang's patrols. Of all the Kind on the island, Bracken has the best chance of getting in supplies. The PCs have to persuade him to smuggle in arrowheads, armour, and other military supplies, which is not his usual operation.

Hilltop Mines

The Hilltop Mines are a few furlongs to the north of the Castle. Before the occupation, only moles worked the mines. Now, Vorstang sends work-gangs of all Kind, largely culled from his prisons, to dig deeper and deeper for copper and tin as he gets greedier for more wealth.

Important NPCs at Hilltop Mines

Striper: Striper is the slave-master. He is quick to use his whip on slackers and is as mean-spirited a beast as anyone would want to meet. Rat Warrior, Level 3, HD (+2), HP12, AC 4 (chain armour), cudgel D6 (due to STR 14), whip D3, warrior stunt 4+ (Striper often uses this to entangle an opponent's sword arm with his whip), favoured weapon: whip

Telfer: Telfer was the foreman at the mine before the occupation. Now he is largely ignored by Striper and the Vermin guards. Telfer has been secretly building little traps (rockfalls, pits, drops etc.) for a time when the rebellion can begin.

Telfer: Mole miner HD 1(+1), HP7, AC 3 (quilted armour), pick D6

Moonhenge

Built long ago by the legendary mole Mogera, Moonhenge is a circle of 12 large (10-12 paws high) standing stones. Before Abbeys, these stone circles were built as a focal point for contemplation and meditation. There is still thought to be power at work here and several beasts have reported seeing ghosts flitting between the stones when the moon is full. Most creatures stay well away from Moonhenge, especially at night.

Otterhaven

Built in a small bay on the west coast of the Isle, Otterhaven lies at the mouth of the Thistle River. Not much more than an overgrown fishing port, Otterhaven is the largest village on Greyrock, with about 500 inhabitants; about one fifth of them being otters. It boasts a serviceable harbour for fishing boats and the few small merchant vessels that come (less frequently nowadays) from the mainland to the Isle. It has a couple of small harbour side taverns, a boatbuilding yard and a lighthouse across the far side of the bay. Several buildings were partially destroyed in the Battle of Otterhaven and are now being rebuilt. The harbour is now the anchorage for several of the ships in which Vorstang and his Vermin horde came to Greyrock. Those that aren't in the harbour at any time are on patrol around the island ensuring no boat attempts to leave the Isle and making sure that fish quotas are delivered properly to Vorstang's replacement harbourmaster, Filchin.

Important NPCs in Otterhaven

Filchin: Filchin, the Harbourmaster, is a clever little shrew that has gained Vorstang's trust and has been given a position of great authority in Otterhaven. He runs the town and the harbour with a cold efficiency, backed up by the two tough weasel bully-boys Gashlott and Crimp.

Filchin: Shrew Rogue, Level 2, HD 1(+2), HP7, AC 5 (leather & shield + DEX 13), Cudgel D6-2(STR 8)

Gashlott: Weasel Warrior, Level 2, HD2, HP8, AC 4 (chain armour), two-pawed sword D6+2, warrior stunt 6, favored weapon: two-pawed sword.

Crimp: Weasel Warrior, Level 2, HD2, HP9, AC 5 (chain armour & shield), cutlass D6, warrior stunt 6, favoured weapon: cutlass

Truffleford

Truffleford is a sleepy little hamlet of about 150 Kind of all types. It boasts a small alehouse where the owner, Minty, is famed for her pear cider and her apple ale. Minty is a vole and is also the village Reeve.

Adventure Seed #8

The lighthouse is important to the safety of every ship that comes into port – especially the Vermin patrol ships. If the PCs could time it right to take over the lighthouse, they could easily cause mayhem amongst the Vermin pirates. Of course, Filchin is aware of this and makes sure the lighthouse is well guarded at all times.

Important NPCs in Truffleford

Minty: Minty is the Reeve of Truffleford, Vole, HD 1 (-1), HP4, AC 2 (no armour), cudgel D6-2(STR 8)

Tumbledown

Tumbledown lies on the downs; midway between Otterhaven, Dufflehill and Truffleford. The hamlet lies on the shores of a small lake and its 120-or-so inhabitants rely heavily on the freshwater fish the lake provides.

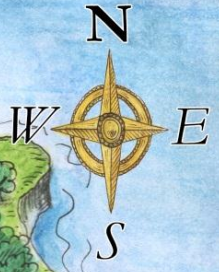
Important NPCs in Tumbledown

Herringbone: Herringbone the Otter is the Reeve of Tumbledown and also the local miller. Otter, HD 1 (+1), HP5, AC 2 (no armour), spear D6

Adventure Seed #9

Somebeast in Truffleford has been fighting back in Truffleford; swapping bags of stones for bags of coins, leaving burrs under the saddles of the grass lizards, and generally standing up for the local Kind. While no Vermin have actually been killed, they have been severely embarrassed and Vorstang has decided to clamp down on the hamlet. Weasels and rats now patrol the lanes, using increasingly harsh methods to find the perpetrator. The PCs have a chance to meet up with, perhaps even rescue, an ally - perhaps even to strike a significant blow against Vorstang. If the Vermin are humiliated much more, however, Vorstang is likely to order the hamlet levelled and everyone thrown in the mines. Or is it a clever trap to draw actual rebels out?

Greyrock Isle



Darwood Forest

Moonhenge

Ditchcombe

Hilltop Mine

Hilltop Priory

Vorstang Castle

Gorsemoor

Lighthouse

Otterhaven

Harbour

Truffleford

Tumbledown

Dufflehill



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