

Forest Encounters

01	Ruin	A grey wood shack a dozen yards off the main trail with a warning sign on the door - 'Do Not Leave'	25	Dead	A grave marker at the trackside, weathered, gray wood; the given name on the marker matches one of the characters
02	Ruin	Column of stone, like a Victorian chimney, poking up through verdant greenery	26	Dead	A skeleton, too small to be barbarian or Ambrian, tied to the trunk of a blackened tree
03	Ruin	Partially destroyed well, low stone wall battered and half dismantled; a rope, weighted outside with a rock, descends	27	Dead	Ahead, a figure; from sides emerge rippling wings; moving closer, a desiccated corpse surrounded by a swarm of flies
04	Ruin	Travelers shrine, flat rocks gathered as a rough table; several small keepsakes and coins sit on top, simple offerings	28	Dead	Discarded short sword, the grip caked with dried blood; two meters away, a cracked steel helmet of Ambrian design
05	Ruin	A pale stone path crosses the trail ahead, extending only a hundred meters in either direction	29	Dead	A couple of rodent carcasses hang from a tree, impaled by arrows with black fletching
06	Ruin	Ruined wall of weathered stone, a dozen meters wide, stands astride the path; [Loremaster] might figure age	30	Dead	A dead tree, in the centre of an open clearing, wrapped in long chains connected to heavy iron stakes
07	Ruin	Small stone-built rangers' waystation; doors and window boarded up; no sign of recent life or occupation	31	Threat	Stick figure hex doll of twigs, grass and blooded dirt; resembles a personality known to the characters
08	Ruin	Low cliff visible above the treeline dotted with cave mouths	32	Threat	A great shadow slips by overhead, followed by a sharp snap of sweet-smelling wind
09	Ruin	Several oddly coloured fist-sized stones stick up from the earth a short distance from the path	33	Threat	Strange elf tumbles from trees smashing into character; recovers and sprints off taking character's shadow with them
10	Ruin	Mine head visible, overgrown with weeds one hours search [Vigilant-3] finds ingots of 1D10+2 thalers value	34	Threat	Path ahead drops low into a gully with rocky outcroppings rising high on either side, cloaked with trees
11	Nature	A great tree, uprooted and fallen across the trail; odd green-gray fungi sprout from the splintered bark	35	Threat	Corpse suspended from loop in middle of rope strung across road; hoof and footprints mark the ground beneath
12	Nature	Swathe of oddly coloured flowers bloom overnight around the camp	36	Threat	Robust wooden bridge across a rushing stream; [Vigilant-2] scattering of bones in the water and high grass
13	Nature	Lush and green bush in the undergrowth not far from the path, laden with dark, shiny and fulsome fruits	37	Threat	Dragoul sunk waist deep in a pool of thick mud, clawing to free itself; another two submerged in the muck
14	Nature	The sound of pebbles or scree falling in a sudden tumble, somewhere distant; no cliff visible or mapped	38	Threat	Trail runs through a narrow ravine with tall grass and muddy ground underfoot; a foul stench fills the air
15	Nature	Foul stench; causes eyes to water [Strong] and bile to rise for the weak of stomach; animal defense mechanism?	39	Threat	Trail through high grass, down-trodden and stained; dried blood
16	Nature	Lost-looking goat with a rope tether looped around neck, with frayed end, sullenly chews grass	40	Threat	Ground ripples and warps beneath the travelers feet making it difficult [Quick] to keep your feet
17	Nature	Bubbling spring feeds a pool, water from which restores 1 Toughness [daily]; bottled it loses potency	41	Signs	Bridge across a ditch displays the sigil of the Church of Priors on a chain; blocks the way; long detour
18	Nature	In the distance, on high ground, trees visibly shake then crash to the ground	42	Signs	Three ortegs pressed into the dirt on the path ahead in a triangle, the Queen's head facing down
19	Nature	A clearing full of gorgeous flowers; the air is heady with scent and thick with butterflies; thousands of them	43	Signs	Howling and barking off to the east accompanied by a strange tremor
20	Nature	Trees with interwoven branches form a tight tunnel around the trail ahead, cutting off light almost completely	44	Signs	As travelers pass a crossing of paths, all hear a cacophonous crackling that rises to a crescendo then fades away
21	Dead	A ford in a stream; a jakaar carcass, picked almost to the bone, lies in the shallow running waters	45	Signs	As night falls a rhythmic chorus of unknown creatures gets unbearably loud; and then suddenly cuts off
22	Dead	Three massive crows bite and fight over a tattered animal carcass on the trail ahead; protective of their food	46	Signs	A weathered coin lies in the middle of a blackened patch of earth
23	Dead	A cocoon hangs torn open amidst the trees with a trail of blood leading away south-east	47	Signs	Thin scratches in the bark of a tree suggest a Symbarian word or warning, but too weathered to read
24	Dead	A silent hive hangs just out of reach in a tree; the honey inside appears tainted; the hive appears abandoned	48	Signs	Rounded stone at roadside shows distance to unknown destination; if carried, number changes over time

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49 Signs	Path divides around a tall, weathered monument; roughly human shape chiseled with unreadable script	74 Weather	The wind changes direction; carries the unmistakable stink of a mare cat; seems to come from back along the trail
50 Signs	Subtle musical tinkling sound [<i>Vigilant</i> -3] reveals a small, stunted tree made from colored glass	75 Weather	In good weather, the travelers pass through an area where their breath steams; gear becomes rimed with frost
51 Traveler	Ownerless donkey with a rope tether; skittish, mean; rope frayed at end; carrying leather bags, slit and empty	76 Weather	A broken cartwheel mired in dried dirt with a yard of splintered axle
52 Traveler	A scattering of finely crafted arrows, each with their shaft cleanly broken in the middle	77 Weather	A clearing in the trees; a fine shower of rain falls that does not pass outside its bounds
53 Traveler	Heavy booted footprints cut across the path; perhaps a dozen travelers heading from east to west	78 Weather	Dark storm clouds grumble low and menacing off to the west; a warm wind cuts through the trees
54 Traveler	Large folded leaf containing the poultice of a herbal cure, abandoned next to the path	79 Weather	Thunderstorm crackles in the distance; dull rumble reverberates thro' the ground; strange light flickers amidst trees
55 Traveler	Near the side of the road a pile of earth next to a hole that looks to have been dug by hand	80 Weather	Elusive scent of perfume wafts in the wind; powerful memories of happier days evoked
56 Traveler	The hilt of a short sword sticks out from the trunk of a tree just off the path; thick dark sap seeps from the wound	81 Corruption	Passing through a brightly lit area the travelers feel a wave of debilitating fatigue and nausea wash over them
57 Traveler	The tattered remains of a heavy black coat slashed and caked with blood	82 Corruption	On waking, the travelers finds their camp site encircled by spider webs strung up between trees; no harm done
58 Traveler	Uprooted [<i>Alchemy/Cunning</i>] rare herb; just a single browning plant amongst patch of cut stems	83 Corruption	A clearing in the trees devoid of plants; smells strangely sweet, feels oddly warm
59 Traveler	Well-constructed cage of thorny branches hangs over the track ahead; a carcass inside, leathery skin, mouth wide	84 Corruption	A stack of stones, something like a cairn, with a heat haze hanging directly overhead
60 Traveler	Knapsack; spilt content on the track ahead; basic travel gear, a knife, provisions wrapped in a large leaf	85 Corruption	A wide, deep pool of water with an oily film across the surface
61 Odd	Music, carried on the wind, seems to come from just up ahead	86 Corruption	On stopping for a meal, or for the night, the characters realise all the water in hand is tainted
62 Odd	A trail of purple-gray smoke rising up from the trees a mile to the north-east	87 Corruption	A reeking pool of oily black liquid at the side of the trail; attracts a swarm of biting, buzz ing insects
63 Odd	Everyone wakes in the middle of the night having experienced the same dream of an inferno	88 Corruption	Greenish glow exudes from a hole in the ground; inside, bioluminescent mushrooms the size of chanterelle
64 Odd	Gold ring looped over a tree branch, high up; appears embedded, bark bulging around it; untarnished	89 Corruption	A stag stands at the centre of a clearing, alive but skinless; muscle and viscera glisten, but strangely bloodless
65 Odd	Spring Elf politely greets, even talks to, travelers as she passes; no trail; fades away like a ghost when she leaves	90 Corruption	A clearing in the trees, the grass stunted and dark; a smell like engine oil hangs in the air, thick and stifling
66 Odd	Ring of standing stones visible through the trees; no matter how hard travelers try they cannot reach it	91 Animal	Across the path ahead an aboar crashes across the trail running at breakneck pace, disappears to the left
67 Odd	Dancing lights visible through the trees; could be marsh gas, Frost Lights, a bandits' lure or a call for assistance	92 Animal	Off amongst the trees comes the hiss and howl of animals fighting [<i>Beast Lore/Cunning</i>] Sounds like Mare Cats
68 Odd	Stone circle, within which spell casting inflicts -2 temporary Corruption (min. 1; no effect on Permanent)	93 Animal	Wild dogs fight over a kill in the middle of the track, fleeing upon detecting the character's approach
69 Odd	Half dug pit trap with a pile of leaves, branches and loose dirt; spade sticks from dirt; no sign of hunter	94 Animal	Horribly wounded deer lies shaking and bleeding at the side of the trail; clear evidence of animal tracks around
70 Odd	Open body of water; a shoe sits on the shore line; in the center of the lake the other shoe, sat upon the water	95 Animal	A bird of prey circles, too high to strike with a bow; the bird seems intent and watchful; something to the east
71 Weather	Air feels fresh and invigorating; [<i>Witch-sight</i>] the shadows of the party sizzle and crackle with strange colors	96 Animal	A whirl of black feathered birds in the middle distance, cawing raucously
72 Weather	Traveling at night, for an hour the sky overhead becomes starless, yet cloud free; blindly dark without torches	97 Animal	Large black bird circles overhead; trails you wherever you go; screeches and darts away if attacked
73 Weather	Brief respite from poor weather brings bright sunlight; none of the shadows the party cast are their own	98 Animal	Three colorful songbirds perch in different trees, engaged in a singsong duel for a small brown female nearby
		99 Animal	A cloud of tiny biting insects descends, getting inside every nook, cranny and crevice
		00 Animal	A tickle on the cheek turns to an unbearable itch; spiderlings float all around on silken threads