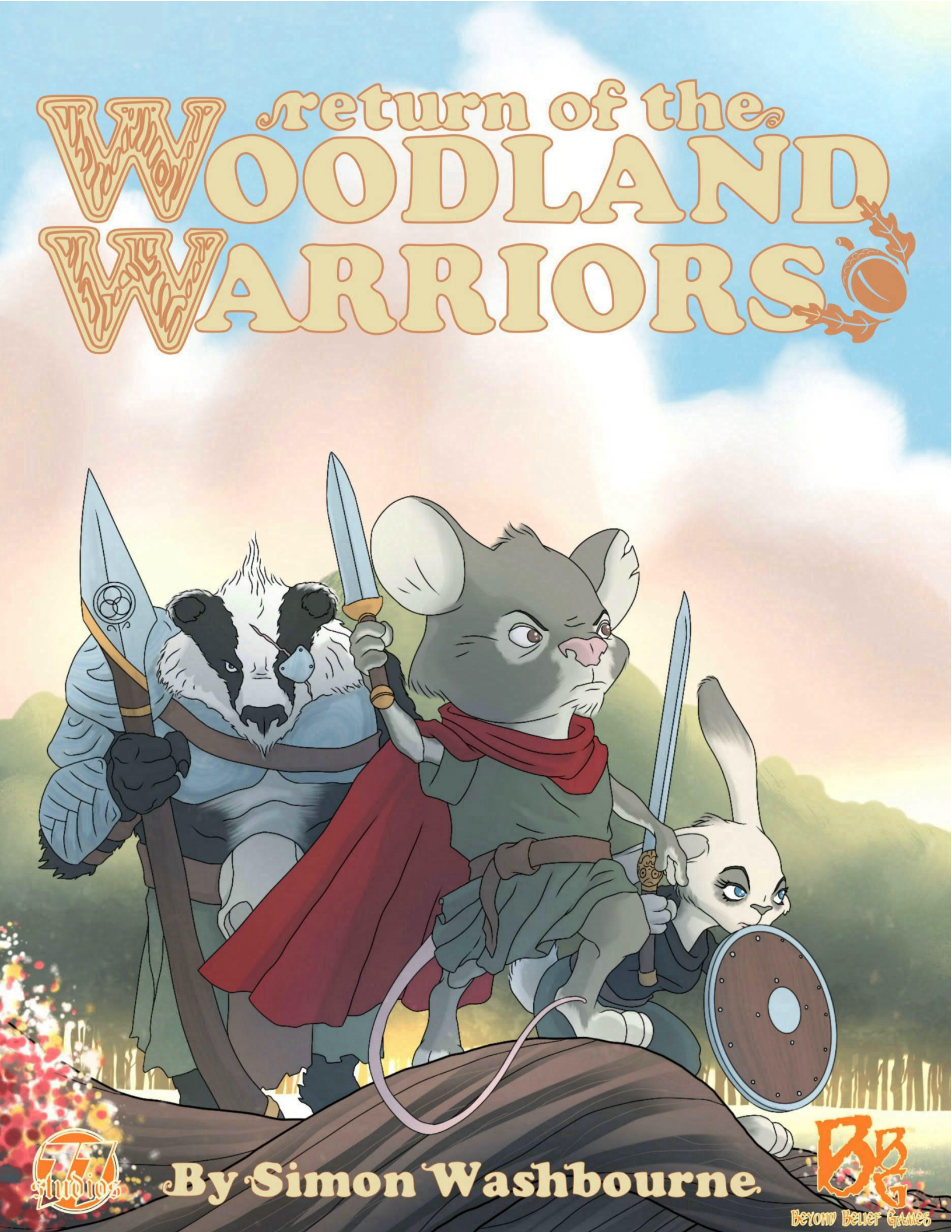
return of the WOODLAND WARRIORS



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Beyond Belief Games

Return of the Woodland Warriors

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INTRODUCTION

WOODLAND WARRIORS is a fantasy role-playing game about epic adventures and heroic quests. It is inspired by the animal tales of *Redwall*, *The Secret of Nimh*, *Mistmantle*, *The Deptford Mice*, *Mouseguard*, and Disney's *Robin Hood*. As such, it is a great game for kids but equally importantly it's great for adults too.

WOODLAND WARRIORS is a free-form role-playing game, meaning that there aren't very many rules. The *Keeper* is responsible for handling situations that aren't covered by the rules, making fair evaluations of what the characters do and deciding what happens as a result. This is not a game in which the players are "against" the Keeper, even though the *Keeper* (called a *Gamesmaster* or GM in other similar games) is responsible for creating tricky traps, dangerous situations, and running the wicked beasts and other foes the PCs will encounter during the game. In fact, the players and the Keeper cooperate with each other to create a fantasy epic, with the Keeper creating the setting and the players developing the story of the heroes. If they aren't skillful and smart, the epic might be very short. But it's not the Keeper's job to defeat the players—it's his or her job to provide interesting (and dangerous) challenges, and then guide the story fairly.

You are welcome to publish your own adventures, house rules, and other materials for this game. Guidelines and requirements are in the back of the book right before the Open Game License.

Simon W

THE DICE

In the interests of keeping things simple, WOODLAND WARRIORS uses only six-sided dice. When the rules tell you to roll a number of dice, it will be in the following format ½d, 1d, 2d…etc. where the number is the number of dice to roll. There will be times when you roll more than one dice and you just take the result of one of them (either the lowest or the highest result). The rules tell you when to do this. Sometimes you will add a number too – for example 1d+2, 2d+1 etc.

THE CORE SYSTEM

Whenever you attempt an action that has some chance of failure, you roll a six-sided die (1d). To determine if your character succeeds at a task (such as attacking a monster or using a skill), you do this:

- Roll a die
- Add any relevant modifiers
- Compare the result to a target number
- If the result equals or exceeds the target number, your character succeeds; if the result is lower than the target number, you fail.
- The target number for saves and class abilities is normally 5. For easier tasks it is 4 and for harder tasks the target is 6 (or more).
- The target number in combat is the *Defence Class* (DC) of the opponent.

CREATING A CHARACTER

Unless you're going to be the Keeper, you start by creating a character. You'll roll some dice to determine your character's *Strength* and other basic *Attributes*, pick a character *Kind* and *Class*, determine what gear you have to begin with and then start to play. If you're the Keeper, you've got a bit more preparation to do—that's covered later in a section especially for you.

If you want a quick character already made for you or your Keeper just wants to run a one-off game, you can always download the ones on the Beyond Belief Games (BBG) website where there are also some colour maps, additional character classes and other useful bits and pieces to add to your game.

For the Keeper, there is a sandbox-style setting *Stonewell Abbey & Environs* in this book (which incorporates the *Greyrock Isle* campaign setting from the first edition of Woodland Warriors), together with a brand new full adventure. There are two further adventures to download on the BBG website.

Two additional Woodland Warriors settings will also become available in a revised edition soon: *Woodland Warriors Out West* and *Woodland Warriors At Sea*. They will be updated to be compatible with Woodland Warriors (second edition). These settings can be purchased separately in PDF from RPGNOW or print from LULU.

ROLL ATTRIBUTE SCORES

The basic attributes of a character are numbers, generally ranging from 3 to 18 representing *Strength*, *Dexterity*, *Constitution*, *Intelligence*, *Wisdom*, and *Charisma*.

The first step needed to create a character is to roll 3d seven times and take a note of the results. Save one result for your *Wealth* (see later) and then allocate the remaining six scores to your attributes as you wish.

ATTRIBUTE MODIFIERS

Each attribute provides a guide to a character's relative strengths and weaknesses. Higher attributes allow characters to perform certain actions more easily and lower attributes make things a little more difficult. As characters rise in level they receive small increases to their attributes as show in *Table 4: Experience Levels.*

To be a member of a character class, you need 9 or higher in the class's *Prime Attribute*.

The *Attribute Modifiers* table below provides the modifier to the die roll for most actions attempted by characters with attribute scores in the range indicated:

Table 1: Attribute Modifiers

Attribute Score	***Modifier***
3–6	-1
7-14	+0
15-18	+1
19+	+2

STRENGTH (STR)

STR is how brawny your character is. STR is the Prime Attribute for the *Warrior* character class.

Add your STR modifier when:

- Rolling for weapon or unarmed damage in combat
- Grappling, throwing and wrestling
- Checking how many things your character can carry
- Breaking down doors, pulling lifting or dragging heavy objects
- Intimidating another creature with your sheer might

DEXTERITY (DEX)

DEX is your character's speed and agility. DEX is the Prime Attribute for the *Scout* and *Rogue* character classes.

Add your DEX modifier when:

- Rolling to hit in combat
- Calculating your character's *Defence Class*
- Rolling to avoid traps, falling into pits and avoiding the effects of certain spells (called a *Reflex Save*)
- When trying to sneak past a guard or hide from another beast
- When trying to climb a rock face or jump a ravine
- When picking a lock or other actions requiring fine manipulation

CONSTITUTION (CON)

CON is how hardy and energetic your character is. CON is the Prime Attribute for the *Wayfarer* class.

Add your CON modifier when:

- Calculating your character's *Hit Points*
- Rolling to avoid death and the effects of poisons, level drains, diseases and other effects that have a negative effect on your character's physical health (called a *Fortitude Save*)
- Rolling when pushing yourself beyond your normal bounds

INTELLIGENCE (INT)

INT is how clever and knowledgeable your character is. INT is the Prime Attribute for *Wizard* and *Trickster* characters.

Add your INT modifier when:

- Rolling to determine starting spells for a Wizard
- Rolling to recall a fact or information your character might know
- Reading old parchments and writing down information for others to read
- Determining the number of starting 1st level (and 2nd level) spells a Wizard may cast in a day

Max Spell Level: Wizards with INT of 15 or higher gain an extra 1st level spell and with 19 INT gain an extra 2nd level spell (when they are of the appropriate level).

Languages - *The default setting assumes all Kind write and speak the same language (taught by the Abbeys), but Vermin and other creatures speak their own languages - all Weasels speak "Weasel", all Rats speak "Rat" etc.*

Alternatively, Keepers may wish to avoid thinking about different languages altogether and assume all creatures speak in the same tongue.

If the Keeper decides on the first option, each character knows "Kind" and they may have additional languages as shown in the table below.

Table 2: Intelligence

Intelligence Score	*Additional Languages**
3-6	0
7-14	2
15-18	4
19+	6

WISDOM (WIS)

WIS is your character's willpower, intuition and awareness. WIS is the Prime Attribute for *Friar* and *Woodwise* characters

Add your WIS modifier when:

- Rolling to avoid the effects of charms, fear and resisting other mind-invasive attacks (called a *Will Save*)
- When seeing if you spot things that are hidden or disguised or when trying to figure out if someone is lying to you

CHARISMA (CHA)

CHA is your character's likeability and presence. CHA is the Prime Attribute for *Talespinner* characters.

Add your CHA modifier when:

- Rolling to influence others
- Bartering for the best deal
- Intimidating another creature with threats

WEALTH

Every player character starts with Wealth. This is an approximate measure of the amount of cash the character can put lay their paws on and the standard of living the character enjoys. The starting Wealth rating is found by consulting *Table 3: Wealth*

Table 3: Wealth

Dice roll	*Wealth Rating*
3	Broke
4-6	Poor
7-14	Moderate
15-18	Prosperous
19+	Rich

Your Wealth is used to determine what gear you start with and in conjunction with the equipment tables to help determine what items you can afford to buy from time to time. Your Wealth can rise or fall as you acquire treasure from *Quests* and as you spend it on expensive items or lose it or get it stolen.

Money isn't something WOODLAND WARRIORS focuses on, but there can be some fun to be had from time to time making the characters have to think about their finances; this may lead to good role playing opportunities. It might even be a way to lead them into the next Quest you have designed:

Wealth increases by +1 per level.

Wealth can be temporarily increased by: begging (+1), borrowing (+1 to +6), stealing (+1d), working (manual +½d, skilled +1d), selling something (that you've stolen, perhaps - this is role played and can depend on your character's abilities), or finding treasure.

Each day after the first, your temporary wealth score falls by 1 until it is back to your base Wealth. It doesn't generally fall below that but can do; for example, if you've been the victim of theft. It can fall more quickly, especially if you've made an expensive purchase. This is determined by the Keeper.

HIT DICE AND HIT POINTS

At 1st level you roll a die to determine your characters' Hit Points (HP). Warriors and Wayfarers add +2 to the total; Friars, Talespinners, Rogues and Scouts add +1, Woodwise, Tricksters and Wizards add +0. To this number, you add any modifier for CON.

Optional Hit Points: *Often the Keeper will prefer beginning characters to start with the maximum number of HP (8 for Warrior and Wayfarers, 7 for Scouts, Rogues, Talespinners and Friars and 6 for Wizards, Tricksters and Woodwise). You would still add your CON modifier to your HP total if this option is allowed.*

When the character reaches 2nd level, you get to roll again (and add any level and/or CON modifier). In the case of the Warrior; this means rolling two dice, but some other classes simply roll a single die (and add a number). If the resulting number is higher than the previous total, this becomes the character's new HP for 2nd level. If the new total is not higher, the character simply receives one additional HP. Do likewise each time your character advances a level.

Example
Pip is a Friar, so his player rolls 1d+1 for his initial HP. He rolls a 4 and adds +1 for a total of 5 and writes this onto the character sheet. Assuming Pip survives to 2nd level, the player now rolls 2d. He rolls a 1 and a 3 for a total of 4. He already has 5 HP, so the new total isn't higher. He just adds just one HP to bring his new HP total up to 6 whilst he is 2nd level. Luckily, he can also heal himself if he gets injured!

QUEST POINTS

Every player-character receives a pool of *Quest Points* (QP). You get one QP per level in your character class or multi-class. Quest Points are 'spent' to perform extraordinary feats or to get a lucky break as follows:

- Before you make a roll, you can cash in one QP to add +2 to any ability, save, attack or damage die
- You can re-roll any die roll made where the result isn't one you like, by cashing in one QP
- Cash in one QP to recover ½d+3 HP
- Cash in one QP to be able to invoke *'splintered shield/shattered sword'*. This is where the character has just taken damage and is holding a shield or a weapon that they can use to absorb all the damage they've taken at the expense of the weapon or shield's complete destruction

EXPERIENCE LEVELS

As the characters complete their Quests, they become better equipped to deal with the hazards they face. This is represented by the characters advancing in experience levels. Characters start at *1st level*. Once characters have completed their first Quest, they become *2nd level*. After they have completed a further two Quests (three in total) they rise to *3rd level*. The number of Quests they need to complete to advance to the next level is set out in *Table 4: Experience Levels.* Multi-class characters rise in level more slowly (see the second column).

Table 4: Experience Levels

Level	*Primary Class Ability*	*Attribute Bonus*	*# of Completed Quests (1)*	*# of Completed Quests (2)*
1	+1	-	0	0
2	+1	+1	1	2
3	+2	-	3	5
4	+2	+1	6	9
5	+3	-	10	14
6	+3	+1	15	20

Primary Ability: This is the addition to the die roll for a character's primary class abilities (and primary save)
Attribute bonus: This is a bonus the character has at each even level that can be used to add to an attribute of the player's choice.
# of completed quests: This is the number of quests that must be completed to rise to that level. The second column is for multi class characters.

CHOOSE CHARACTER KIND

In the fantasy world of WOODLAND WARRIORS, people don't exist. Therefore you need to choose what animal *Kind* you want to portray. The character's Kind is the species of animal that you choose for your character. The choices for player-characters are set out in the table below, together with attribute modifiers and the special abilities available to creatures of that Kind.

Table 5: Player Character Kind

Kind	*Size (paws)*	*Attribute Modifiers*	*Special Abilities*
Badger	5½ - 6½	+2 STR -1 DEX -1 CHA	Rage, intimidate
Dormouse	3 - 4	+2 CHA	Caring, Cookery, friendliness
Hare	4 - 5	+1 CHA -1 WIS	Jump, silvertongue, kick
Hedgehog	3½ - 4½	+1 CON -1 INT	Spikes(natural armour), serpent-slayer, poison resistance
Mole	3 - 3½	+1 STR -1 WIS	Stone/earthworks, tunneling, tool-as-weapon
Mouse (or Vole)	2½ - 3	+1 DEX (or +1 CHA) -1 STR	Sneak, slinger (Vole: Swim and Boat)
Otter	4½ - 5½	+1 WIS	Boats, swim, river sense
Raccoon	4 - 5	+1 INT -1 WIS	Sleight, locks & traps, deceit
Squirrel	3½ - 4½	+1 CHA +1 DEX -1 CON	Jump & climb, immune to sleep & charm spells, friendliness

Note about creature sizes
In the world of WOODLAND WARRIORS there is much less difference in size between the animal Kind than there is in reality. So although a mouse is still the smallest of the player-characters it still big enough to put up a fight against the bigger beasts. Taking the nine Kind below, this is how they match up in order of size: Badger, Otter, Raccoon, Hare, Hedgehog, Dormouse, Squirrel, Mole and Mouse.

DEFENCE CLASS

Your character has a Defence Class, which represents their ability to avoid being hit in combat. It starts at 3 for all characters. Having a high DEX will add +1or +2 to this number.

A *Wayfarer* has trained to avoiding being hit and gains an ability bonus, depending on the Wayfarer's level (see the Wayfarer character class).

Picking up a shield will grant a +1 bonus.

Badger

The badger is a large, gruff and surly creature often flying into fits of anger if things don't go their way or if they feel they've been insulted. Many seek the solace of the Abbey walls to try to curb their tempers but others put their rage and large size to good use by becoming Warriors (amongst the best of the Kind).

The badger's frequent fits of anger make it very difficult for them to take the classes of Talespinner or Trickster.

The player-character badger has +2 to STR and -1 to both DEX and CHA.

These are the primary abilities of a badger:

Rage: The badger's anger is useful in combat because they can become enraged; giving them temporary bonus of +1 to attack rolls and damage and +2 to *Will* saves whilst in rage. A fit of rage lasts for 5 rounds, so if the combat is over before the rage ends, they are likely to remain enraged afterwards and possibly run around trying to find more enemies to fight. The badger can fly into a rage once per 2 levels per game session (so, a maximum of three times at 5th and 6th levels).

Intimidate: Badgers are large, overpowering and scary. Badgers can use these features to frighten others into backing down, running away or just for effect.

Dormouse

Dormice are friendly, fuzzy-tailed creatures closely related to squirrels, not mice as it may seem. For the most part, they are simple in tastes, and care greatly for other beasts; a few have also been known for not being very bright. They all seem to have a love for food; many have worked in the kitchens, and nearly all of them are pudgy or overweight.

Dormice are rarely Warriors, Scouts or Wizards.

The player-character dormouse has +2 to CHA.

These are the primary abilities of a dormouse:

Caring: Dormice can heal 1 point of damage per level, irrespective of their class just by laying on their paws to a wounded creature. For Friars, this is in addition to damage they heal with the *Lay on Paws* ability.

Cookery: As *young-uns* growing up, dormice always gravitate towards the kitchens where they learn how to bake, cook and brew. This means they can forage for food in the wild and make almost any miserable collection of berries, vegetables and leaves into a nourishing meal.

Friendliness: Dormice are naturally helpful and friendly. Regardless of their class they get *Fellowship* as a class ability. If they have Fellowship as an ability of their class anyway, as long as they are not trying to be deceitful or threatening, the dormouse can re-roll any *Fellowship* roll (taking the best result) or any attempt gain the trust of another creature or group of creatures.

HARE

Hares are hasty, impulsive, thoughtless and arrogant beasts. Hares love fun and cannot resist parties, feasts and other lively events. Hares often say things they don't mean and allow their tongues to run away with them, to the extent of contradicting themselves several times, sometimes even in the same sentence. Nevertheless, the hare generally means well and is likeable, even if you have to take what they say with a pinch of salt.

The player-character hare has +1 to CHA and -1 to WIS

These are the primary abilities of a hare:

Silvertongue (CHA): Hares have the gift of the gab and can usually win someone over with their smooth words.

Jump (STR or DEX): The hare has powerful legs and can jump (on the ground) further than many other creatures. Hare Warriors like to incorporate leaps into their *Warrior Stunts*.

Hares that get Jump as a class ability can re-roll any failed roll once per session.

Kick: A hare can make a powerful kick attack, causing *Light* damage rather than unarmed damage (see *Table 17: Weapons).* Hare Wayfarers can also re-roll damage once per session if using a kick attack.

HEDGEHOG

The hedgehog is a tough and resilient creature that tends to be somewhat less clever than most other Kind. Hedgehogs like to keep busy, always looking for something (however trivial) to do. Once they start a task, they set their minds to it and won't let anything stop them until it's done. Hedgehogs struggle if they are given too many tasks to perform at the same time though.

Their simple nature means hedgehogs can seem quite naïve about many subjects. However, the hedgehog's tough physical qualities make them amongst the best Warriors of the Kind. They are rarely Talespinners or Scouts.

The player-character hedgehog has +1 to CON and -1 to INT.

These are the primary abilities of a hedgehog:

Poison Resistance: The hedgehog is an exceptionally resilient creature and can re-roll any save made to resist the effects of poison once per session.

Spikes: The hedgehog can wear armour but doesn't usually need to – their spikes give the hedgehog a natural *Armour Protection* 2, so only wearing a breastplate will give them a better AP. Hedgehog's may use a helmet and shield if they wish and if their class allows.

Serpent-slayer: All hedgehogs are taught to fight snakes from an early age. Hedgehog characters therefore treat fighting against any snake as a primary ability, regardless of the hedgehog's character class.

A hedgehog Warrior fighting a snake (already a primary attack for a Warrior) can re-roll any miss once per session.

MOLE

The mole is nearly as small as the mouse but built much more powerfully especially around the shoulders and fore-paws. Moles aren't stupid but do take their time to ponder a question or weigh up a situation, meaning that some creatures think the mole is a bit dim.

Moles don't see very well and therefore cannot fire missile weapons at all beyond short range (although they can use throwing weapons). Generally, they tend not to bother using them at all.

Moles make excellent miners, builders and stonemasons. They love to build and are often seen with pick axes, shovels, stone hammers and other similar implements.

The player-character mole has +1 to STR and a -1 to WIS.

These are the primary abilities of a mole:

Stone-sense (WIS): Moles take note of certain features of stonework, earthworks, tunnels and similar architectural features: sloping corridors, moving walls, unsafe stone bridges and traps made of stone (in particular: falling blocks, rigged ceilings, and tiny arrow slits designed to release poison gas or darts).

Tool-as-Weapon (STR): Mole characters treat mole tools as a primary ability, regardless of the mole's character class.

Tunnel: Moles can also tunnel very quickly – in soft earth they can dig a hole big enough for themselves in just one round. They can also tell what's ahead in a tunnel up to a furlong away just by 'feel' – for example, if there is a weasel running towards them in the tunnel, or if there is an exit or blockage up ahead.

MOUSE

The mouse is the smallest player-character but often the bravest and almost always the stealthiest. The mouse is generally a happy-go-lucky individual but no-one should dismiss the mouse as a pushover. The mouse's strength of heart more than makes up for their lack of physical strength and the mouse makes a surprisingly good Warrior or Wayfarer.

Mouse characters receive +1 DEX but -1 STR

These are the primary abilities of a mouse:

Slinger: Mouse characters treat slings as a primary ability, regardless of the mouse's character class.

A mouse Warrior using a sling (already a primary attack for a Warrior) can re-roll any miss once per session.

Sneak: Mouse characters are small and very quiet. Sneak is always a primary ability for a mouse. If the mouse receives sneak as a result of class, the mouse can re-roll any failed attempt at sneaking once per session.

VOLE

If you wish to play a vole character, you may use the stats for the mouse. If you wish, you may take +1 to CHA rather than +1 to DEX.

Alternatively, if you want to play a water vole character, you take swim and boat as abilities (see otter) instead of sneak.

OTTER

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.

The player-character otter has +1 to WIS.

These are the primary abilities of an otter:

Boats (DEX): Otters are naturals in any watercraft and anything to do with boats and boat-building is a primary ability of an otter.

Riversense (WIS): Otters can tell, just by looking at and listening to the water surface or perhaps by sticking their heads under the water, what hazards are up or downriver, up to a furlong away (i.e. if there is a waterfall, rapids, reef or similar).

Swim (DEX or STR): Otters are excellent swimmers and rarely need to make a swim roll except in the most perilous waters. Even if they fail their roll, they receive a free re-roll, once per game session.

RACCOON

Raccoons are sometimes a bit mean, often a bit ornery and most times up to no good. Mostly this is just for show and many are nowhere near as grumpy as they appear. Raccoons are intelligent and very good at manipulating things, which combined with their love of shiny objects makes them excellent pick pockets and gamblers.

The player-character raccoon receives +1 to INT but -1 to WIS. Because of their love of shiny things, they also add +1 to starting Wealth.

These are the primary abilities of a raccoon:

Deceit (CHA or WIS): Raccoons are born liars and also very good at spotting when lies are told to them. Deceiving another creature or spotting deception is a primary ability of the raccoon whatever the raccoon's class.

Locks & Traps (DEX): Raccoons get locks & traps as a primary ability as if they are Rogues, whatever their character class. If the raccoon receives this as a result of their class, the raccoon can re-roll and failed attempt once per session.

Sleight (DEX): Player-character raccoons receive sleight (per the Rogue) automatically as a primary ability, regardless of their class. If the raccoon receives this as a result of their class, the raccoon can re-roll any failed attempt once per session.

SQUIRREL

Squirrels are acrobatic and energetic. They seem to be constantly on the move and rarely sit down for a few moments. They pride themselves on their bushy tails, always grooming them and brushing them to make them appear as fluffy as possible. Squirrels can sometimes appear a little vain and self-obsessed although they are actually amongst the most caring of the Kind and many are Friars and Talespinners. Due to their agility, they make excellent Scouts too.

The player-character squirrel receives +1 to CHA and DEX but gets -1 to CON.

These are the primary abilities of a squirrel:

Climb & Jump (DEX or STR): Squirrels are natural athletes and can clamber around trees, walls, rooftops and so forth as well as any creature on the ground. Climb & Jump is always a primary ability, regardless of the squirrel's character class. If they have this as an ability of their class anyway, the squirrel can re-roll any failed *Climb or Jump* roll once per session.

Friendliness (CHA): Squirrels are naturally helpful and friendly. Regardless of their class they get *Fellowship* as a class ability. If they have Fellowship as an ability of their class anyway, as long as they are not trying to be deceitful or threatening, the squirrel can re-roll any *Fellowship* roll once per session.

Spell Immunities: Squirrels are immune to the spells *Charm Beast* and *Sleep*.

CHARACTER NAMES

Choosing an appropriate name can be tricky in most rpgs, but in WOODLAND WARRIORS this can seem doubly so. However, it isn't as hard as all that – many of the beast's names in the Alder Vale (the campaign setting detailed later) names are just the same as the names we use – names like Martin, Peter, Bernard, Cornelius, Flora, Gwendolyn, Mary and so on - particularly older style or medieval names. Some names are the same but just changed a little, maybe substituting a letter here and there – instead of Daniel, try Janiel or Damiel for example.

Other names used widely are the names of the natural surroundings - plants, flowers, herbs, trees and rocks. So names like Blueberry, Sage, Sedge, Laurel, Thorn, Alder, Ash and Flint are popular. Sometimes these names are used with the addition of – fur, nose, paw, snout, or tail; for example "Thorntail"; maybe even as a surname.

Names can also be 'earned' based on the temperament or characteristics of the character. So, a Scout might be called Dash or Nimblefoot; a Hedgehog might be called Prickle or Spike and a mole could be Snuffler or Digger. Here are some name examples:

Male names: Almond, Ambrose, Arkose, Arthur, Aspen, Balsam, Basil, Bilberry, Birch, Blackberry, Bladderwrack, Borage, Branor, Brocc, Bramble, Bracken, Burdock, Butterbur, Camlann, Catclaw, Chesnut, Clay, Coal, Colin, Dandelion, Daurian, Digweed, Dogwood, Dolomite, Douglas, Dristan, Dunston, Ector, Eustace, Farleigh, Flambard, Flintpaw, Flintnose, Gareth, Geoffrey, Gilbert, Goosepaw, Granite, Grunter, Hawthorn, Heath, Hemp, Henry, Huckleberry, Humbert, Jasper, Jevan, Jollivet, Jonathas, Kale, Kelp, Mandrake, Marblesnout, Marrok, Merlin, Mugwort, Mulberry, Nettle, Nicholas, Noggin, Norbert, Oleander, Omerus, Osbert, Pepin, Percival, Russell, Rodney, Root, Scribbler, Sevrin, Shale, Skarn, Slate, Stripe, Talon, Teasel, Terric, Theobald, Thistle, Thomas, Tintagel, Tito, Tristan, Tufa, Twoleaf, Vortigern, Valerian, Wackestone, Walter, Welbert, Welwyn, William, Whortleberry, Wormwood, Yarrow, Yewsnout, Youngleaf.

Female names: Acacia, Alice, Alva, Branwen, Beatrice, Blossom, Bluebell, Breccia, Brocca, Bryony, Buttercup, Camilla, Cherry, Clover, Coral, Cornflower, Coquina, Daffodil, Daisy, Dorcas, Drusilla, Elaine, Elsa, Fennella, Flower, Forsythia, Gemma, Holly, Iris, Isabella, Iris, Ivy, Jade, Jasmine, Jennifer, Jessamy, Josiane, Juniper, Kinna, Kemma, Lavender, Lendra, Lilac, Lily, Lunet, Lutra, Lynette, Maple, Marble, Marigold, Marjoram, Marshmallow, Matilda, May, Maybelle, Michiele, Melodie, Morgana, Nightshade, Nimue, Nogga, Nutmeg, Olive, Ophelia, Popelina, Poppy, Pridwyn, Primrose, Rosa, Rosemary, Rue, Ringa, Setta, Snowdrop, Sorrel, Splendora, Tulip, Teasel, Velvet, Violet, Veronica, Vervain, Wallflower, Wendy, Willow, Winnie, Ysolde, Yvaine, Yvette, Zafia, Zinnia.

CHOOSE CHARACTER CLASS

Once you've rolled up your attribute scores, the next step is to choose a character class. There are seven character classes: *Friar*, *Scout*, *Talespinner*, *Warrior*, *Wayfarer*, *Woodwise* and *Wizard*. There are also two *Vermin* character classes (*Rogue* and *Trickster*) after the main class descriptions that your Keeper may allow. In addition, your Keeper may have invented other character classes, or may agree to character classes from some other fantasy game.

The character classes are each described in the following way:

Prime Attribute: This is the attribute that is most important to a member of this class. It needs to be 9 or more. Some classes have another attribute requirement. Multi class characters require 12 or more in both of their class's prime attributes.

Hit Points: This tells you the hit points you get at 1st level.

Armour/Shield Permitted: This tells you the armour that members of the class can wear and whether they can use shields.

Weapons Permitted: Members of the class can use only the weapons listed.

Class Abilities: These are abilities that all members of the class receive. Some are only gained upon reaching a certain level, which will be noted in the brackets or in the description. Some are based on a certain attribute and therefore receive a modifier if the attribute is high or low. All are Primary Abilities of the class (see *Table 4: Experience Levels*). Characters of other classes can try some of these things (character of any class can attempt to *Sneak*, for example) but they don't get better at it. This goes for saving throws and attack rolls.

It's important to note that not having the ability generally doesn't mean your character can't attempt it. For example, just because your character doesn't have Read/Write, it doesn't mean they can't read or write. Most beasts in the Abbey can – it's just that some classes are better at it. Having said that there are some things only certain classes can do – e.g. spell casting.

Every class gets some sort of "stronghold" at 6th level. The character doesn't necessarily have to raise the funds themselves – it is assumed that they have put by enough from their Quests or they have enough friends or enough of a reputation to have their stronghold built for them or given to them. The Keeper might prefer them to go on another Quest to get the money together though.

Starting gear: What the character starts with depends on starting Wealth and is described here.

FRIAR

Friars are worldly, adventurous monks who serve the Abbey. Whereas most monks tend to stay in the Abbey and look after the sick and injured, grow herbs for medicines, write books and scrolls and so on, Friars often wander away from the Abbey in the outside world spreading the word of Good and helping others where they can. Most of the Friar's abilities are oriented toward healing and protecting, although they are able to defend themselves quite well but will use only blunt weapons. As a Friar grows in power and reputation, he or she might establish an Abbey; a fortified monastery, a soaring cathedral in the wilderness, or whatever strikes him or her as the best way to protect and serve their flock of acolytes and followers.

Prime Attribute: Wisdom 9+
Hit Dice: 1d+1 at 1st level; then per the *Friar Advancement* table below
Armour/Shield Permitted: Quilted cloth, tree bark, chainmail, helmet and shield
Weapons Permitted: Club, cudgel, hammer, war-hammer, mace, quarterstaff and sling.

Table 6: Friar Advancement

Level	*Hit Dice*	*Lay on Paws*	*Spells by level*			
			1	*2*	*3*	*4*
1	1d+1	2	1	–	–	–
2	2d	4	2	–	–	–
3	2d+1	6	2	1	–	–
4	3d	8	2	2	–	–
5	3d+1	10	3	2	1	–
6	4d	12	3	2	2	1

Friar Class Primary Abilities
1st Level - Primary Save (Will): Friars need to be strong of heart to face up to the threat of evil.

1st Level - Spell Casting (WIS): Friars cast Good spells from a specific list, as per the Friar Advancement table. Each morning, the Friar prays for a certain set of spells, choosing any spells from the standard list. Once a spell is cast, it cannot be cast again until the next day, unless the Friar prepares the spell more than once.

1st Level - Banish Undead (WIS): Friars can "Turn" (See *Table 23: Turning Undead*) the undead, making them flee from the Friar's goodness (or, in the case of a wicked Friar *(called a Necromancer)*, bringing them to heel as servants and minions).

1st Level - Lay on Paws: Friars can heal a number of points of damage per game session by laying their paws on the wound. They can split the points as they wish, so a 2nd level Friar can cure two points of damage on one character, one point on another and one point on another.

1st Level - Fellowship (CHA): Friars are naturally welcome in most communities and can use this ability to gain the trust of other creatures and ingratiate themselves into their group or community. This enables the Friar to obtain information, local gossip, food, lodging and other benefits up to the Keeper.

1st Level - Lore (INT): Friars are very scholarly and spend hours scribing scrolls and illustrating manuscripts, recording the histories, geography, events and lore of the Abbey. They retain a lot of this information and can recall details with a successful roll.

1st Level - Read/Write (INT): Friars are required to spend much of their time writing Abbey histories; this ability allows the Friar to read manuscripts that are written in ancient languages or write important stuff down legibly.

2nd Level - Herbalism (WIS): Friars gain knowledge of plants and herbs and their medicinal (and poisonous) uses. They can gather plants and herbs for cooking in an hour and with a few hours searching can normally locate enough medicinal herbs to make a potion. Potions take a game week to brew (less one day per level of character) per dose and can either be a poison antidote or a healing potion (restores ½d HP). No roll is needed.

6th Level - Abbey: A Friar character becomes known as an *Abbot* (or *Abbess*) may establish his or her own Abbey; a stronghold against Evil and attract a body of loyal friars and warriors who will swear fealty to him or her.

Starting gear
Starting gear, broke: Friar's habit, quarterstaff, Symbol of Good (wooden), 6 candles.
Starting gear, poor: Friar's habit, quilted cloth armour, helmet, sling, 12 bullets (pouch), quarterstaff, Symbol of Good (wooden), 6 candles, bedroll, flint & steel, flask of water.
Starting gear, moderate: Friar's habit, quilted cloth armour, shield, helmet, mace, sling, 24 bullets (pouch), satchel, Symbol of Good (iron), Good Water (vial), 6 candles, bedroll, flint & steel, flask of water, ink (vial), parchment, quill pen.
Starting gear, prosperous: Friar's habit, tree bark armour, shield, helmet, mace, sling, 24 bullets (pouch), satchel, Good Water (vial), Symbol of Good (silver), 6 candles, bedroll, flint & steel, flask of water, 5 day's food, ink (vial), parchment, quill pen.
Starting gear, rich: Friar's habit, chainmail, shield, helmet, mace, war-flail, sling, 18 bullets and 6 silver bullets (pouch), satchel, Symbol of Good (silver), Good Water (vial), 6 candles, bedroll, flint & steel, flask of water, 5 day's food, ink (vial), parchment, quill pen.

SCOUT

Scouts are lightly armed and armoured trackers, pathfinders and hunters. Their job is to patrol the borders of the Abbey domain keeping watch for signs of intruders, as well as to investigate new lands to determine whether they are capable of supporting a new Abbey. Scouts tend to work alone for long periods. In battle, their job is to lead armies safely through the wilderness, forage for food and to harass the enemy with missile fire, raids and ambushes.

Prime Attribute: Dexterity 9+
Hit Dice: 1d+1 at 1st level; then per the *Scout Advancement* table below.
Armour/Shield Permitted: Quilted cloth, tree bark, chainmail, helmet and shield
Weapons Permitted: Spear, dagger, sword, hatchet, wood- axe, club, cudgel, quarterstaff, dart, javelin, sling, short bow and bow.

Table 7: Scout Advancement

Level	*Hit Dice*
1	1d+1
2	2d
3	2d+1
4	3d
5	3d+1
6	4d

Scout Class Primary Abilities
1st Level - Primary Save (REF): Scouts need to have quick reactions to be able to avoid traps and the danger of slips and falls.

1st Level - Ranged Weapons (DEX): Scouts are supreme marksmen and therefore any attacks with any missile weapons counts as a primary ability.

1st Level - Climb & Jump (DEX or STR): Scouts need to be nimble and swift. Therefore this is one of their class abilities.

1st Level - Notice (WIS): Scouts are naturally alert to danger and have a greater sense for threats than other creatures. Therefore they receive notice as one of their class abilities.

1st Level - Sneak (DEX): Scouts are more skilled than most others at hiding and creeping stealthily and therefore receive this as one of their class abilities.

1st Level - Survival (CON or WIS): This ability allows the scout to keep him or herself self fed, watered, sheltered, and warm (or cool) and to find his way through inhospitable terrain. In addition the scout can safely sustain another beast for every level he or she has attained, starting at 1st level.

1st Level - Track (WIS): The ability of the Scout to recognize and follow a trail left by another creature. Modifiers could apply, from things like the size or number of creatures leaving the trail, weather conditions or the type of ground.

1st Level - Traps (DEX): Scouts are good at setting and removing traps, snares and pits. The Scout rolls for how difficult the trap is to notice and this is the target number for the victim's notice roll to spot it.

You roll for success only if a creature sets the trap off. This can be countered by the victim's reflex save. A Scout's trap can be simply to ensnare of capture another beast or enemy, to set off a warning alarm or to cause damage. Traps cause ½d damage per Scout level.

2nd Level - Move Bonus: Provided the Scout is unhampered ("things" carried 5 or less) he can move an extra stride per 2 levels attained. So, at 6th level, a Scout can move at 15 strides in a round. Carrying any weight over 5 things completely negates the bonus.

4th Level – Sharpshooter: The Scout is now able to re-roll any attack or damage roll made with a ranged weapon, once per game session and take the best result.

Explorer's Ship (6th): At 6th level, a Scout becomes known as an *Explorer* and can have his own ship built. He will attract a number of sailors, scouts and merchants who will swear fealty to him, as he goes off upriver or across uncharted seas, to seek out new lands to chart for trade and for colonization.

Starting gear
Starting gear, broke: Scout's attire, club, snares.
Starting gear, poor: Scout's attire, helmet, spear, snares, flask of water.
Starting gear, moderate: Scout's attire, quilted cloth armour, helmet, hand axe, bow, 12 arrows (quiver), bedroll, snares, flask of water, hemp rope (50 paws), sack, signal whistle.
Starting gear, prosperous: Scout's attire, cloak, tree bark armour, shield, helmet, hand axe, sword, bow, 24 arrows (quiver), bedroll, snares, flask of water, 5 day's food, hemp rope (50 paws), sack, signal whistle.
Starting gear, rich: Scout's attire, cloak, chainmail, shield, helmet, hand axe, sword, bow, 24 arrows (quiver), bedroll, snares, flask of water, 5 day's food, silk rope (50 paws), sack, signal whistle, riding lizard.

TALESPINNER

Talespinners are wandering story-tellers, musicians and entertainers. They are generally welcome most places for their news and gossip and can always be sure of a meal and a bed in exchange for a night's entertainment. Talespinners sometimes travel in company with other wanderers – Wayfarers and questing Friars in particular.

Prime Attribute: Charisma 9+
Hit Dice: 1d+1 at 1st level; then per the *Talespinner Advancement* table
Armour/Shield Permitted: Quilted cloth, tree bark, chainmail
Weapons Permitted: Quarterstaff, dagger, club, cudgel, hatchet, wood-axe, sword, dart, sling and short bow

Table 8: Talespinner Advancement

Level	*Hit Dice*
1	1d+1
2	2d
3	2d+1
4	3d
5	3d+1
6	4d

Talespinner Class Primary Abilities
1st Level - Primary Save (Will): Talespinners need to be strong of mind to continue their performance even when the audience is hostile and so receive level bonuses to Will saves.

1st Level - Enthrall (CHA): A Talespinner can spin a web of words, song and/or poetry to attract and hold an audience of up to six creatures per level (no save). Creatures must be able to hear (not necessarily understand) the Talespinner to be affected. Affected creatures take a -2 penalty to their attribute/ability rolls to spot things they would normally otherwise notice (as they are so fascinated by the web of words the Talespinner is creating). This can be useful as a distraction or for various other purposes and can be used once per level per game session.

1st Level - Charm (CHA): Talespinners are so persuasive that once per game session they can charm a single creature that can hear and understand them, per the Wizard spell.

1st Level – The Voice (CHA): Talespinners have incredible vocal skills and can perform a number of almost magical effects with their voices. Talespinners can "throw" their voice, to make it appear to come from another location. Talespinners can also mimic other creature's voices and accents if they've heard them before and can also make simple sound effects with their voices – the sounds of breeze in the forest, doors opening, floorboards creaking etc.

1st Level - Fellowship (CHA): Talespinners are the masters of creating a good mood and sense of ease by their poetry, song or conversation. Talespinners can use this to gain the trust of other creatures and ingratiate themselves into their group or community. This enables the Talespinner to obtain information, food, lodging and other benefits up to the Keeper.

1st Level - Lore (INT): Talespinners are storytellers and therefore have great stores of factual (and invented) legends. They can recall old histories, tales and lore passed down through the generations.

1st Level - Trained Memory (INT): A Talespinner forgets little of what he or she knows. If he or she takes the time to memorize something, he or she can recite it perfectly at any later date with a successful roll. The time taken depends on the thing to be memorized, but as a rule of thumb it takes three times as long to memorize a piece of text as it takes to simply look over it.

1st Level - Rogue Ability (DEX or CHA): The Talespinner can choose one ability from the Rogue class (see later), from *Sleight* or *Disguise*. Sleight is a DEX ability and Disguise is based on CHA.

2nd Level - Bardic Immunity: A Talespinner can invoke *Bardic Immunity* once per game session (no roll needed). It functions as the Friar spell *Sanctuary* but only against creatures that can hear (not necessarily understand) the Talespinner. It lasts for 1 turn per level.

4th Level - Suggestion: Talespinners can subtly work a suggestion into their tales and songs once per game session, like the Wizard spell (no roll needed). The target is entitled to a Will save. Observers must make a notice check to spot the suggestion being used against them.

6th Level - Storyteller's School: A Talespinner is now 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.

Starting gear
Starting gear, broke: Tunic, cudgel, flute.
Starting gear, poor: Tunic, dagger, club, flute, flask of water.
Starting gear, moderate: Tunic, quilted cloth armour, dagger, hatchet, satchel, lute, bedroll, flask of water, flint & steel.
Starting gear, prosperous: Tunic, cloak, tree bark armour, sword, dagger, short bow, 24 arrows (quiver), satchel, lute, flute, bedroll, 5 days food, flask of water, flask of wine, flint & steel.
Starting gear, rich: Tunic, cloak, chainmail, sword, dagger, short bow, 24 arrows (quiver), satchel, flute, lyre, lute, bedroll, 5 days food, flask of water, flask of wine, flint & steel, parchment, quill pen, ink, riding lizard.

Warrior

A warrior is a fighter, trained to use all weapons and to wear the heaviest of armour. Warriors might be Abbey guards, whose job it is to protect the Abbey from marauders and bandits. Or they might be soldiers in the trained armies of the feudal lords. Warriors can be archers, spear-bearers, valiant knights riding war-lizards into battle or mercenaries and bodyguards. The Warrior character is best equipped of all the character classes to dish out damage and absorb it, too.

Prime Attribute: Strength 9+
Hit Dice: 1d+2 at 1st level; then per the *Warrior Advancement* table
Armour/Shield Permitted: Any
Weapons Permitted: Any

Table 9: Warrior Advancement

Level	*Hit Dice*
1	1d+2
2	2d+2
3	3d+2
4	4d+2
5	5d+2
6	6d+2

Warrior Class Primary Abilities

1st Level - Primary Save (Fort): Warriors need to be tough and resilient and therefore they receive save bonuses to their Fortitude.

1st Level - Weapon Trained (STR or DEX): Fighting is the primary ability of a warrior and so they receive level bonuses to attack rolls with melee and missile weapons.

1st level - Favoured Weapon: The Warrior has a weapon (sword, spear, war-axe etc.) that he or she is especially skilled with. The character receives a free re-roll of attack or damage when using this weapon, once per session.

1st Level - Warrior Stunt (STR or DEX): Warriors can attempt a special manoeuvre in or out of combat that isn't a direct attack, disarming a foe, shooting an arrow at a rope to break it or some other similar trick at the Keeper's discretion. This can be opposed or unopposed.

2nd Level - Cleave: Warriors whose blow has just killed an opponent in front of them (reduced to 0 HP) and the blow still has damage over, can roll to hit another opponent within a stride of them and, if the blow lands, do any remaining damage from the first blow to the second opponent.

4th Level - Combat Master: The Warrior receives a second attack (melee or ranged) at the end of the round.

6th Level - Establish Stronghold: A Warrior may establish his own stronghold and attract a body of loyal warriors-at-arms who will swear fealty to him. Most likely, the protection of a castle will attract villagers, and the Warrior will become a feudal Lord or even a Baron.

Starting gear

Starting gear, broke: Warrior's attire, helmet, club.
Starting gear, poor: Warrior's attire, quilted cloth, helmet, shield, spear, club, flask of water.
Starting gear, moderate: Warrior's attire, tree bark armour, helmet, shield, sword, spear, bow, 12 arrows (quiver), bedroll, flask of water, flint & steel.
Starting gear, prosperous: Warrior's attire, cloak, chainmail, shield, helmet, sword, bow, 24 arrows (quiver), heavy weapon of choice, bedroll, 5 days food, flask of water, flask of wine, riding lizard.
Starting gear, rich: Warrior's attire, cloak, breastplate, shield, helmet, sword, dagger, bow, 24 arrows (quiver), heavy weapon of choice, small tent, bedroll, 5 days food, flask of water, flask of wine, war lizard.

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 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. Wayfarers don't have much need for money; therefore their Wealth is re-rolled on a single die.

Prime Attribute: Constitution 9+, Wisdom 7+
Hit Dice: 1d+2 at 1st level; then per the *Wayfarer Advancement* table
Armour/Shield Permitted: None
Weapons Permitted: Quarterstaff

Table 10: Wayfarer Advancement

Level	*Hit Dice*	*Unarmed Damage*
1	1d+1	½d
2	2d	2d(L)
3	2d+1	2d(L)
4	3d	1d
5	3d+1	1d
6	4d	2d(H)

Essential Wayfarer Class Abilities
1st Level - Primary Save (Fort, Ref & Will): Wayfarers are fast, strong of mind and resilient - able to avoid all kinds of danger and therefore all saves are primary.

1st Level - DC Bonus (DEX or WIS): Wayfarers don't wear armour but are skilled at avoiding harm by speed, reactions and general alertness. Because of this, as they advance levels, their natural defence class improves as a primary ability. Wayfarers can choose whether to add their DEX modifier or their WIS modifier to their DC.

1st Level - Unarmed Attacks (DEX): Fighting without weapons is what Wayfarers are trained to do and their chance to hit increases with level.

1st level - Unarmed Damage: Wayfarers don't carry weapons (except maybe a walking staff). However, they are very capable of bringing down any attackers with their unarmed prowess, doing damage as set out in the table (modified by STR).

1st Level - Wayfarer Stunt (STR or DEX): This ability allows the Wayfarer to make a special manoeuvre in combat that isn't a direct attack, like disarming an opponent with a kick, knocking an opponent off her feet with a leg sweep or catching arrows out of the air.

1st Level - Danger Sense (WIS): Wayfarers are naturally alert to danger and have a sense for threats. Ambushes, traps, about to drink poison…they are aware that something is wrong; not necessarily exactly what is wrong.

1st level - Knack (Variable): Wayfarers often pick up random abilities as a result of their wanderings. The player may choose one class ability from another class and treat it as a Wayfarer class ability. Spellcasting isn't allowed and other class abilities may be restricted at the Keeper's discretion.

1st Level - Move Bonus (1st): Provided the Wayfarer is unhampered ("things" carried 5 or less) he or she can move an extra stride per level attained. So, at 6th level, a Wayfarer can move at 18 strides in a round. Carrying any weight over 5 things completely negates the bonus.

2nd Level - Meditative Healing: Wayfarers have supreme control over their own bodies. If they are allowed to meditate in a quiet and relaxing place, they can enter an altered state where their bodies can repair injuries much more quickly. Provided they have at least a full hours' meditation they can restore 1 HP per level and can purge themselves of any poisons in their bodies. No roll needed.

6th Level - Wayfarers Rest: A Wayfarer is able to settle down and is called a *Host*. They 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.

Starting gear
Starting gear, broke: Tunic, quarterstaff.
Starting gear, poor: Robe, quarterstaff, satchel, bedroll, flask of water, flute.

Wizard

The Wizard is a mysterious figure, a student of arcane powers and magic spells. Often cloaked in robes woven with mystical symbols, Wizards can be devastating opponents. However, they are usually physically weaker than other adventuring classes, and are untrained in the use of armour and weapons.

As Wizards progress in level, they generally become the most feared of the character classes. With just a muttered word or a flick of the paw, Wizards are able to command their enemies to sleep, make themselves disappear and send balls of fire and bolts of lightning into their foes.

The highest level Wizard can build his or her own tower, where he can conduct his experiments, create fabulous magic items and scribe new formulae for hitherto unknown spells.

Prime Attribute: Intelligence 9+
Hit Dice: 1d at 1st level; then per the *Wizard Advancement* table.
Armour/Shield Permitted: Padded Wizards Robes
Weapons Permitted: Dagger, cudgel, quarterstaff and dart

Table 11: Wizard Advancement

		Spells by Level			
Level	***Hit Dice***	***1***	***2***	***3***	***4***
1	1d	1	–	–	–
2	1d+1	2	–	–	–
3	2d	2	1	–	–
4	2d+1	3	2	–	–
5	3d	4	2	1	–
6	3d+1	4	3	2	1

Wizard Class Primary Abilities
1st Level - Primary Save (Will): Having the focus and determination to learn, store and cast spells takes great levels of concentration.

1st Level - Spell Casting (INT): Each day, Wizards will study their spell book, choosing any spells they want that are written in it up to the number he can cast per day, as in the *Wizard Advancement* table. Once a spell is cast, it cannot be cast again until the next day, unless the Wizard is able to prepare the spell more than once.

If Wizards find scrolls of spells while adventuring, they can cast the spell once directly from the scroll but it then magically becomes erased from the scroll. Alternatively, they can copy the spell into their spell book, where it remains (but is erased from the scroll).

To determine which spells you have in your spell book at the start, go down the Wizard spell list making an INT roll (primary ability) for each one, in order. A successful roll means you start with that spell. Once you have gone down the list that is it. Every Wizard starts with at least one spell, so if you fail to make a successful roll, you still get to choose one spell for your book.

1st Level - Wizard's Wand (INT): The second method for Wizards to cast their spells, is through their wand. After completing their apprenticeship a Wizard creates a wand that is specifically attuned to the Wizard, so that he or she can put their spells into it, similar to how spells are pressed into his or her mind. You can put the same number and level of spells into your wand as into your mind (effectively doubling their capacity). However, to cast from the wand, you must make an INT roll of 5+ or the spell doesn't go off (it stays in the wand though and can still be cast later).

It is possible to have spells that the Wizard can't normally cast put into a wand by another Wizard (maybe because he doesn't have the spell in his spell book or it is of a higher level than he can normally cast). In this way Wizards can exchange favours, without having to give away their spell formulae. Where such a spell is being cast from the Wand, the roll required is at -1 per level of spell

over that the Wizard can normally cast. So if a Wizard of 1st level has a 2nd level spell put in his Wand, he would need to roll a 6+ to cast it. The reverse is true for higher level Wizards and lower level spells, so a 3rd level Wizard only needs 4+ to cast a 1st level spell from their Wand).

***Optional**: If you roll a 1 when trying to cast from a Wand, not only is it always a failure but also you must roll again. Another 1 means the Wand is destroyed – creating a 20 paw radius area effect explosion of magic energy causing ½d damage per level of spell remaining in the wand.*

At 6th level, some Wizards create a staff to replace their wand, as spell staffs are better able to cope with the power of magic and doesn't have a chance of breaking.

1st Level - Read/Write (INT): Wizards need to read old books and scrolls to learn their spells, so reading and writing is an important ability for them.

6th Level - Wizard's Tower: At 6th level, a Wizard becomes known as a *High-Wizard* and can build a Wizards Tower for himself to house his libraries and laboratories. He or she will attract a mixed bag of mercenaries, strange servants (some with odd abilities and deformities). This motley crew will swear fealty to the Wizard and serve him or her with whatever loyalty he or she can inspire in them.

Starting gear
Starting gear, broke: Tunic, cudgel, wand, spell book
Starting gear, poor: Robe, quarterstaff, sling, 12 bullets (pouch), wand, spell book
Starting gear, moderate: Padded wizard's robe, quarterstaff, dagger, sling, 12 bullets (pouch), satchel, bedroll, flask of water, wand, spell book
Starting gear, prosperous: Padded wizard's robe, quarterstaff, dagger, dart, sling, 24 bullets (pouch), satchel, bedroll, 5 days food, flask of water, ink (vial), parchment, wand, spell book
Starting gear, rich: Padded wizard's robe, quarterstaff, dagger, sling, 24 bullets (pouch), satchel, bedroll, 5 days food, flask of water, ink (vial), parchment, wand, spell book

WOODWISE

Long before Abbeys, there were creatures that looked after the spiritual needs of the animals in the woods. These Kind would comfort the old and sick, teach the young and protect their followers from the Vermin; they were the Woodwise. They are not common now as the Abbeys have all but taken over from them. The Woodwise generally live in ancient out-of-the-way places now; in hillside caves, hollowed out trees or in forest glades. They are the guardians of the forests and still care and tend for the creatures of the woods and aid lost travelers when they are sick and injured. Woodwise eschew anything made of metal, so they won't even use weapons with any metal in them. Their weapons are therefore made of stone and naturally sourced materials and they wear armour made from quilted cloth or tree bark. Woodwise aren't that interested in money and re-roll their Wealth on 2d.

Prime Attribute: Wisdom 9+
Hit Dice: 1d at 1st level; then per the *Woodwise Advancement* table
Armour/Shield Permitted: Quilted cloth, tree bark, helmet and wooden shield
Weapons Permitted: Quarterstaff, club, cudgel, spear, dagger, hatchet, wood-axe, sling and short bow

Table 12: Woodwise Advancement

		Spells by level			
Level	***Hit Dice***	***1***	***2***	***3***	***4***
1	1d	1	–	–	–
2	1d+1	2	–	–	–
3	2d	2	1	–	–
4	2d+1	2	2	–	–
5	3d	3	2	1	–
6	3d+1	3	2	2	1

Woodwise Class Primary Abilities
1st Level - Primary Save (Will): Having the focus and determination to learn, store and cast spells takes great levels of concentration.

1st Level - Spell Casting (WIS): Woodwise cast Good spells from a specific list, as per the Woodwise Advancement table. Each day, the Woodwise meditates, focusing on a certain set of spells, choosing any spells from the standard list. Once a spell is cast, it cannot be cast again until the next day, unless the Woodwise can prepare the spell more than once.

1st Level - Herbalism (WIS): Woodwise have a knowledge of plants and herbs and their medicinal (and poisonous) uses. They can gather plants and herbs for cooking in an hour and with a few hours searching can normally locate enough medicinal herbs to make a

potion. Potions take a week to brew (less one day per level) per dose and can either be a poison antidote or a healing potion (restores ½d HP). No roll is needed.

1st Level - Lore (INT): Woodwise are learned of histories and legends. They are particularly steeped in knowledge of the woods and the creatures that live in it. A Woodwise may re-roll any Lore roll made involving the woods, plants and creatures of the wood, once per level per game session.

2nd Level - Hivemaster: The Woodwise is able to speak to all types of insect. Insects might not want to speak to them of course. At 3rd level, the Woodwise can befriend one insect, which will stay with him at all times as a "familiar", messenger, spy and pet.

4th Level - Shapechange: Woodwise can change their shape into that of an insect. They can change once per session at 4th level, twice at 5th and three times at 6th level. Shifting shape takes one round, during which the Woodwise cannot take other actions. The Woodwise can remain in the new shape indefinitely - the duration of a form ends only when the Woodwise turns back to their normal form or assumes another one. A Woodwise can shift from one insect shape to another without returning to normal form first. Upon assuming a new form, the Woodwise heals half of all damage suffered. The insect form a Woodwise assumes can vary from the size of an ant or bee to that of a giant spider. A Woodwise in insect form takes on all of the insect's physical characteristics movement rate, abilities, AC, attacks and damage. The Woodwise retains original hit point and saving throw values. The Woodwise's clothing and one item held in each paw also become part of the new body; these reappear when the Woodwise resumes normal shape.

6th Level - Sacred Grove: The Woodwise becomes a *Custodian* and creates a sacred grove, pool or cave. It is a quiet place of peace and tranquility that immediately calms anybeast that enters it making violence possible only with a successful Will roll, each round.

Starting gear:
Starting gear, broke: Tunic, tree bark armour, quarterstaff.
Starting gear, poor: Tunic, tree bark armour, shield, hatchet, sling, 12 bullets (pouch)
Starting gear, moderate: Robe, tree bark armour, shield, helmet, spear, hatchet, sling, 24 bullets (pouch), satchel, 6 candles, flint & steel, flask of water.

NPC CLASSES

The following two classes aren't as appropriate as the others for player character's because they are so sneaky and devious. Their whole outlook is generally so far from the friendly and caring and style of the other classes that their ideals would often clash, meaning these classes are more appropriate for NPC Vermin characters. However, your Keeper may allow you to play a reformed Rogue or Trickster that is now trying to amend his ways and become a good member of the Abbey community.

TRICKSTER

Tricksters are masters of deception and illusion. They use their illusory magic to trick other beasts so that they can rob, swindle or otherwise con them. Tricksters are most commonly found amongst the Vermin - Foxes in particular. Hares and Raccoons also make good tricksters.

Prime Attribute: Intelligence 9+ Charisma 7+
Hit Dice: 1d at 1st level; then per the *Trickster Advancement* table
Armour/Shield Permitted: Quilted cloth, scrap armour, (leather*), tree bark
Weapons Permitted: Quarterstaff, club, cudgel, dagger, sling and dart.
** Vermin only*

Table 13: Trickster Advancement

		Spells by level			
Level	***Hit Dice***	***1***	***2***	***3***	***4***
1	1d	1	–	–	–
2	1d+1	2	–	–	–
3	2d	2	1	–	–
4	2d+1	2	2	–	–
5	3d	3	2	1	–
6	3d+1	3	2	2	1

Trickster Class Primary Abilities
1st Level - Primary Save (Will): Having the focus and determination to learn, store and cast spells takes great levels of concentration.

1st Level - Spell Casting (INT): Tricksters cast spells from a specific list, as per the Trickster Advancement table. Tricksters don't need to memorize their spells as Wizards do – they can cast any spell from their level list. They do receive a bonus 1st level spell if they have INT 15+. Once a Trickster has cast his spells for the day, he can cast no more until the following day.

1st Level - Detect Illusions (WIS): Tricksters are trained to notice the tricks and stratagems of other tricksters and to detect magical illusions. Against any illusory spell or trick, the trickster gets a roll to see if he sees through the illusion or notices the trickery.

1st Level - Sleight (DEX): Tricksters are good at little tricks of prestidigitation. They receive the sleight ability, as used by Rogues.

1st Level - Deceit (CHA): Tricksters are con-artists and usually sound plausible when trying to deceive or bluff another creature.

6th Level - Travelling Circus: The Trickster becomes known as a *Madcap* and can set up a travelling circus, which attracts a troupe of Tricksters, Talespinners, Rogues and ne'er-do-wells.

Starting gear:
Starting gear, broke: Tunic, cudgel.
Starting gear, poor: Tunic, dagger, quarterstaff, flask of water.
Starting gear, moderate: Tunic, quilted cloth armour, quarterstaff, bedroll, flask of water, set of dice.
Starting gear, prosperous: Tunic, cloak, quilted cloth armour, dagger, dart, quarterstaff, sling, 12 bullets (pouch), satchel, 6 candles, flint & steel, bedroll, 5 days food, flask of water, flask of wine, set of dice, ink (vial), parchment, riding lizard
Starting gear, rich: Tunic, cloak, tree bark armour, dagger, dart, quarterstaff, sling, 24 bullets (pouch), satchel, 12 candles, flint & steel, bedroll, 5 days food, flask of water, flask of wine, set of dice, ink (vial), parchment, riding lizard, wagon (lizard-pulled)

ROGUE

Rogues are vagabonds, thieves, gamblers, spies, assassins and n'er-do-wells. They live by their wits and their cunning, robbing, stealing, cheating and swindling their way around the land. Very few Kind are rogues because their nature is too mean and sneaky. They have some abilities that are similar to those of Scouts.

Prime Attribute: Dexterity 9+
Hit Dice: 1d+1 at 1st level; then per the *Rogue Advancement* table.
Armour/Shield Permitted: Quilted cloth, scrap armour, (leather), tree bark, chainmail, helmet and shield.
Weapons Permitted: Dagger, sword, hatchet, club, cudgel, quarterstaff, cutlass, dart, sling, short bow, bow and crossbow.

Table 14: Rogue Advancement

Level	*Hit Dice*
1	1d+1
2	2d
3	2d+1
4	3d
5	3d+1
6	4d

Rogue Class Primary Abilities
1st Level - Primary Save (Ref): Rogues need to have quick reactions to be able to avoid traps and the danger of slips and falls.

1st Level - Sneak attack: A Rogue who can catch his or her opponent unawares or get behind them can attack the victim as a primary ability. In addition, their weapon is classed as the next highest type for damage – so a dagger would do 1d instead of 2d(L). At 4th level and higher, instead they add 1d to the damage caused if they hit.

1st Level - Jump & Climb (STR or DEX): Leaping from tree to tree or climbing walls and balancing on branches. Sometimes the Keeper will not require a roll or a bonus will apply, if the task is deemed straightforward.

1st Level - Locks & Traps (DEX): Rogues are good picking locks and removing small mechanical traps.

1st Level - Sleight (DEX): The Rogue can perform sleight of hand trickery (the pea under the beaker, or cheating at dice or cards) by deft hand movements and misdirection. He or she can also pick pockets or cut purses from belts.

1st Level - Stealth (DEX): Rogues are good at lurking in shadows and sneaking into and out of places they shouldn't be.

2nd Level - Disguise (CHA): With a bit of fur, a few tweaks here and there, a touch of dye, a change of posture and loose cloaks or clothing, the Rogue can make himself appear to be an animal of a different type. They may receive a notice roll to spot you even if you are cleverly disguised, if you do anything unusual and they are reasonably close. The Keeper will determine what constitutes unusual.

6th Level - Gang: The Rogue becomes an *Outlaw* and has a secret hideout, in a cellar or a cave in the woods or somewhere similar. He or she attracts a bunch of like-minded individuals of dubious character to help them perform their misdeeds. The gang remains loyal as long as a cut of the spoils continues to come their way. A Kind rogue who has amended his ways can resist the temptation to start a gang and instead simply gains respectability.

Starting gear:
Starting gear, broke: Tunic, cudgel.
Starting gear, poor: Tunic, shield, dagger, club, flask of water.
Starting gear, moderate: Tunic, quilted cloth armour, shield, sword, bedroll, flask of water, lock-pick tools.
Starting gear, prosperous: Tunic, cloak, tree bark armour, shield, sword, short bow, 12 arrows (quiver), satchel, bedroll, 5 days food, flask of water, flask of wine, lock-pick tools, set of dice, hemp rope (50 paws), pushcart, clothes chest.
Starting gear, rich: Tunic, cloak, chainmail, helmet, shield, sword, dagger, bow, 24 arrows (quiver), satchel, bedroll, 5 days food, flask of water, flask of wine, lock-pick tools, set of dice, manacles, silk rope (50 paws), wagon (lizard-pulled), clothes chest, treasure chest.

MULTI-CLASS CHARACTERS

A multi-class character is one that starts off at 1st level with two classes. When a player wishes to have a true multi-class character, the following rules apply:

- No more than two classes may be taken
- The character must have a minimum of 12 in the primary attributes of each class
- To advance a level the character needs to complete an additional number of Quests equal to the level the character is at already. For example, a 1st level Warrior/Scout would need to complete two Quests to rise to 2nd level (one normally, +1 for his current level)
- The character uses the best HD available to him - a 1st level Warrior/Scout would have 1d+2
- The character can wear the best armour available to the two classes selected, except Woodwise, who are always limited to natural weapons and armour. However, some abilities still cannot be performed in armour heavier than quilted, padded robes or bark armour (casting Wizard's spells).
- The character may use weapons available to both of his classes (with limitations on the weapons usable by Woodwise multi-class characters)
- The character gains all other benefits and penalties of both classes such as a warrior's stunts and the scout's tracking as primary abilities other than saving throws - you choose which save is your primary save out of the two class options, not both.
- You choose which class starting gear to select – you don't get both sets.

ALIGNMENT

In a WOODLAND WARRIORS campaign, the player-characters are always Kind, who are good aligned. This means they are generally helpful, know right from wrong and do not commit wicked acts. Some might be a little sneaky, rude or devious but they don't enjoy killing or wanton destruction for the sake of it. Their struggle is to keep the Abbey and environs safe from the incursions of the wicked beasts; the hordes of barbaric rats, weasels and other *Vermin* that terrorize the Abbey lands and from the more subtle machinations of foxes, snakes, crows and their ilk.

MONEY

WOODLAND WARRIORS doesn't measure every single gold coin accumulated; it simply measure the approximate wealth or financial status of the character and broadly leaves it up to the Keeper as to what this means in terms of what the character can purchase.

Characters can be in one of the following 'levels' of *Wealth*:

Broke (3): No money even for food, poor quality clothing, relies on begging, barter or simple labour to get by.
Poor (4-6): Has a few coins to buy simple food and goods, normally relies on barter or work to get anything more than basic stuff.
Moderate (7-14): Carries a pouch of coins and at home can probably get a gold coin or two together. Can afford some of the more costly items but buying luxury goods would make the character poor for a long while. The character must still work for pay or goods and often barters for stuff he can't afford with coin.
Prosperous (15-18): The character has a full purse and can readily gather together a small heap of gold coins if needed. The character could possibly afford to buy one of the most expensive items but any more major purchases would probably have to wait a while. A prosperous character rarely barters although he or she might get one of his underlings to do it for them.
Rich (19+): The character no longer needs to work (but some continue to do so). Always carries gold around and can easily afford most of items on the lists without affecting his wealth. Rich characters don't generally barter at all.

BARTER

Ordinary beasts (non-adventurers) tend not to have a lot of cash, just a few silver or copper coins or so to buy essentials. More commonly, especially amongst the Kind, they exchange goods and services; this is called barter. So, if the miller has a sack of flour, he would take it to the Abbey and come away with a jar of honey and/or a jug of pear cider (if he was persuasive enough).

Table 15: General Equipment

Item
Backpack *
Barrel
Bedroll
Bell
Candle
Clothes, tunic
Clothes, robe
Clothes, cloak
Clothes, warriors attire
Case (map or scroll)
Chalk, 1 piece
Chest, clothes
Chest, treasure
Fishing net (per 25 sq. paws)
Flask
Flint & Steel
Grappling Hook
Hammer
Symbol of Good, wooden
Symbol of Good, iron
Symbol of Good, silver
Good Water (Vial)
Ink (1 oz)
Ladder (10 paws long)
Lantern
Satchel*
Lock-pick tools
Manacles
Mirror
Musical Instrument, flute
Musical Instrument, lute
Musical Instrument, lyre
Oil (lamp), jar
Parchment (sheet)
Pole, 10 paws
Pot, iron
Food (5 days)
Rope, hemp (50 paws length)
Rope, silk (50 paws length)
Sack
Shovel
Signal Whistle
Spike, iron
Tent
Torch
**Can hold 6-8 small items – which all counts as 1 'thing'*

Table 16: Transportation

Type
Lizard, Cart*
Lizard, Riding*
Lizard, War*
Wheelbarrow
Pushcart
Wagon (pulled by lizards)
Ship, small (50 crew)
Ship, medium (100 crew)
Ship, large (200 crew)
Galleon (300 crew)
Coracle
Rowboat
Sailboat
**Lizards are hired, not bought*

Table 17: Weapons

Weapon Class	*Dam*	*Things*	*Examples*		
			Melee	*Thrown*	*Missile*
Unarmed	½d	-	Punch, butt, kick	-	-
Light (L)	2d(L)	½	Dagger, cudgel, hammer*, hatchet, chisel*	Dagger, dart, hatchet	Sling, short-bow
Medium (M) One-handed	1d	1	Sword, mace, quarterstaff, club, wood-axe, stone-hammer*	Javelin, axe	Bow
Medium-Heavy (MH) One or two handed	1d or 2d(H)	1½	Morning-star, war-axe, war-spear, war-sword, war-hammer, war-flail pick-axe* shovel*	Spear	-
Heavy (H) Two-handed	2d(H)	2	Great-sword, flail, halberd, great-spear, pike, maul, great-axe, mattock* sledgehammer*	-	Cross-bow

2d6(L) means roll 2d6 and take the lowest result
2d6(H) means roll 2d6 and take the highest result
Medium-heavy weapons cause medium damage (1d) when held in one hand and heavy damage (2dH) when used two-handed
Thrown weapons can be thrown up to 30 paws without penalty and up to twice that (60 paws) range for a -1 penalty and up to three times (90 paws) for -2.
Slings and short bows can be fired up to 50 paws with no penalty, up to 100 paws at -1 and 200 paws at -2.
Bows and crossbows can be fired at up to 100 paws with no penalty, up to 200 paws at -1 and 400 paws at -2.
**These are mole-tools, often used as weapons. They count as an extra ½ 'thing'*

Table 18: Armour

Armour Type	*AP*	*Things*
Padded Wizard's Robes	1	1½
Quilted cloth/scrap armour	1	1
Tree-bark armour	2	2
Leather (Vermin only)	2	2½
Chainmail	3	3
Breastplate	4	4
Shield	-	1
Helmet*	-	½

**Wearing a helmet doesn't add to your AP but gives you +1 to your 'death save' (see the Combat section)*
Scrap armour is usually worn by Vermin. It is made up of scavenged bits and pieces of leather, bark, metal or anything else that can be found and utilized.
Tree bark armour was originally made by Woodwise who don't wear metal but is now often worn as a cheap alternative by other creatures too.

How much you can carry

A "normal" level of miscellaneous items from the general equipment list, together with the characters clothing and a few coins in his purse is assumed to count as 1 "thing". If a character has selected a lot more than what the Keeper considers normal, he is entitled to increase this to 2 or even 3 things. Armour and weapons are counted separately to work out how many things the character is carrying. Once you have your total of things carried, consult *Table 20: Movement rate* to determine how far your character can move in a round.

Example: Pip has STR 6, which means he can carry one fewer "thing" (4 instead of 5, with a total maximum of 11). He puts on his friar's habit, and grabs his satchel containing an assortment of small items (1thing). He puts on his chainmail (3) and shield (1), and picks up his mace (1). At 6 things, his movement rate is now reduced to 9 strides.

How to play

Once you've got a character, the Keeper will describe where the character is, and what he sees. The game might start in the library at the Abbey, on the deck of a galley in the middle of a violent ocean storm, in a tavern or at the entrance to an old smuggler's cave where a vast hoard of gold is reputed to be hidden - that's up to the Keeper. But from that point on, *you* describe what your character does. Going down stairs, attacking a group of evil Rats, speaking to the other beasts you meet: all of these sorts of things are *your* decisions. The Keeper tells you what happens as a result: maybe the cave entrance leads down to a lost tomb, or those Rats attack your character. That's for the Keeper to decide. The rules below are guidelines for how to handle certain events: combat, movement, healing, dying, and other important parts of the game.

Basically, you and the Keeper work together, with the Keeper handling the details of a dangerous fantasy world, and you handling what your character does in it. The epic story of your character's rise to greatness (or of his unfortunate death) is yours to create in the Keeper's world.

MEASUREMENTS OF DISTANCE

Here is a guide to units of measurement in WOODLAND WARRIORS:

Table 19: Distances & Measurements

Measurement/Distance	*Approx. "Real" Equivalent*
Claw	Inch
Paw	Foot
Stride	Yard
Furlong	Mile

MOVEMENT IN COMBAT

All characters, depending on what sort of armour they're wearing and what they're carrying, have a base movement rate in a round as follows:

Table 20: Movement Rate

*Things Carried**	*Rate (strides)*
Up to 5	12
6 - 8	9
9 - 10	6
11 - 12	3
**Modified by STR*	

MOVEMENT OUT OF COMBAT

When the characters are not in combat, where everybeast is isn't so important and so movement isn't so strictly regulated. If you are in the Abbey or at the local village, usually it's a question of informing the Keeper what your character is doing and where they are going and, unless there's a reason they can't get there, it happens as described.

Travel over larger distances just takes time – to go to the next village might take half a day or a trip further afield might take a day or several days. Again this is often handled by the Keeper simply stating that after a day's walk, the party find themselves in the village, a little weary, but otherwise fine.

When on a Quest, travel might be trickier – sometimes the characters need to go to places where roads are poor or non-existent. Sometimes they need to cross rivers, climb steep hills, travel through tangled woods or navigate stinking bogs. This is wearying and dangerous. Even worse, there may be wild creatures in these out of the way places, further slowing up the rate of travel.

The Keeper will broadly determine how long travel takes in these circumstances. The Keeper might require you to make a CON roll, to see whether you start to get tired and need to rest. This might be important if you are under time pressure to complete your Quest.

QUESTS

Heroes go on Quests and the stories of the Heroes' bravery and prowess are told and retold from a very young age. Every young mouse, otter or mole aspires to be a great hero and take part in those adventures. For most, this never comes to be, but for the player-characters, they have a yearning for adventure and will eventually go on Quests of their own. Almost any adventure that takes you away from the Abbey is a Quest. A search for a lost relic, tracking down a band of weasels in the woods or rescuing some mole youngsters lost in the wilderness are all Quests. Characters on a Quest are called *Questers*.

Once you have completed the Quest, you can record this against the # of Quests Completed on your character sheet. When you have completed enough to go up a level, your character becomes more experienced and gains new spells if you're a Wizard or Friar. Your combat skills and other abilities may also increase. In other words, you've become more powerful and can pursue greater challenges!

TIME

Sometimes the Keeper will rule that "an hour passes," or even, "a month passes," in the life of our intrepid adventurers, but two important time measurements need a quick explanation. These are the "turn," and the "combat round." A turn represents about ten minutes and a combat round is about ten seconds. Turns are used to measure normal movement when the adventurers are in a dangerous place; combat rounds are used to measure time when the party is in combat.

PERFORMING ACTIONS

Player characters can perform almost any task by the player describing to the Keeper what he wants to do; most of the time this happens as described if it is a fairly typical activity – going down the stairs to the cellar, talking to the Abbey gatekeeper, reading a book, drinking in the tavern and so on.

Some actions might be less certain though, especially if some other creature doesn't want you to succeed or is trying to outdo you – combat is a prime example, but you

might be trying to persuade the gatekeeper to leave his post or the book you're reading might be in *Olden Script* and therefore difficult to understand.

UNOPPOSED ACTIONS

In circumstances where no other creature is opposing your character, you roll a die:

- The number needed is normally 5
- For easier tasks, the target is 4
- For harder tasks, the target is 6

Whether the task is harder or easier is determined by the Keeper, depending on the situation.

OPPOSED ACTIONS

Where your character is being opposed, you roll a die and your opponent rolls a die. Whoever gets the highest roll is the winner and gets to succeed in their action.

There might be instances where the Keeper requires several rolls, with the winner each time being noted – at the end of the required number of rolls, whoever has the most successes is the overall winner.

MODIFIERS

Whether it is an opposed or unopposed action you are attempting there could be modifiers that you can add to your die roll. These modifiers might be because of your attributes and Kind or due to your class and level.

- If the attribute is 6 or lower you get -1 to your roll
- If the attribute is 15 or higher, you get +1
- If the attribute is 19 or higher, you get +2
- If the task you are performing is a class ability, you get a bonus to your roll depending on your level

WHEN YOU CAN'T SUCCEED

There will be times when you need to roll more than 6 to succeed (even after modifiers). In these circumstances the Keeper might allow you to roll anyway and, if you get a 6 (and only a 6) you roll again. The second die roll needs to exceed the following number in order to convert your attempt into a success (you get no modifiers to your second roll):

Required target	**Roll needed (after rolling a 6)**
7	3+
8	4+
9	5+
10	6

COMBAT

When the party of adventurers comes into contact with enemies and a fight is about to start, the order of events is as follows:

1. The Keeper determines if one side or the other is entitled to a free attack or move as a result of surprise—this is either a judgment or a die roll of some kind, depending on the circumstances.
2. Declare spells and intent (for example, if taking a defensive stance)
3. Determine order of action
4. Anyone who "held" their action now acts, and results take effect
5. The round is complete; start the next round

SURPRISE

The Keeper determines if one side gets a free initiative phase before the action begins properly. This is either through common sense (adventurers or beasts are not alert), or it can be a range of probability (e.g., a particular ambush has only a 1-in-6 chance of succeeding when the victims are alert and watchful).

DECLARE SPELLS/INTENT

Any player whose character is going to cast a spell, act defensively or take other unusual actions must say so before the initiative is determined. Spell casting begins at the beginning of the round. Thus, if the enemies have higher DEX and hurt the spell caster, the spell's casting may be disturbed.

DETERMINE INITIATIVE

Highest DEX has initiative, followed by next highest and so on. In the event of a tie, the highest level beast acts first. If it is still a tie, player characters act before other beasts. In the event of a tie between player characters the players can decide between them who gets to go first.

You can hold your action to see what your opponent does and take your action at any time thereafter. The Beasts chapter lists average DEX values for non-player characters.

THE ATTACK ROLL

To attack, you roll a die and add any modifiers. Modifiers come from your DEX attribute and your class and level, depending on whether your character's attack roll is a primary ability (see the section on *Character Classes*)

The attack roll is then compared with the Defence Class of the opponent. If the attack roll is higher, the character hits the target and potentially causes some damage.

THE DAMAGE ROLL

If an attack hits, it inflicts damage. The amount of damage depends on the weapon being used and is detailed in *Table 19: Weapons*. The damage is lessened by Armour Protection. You subtract the AP of any armour being worn from the damage. Whatever damage penetrates the AP is subtracted from the defender's HP total (See *Damage and Death*).

There may be bonuses to damage, due to high STR, class abilities or magic weapons.

SPECIFIC SITUATIONS

The following are guidelines for handling certain, specific situations that might arise during combat. The Keeper can use or ignore these as desired.

BACKSTABBING AND PRONE OPPONENTS

The Keeper will probably assign a bonus to hit for any attacks made from behind or from a position of advantage (perhaps +1 to hit). Also, if someone is attacked by surprise from behind, they will not be able to use any shield they have, so will be at a lower AC anyway.

TERRAIN FEATURES

Characters and beasts will hide behind things, stand on things, lay prone, fight from higher ground, shoot arrows from within concealing mists or tree branches, and take every possible advantage of the combat terrain. The Keeper can assign bonuses and penalties for terrain features. Most such bonuses will only be +/-1, depending on the degree of cover or the benefit of higher ground. Trying to hit someone through an arrow slit in a castle wall might have a penalty of -2.

SPACING

If using markers or figures (***Splintered Light Miniatures*** do a fabulous range of ***Woodland Warriors***) it is easiest to assume that a character "occupies" a single square or hex, counting as a "stride" across, for purposes of marching and fighting.

REACH WEAPONS

Some weapons are longer than others – spears, pikes and so on. The Keeper may allow a creature armed with a spear to stab from behind one of their friends. They are also useful for specific Warrior Stunts – a Warrior might use a spear simply to keep some enemies (with shorter weapons) at bay, perhaps to allow friends to escape or a long spear or pike could be used to vault over a wall.

MISSILE ATTACKS

Missile attacks are attacks with ranged weapons such as a crossbow, sling, or thrown axe. A character's DEX bonus for missile attacks is added to the attack roll when the character is using missile weapons.

Firing or throwing weapons beyond close range incurs a -1 penalty for medium range or -2 for long range. The ranges are set out in *Table 19: Weapons.*

NEGOTIATION AND DIPLOMACY

Some combats can be averted with a few well-chosen words (including lies or intimidation). If the party is outmatched, or the enemy beasts don't seem to be carrying much in the way of loot, the party might elect to brazen their way through, in an attempt to avoid combat—or at least delay it until conditions get more favorable. Striking bargains, persuading beasts or non-player characters to do things, and getting out of trouble by using your wits are an important part of the game. Use what the character is saying as a guide to whether you need them to make a roll or not. If the beast isn't too bothered and the character makes a persuasive argument, allow the beast to step aside. However, if the beast has a vested interest in preventing the character doing something or getting somewhere, the player needs to make his persuade roll (possibly with a modifier).

RETREATING

It is up to the Keeper to decide if there will be any special rules for retreating away from a melee combat. Most Keepers allow the enemy a free attack if the character (or beast) moves away by more than its "combat" movement of base movement rate.

SPELLS

Spell casting begins at the beginning of the round. It is possible to cast a spell while within melee range of an opponent, but if the spell caster suffers damage while casting a spell, the spell is lost. Unless the spell description states otherwise, the spell takes effect in the caster's initiative phase.

SUBDUAL DAMAGE

A weapon may be used to beat down, rather than kill, an opponent. When the player desires, damage inflicted can be composed of half "real" damage and half "subdual" damage that does not kill, and such points are recovered at a rate of 1 hit point per hour. If the opponent's hit points, including the subdual damage, fall to zero, the opponent is knocked unconscious rather than killed (unless the real damage actually reduces real hit points to zero, in which case the opponent is accidentally killed).

TWO-WEAPON FIGHTING

You need a dexterity of at least 13 to use two weapons in combat. The weapons must be *medium* or *light* or a combination of these. Using two weapons, one in each

paw, allows you to make your attack roll on 2d and take the best result. Or you can choose to parry with one weapon gaining +1 DC (using it effectively as a shield).

UNARMED COMBAT

Brawling attacks, such as those conducted with paw, claw, tooth or dagger pommel, will normally inflict ½d points of damage, plus the attacker's STR bonus to damage (if any). Attempts to wrestle an opponent to the ground and pin them down, or attempts to smash into an opponent and push them backward, will be determined by the Keeper's common sense (marsh dragons aren't easily wrestled to the ground, unlike shrews). A good rule of thumb is to require a successful attack roll.

DEFENSIVE STANCE

Characters can parry, block or dodge or otherwise go onto all-out defence, especially if already badly wounded. If you do this, you have to declare it at the start of the round and you can't attack that round. However, you can make your attacker re-roll their attack die if they hit you. They have to take the second result.

MORALE

Certain beasts, such as mindless or Undead creatures, are fearless and always fight to the death or to their destruction. The majority, however, will not continue to fight a hopeless battle, seeking to retreat, surrender or flee. The Keeper decides when beasts abandon the battle and retreat, based on the situation and the beast's intelligence. Keep in mind that the party's own NPC allies might decide to flee if their prospects of survival look grim.

TURNING UNDEAD

Friars have the ability to turn Undead, causing them to flee or even outright destroying them. When a turning attempt is made, a die should be rolled. Turning Undead is a primary ability of the Friar.

Each type of Undead has a target number for the Friar to get in order to turn undead of that type. This is indicated in the following table:

If the turning roll is equal to or greater than the number shown on the table, all Undead creatures of the targeted type are turned and will flee for 3d rounds, or will cower helplessly if they are unable to flee.

For Good Friars, where the turning roll exceeds the target number by 3 or more, the undead creature is automatically destroyed and will crumble to dust. For *Necromancers* (detailed in a free download from the BBG website) this indicates that the undead are forced into the Necromancer's service for a period of 24 hours.

USING A SYMBOL OF GOOD

There is a modifier of -1 for using a wooden Symbol of Good and +1 for using a silver Symbol of Good. Iron ones receive no modifier.

Table 21: Turning Undead

Undead type	*Die roll needed*
Skeleton	4+
Zombie-vermin	5+
Ghoul-rat	6+
Wraith	7+
Vampire	8+
Ghost	9+
Lich	10+

DAMAGE AND DEATH

When a character (or creature) is hit, the amount of damage is deducted from their HP. When HP drops to 0, the character may fall unconscious – make a Fortitude save to stay conscious. If the character is wearing a helmet, they can add +1 to their roll. A non-player character is dead when they hit 0 HP.

If a character goes to negative HP the following applies: On his initiative phase on each subsequent round roll 1d and consult the table:

Table 22: Death Save

Die roll	*Result*
1	Make a fortitude save (+1 if wearing a helmet). If this roll fails, the character dies; roll up a new one! If the roll succeeds, see 2-3 below but also: When the character comes round he or she develops a phobia – maybe blood, death or something connected to the circumstances of their "near death" – if he was fighting spiders for example, they could develop a fear of spiders, or if they were hit by a fireball it could be a fear of magic or fire. The Keeper should work with the player to determine what is appropriate.
2-3	No change, roll again next round
4-5	The character stabilizes, but won't regain consciousness till after the battle is over (at which point will have 1 HP)
6	The character draws on their heroic reserves, regains consciousness and 1 HP, and is able to get up and take an action this turn. They also suffered a scar or some other minor permanent injury. It doesn't affect them, other than as a permanent reminder of this particular battle

HEALING

In addition to the various magical means of restoring hit points, player characters recover 1 HP per level per day that they takes uninterrupted rest. One week of rest will return a character to full HP regardless of how many HP the character lost.

STRONGHOLDS

Adventurers can start building strongholds before they have reached 6th level, of course, but they don't get the followers (or necessarily the recognition of other nobles in the area) until reaching a level where their renown is enough to attract villagers and troops to their protection.

Once the game reaches this level, the character will have to clear the area around the stronghold of any wicked beasts (or try to win them over), and can then safely begin building fortifications and taxing locals as they flock (or trickle) to the character's banner. It is possible at this point that actual battles might be fought, either on land or at sea, as the character defends his domain or seeks to expand it.

There are many sets of rules for this "wargaming" side of the game available for the players and Keeper to choose from. If there is sufficient demand, a set of straightforward battle rules will be included in a future sourcebook.

MAGICAL RESEARCH

Magical research is another area in which higher-level characters will begin to grow beyond the scope of the rules. Even fairly low-level Wizards may want to develop new spells, and higher-level Wizards might become involved in all kinds of research from potion formulae to creating magical items, to creating golems, to breeding beasts.

In general, the details of such projects are left to the Keeper; they will certainly be expensive, and will probably involve finding books of lost lore (yup, in old vaults and libraries, although perhaps the Wizard has henchmen to retrieve them by this point) and strange components ranging from eye of newt up to the heart of a marsh dragon.

Special laboratories might be required, as might the services of a hired alchemist or sage. Remember that new spells should be carefully reviewed to make sure they aren't too powerful—the spell's level should reflect the spell's power. If a spell turns out to be unexpectedly powerful to the point where it endangers the game, it is always the Keeper's prerogative to protect the game by adjusting the level of the new spell.

FRIAR SPELL LIST

These are the spells of the Friar. They are mainly protective and restorative.

FRIAR LEVEL 1

Cure Light Wounds: Cures 1d+1 hit points of damage. An evil reversal of this spell allows an evil Necromancer to cause light wounds.

Create Good Water: The Friar is able to turn a vial of water into *Good* water, this is sufficient, when splashed over Undead to cause 1d (+1 per level) of damage to Undead.

Command: One subject obeys selected command as far as they are able, immediately.

Detect Evil: The caster detects any evil enchantments, evil intentions, evil thoughts, or evil auras (such as Undead) up to 100 paws distant.

Detect Magic: The caster can perceive the presence of a magical spell or enchantment up to 100 paws distant.

Light: The target creature or object produces light about as bright as a torch, to a radius of 20 paws for two turns.

Blessed Weapon: A mundane weapon is blessed with the ability to hit Undead that are normally only damaged by magic for a turn.

Purify Food & Drink: Enough food and water for up to a dozen creatures is made pure, removing spoilage and poisons.

Sanctuary: The Friar is completely safe from attack whilst the spell lasts (one turn per level) and provided the Friar doesn't attack or threaten anyone.

Shield of the Abbey: Grants a +1 DC bonus to the recipient for a turn.

FRIAR LEVEL 2

Armour of the Abbey: Grants a +2 AP bonus to the recipient for one turn.

Delay Poison: The subject becomes temporarily immune to poison and the effects of poisoning already in the system for up to six turns per level.

Dispel Magic: This automatically dispels the magic of a lower level spell caster. If the original caster is of a higher level, roll a die. The target number is the difference in level between the casters.

Embolden: This spell grants its recipient a +3 to Will saves against fear for a turn.

Find Traps: The caster can perceive both magical and non-magical traps at a distance of 100 paws.

Hold Beast: The caster targets ½d+1 beasts, who are completely immobilized for 6 combat rounds plus the level of the caster (a Will saving throw applies). The caster may instead target a single beast, in which case the saving throw is made with a penalty of -2.

Protection From Undead: This spell creates a magical field of protection around the caster, blocking out all Undead. Undead suffer a -2 penalty to hit the caster, and the caster gains +2 on all saving throws against any special undead abilities for a turn.

Silence, 15paw radius: A magical silence falls in an area 15 paws around the targeted creature or object, and moves with it. Nothing from this area can be heard outside, no matter how loud, for a turn per level or until dispelled.

Superior Blessed Weapon: A mundane weapon is blessed with a +1 bonus to hit and damage. It lasts for a turn.

Zone of Truth: Subjects within normal speaking distance cannot lie. The effects last a turn per level.

FRIAR LEVEL 3

Chant of the Abbey: Grants a bonus of +1 to all rolls made by all allies and -1 to all rolls made by all enemies for a turn.

Continual Light: The targeted beast or object produces light as bright as sunlight (and with the same effects as sunlight), to a radius of 120 paws. It lasts until dispelled.

Cure Disease: This spell cures the spell's recipient of any diseases, including magically inflicted ones.

Locate Object: This spell gives the caster the correct direction towards an object the casters specifies with a description.

Remove Curse: This spell immediately removes one curse from a creature or object.

Remove Fear: This spell immediately removes the effects of fear (from spells, undead etc) from the recipient.

Sending: Delivers a short spoken message to or from any other Friar at any Abbey instantly.

Speak with Dead: The caster can ask three questions to a corpse, and it will answer truthfully, although the answers might be cryptic if the corpse is considered an enemy.

Walls of the Abbey: Grants a +2 DC bonus to the recipient for one turn.

FRIAR LEVEL 4

Cure Serious Wounds: Cures 2d+2 hit points of damage. An evil reversal of this spell allows an evil Necromancer to cause serious wounds.

Mighty Blessed Weapon: A mundane weapon is blessed with a +2 bonus to hit and damage. It lasts for a turn.

Neutralize Poison: This spell counteracts the effects of poison completely if used promptly.

Protection from Undead, 10 paw radius: This spell creates a magical field of protection around the caster and anyone within a 10 paw radius, blocking out all Undead for a turn per level.

Speak with Plants: The caster can speak with and understand the speech of plants. Plants smaller than trees will obey commands, moving aside when requested, etc.

Sticks to Snakes: The caster may turn as many as 2d normal sticks into serpents. The snakes follow the caster's commands, but turn back into sticks at the end of the spell (or when killed).

TRICKSTER SPELL LIST

These are the spells of the Trickster. They are mainly illusions and glamours.

TRICKSTER LEVEL 1

Animate Rope: Makes a rope move or tie itself into a knot at the command of the Trickster.

Colour Spray: A vivid 30-paw cone of clashing colours springs forth from the caster's paw, causing creatures to become stunned, perhaps also blinded, and possibly

knocking them unconscious. Creatures caught in the area of effect receive a Will save. Each creature within the area is affected according to its Hit Dice.
1 HD or less: The creature is unconscious, blinded, and stunned for 1d+1 rounds, then blinded and stunned for ½d rounds, and then stunned for one round.
2HD: The creature is blinded and stunned for ½d rounds, then stunned for one round.
3HD or more: The creature is stunned for 1 round.
Sightless creatures are not affected by colour spray. Bats are unaffected; moles receive +2 to their save due to poor vision.

Dancing Lights: Creates a small number of lights that could be torches, candles or lanterns for a minute per level.

Disguise Self: Makes the caster - including clothing, armour, weapons, and equipment - look different. They can seem one paw shorter or taller, thinner, fatter, or in between and can change fur colouration. The spell lasts a turn.

Ghost Sound: Ghost sound allows the caster to create a volume of sound that rises, recedes, approaches, or remains at a fixed place as long as the caster concentrates. Ghost sound can be used to enhance the effectiveness of a silent image spell.

Moonglow: The caster creates a magical, ghostly glow that outlines the object or beast he desires for a minute.

Silent Illusion: This spell creates the visual illusion of an object, creature, or force, as visualized by the caster as long as the caster concentrates. The illusion does not create sound, smell, texture, or temperature.

Ventriloquism: The caster can make his voice (or any sound that he can normally make vocally) seem to issue from someplace else.

TRICKSTER LEVEL 2

Blur: The subject's outline appears blurred, shifting and wavering, granting +2 to sneak rolls. This also means that missiles fired at the subject are at -1 to attacks. It lasts for six rounds.

Hypnotic Pattern: A twisting pattern of subtle, shifting colours weaves through the air, fascinating creatures within a 10 paw radius spread. Roll 1d and add the caster's level to determine the total number of HD of creatures affected. Affected creatures become fascinated by the pattern of colors (Will save negates). Sightless creatures (bats) are not affected and moles receive +2 to their save.

Illusory Script: The caster writes instructions or other information on parchment, paper, or any suitable writing material. The illusory script appears to be some form of foreign or magical writing. Only the beast (or beasts) designated by the caster at the time of the casting are able to read the writing; it's unintelligible to any other character, although a Trickster recognizes it as illusory script.

Invisibility: The object of this spell, whether a person or a thing, becomes invisible. An invisible creature cannot be attacked unless its approximate location is known, and all attacks are made at -3 to hit. If the invisible creature makes an attack, the spell is broken. Otherwise, it lasts until dispelled or removed by the caster.

Magic Aura: The caster can alter a magic item's aura so that it registers to detect magic as though it were non-magical or to a mundane item to make it seem magical.

Mirror Image: The spell creates ½d images of the caster, acting in perfect synchronization with him like mirror images for six rounds. Attackers cannot distinguish the images from the caster, and may attack one of the images instead of the caster himself (determined randomly). When a hit is scored upon one of the images, it disappears.

Minor Illusion: This spell creates the visual illusion of an object, creature, or force, as visualized by the caster as long as they concentrate on it. The illusion does not create smell, texture, or temperature. Minor image includes sounds but not understandable speech.

TRICKSTER LEVEL 3

Displacement: The subject of this spell appears to be about three paws (one stride) away from its true location and so attacks against the subject will be made against thin air. It lasts a turn per level.

Glitterdust: A cloud of golden particles covers everyone and everything in the area, causing creatures to become blinded and visibly outlining invisible things for the duration of the spell (a turn). All within the area are covered by the dust, which cannot be removed and continues to sparkle until it fades.

Haste: The Trickster can move at a double his or her normal movement and can take an extra action per round (at the end of the round), including attacking for a one round plus one round per level.

Major Illusion: This spell creates the visual illusion of an object, creature, or force, as visualized by the caster, as long as they concentrate on it. Sound, smell, and thermal illusions are included in the spell effect.

Sphere of Invisibility: This spell confers invisibility upon all creatures within 10 paws of the recipient for as long as required or until they attack or it is dispelled.

Tongues: Enables the Trickster to speak in any language for a turn per level.

TRICKSTER LEVEL 4

Blink: The Trickster can instantly teleport to another location he or she can see, in the blink of an eye.

Dispel Magic: This automatically dispels the magic of a lower level Wizard or Trickster. If the original caster is of a higher level, roll a die. The target number is the difference in level between the casters.

Glibness: The Trickster's speech becomes more believable (giving +3 to any appropriate rolls) and cannot be detected as lies by magical or other means for a turn.

Greater Illusion: This spell creates the visual illusion of an object, creature, or force, as visualized by the caster. The figment includes visual, auditory, olfactory, and thermal components, and the figment can follow a script determined by you (in which case concentration is not necessary). The illusion can include intelligible speech if you wish.

Hallucinatory Terrain: This spell changes the appearance of the terrain into the semblance of what the caster desires. A hill can be made to disappear, or could be replaced with an illusory forest, for example.

Veil: The Trickster can instantly change the appearance of the subjects and then maintain that appearance for the spell's duration. You can make the subjects appear to be anything you wish. The subjects look, feel, and smell just like the creatures the spell makes them resemble.

WIZARD SPELL LIST

These are the spells of the Wizard. They are mainly arcane and generally the most powerful.

WIZARD LEVEL 1

Alarm: Wards an area for two hours per level causing an alarm if creatures pass the designated area.

Charm Beast: This spell is cast on a living creature. If the spell succeeds (a Will save is allowed), the unfortunate creature falls under the caster's influence.

Detect Magic: The caster can perceive the presence of a magical spell or enchantment.

Hold Portal: This spell holds a door closed for the spell's duration of six turns (or until dispelled).

Light: The target creature or object produces light about as bright as a torch, to a radius of 20 paws for two turns.

Mage Paw: Allows the Wizard to lift and move small objects from a range of up to 30 paws.

Magic Missile: A magical missile flies where the caster directs, with a range of 150 paws. The missile hits automatically, doing 1d points of damage. The caster casts an additional missile for every three levels of experience. Thus, at 3rd level, the caster is able to hurl two magic missiles.

Shield: The caster conjures up an invisible shield that interposes itself in front of attacks. The shield improves the caster's defence class to 5. It lasts two turns.

Sleep: This spell puts enemies into an enchanted slumber (no saving throw is permitted). It affects creatures based on their hit dice.

Table 23: Sleep

Hit Dice of targets	*Number Affected*
Less than 1 to 1+	1d+2
2 to 2+	1d
3 to 3+	½d
4	1
5+	No effect

WIZARD LEVEL 2

Continual Light: The targeted beast or object produces light as bright as sunlight, to a radius of 120 paws. It lasts until dispelled.

Dispel Magic: This automatically dispels the magic of a lower level spell caster. If the original caster is of a higher level, roll a die. The target number is the difference in level between the casters.

Invisibility: The object of this spell, whether a person or a thing, becomes invisible. An invisible creature cannot be attacked unless its approximate location is known, and all attacks are made at -3 to hit. If the invisible creature makes an attack, the spell is broken. Otherwise, it lasts until dispelled or removed by the caster.

Knock: This spell unlocks and unbars all doors, gates, and portals within 120 paws, including those held or locked by Hold Portal.

Locate Object: This spell gives the caster the correct direction toward an object the caster specifies with a description.

Magic Mouth: This enchantment is set upon an object, and the magic is triggered when certain conditions established by the caster are met. When that happens, a mouth appears in the object and speaks the message it has been commanded to speak. The message may be up to thirty words long.

Mirror Image: The spell creates ½d images of the caster, acting in perfect synchronization with him like mirror images. Attackers cannot distinguish the images from the caster, and may attack one of the images instead of the caster himself (determined randomly). When a hit is scored upon one of the images, it disappears.

Phantasmal Force: This spell creates a realistic illusion in the sight of all who view it. The illusion disappears when it is touched, but if the viewer believes the illusion is real, he can take damage from it. Unless the Keeper rules otherwise, victims of the spell are permitted a saving throw, and the illusion cannot cause more than 2d points of damage per victim.

Wizard Lock: This spell holds a door closed, but it is permanent until dispelled. It resists the *Knock* spell.

Wizard Level 3

Fireball: A bead-like missile shoots from the caster's finger, to explode in a blast of fire up to 120 paws away. The burst radius is 20 paws, and damage is 1d per level of the caster. A successful reflex saving throw means that the target only takes half damage.

Fly: This spell imbues the Wizard with the power of flight, with a movement rate of 120 paws per round for 6 turns plus one turn per level.

Hold Beast: The caster targets ½d+1 beasts, who are completely immobilized for 6 rounds plus the level of the caster (a Will saving throw applies). The caster may instead target a single beast, in which case the saving throw is made with a penalty of -2.

Invisibility, 10 paw radius: This is like the 3rd level Invisibility spell, except it covers a 10 paw radius which moves with the caster.

Lightning Bolt: A bolt of lightning extends 60 paws from the targeted point, almost five paws wide. Anyone in its path suffers 1d points of damage per level of the caster (half with a successful Reflex saving throw). The bolt always extends 60 paws, even if this means that it ricochets backward from something that blocks its path.

Protection from Normal Missiles: The caster becomes invulnerable to non-magical missiles (arrows, sling stones, thrown weapons), although larger missiles such as boulders will overcome the spell's magic. It lasts two turns plus one turn per level.

Suggestion: The caster speaks a hypnotic suggestion to his or her intended victim. If the victim fails a saving throw, they will carry out the suggestion (as long as it can be performed within a week). The suggestion might not call for the action to be carried out immediately. A suggestion that the victim kill themselves is unlikely to be obeyed.

Wizard Eye: The caster can see through an invisible, magical "eye," that can move a maximum of 240 paws from its creator. It floats along as directed by the caster, at a rate of 120 paws per turn and lasts a turn per level.

Wizard Level 4

Confusion: This spell confuses 2d of beasts, making them act randomly. Beasts of over 2HD get a Will save. It has a range of 120 paws and lasts for a round per level. On a second roll of 2d, the creatures will do the following:

Table 24: Confusion

Dice Roll (2d)	*Reaction*
2–5	Attack caster & his allies
6–8	Stand baffled and inactive
9–12	Attack each other

Hallucinatory Terrain: This spell changes the appearance of the terrain into the semblance of what the caster desires. A hill can be made to disappear, or could be replaced with an illusory forest, for example. The effect lasts until dispelled.

Ice Storm: A whirling vortex of ice, snow, and hail forms in a cube roughly thirty paws across. Massive hailstones inflict 3d hit points of damage (no saving throw applies) to all within the area for a round per level.

Massmorph: One hundred or fewer creatures are changed to appear like innocent trees. The illusion is so perfect that creatures moving through the "forest" will not detect the deception. It lasts a turn.

Plant Growth: Up to 300 square paws of ground can be affected by this spell; undergrowth in the area suddenly grows into an impassable forest of thorns and vines for a turn per level. The caster can decide the shape of the area to be enchanted.

Polymorph: The caster or touched creature assumes the form of any object or creature, gaining the new form's attributes (the use of wings, for example), but not its hit points or combat abilities. The Keeper might allow the benefit of the new form's armour protection, if it is due to heavily armoured skin. A great deal of the spell's effect is

left to the Keeper to decide. The spell lasts for 6 turns or until dispelled.

Wall of Fire or Ice: The caster conjures up a wall of fire or ice, six paws thick. The caster may choose to create a straight wall 60 paws long and 20 paws high, or a circular wall with a 15 paws radius, also 20 paws high. Creatures with 3 or fewer hit dice cannot affect the wall, but creatures of 4+ hit dice are able to get through it, taking 1d points of damage in the process. It lasts 6 turns.

Woodwise Spell List

These are the spells of the Woodwise. They mainly deal with plants and nature.

Woodwise Level 1

Detect Magic: The caster can perceive, in places, beasts, or things, the presence of a magical spell or enchantment up to 100 paws away.

Detect Snares & Pits: The caster can perceive the location of outdoor traps and hidden pits in a 100 paw radius.

Goodberry: The Woodwise must collect a pawful of berries. Casting the spell on them turns ½d+2 of them into magical healing berries, which heal 1 HP each when eaten.

Magic Claw: The creature touched by the Woodwise receives a bonus of +1 to unarmed attacks and damage for six combat rounds plus one round per level. For the purposes of striking Undead, this counts as a magic weapon.

Moonglow: The caster creates a magical, ghostly glow that outlines the object or beast he desires for six rounds.

Obscuring Mist: The caster creates a magic fog in a 20 paw radius, plus 10 paws per level. It makes it difficult to see inside, adding +2 to all sneak rolls to hide. It also makes hitting a target inside it difficult, giving -1 to any missile attacks made.

Pass Without Trace: One subject per level, touched by the Woodwise, leaves no tracks and cannot be trailed by normal means for a turn per level.

Tanglepaw: Plants in a 40 paw radius of the target point start to grow and coil around anything in the area, slowing their movement by half or completely, if they fail their Ref save. If entangled, a STR roll is needed to break free.

Woodwise Level 2

Barkskin: Provides resistance to blows, cuts, stabs, and slashes, providing AP2. Once the spell has prevented a total of 2 points of damage per caster level, it is discharged.

Bear Strength: The target of the spell gains STR 19, with all benefits that go with having this strength for the duration (1 round per level).

Create Water: This spell creates a one-day supply of drinking water for 4 beasts per level of caster.

Cure Light Wounds: Cures 1d+1 hit points of damage.

Neutralize Poison: This spell counteracts poison if used promptly

Hold Beast: The caster targets ½d+1 beasts, who are completely immobilized for 6 rounds plus the level of the caster (a Will saving throw applies). The caster may instead target a single beast, in which case the saving throw is made with a penalty of -2.

Speak with Plants: The caster can speak with and understand the speech of plants. Plants smaller than trees will obey commands, as far as possible.

Warp Wood: The Woodwise is able to cause wooden objects to twist and bend out of shape. Effects are up to the situation and the Keeper.

Woodwise Level 3

Cure Disease: This spell cures the spell's recipient of any diseases, including magically inflicted ones.

Meld into Stone: The caster and their gear melds into the ground (or rock face or similar). The caster can move slowly (1 stride per round) through the material for a turn.

Plant Growth: Up to 300 square paws of ground can be affected by this spell; undergrowth in the area suddenly grows into an impassable forest of thorns and vines.

Soften Earth & Stone: The spell turns stone to sticky clay or dirt to sand or mud. It can be used in reverse too. It affects a 10-paw square area, per level of the caster and works instantly.

Spike Growth: Any ground-covering vegetation in the spell's area of 20-paw square (per caster level) becomes very hard and sharply pointed without changing its appearance. Any creature moving on foot into or through the spell's area takes ½d points of damage for each 5 paws of movement through the spiked area. Any creature that takes damage from this spell must also succeed on a Reflex save or suffer injuries to its feet and legs that slow its land speed by one-half, for 24 hours or until healed.

Summon Swarm: The spell summons a large swarm of insects (of choice) to do the caster's bidding. The caster must concentrate on giving the swarm orders; else they just fly or scurry off.

Tree Shape: The caster appears exactly like a tree; to all senses. Leaves (or fruit) can even be plucked from it with only the slightest twinge (like pulling out a hair). The effects last for a turn per level or until dispelled.

Water Breathing: The spell enables a creature to breath naturally underwater (or in a cloud of noxious vapor, like a skunk's gaseous cloud) until back in fresh air again for a turn per level.

Woodwise Level 4

Commune: The caster becomes one with nature, attaining knowledge of the surrounding territory. He instantly gains knowledge of as many as three facts from among the following subjects: the ground or terrain, plants, minerals, bodies of water, general animal population, presence of woodland creatures, presence of powerful unnatural creatures, or even the general state of the natural setting.

Cure Serious Wounds: Cures 2d+2 hit points of damage.

Dispel Magic: This automatically dispels the magic of a lower level Wizard or Trickster. If the original caster is of a higher level, roll a die. The target number is the difference in level between the casters.

Freedom of Movement: This spell enables the caster or a creature touched to move and attack normally for the duration of the spell (a turn per level), even under the influence of magic that usually impedes movement, such as entangle, webs, paralysis and so on. It also works against natural hazards or effects, such as under water.

Hallucinatory Terrain: This spell changes the appearance of the terrain into the semblance of what the caster desires. A hill can be made to disappear, or could be replaced with an illusory forest, for example. Lasts until dispelled.

Polymorph: The caster or touched creature assumes the form of any object or creature, gaining the new form's attributes (the use of wings, for example), but not its hit points or combat abilities. The Keeper might allow the benefit of the new form's armour protection, if it is due to heavily armored skin. A great deal of the spell's effect is left to the Keeper to decide.

Repel Vermin & Insects: An invisible barrier of 10 paw radius around the caster holds back Vermin, Wild and Insects. A creature with fewer HD than the caster cannot penetrate the barrier. A creature with greater HD suffers 2d damage passing through the barrier. It lasts a turn per level.

Sticks to Snakes: The caster may turn as many as 2d normal sticks into serpents, each one having a 50% chance of being venomous. The snakes follow his commands, but turn back into sticks at the end of the spell (or when killed).

Tree Stride: The caster is able to enter trees and move from inside one tree to inside another tree. The first tree entered and all others must be of the same kind, must be living, and must have girth at least equal to the caster. By moving into an oak tree (for example), the caster instantly knows the location of all other oak trees within range and may choose whether to pass into one or simply step back out of the tree. The transport range is 1 furlong per caster level.

KEEPER INFORMATION

Running a game of WOODLAND WARRIORS is a lot easier than running most other role-playing games, simply because there aren't many rules, and your discretion overrides them anyway.

Most situations are handled by making "common sense" decisions about what would happen next. If there are a bunch of ghoul-rats around the next corner and the players decide not to go around that corner, it's up to the Keeper to determine whether or not it makes sense for the ghoul-rats to come out and attack - or whether their orders are simply to stay where they are. If a player decides that his character is going to jump through a wall of fire, with several bottles of flammable oil in his backpack, it's up to the Keeper to determine whether or not they explode. He could roll a die or ask a player to roll a die if he is unsure what would happen.

All of this means "making up" a lot of stuff on the spot. If you're not a good storyteller or if you're not up to doing a lot of creative thinking on the fly, it might be better that you try a different game - one that provides more rules and guidance for every little situation that might arise. But if you're a good storyteller, creative and fair, WOODLAND WARRIORS's small, straightforward rule-set frees up your creativity to create a fantasy role-playing experience completely different from the type of game that depends on a multitude of rules.

For many Keepers, the starting point to adventure is creating a map of where the action will take place. This is usually best kept to just the local area where the player characters begin the game but can include the areas beyond this. Some Keepers prefer to have the whole game world sketched out before they begin. At the end of the day, it's your own decision about how much of the world you map and how much detail to go into.

Once you have your map, you need to think about what kinds of Quests your players will be performing. Your players might like collecting information, gathering clues and solving mysteries, in which case you might keep the adventures around the local area, where there are strange goings on, poisonings, murders and other happenings that the characters can investigate.

If your players prefer exploration and adventure, then you would need to be prepared to create much more of the world beforehand; lost trails through dark forests, ancient ruins and so on. Characters can be sent far and wide to collect treasures and relics, or they can find an archaic treasure map or read an ancient prophecy in a moldering book hidden in a dark corner of the Abbey library.

Whatever you decide, you may need some random encounters from time to time.

ENCOUNTERS

Generally, the Keeper determines encounters in advance as part of his overall adventure. However, sometimes the characters will wander off somewhere unexpected or will dally around in a dangerous location and this is where you might want to see if something comes along. Not all encounters are troublesome or dangerous; some will be helpful.

At intervals determined by the Keeper, he will roll a die. If a '6' comes up, the characters have had an encounter. Check the tables below to see which one is the nearest to the type of terrain where the encounter takes place and roll a die for the column and another die for the row. The number of beasts encountered appears in brackets after the type of beast.

Table 25: Cave or Tunnel Encounters

Die Roll	*Beasts Encountered (Roll 1-4)*	*Beasts Encountered (Roll 5-6)*
1	Rats (2d+2)	Ants, Warrior (1d+1)
2	Bats (3d)	Ants, Worker (2d)
3	Shrews (2d+2)	Ant, Queen (1)
4	Weasels (2d)	Spiders, Monstrous
5	Centipedes (2d)	Serpent (4HD) (½d)
6	Moles (2d)	Giant Slow Worm (1)

Table 26: Field or Plain

Die Roll	*Beasts Encountered (Roll 1-4)*	*Beasts Encountered (Roll 5-6)*
1	Rats (2d)	Ants, Worker (1d+2)
2	Weasels (1d+2)	Ants, Warrior (2d)
3	Stoats (1d)	Centipedes (2d)
4	Hedgehogs (1d)	Raccoons (1d+2)
5	Hares (½d)	Hawks (½d)
6	Voles (1d+2)	Owl (1)
Vermin encountered are likely to be brigands with treasure.		

Table 27: Forest or Wood Encounters

Die Roll	*Beasts Encountered (Roll 1-4)*	*Beasts Encountered (Roll 5-6)*
1	Rats (2d)	Serpent (3HD) (½d)
2	Shrews (2d)	Spiders, Giant (½d +1)
3	Weasels (2d)	Spiders, Monstrous (½d)
4	Crows (1d+2)	Wildcat (1)
5	Foxes (½d)	Bear (1)
6	Badgers (½d)	Woodwise (1)
Vermin encountered are likely to be brigands with treasure.		

Table 28: Hill or Mountain Encounters

Die Roll	*Beasts Encountered (Roll 1-4)*	*Beasts Encountered (Roll 5-6)*
1	Rats (2d)	Spiders, Huge (1d)
2	Bats (2d)	Spiders, Giant (1)
3	Stoats (½d +1)	Hawks (½d)
4	Badgers (½d)	Wildcats (½d)
5	Moles (1d+1)	Raccoons (1d+2)
6	Hares (½d)	Eagle (1)
Vermin encountered are likely to be brigands with treasure.		

Table 29: Swamp or Marsh Encounters

Die Roll	*Beasts Encountered (Roll 1-5)*	*Beasts Encountered (Roll 6)*
1	Rats (2d)	Centipedes (3d)
2	Shrews (2d)	Lizards, Basilisk (2d)
3	Lizards, Common (2d)	Spiders, Monstrous (1)
4	Toads (2d)	Serpents (4HD) (1)
5	Voles (1d+1)	Marsh Dragon (1)
6	Otters (½d +1)	Giant Slow Worm (1)

Table 30: Well-Travelled Road Encounters

Die Roll	*Beasts Encountered (Roll 1-5)*	*Beasts Encountered (Roll 6)*
1	Rats (2d)	Owl (1)
2	Badgers (½d)	Stoats (1d)
3	Moles (1d)	Crows (2d)
4	Mice (2d)	Foxes (½d)
5	Hedgehogs (1d+1)	Raccoons (2d)
6	Squirrels (1d+2)	Wildcat (1)
Vermin encountered are likely to be brigands with treasure.		

Table 31: Graveyard or Crypt Encounters

Die Roll	*Beasts Encountered (Roll 1-5)*	*Beasts Encountered (Roll 6)*
1	Centipedes (2d)	Spider, monstrous (½d)
2	Spiders, huge (1d)	Wraiths (½d)
3	Bone-beasts (1d+1)	Ghost (1)
4	Zombie-vermin (1d)	Vampire (1)
5	Ghoul-rats (½d)	Lich (1)
6	Necromancer L(½d)*	Necromancer L(½d+3)*
**Roll for level of Necromancer (use Wizard class, with Friar's undead ability instead of a wand)*		

BEASTS

The following is a quick reference guide for how to read beast descriptions. All are adjustable, depending on the Keeper's needs at the time – especially for things like armour and weapons.

Size: This is the approximate height (or length) of the beast, in paws.

DEX: This is the average DEX of the beast, for combat purposes, for order of actions.

DC: This is the same as the DC for player characters. It is explained in the rules for combat. The DC may be higher for faster, more nimble beasts.

AP: This is the amount of damage the creature's hide absorbs. If the beast normally wears armour, it is noted here, as well as the type of armour normally worn.

HD: This is the number of dice rolled to determine an individual creature's hit points.

Attack: If there is a modifier to the beasts attack roll it is noted here.

Damage: If the creature uses natural weapons damage is shown here, otherwise the weapons normally used are noted.

Saving Throws: Means the target number (on 1d) the beast needs to meet or beat in order to make a successful saving throw, against his Fort, Ref or Will.

Special: is usually just a "flag" for the Keeper, to remind him that the beast has one or more special abilities.

Move: is the beast's movement rate in "strides", and it's handled just as movement rates are handled for characters.

Here are the details, broken down into the six types of Beast; that is *Kind*, *Meek*, *Wild*, *Vermin*, *Insects* and *Undead.*

The Kind

The Kind includes the player-character races and races that could be used as player-characters with a few tweaks. They are the most enlightened of the beasts and consider all beasts are equal, even if some are misguided. They are generally good-natured and peaceful. They have their own foibles and weaknesses, of course and individuals might not always live up to the full expectations of the local Abbey. Those that slip into bad ways are dealt with under Abbey laws and really bad crimes bear severe penalties and punishments – possibly even banishment for murder. However, these are very rare amongst The Kind.

Badgers

Size: 5½ - 6½
DEX: 9
DC: 3
AP: 0 (or by armour type)
HD: 2d+1
Attack: +1
Damage: By weapon
Saving Throws: Fort 4+, Reflex 6, Will 5+
Special: Rage (see below)
Move: 9

These subterranean predators are quite aggressive when defending their territory and can go into a rage on a roll of 6, giving them +1 to hit and damage for 5 rounds. Otherwise, they are considered good (and often wise) creatures in general, if a bit grumpy.

Hares

Size: 4½ - 5½
DEX: 12
DC: 3
AP: 0 (or by armour type)
HD: 1d+1
Attack: +0
Damage: Kick 2d(L) or by weapon
Saving Throws: Fort 5+, Reflex 4+, Will 6
Special: Jump +1
Move: 12

Hares are very scatty and impatient. Hare-brained, most beasts say. They get bored easily and rarely finish anything they've started, always looking for something new to do. They are fast talkers and often contradict themselves in the same sentence. Of all of the Kind, Hares tend to be amongst the most roguish (you could even consider giving them the NPC class of *Rogue*) and can usually be counted on to be up to no good.

Hedgehogs

Size: 3½ - 4½
DEX: 8
DC: 3
AP: 2 (or by armour type)
Hit Dice: 1d+2
Attack: +0
Damage: By weapon
Saving Throws: Fort 4+, Reflex 6, Will 5+
Special: Serpent-slayers
Move: 9

The example above is for a typical Hedgehog; those encountered in the course of a party's adventuring will have a variety of powers and different attributes – they could be like player-characters, with warriors and friars amongst their number. Trained serpent-slayers would likely have the maximum 8 hit points and would likely be armed with a spear and a shield, a battle axe or a pole arm. Hedgehogs are generally slow and steady and tend to be a bit noisy.

Mice

Size: 2½ - 3
DEX: 13
DC: 3
AP: 0 (or by armour type)
HD: 1d-1
Attack: +0
Damage: By weapon
Saving Throws: Fort 6, Reflex 4+, Will 5+
Special: Sneak +1, sling +1
Move: 9

The example above is for a typical Mouse; those encountered in the course of a party's adventuring will

have a variety of powers and different attributes – they could be like player-characters, with warriors and wizards amongst their number. Trained warriors would likely have the maximum 5 hit points. The Keeper will assign such abilities as he sees fit.

MOLES

Size: 3 - 3½
DEX: 9
DC: 3
AP: 0 (or by armour type)
HD: 1d+1
Attack: +0
Damage: By weapon
Saving Throw: Fort 5+, Reflex 6, Will 6
Special: Tunneling, tools-as-weapons
Move: 9

The example above is for a typical Mole; those encountered in the course of a party's adventuring will have a variety of powers and different attributes – they could be like player-characters, with warriors and friars amongst their number. Trained warriors would likely have the maximum 7 hit points. Other Moles tend to be miners, quarry-moles and stone cutters. They also like working with metal and mole blacksmiths and armourers are quite common. Moles haven't got great eyesight and tend not to use missile weapons, for fear of hitting their friends.

OTTERS

Size: 4 - 5
DEX: 11
DC: 3
AP: 0 (or by armour type)
HD: 2d
Attack: +0
Damage: By weapon
Saving Throws: Fort 5+, Reflex 5+, Will 5+
Special: Swim +2
Move: 9/12 (when swimming)

Otters are related to weasels and stoats but are far more playful and kind. They can be nasty when they need to be though. Excellent fisher-beasts, sailors and boaters, otters can also swim better than most other creatures. They prefer not to wear heavy armour (whether on land or at sea) but will often carry shields when expecting a fight. They invariably use a spear to fight with and javelins to throw.

RABBITS

Size: 4 - 5
DEX: 11
DC: 3
AP: 0 (or by armour type)
HD: 1d
Attack: +0
Damage: By weapon
Saving Throws: Fort 5+, Reflex 5+, Will 6
Special: Jump +1, Herbalism +1
Move: 12

There are many rabbits around the Abbey and environs. They are friendly and kind but aren't all that brave or adventurous; they fill many roles, in the kitchens, library, infirmary, school and so on but rarely go on Quests.

RACCOONS

Size: 5 - 6
Dex: 12
DC: 3
AP: 0 (or by armour type)
HD: 2d
Attack: +0
Damage: By weapon
Saving Throw: Fort 5+, Reflex 5+, Will 6
Special: Sleight
Move: 12

Raccoons are only just classed amongst the Kind, as they do know right from wrong but mostly would rather do wrong than right (they just can't help themselves). This means that they often find themselves cast out or banished for their crimes. Many are rogues; most are scavengers and vagabonds. They sometimes get together to form bandit groups in the woods to rob and harass unfortunate travellers but as a rule, stop short of wanton killing, thus just about setting themselves apart from Vermin.

SQUIRRELS

Size: 3½ - 4½
DEX: 14
DC: 3
AP: 0 (or by armour type)
HD: 1
Attack: +0
Damage: By weapon
Saving Throw: Fort 6, Reflex 5+, Will 6
Special: Jump & Climb +1, immune to *Sleep* & *Charm* spells
Move: 12

The example above is for a typical Squirrel; those encountered in the course of a party's adventuring will have a variety of powers and different attributes – they could be like player-characters, with warriors and wizards amongst their number. Trained scouts would likely have the maximum 6 hit points. Squirrels are quite flighty, alert and nimble. This speedy metabolism seems to protect them from certain types of magic spell.

VOLES

Size: 2½ - 3
DEX: 13
DC: 3

AP: 0 (or by armour type)
HD: 1d-1
Attack: +0
Damage: By weapon
Saving Throw: Fort 6, Reflex 4+, Will 6
Special: +1 to hit shrews
Move: 12

Voles are vaguely mouse-like creatures and if a player wants a vole as a player-character, you could use mouse stats to create one. They are very friendly but dislike shrews intensely, getting +1 to hit. Many use slings or darts, and they fight in close quarters with daggers or cudgels. Some voles (called water voles) are excellent sailors, fisher-beasts, ferry-beasts and boaters.

THE MEEK

The Meek are the beasts that live in the fields around the Abbey; they are happy to watch the world from their fields, keeping to themselves and rarely engaging in the affairs of the Kind. They aren't all that bright and most aren't able to or don't bother to speak. They aren't capable of using tools and can't write, but a very few have been taught to read. They have a long standing arrangement with the Abbey though because they have things the Abbey wants. Sheep have wool, goats and cows have spare milk, chickens have spare eggs, their manure is good for the Abbey crops and so on. There are no stats included for these beasts because they are unlikely to be needed - characters aren't likely to interact with them, let alone fight any of them.

THE WILD

The Wild are not as clever or enlightened as The Kind; thinking more about themselves and day-to-day stuff in their own little environments, rather than thinking about the wider world. Some are able to use simple weapons and tools (as a rule they don't make them for themselves though) and others don't see the point. Most can speak haltingly to some degree but others have no speech. There are few that read or write.

BEARS

Size: 8 - 12
DEX: 8
DC: 3
AP: 3
Hit Dice: 8d+6
Attack: +3
Damage 1d claws or by weapon (heavy)
Saving Throws: Fort 3+, Reflex 4+, Will 4+
Special: Can pick up (and throw or crush)
Move: 12

Bears are huge, frightening beasts that live in the hills and woods. Thick fur covers their bodies and massive paws contain horrible sharp claws. They tend to live alone or in small family units. Bears can speak haltingly but none are known to read. If their attack roll with claws exceeds the AC of their opponent by at least 3, the bear has picked them up and will possibly throw or crush them, or possibly carry them off to their lair.

EAGLES

Size: 7 - 9
DEX: 12
DC: 4
AP: 1
HD: 5d+3
Attack: +2
Damage: 1d talons or 2d(H) peck
Saving Throws: Fort 3+, Reflex 4+, Will 4+
Special: Fly, carries away
Move: 3/30 (when flying)

Eagles are great winged beasts that hunt smaller creatures and carry them off to their nests. There are tales of old that they can be trained (if raised from their eggs), to carry riders but in recent times the skill of training eagles has been lost. The eagle can pick up its prey in its talons on a roll that exceeds the AC of the victim by 3 or more.

GIANT SLOW WORMS

Size: 30 - 35
DEX: 6
DC: 2
AP: 4
Hit Dice: 10d
Attack: +2
Damage: d+2 Bite
Saving Throws: Fort 2+, Reflex 5+, Will 3+
Special: Swallows whole
Move: 9
Giant slow worms are massive snake-like lizards that grow 30 paws and more in length, and sometimes exceed 6 paws in width. They are subterranean, chewing tunnels in rock (or through sand, in deserts, where they are a tan color). These beasts swallow their prey whole if they exceed the AC of their opponent by at least 3. Aquatic versions of giant slow worms might also exist …

HAWKS

Size: 5 - 6
DEX: 14
DC: 5
AP: 0
HD: 3d+1
Attack: +1
Damage: ½d talons, or 2d(L) peck
Saving Throws: Fort 4+, Reflex 4+, Will 5+
Special: Fly
Move: 3/30 (when flying)

Hawks are winged hunters with superb eyesight. Some Vermin capture and train them to act as lookouts or scouts for their invading hordes.

Lizards, Basilisk

Size: 6 - 7
DEX: 10
DC: 3
AP: 1 (or by armour type)
HD: 2d+2
Attack: +1
Damage: ½d bite (or by weapon type)
Saving Throws: Fort 4+, Reflex 5+, Will 5+
Special: Some basilisk lizards can change colour to suit their surroundings
Move: 9

Basilisk Lizards are often evil and nasty and very good fighters. They particularly dislike their common cousins and will attack or try to enslave them. They rarely wear armour but usually use spears and shields.

Lizards, Common

Size: 5 - 7
DEX: 10
DC: 3
AP: 1
HD: 2d
Attack: +0
Damage: ½d bite
Saving Throws: Fort 4+, Reflex 5+, Will 6
Special: War-Lizards, see below
Move: 12

Common lizards are simple and eager to please. They are very hardy and can be trained as mounts or to pull wagons, as long as they are well-treated and receive regular food, a decent wage and a place to stay. They don't use weapons, tools or armour and always move on all fours. They are strong and dependable and would be classed as Kind but for their minimal intelligence. War Lizards are battle-trained and wear barding (AP4), bite at +1 to hit, causing 2d(L) damage.

Marsh Dragons

Size: 10 - 20
DEX: 9
DC: 3
AP: 5
HD: 4d-8d
Attack: +2
Damage: 1d
Saving Throws: Fort 2+, Reflex 4+, Will 3+
Special: Swim, swallow whole
Move: 6/12 (when swimming)

Marsh dragons are immense, heavily armoured, water-dwellers that usually just float near the surface, looking like simple logs floating down the river. This is of course just a ruse to trick unwary prey. These beasts swallow their prey whole if attacking just one target and if they get at least 3 or more than they need to hit on their attack.

Owls

Size: 6 - 7
Dex: 13
DC: 4
AP: 0
HD: 4d+2
Attack: +2
Damage: ½d+1 talons, or 1d peck
Saving Throws: Fort 4+, Reflex 4+, Will 3+
Special: Fly, carries away, Lore +2
Move: 3/30 (when flying)

Owls are different to most other Wild; they are clever and vain, they can read and some can actually be reasoned with – especially if the owl isn't hungry and you flatter him with praise about his great wisdom and his magnificence. Like hawks, owls are dangerous winged hunters with superb eyesight. Unlike hawks, owls cannot be trained but they can sometimes be bargained with. Owls can carry away smaller beasts if they hit with at least 3 more than they need to hit on their attack roll.

Serpents

Size: 4 - 10
DEX: 10
DC: 5, 4 or 3
AP: 0, 1 or 2
HD: 2d, 3d or 4d
Attack: +0, +1 or +2
Damage: Bite ½d, ½d+1 or d-1 + poison
Saving Throw: Fort 5+, Reflex 5+, Will 4+
Special: Some serpents are constrictors, surprise, poison
Move: 9

Serpents come in many shades of green, green-brown, grey and so on. They can be anywhere from a stride to several strides in length. Serpents slither and slide up to their prey, ready to surprise them (which they do on a roll of 3+). Some Kind believe serpents are really Vermin because they are very wicked, clever and many can read. There are believed to be some ancient Serpents deep in the forests who have knowledge of magical spells, which they use for wicked purposes. Their poison causes death in 1d hours on a failed fortitude save.

TOADS

Size: 2½ - 3½
Dex: 9
DC: 3
AP: 0 (or by armour type)
HD: 1d
Attack: +0
Damage: By weapon type
Saving Throw: Fort 5+, Reflex 6, Will 6
Special: Swim +1
Move: 6

Toads are weird grey-green warty creatures that live in the marshes. They rarely speak the common tongue – sticking with their own low rumbling language. They don't like interlopers wandering around in their marshes and will defend their territory aggressively. Toads are deadly enemies to basilisk lizards and tend to fight them to the death.

WILDCATS

Size: 5 - 7
DEX: 13
DC: 4
AP: 1 (quilted cloth or by other armour type)
HD: 3d-1
Attack: +1 (+2 with rapiers)
Damage: By weapon
Saving Throw: Fort 5+, Reflex 3+, Will 4+
Special: Jump & Climb
Move: 12

Wildcats are dangerous wanderers and loners; they are also duelists by nature, living by their wits and by the skill of their blades. They normally use fancy swords they call rapiers.

VERMIN

Vermin are horde-creatures – that is they think, work, fight and play en-masse, as a rule. These are creatures that cannot help but do wicked things. As a horde, they are cruel; pirates, outlaws, vandals, raiders, robbers and looters. Individually they are sneaks and bullies. Vermin consider other beasts beneath them and don't really think of them as their kin at all. To Vermin, the Kind are weak and pathetic; the Wild are stupid and ignorant.

Vermin (especially rats) often have descriptive nicknames like Snaggletooth, Fleabag, Stinkjaw, Itchbutt, Rotpaw, Scratcher, Foulbreath, Wrigglesnout, Grimefur, Lumpbelly, Snot, Snitch, Scragger, Frugg, Crimp, Bludd, Griper, Wart, Dankear, Dripnose, Pincher, Funkbum and Scruff.

BATS

Size: 2½ - 3½
DEX: 12
DC: 4
AP: 0
HD: ½d
Attack: +0 (-1 in daylight)
Damage: ½d bite (or by weapon type, light only)
Saving Throw: Fort 6, Reflex 4+, Will 6
Special: Fly
Move: 4/18 (when flying)

Bats are like little flying mice. They aren't too dangerous individually but en-masse they can be troublesome. Whilst they are mostly wicked, they are amongst the least violent of the Vermin and tend to have little to do with most of the other Vermin. The Abbey thinks that bats can be won over and has had some success with individuals and a few small groups. Bats defend their caves if they feel threatened and fly out of them in a great swarm to harass, rob and steal. They tend to avoid killing where possible. They fight at -1 to hit in the daylight. They find it difficult to hold weapon whilst flying, but some will attach themselves to a rock from where they can hurl a dart or fire a sling stone.

CROWS

Size: 3½ - 4½
Dex: 11
DC: 4
AP: 0
HD: 1d+1
Attack: -1
Damage: ½d peck
Saving Throws: Fort 5+, Reflex 5+, Will 6
Special: Fly
Move: 3/24 (when flying)

Crows are dark feathered birds with wicked dispositions. They like to act as lookouts for rats and other Vermin. Some crows allow shrews to sit on their backs to act as

airborne troops in battle. However, they are quite often more worried about their own safety – not worrying too much whether the shrew is thrown off or not if danger presents itself.

FOXES

Size: 6 - 7
Dex: 11
DC: 3
AP: 2 (leather or by other armour type)
HD: 3d+2
Damage: By weapon type
Attack: +1
Saving Throws: Fort 4+, Reflex 4+, Will 3+
Special: Persuasive, sleight, magic
Move: 12
Foxes are cunning and mostly wicked. They are liars, cheaters and swindlers. They tend to gravitate towards where there are other beasts gathered so that they can con them out of their money or their belongings. Whilst classed as Vermin, they are not horde creatures, although they often tend to gather motley groups of other Vermin around themselves. Many foxes are also magicians or tricksters – able to perform sleight of hand tricks, or illusory magic.

MINK

Size: 4 -5
DEX: 12
DC: 3
AP: 2 (leather or by other armour type)
HD: 2d+1
Attack: +1
Damage: By weapon
Saving Throw: Fort 5+, Reflex 4+, Will 5+
Special: Swim
Move: 9

Mink are dangerous water creatures who hate otters, in particular. Otherwise they are similar to polecats, but a little smaller. They tend to wear no armour but can swim well in leather or even chainmail if needed. Their favourite weapons are spears and tridents.

POLECATS

Size: 4½ - 6
DEX: 11
DC: 3
AP: 2 (leather or by other armour type)
HD: 2d+3
Attack: +1
Damage: By weapon
Saving Throw: Fort 4+, Reflex 4+, Will 4+
Special: Climb & Jump
Move: 9

Much larger than their cousins, stoats and weasels, polecats are far less common, which is a good thing for the Kind. If a polecat is discovered, he or she will always be the chief of a large band of stoats and weasels. These creatures have a strong grasp of strategy and tactics and are capable of carrying out sophisticated battle plans. Polecats are at home in trees and hate squirrels in particular, attacking them first, in preference to other opponents. Polecats keep their weapons and armour in good repair and they tend to have the best of everything – so they are likely to have at least chainmail and usually use two-handed weapons (although they always carry a good selection).

RATS

Size: 3½ - 4½
DEX: 10
DC: 3
AP: 1 (scrap armour or by other armour type)
Attack: +0
HD: 1d
Attacks: By weapon
Saving Throw: Fort 5+, Reflex 5+, Will 6
Special: 1 in 6 is diseased
Move: 12

Rats are found in great hordes just about everywhere and are the bane of farms, towns and villages. Rats will plunder and pillage all communities in their quest for food, for valuables or just for the pleasure of fighting. They are pirates, bandits, robbers and thieves all. They can rarely be reasoned with and even more rarely will they keep their word. They use scavenged, borrowed or stolen weapons and armour of all types, mostly patched, mended and moth-eaten. Some rats' blades are so filthy

that anyone hit by them can become infected, even if it doesn't kill them. A fortitude saving throw is allowed. The effects of the disease are decided by the Keeper.

RAVENS

Size: 4½ - 5
DEX: 10
DC: 4
AP: 0
HD: 2d
Attack: +0
Damage: ½d+1 peck
Saving Throws: Fort 4+, Reflex 4+, Will 6
Special: Fly, evil eye
Move: 3/24 (when flying)

Ravens are similar to crows but somewhat larger and, if possible, even meaner. As they are bigger, they can carry bigger Vermin – rats or weasels will sometimes ride into battle on a raven. They also have an almost magical "evil eye" – which requires a save or a creature catching the raven's gaze acts at -1 to all rolls for 6 turns. Some ravens can even learn Necromancer spells.

SHREWS

Size: 2 - 2½
DEX: 15
DC: 4
AP: 0 (or by armour type, usually only scrap armour)
Hit Dice: ½d
Attack: +0 (-1 in daylight)
Attacks: By weapon
Saving Throw: Fort 6, Reflex 5+, Will 6
Special: -1 to hit in sunlight
Move: 12

Shrews are very small creatures that inhabit dark woods and other lightless places. They are quick and vicious, attacking with their daggers, darts and slings. They attack at -1 in the full sunlight.

SKUNKS

Size: 4 - 5
DEX: 10
DC: 3
AP: 0 (or by armour type)
HD: 2d
Attack: +0
Damage: By weapon
Saving Throw: Fort 4+, Reflex 5+, Will 5+
Special: Gaseous cloud
Move: 9

A skunk can emit a cloud of noxious gas in a 15 paw radius, which requires anybeast caught in it except the skunk to make a fort save or become unable to function other than to try to get out of the cloud. Once out of the cloud, they act at -2 for two rounds and -1 for a further two rounds. Even with a successful save, the beast is acting at -2 to rolls until he can get out of the cloud, whereupon the beast acts normally.

STOATS

Size: 3½ - 4½
DEX: 11
DC: 3
AP: 2 (leather armour or by other armour type)
HD: 1d+2
Attack: +1
Damage: By weapon
Saving Throw: Fort 5+, Reflex 5+, Will 5+
Special: None
Move: 12

Stoats are larger cousins of weasels and are usually found as chiefs or leaders of a band of weasels. They may be found both above ground and in subterranean caverns. They form into loosely organized clans, often ranging far from home in order to steal and kill with rapacious ferocity. They normally wear studded leather and use nasty curved swords and cutlasses. There are known to be stoat-wizards that tend to be bigger than the rest and that like to surround themselves with Undead.

WEASELS

Size: 2½ -3½
DEX: 12
DC: 3
AP: 1 (scrap armour or by other armour type)
HD: 1d-1
Attack: +0
Damage: By weapon
Saving Throw: Fort 6, Reflex 5+, Will 5+
Special: None
Move: 9

Weasels are mean, sneaky, devious and evil. Groups of them are often led by a stoat. Sometimes weasels throw

in their lot with a horde of rats. They often use a shield or some form of scavenged armour and use a variety of spears, maces or swords. Weasels particularly hate mice and will attack them first if encountered.

Wolverines

Size: 6 - 7
DEX: 11
DC: 4
AP: 2 (leather or by other armour type)
HD: 4d+3
Attack: +1
Damage: By weapon
Saving Throw: Fort 4+, Reflex 4+, Will 4+
Special: Rage
Move: 12

Wolverines are the terror of Vermin kind. If there is a Wolverine with a horde of Vermin, the Wolverine is always the boss. Luckily, they mostly tend to work alone. Wolverines use any edged weapon at +1 to attacks. Wolverines can become enraged (on 5+), like Badgers, gaining +1 to attacks and damage for 5 rounds. They are brutal fighters and never yield, whatever the odds. If they are reduced to 1 HP, they will automatically become enraged.

Insects

These aren't all actually insects, but are all classed together as they have no bones and have more than four limbs. They also can't be reasoned with except by Woodwise.

Ants, Giant (Worker)

Size: 1½ - 2
DEX: 9
DC: 3
AP: 1
HD: 1d
Attack: -1
Damage: ½d bite
Saving Throws: Fort 5+, Reflex 6+, Will 6
Special: None
Move: 18
Giant ants live in vast subterranean hives tunneled through soil and even stone. A hive can hold as many as 100 ants, in a worker-to-warrior ratio of 1:5.

Ants, Giant (Warrior)

Size: 2 - 2 ½
DEX: 10
DC: 4
AP: 2
HD: 1d+3
Attack: +1
Damage: ½d bite + poison
Saving Throws: Fort 5+, Reflex 6+, Will 6
Special: None
Move: 18

Giant ants live in vast subterranean hives tunneled through soil and even stone. A hive can hold as many as 100 ants, in a worker-to-warrior ratio of 1:5. The poison of a warrior ant does 1d points of damage if a fortitude saving throw is failed, ½d points of damage if the saving throw succeeds.

Ants, Giant (Queen)

Size: 11 - 12
DEX: 5
DC: 2
AP: 4
HD: 5d+5
Attack: +1
Saving Throws: Fort 2+, Reflex 6+, Will 4+
Special: None
Move: 3

Giant ants live in vast subterranean hives tunneled through soil and even stone. The queen of a giant ant colony is larger, tougher, and slower than the average giant ant.

CENTIPEDES

Size: 1 - 1 ½
DEX: 10
DC: 3
AP: 0
HD: ½d
Attack: -1
Damage: 1 point bite
Saving Throw: Fort 6, Reflex 6, Will 6
Special: Non-lethal poison (+2 save)
Move: 14

Centipede poison is non-lethal – it simply paralyses the victim for 2 rounds if they fail a fortitude save at +2 to their roll.

SCORPIONS

Size: 2 - 2 ½
DEX: 11
DC: 3
AP: 5
Attack: +0
HD: 1d+3
Damage: ½d stinger + poison, ½d pincers
Saving Throw: Fort 4+, Reflex 5+, Will 5+
Special: Poison (+1 save or paralysis)
Move: 4

Nasty critters with pincers, a poison stinger for a tail and a hard shell, like plate armour. Their poison causes paralysis for an hour.

SPIDERS, GIANT

Size: 2 - 2 ½
DEX: 11
DC: 3
AP: 1
HD: 1d+3
Attack: +0
Damage: 1 point bite + poison
Saving Throw: Fort 5+, Reflex 5+, Will 5+
Special: Poison (+1 save or die), surprise
Move: 4

Giant spiders are aggressive hunters. They cause surprise on a roll of 3+, being able to hide well in shadows.

SPIDERS, HUGE

Size: 1 ½ - 2
Dex: 12
DC: 4
AP: 0
HD: 1d
Attack: -1
Damage: ½d bite + poison
Saving Throw: Fort 6, Reflex 6, Will 6
Special: Poison (+2 save or die), surprise
Move: 9

Huge spiders are aggressive hunters. They cause surprise on a roll of 2+, being able to hide well in shadows.

SPIDERS, MONSTROUS

Size: 3 - 4
DEX: 10
DC: 3
AP: 2
Attack: +1
HD: 2d+2
Damage: ½d bite + poison
Saving Throw: Fort 4+, Reflex 4+, Will 4+
Special: Poison (save or die), webs
Move: 18

Monstrous spiders are aggressive hunters. Only these are web builders. Webs spun by monstrous spiders require a reflex saving throw to avoid becoming stuck. Those who make a saving throw can fight in and move (5 paws per round) through the webs.

UNDEAD

Undead beasts are either the dead bodies of beasts that have been reanimated by evil wizards and cultists to serve them as bodyguards, or tormented souls that due to the way they died have been unable to leave the earthly realm. Both types are full of evil, induce fear in those viewing them and all undead are completely immune to sleep and charm.

BONE-BEASTS

Size: (variable)
DEX: 9
DC: 3
AP: 1 (or by armour type)
HD: 1d
Attack: +0
Damage: By weapon
Saving Throw: Fort 6, Reflex 6, Will 6
Special: Cause fear at +2 to will save, (only for the first time encountered), reduced damage
Move: 12

Bone-beasts are animated skeletons of dead beasts, usually under the control of some evil master. They sometimes wear remnants of the clothes, armour and use the weapons they had whilst alive. Pointed weapons (spears, arrows) and sling stones only cause 1 point of damage for each successful hit. Edged weapons (swords, daggers, axes) cause half damage. Blunt weapons (maces, hammers) do full damage.

GHOSTS

Size: (Variable)
DEX: 13
DC: 4
AP: 4
HD: 6d
Attack: +2
Damage: 1d touch + paralysis
Saving Throw: Fort 2+, Reflex 2+, Will 2+
Special: Appearance causes paralytic fear, touch causes level drain, magic weapons required to hit
Move: 6

Ghosts can be dangerous and powerful Undead spirits. They are usually tied to a specific location, item or creature (their "haunt"). They are often stuck in the material realm because they have unfinished business; which when completed allows them to "die". Sometimes they are malevolent and will attack mindlessly any creature that crosses their path. Their chill touch can paralyze (with a -1 to the Fort save) and drain a level (another fort save). Other times they are more benign, not necessarily causing harm (although still terrifying), but trying to get living creatures to understand what it is that will set them free. Some ghosts flit between the two randomly; sometimes attacking and at other times pleading for help.

GHOUL-RATS

Size: 3 ½ - 4 ½
DEX: 11
DC: 4
AP: 2
HD: 3d
Attack: +1
Damage: ½d bite
Saving Throw: Fort 4+, Reflex 4+, Will 5+
Special: Paralysis, 1 in 6 are diseased
Move: 12

For some reason, when diseased rats are reanimated, instead of coming back as skeletons or zombies, a different type of undead is created – the ghoul-rat. These look like scabby, slightly rotting, very smelly rats, with somewhat longer teeth and evil red eyes. They attack other creatures on sight and to the death. They are often found in dark places; dungeons and sewers, deep forests, caves and cellars. Their bite causes mild paralysis (unable to move for an hour) and some are diseased. A fortitude saving throw is allowed against each effect. The effects of the disease are decided by the Keeper.

LICHES

Size: (Variable)
DEX: 14
DC: 5
AP: 4
HD: 7d - 9d
Attack: +3
Damage: 1d touch + paralysis
Saving Throw: Fort 2+, Reflex 3+, Will 2+
Special: Appearance causes paralytic fear, touch causes paralysis, spells per wizard, magic weapons required to hit
Move: 6

Liches are the undead remnants of Wizards, either made undead by their own deliberate acts during life, or as the result of other magical forces (possibly including their own magic, gone awry). A lich has the same spell-casting powers as the original Wizard (half the level of the lich's hit dice). A lich's touch causes paralysis with -1 to the Fort save), and the very sight of one of these dread creatures causes paralysis in any being of 3 HD or below. Liches are highly malign and intelligent and are usually surrounded by skeleton and zombie servants and bodyguards.

WRAITHS

Size: (Variable)
DEX: 12
DC: 4
AP: 3
HD: 4d
Attack: +2
Damage: ½d touch + level drain
Saving Throw: Fort 3+, Reflex 3+, Will 3+
Special: Appearance causes fear, touch causes level drain, silvered or magic weapons required to hit
Move: 12

Wraiths are evil, dark, insubstantial, ghost-like beings that drift towards any living creature to drain away their life energies (one experience level) with the chilling touch of

their claws. A fortitude save is allowed. Normally found in the barrows of fallen heroes or in deep dark places, they protect their place of death (or burial) with an evil malevolence.

VAMPIRES

Size: (Variable)
DEX: 13
DC: 5
AP: 3
HD: 5d
Attack: +3
Damage: ½d bite + level drain
Saving Throw: Fort 3+, Reflex 2+, Will 2+
Special: Appearance causes fear, bite causes level drain, silvered (at half damage) or magic weapons required to hit, regeneration
Move: 9

Vampires are creatures that have been infected by vampirism; a disease that is transmitted from some creature already infected to another, by biting them and draining all their blood. Once created, the vampiric creature becomes one of the most powerful of the Undead. Their eyes turn red, their teeth and claws grow longer and they become nocturnal, avoiding full daylight. Vampires crave blood and their bite drains one experience level from the victim. A Fortitude save is allowed. They can only be hit with magic or silvered weapons.

Looking into a vampire's eyes necessitates a saving throw at -2, or the character is charmed (per a *Charm Beast* spell).

Fortunately, vampires have some weaknesses. They can be killed (these are the only known methods) by immersing them in running water, exposing them to sunlight, or driving a wooden stake through the heart. They retreat from the smell of garlic; they cast no shadow and have no reflections. They will not enter an Abbey grounds under any circumstances.

ZOMBIE-VERMIN

Size: 2 ½ - 6 ½
DEX: 7
DC: 2
AP: 0 (or by armour type)
Hit Dice: 2
Attack: +0
Damage: By weapon
Saving Throw: Fort 4+, Reflex 6, Will 6
Special: Cause fear at +1 to Will save, (only for the first time encountered)
Move: 6

Zombie-vermin are mindless creatures, the walking dead. They are generally created from Vermin – that is shrews, rats, weasels, stoats, crows and sometimes foxes (although the latter would have 2d+3 HD). Why only vermin can become zombies is not known. The standard zombie is simply a corpse animated to do its creator's bidding, but the Keeper can give them extra HD or abilities if required.

CREATING BEASTS

Beasts are not player-characters, and their abilities are not at all determined by the rules for player-characters - not even the stats for Kind that can have player-characters, such as moles.

The Keeper decides a beast's abilities, and he doesn't have to follow any rules about this (although sticking roughly to real animals characteristics is helpful)! Feel free to add extra hit dice, wizard or friar spells, scout abilities, or whatever suits your adventure and your campaign. Toggle and tweak, imagine and invent!

DESIGNING QUESTS

For your first Quest it's probably a good idea to keep it relatively simple. One way of doing this is to come up with a central theme, for example a location, item or an enemy and then work outwards from there. So if you select an enemy, you could look through the Vermin section of this book and maybe decide that it's a fox that is up to no good. You could create the fox as a character and now the players have an enemy to contend with. You then need to work out what the fox is up to. Perhaps he's learned that there is some treasure buried beneath the Abbey somewhere but he's not sure where. He knows one of the books in the library has some information about it, so he needs to get the book. It's risky doing it for himself, so he hires some weasels to break into the Abbey and steal the book.

That's all background; known to the Keeper but unknown to the players. Next you need to decide how the player characters will become involved; this is the *hook*. Perhaps one of the characters comes across the weasels making off with the book. Or maybe the librarian is found unconscious or dead in the library, having come across the weasels stealing the book. The second one is a good way to give the players a mystery to solve – who attacked the librarian? What did they want? Why? Where have they gone to now?

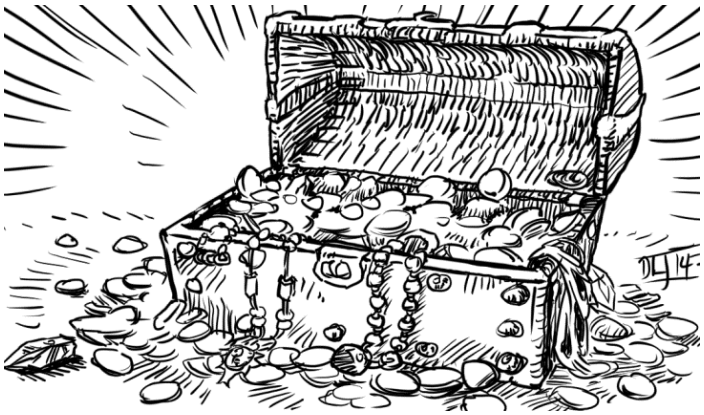
A different approach is to start with the hook and then work your way towards what's actually going on. In the above example you might start by having some weasels break into the library to steal a book – the hook. You don't yet know why they want the book, but as you flesh out the background, you come up with the weasels' employer (the fox) and then develop the Quest from a different direction.

This could be developed into a one-off Quest, where the characters track down the weasels, which leads them to the fox from whom they try to recover the book. Or you could extend the Quest beyond recovery of the book. For example, the characters might then wonder why the fox wanted it in the first place; leading them to the rumour of the treasure buried beneath the Abbey.

There are some basic plot outlines in the campaign setting part of this book that you can use as a springboard for your own Quests or you can use the *Shadows Roost* adventure

TREASURE

Treasure is used as one reward for some characters to undertake Quests. Monetary rewards don't really matter too much to most beasts of the Abbey though; if characters find treasure, you can simply roll a die for a number to be temporarily added to their Wealth scores. However, artifacts and magic items are a good way to reward characters.



MAGIC ITEMS

Magic items must be carefully thought out. Each one will have a story of who created it, when it was created, who owned it and so on. Obtaining magic items would be the object of a particular Quest; they do not just happen to be lying around.

MAGIC ARMOUR

Magic armour generally weighs half as much as armour of the same type. Magical armour with protective spells on it also gives +1 to the wearer's AP. So protective magic quilted cloth is worth ½ a "thing" and gives the wearer AP2. Some magic armour has additional properties; the armour might be fire-resistant, adding +1 to saving throws vs. fire, for example.

MAGIC SHIELDS

Magic shields are also generally ½ a "thing" and ones with protective magic give +2 to the wearer's DC, instead of +1. Some magic shields have additional properties; a shield could glow with light (per the *Light* spell) on speaking a command word, for example.

MAGIC WEAPONS

Magic weapons are usually lighter than their mundane equivalent (it's up to the Keeper about how much lighter, but usually at least ½ a thing lighter. Accurate magic weapons add +1 to the attack chance. Damaging magic weapons also add +1 to the damage caused on a successful hit. Many magic weapons have additional properties; a sword might be glow when the Undead are nearby, or a spear might return to the hand after it has been thrown.

MAGIC HELMETS

Magic helmets are weightless once on the wearer's head (0 "things"). Protective magic helmets add +2 to the wearer's fortitude save against death, instead of +1. Some magic helmets have additional properties; the helmet might have a water breathing spell on it that automatically comes into effect if the wearer is under water.

MAGIC CLOAKS

Magic cloaks are a staple of the fantasy genre. A cloak might be imbued with a spell – invisibility is a spell that Wizards commonly like to put on cloaks. A magic cloak might protect the wearer from magic (maybe a +1 to saves vs. spells or types of spells) or from missiles (as per the protection against normal missiles spell). There are many Wizard spells that would be great to put on a cloak.

MAGIC RINGS

Another "common" item is the magic ring. Many magic rings have protective qualities – adding +1 or +2 to the wearer's saves against certain effects, evil or magic. Other rings are imbued with a magical spell that can be used a certain number of times per day.

MAGIC WANDS AND STAFFS

Magic wands and staffs usually have one spell that can be cast multiple times before it runs out, or several different spells each of which may be cast once or twice per day, often with a limited number of charges. Some powerful wands and staffs allow a Wizard to cast spells of a level that his intelligence wouldn't normally allow him to cast.

OTHER MAGIC ITEMS

There are many other things that can have magical powers – boots that allow the wearer to run at twice normal speed, amulets that protect the wearer against the level draining of certain Undead, goblets that detect poison in liquids, spectacles that allow the wearer to read any language and so on. If you run out of ideas, just pinch stuff from other games.

Aldervale

THE ALDER VALE SETTING

Here is a mini setting for your players to start their WOODLAND WARRIORS adventures. Please note that the maps aren't to scale, they are just to give an idea of the locations and directions of important places.

STONEWELL ABBEY

The Abbey was founded by Abbess Ariella about 150 years ago. It was built on the ruins of an old fort, believed to be hundreds of years old. The fort had long since fallen to the ravages of the elements but was the base for a small band of rat bandits that was driven off by Ariella and her followers. There are rumours that there were tunnels or dungeons underneath the building that Ariella had sealed up before the building of the Abbey began. All that was kept of the old fort was the impressive stone well, after which the Abbey was named.

Adventure Seed #1
Ariella was noted for her bravery and skill at arms. In the Abbey there is a statue of her bearing a mace and shield and wearing a silvered helmet. There are pictures of her adorning Abbey walls, also bearing these weapons. Historical texts mention her mace, helmet and shield being of magical quality. However, after her death, these artifacts could not be found anywhere. It is believed that there are clues to the whereabouts of these weapons in various texts in the library but to date, nobody has been able to find them.

There are regular incursions from Vermin into the Alder Vale and so the creatures of the area need to have somewhere to go to feel safe at these times. Stonewell Abbey is mostly a place of spiritual peace and tranquility; however it is also a protective fortress with strong defensive walls and a force of warriors and friars that are trained to defend the Abbey as needed.

The Friars do not go armed when they are conducting their routine daily activities. If they have to travel away from the safety of the Abbey walls, normally they'd only have a staff to aid their walking and for defence. Where a creature is listed below as having weapons and armour, that is how they garb themselves in times of danger; not all of the time. Only the *Guardian*, *Gate Keeper* and on-duty guards bear arms at all times. Player-characters should also observe these restrictions.

The Abbey is currently under repair to the N.E corner, which was destroyed by fire about a year ago in an attack by a horde of rats, under the Rat-Chief Glorbane. The repairs are nearly finished but you can still expect to see the odd mole stone mason clambering around the precarious scaffolding, adding a gargoyle here or chiseling a bit of stonework there.

Adventure Seed #2
Glorbane and his horde are still lurking in the area licking their wounds and keeping an eye on the Abbey. The reason he is so intent on capturing the Abbey is that he believes the rat bandits that lived in the fort before they were driven off by Abbess Ariella had a huge cache of treasure that they his somewhere in the old fort. The Rat-Chief is building up his horde again for another assault.
Glorbane, Rat, Warrior, L6, HP 31, DC 5 (DEX 16, shield), AP4 (breastplate), sword +4 to hit/1d+1 damage (STR 18), spear +4 to hit/1d+1 damage.

IMPORTANT LOCATIONS IN THE ABBEY

These are some of the more important locations of Stonewell Abbey, together with the beasts most likely to be found there.

ABBOT'S HOUSE

The venerable Abbot Camber (a scholarly otter), is the head of the Abbey at present. He has been the Abbot for ten years, being promoted from his position as Prior after the death of the previous Abbot, Caddum (unusually, a hare).
Abbot Camber: Otter, Friar, L6, HP 20, DC 3, AP 3 (chainmail), magic quarterstaff +1 to hit/1d+1 damage.

BEEHIVES

The beehives are located near the northwest corner of the Abbey grounds and there are two dozen beehives here. The *Beekeeper* is Brother Foggy, a vole Woodwise from Skalleren Woods, who has come to lend a hand at the Abbey in his old age.

Stonewell Abbey

1. Guest House	8. Abbey	15. Infirmary
2. Pond	9. Tower	16. Armoury
3. Dormitory	10. Chapter House	17. Chapel
4. Library	11. Refectory	18. Lizards
5. The Gatehouse	12. Kitchen	19. Well
6. The Great Hall	13. Latrine	20. Scaffold
7. Cloister	14. Abbot's Quarters	21. Beehives

Brother Foggy: Vole, Woodwise L3, HP 8, DC3, AP2 (tree bark armour), quarterstaff 1d-1damage (STR 5).

Bell Tower

The highest point of the Abbey, the bell tower is a good vantage point to watch out when danger is about. The bell is rung every morning and evening and on special feast days and other important occasions, or in times of danger. The *Bellringer* is a young mouse named Jemian.
Brother Jemian: Mouse, HP 4, DC3, AP 0 (no armour).

Cellar

The Cellar is a vast, underground area - much of it is ill-lit, and creatures are constantly discovering things about it they had not known before. At least two secret passages are known to lead out of the cellars. It is also a region of Stonewell Abbey where all the ales, ciders, fizzes and other drinks consumed by Abbey residents are brewed and stored. Resident cellar-masters and brewers carefully prepare and monitor these wonderful beverages, which add to the pride and fame of the Abbey. The current *Head Cellarer* is a rather portly but kindly female dormouse called Olive. She says she sometimes hears noises through the wall behind some of the shelves where the blackberry wine is stored. Most beasts think she has been drinking too much of her blackberry wine.
Sister Olive: Dormouse, Friar L1, HP 3, DC3, AP1 (quilted cloth), quarterstaff -1 attack and d-1 damage. Brewing +2.

> *Adventure seed #3*
> *Olive has been found lying on the floor of her cellar, injured and unconscious. She hasn't awoken yet so is unable to say anything about her attacker. She has been taken to the infirmary and is receiving medical attention. There is a hole in the walled-up area behind the blackberry wine racks; it seems to lead to a dark open area or chamber behind, where some scratching or scrabbling can be heard. Bowser has locked the doors to the cellars and now needs some volunteers to go in and investigate the hole.*

Chapter House

This is a fairly comfortable room where the Friars are able to hold official meetings concerning the Abbey and when no meetings are being held, the Friars can relax and play chess or other games, or take their leisure.

Cloister

This is a neat open area of lawn with a stone fountain. Around the lawn there is a low stone wall and a path, with a covered walkway encircling the entire area.

Dormitories

These are the quarters of the friars of the Abbey. Each friar has their own room – sparsely furnished but comfortable with a bed, table and chair and a clothes chest.

Gatehouse

The Gatehouse is a large building, extending either side and over the top of the gate itself. The Prioress (second to the Abbot), Gate Keeper and the Chief Historian all live here.
Prioress Noona: Badger, Warrior-Friar L5, HP 16, DC4 (shield), AP3 (chainmail, helmet), mace +3 to hit/1d+1 damage (STR 17)
Gate Keeper Thorn: Hedgehog, Warrior L5, HP 25 (CON 17), DC4 (shield), AP4 (breastplate), war-spear +3 to hit/1d damage
Chief Historian Machin: Mouse, Friar L4, HP9, DC3, AP 0 dagger 2d(L) damage.

Great Hall

The Great Hall is the largest and most ornate room in Stonewell Abbey. The first room after one enters the main Abbey doors, the Great Hall features large and beautiful stained glass windows, great imposing columns, a high roof-beam ceiling, a flagstone floor, and a large brazier where fires are lit during winter. The Great Hall is primarily used for official functions, meetings and important feasts. Sometimes it is opened up as a market for the local merchants to come and sell their wares.

INFIRMARY

The Infirmary is the sickbay region of Stonewell Abbey. Sick or injured beasts are usually sent here for proper caretaking. The cupboards of the infirmary are filled with herbs, roots, and poultices prepared by the caretakers to cure injuries and illnesses. The Infirmary is run by a squirrel healer called Florence. She is helped by the herbalist, a rat called Dunstable.

Whilst resting in the Infirmary, player characters can, if injured or poisoned:

- Recover twice the HP/day whilst recuperating in here
- Receive a neutralize poison potion or a healing salve (1/2d HP)

Sister Florence: Friar L2, HP 7, AC 2 (no armour),
Brother Dunstable: Friar, L1, HP 5, DC4 (shield), AP1 (quilted cloth), mace 1d damage
Dunstable is a quiet little rat that was found as a baby outside the Abbey and brought up within its walls. Dunstable quickly took to learning about plants and herbs and knows more than most others in the Abbey about the medicinal properties of the plants that grow around the area (he gets +3 to *Herbalism*).

KITCHENS

This is where all the important work of the Abbey is done. The Head Cook is a one-eyed Rabbit called Sorrel.
Sister Sorrel: Rabbit, Friar-Scout, L3, HP 12, DC4 (shield), AP1 (quilted cloth), cudgel +1 to hit/2d(L) damage, sling +1 to hit/2d(L) damage.

Adventure seed #4
When there is a surplus of a particular foodstuff at the Abbey it is the cellarer's job to barter it in the villages for other foodstuffs or services that the Abbey needs. The mole stonemasons working on the NE corner of the Abbey building come from the three villages and the stone comes from the quarry at Murkenhill. The Abbey owes each village and the quarry a jar of honey and a barrel of blackberry wine. The PCs are asked to deliver these on the Abbey's behalf. The goods are loaded onto a pushcart (like a large two-wheeled wheel-barrow) and are told to be wary of robbers and other dangers on the road.

LAWNS

The Lawns of Stonewell Abbey cover most of the exterior areas, within the walls. It is a nice quiet place to sit and read or reflect. The well, vegetable garden and the pond are found on the lawns. The *young'uns* like to play there, when they have done their lessons and finished their chores. The well is impressive; it is, after all, what the Abbey was named after. The vegetable garden is tended by a rabbit Head Gardner and his assistants.
Brother Gimbert: Rabbit, HP6, DC3, AP 0, no weapons

LIBRARY

The library is stacked with ancient books, tomes, grimoires, scrolls and assorted texts. It is constantly added to by the friars that sit in the scriptorium recording the daily events of the Abbey and the environs – births, marriages, deaths, taxes, income, expenses and so forth. Mostly, beasts are allowed only in the *Outer Library*, where the mundane records are kept. But from time to time, they are allowed to browse the books in the *Inner Library*, where there are ancient, sometimes hard-to-read tomes full of tales, histories, legend and arcane mysteries.

A character allowed to browse the books of the Inner Library may be able to do one of the following:

- Find specific information being searched for with an appropriate roll (probably WIS or INT)
- Read a random assortment of books to gain some general knowledge – gives one re-roll to any failed lore roll made whilst on the next Quest
- Find a book that gives information leading to a possible future Quest (roll a die):
    1. A description of a hidden entrance to lost cellars under the Abbey
    2. A legendary artifact (maybe Ariellas)
    3. Details of a long-lost Abbey
    4. A treasure map
    5. A parchment written in a language unknown to anycreature in the Abbey
    6. A prophecy or riddle (possibly naming one or more of the player characters)

OUTER WALL

The outer wall is about 12 paws high and thick enough for beasts to walk along it, protected from the outer side by the battlements. Built into and extending out from the wall to the left of the gatehouse is the stable, where a dozen riding lizards make their home. On the other side of the gatehouse are the guardrooms, where the Abbey's guards live. There are twenty guards, who report to the Abbey *Guardian* a tough old Hedgehog called Bowser. Just outside the outer wall are grain fields and orchards.
Bowser: Hedgehog, Warrior L3, HP 12, DC4 (shield), AP2 (spikes), war-flail +3 to hit/1d+1 damage (STR 15)

REFECTORY

This is the dining room, where the Friars normally eat. They generally have three meals here – breakfast, lunch and supper.

Adventure seed #5
There are several deaths at Stonewell. After investigation, it seems that the flour has been poisoned and as this is used to bake bread, cakes, pies and tarts both for the Abbey and for sale in the village, there is rumour of a poisoner on the loose. Dunstable immediately falls under suspicion because he is a rat and knows about poisons. Several friars have already made their feelings known about having a rat in the Abbey. The PCs are asked to investigate.

Stonewell Abbey Environs & The Alder Vale

The Abbey lands cover a large portion of the Alder Vale, through the middle of which runs the River Alder. Heavily wooded, the vale is still a dangerous place, with some of the denser woods and marshes home to Vermin and The Wild. However, the Vale has a lot to offer the Abbey and the Environs now have three villages (*Stonewell*, *Rumblewood* and *Stormhollow*), and a number of farmsteads, mills, mines and quarries under its protection. At the southern end of the Vale, near to where the Alder River runs into the Snarling Sea, is the city of Alder Port. Technically outside of the sphere of the Abbey, this is an important trading port, where produce from the Abbey is brought by merchants to sell to traders from Greyrock Isle and farther afield.

Adventure seed #6
DR ERASMOUSE AND HIS ASTOUNDING TROUPE OF PLAYERS
This plot involves a shrew trickster called Snick, who has come up with a brilliant plan. He has invented a storyteller persona called "Dr Erasmouse" who travels round with his troupe of actors, poets, singers and musicians, performing at every village or farmstead they pass through. Dr Erasmouse is, of course, a mouse and the performers are all otters, mice, voles, hares and so on. However, they aren't. Just like Snick, they are in disguise and are actually shrews, rats, weasels and stoats. Snick helps their disguises with a little spell he's learned, to help disguise their true nature. The purpose of this venture is threefold. As the troupe passes through, they seek to discover information about the defences of Stonewell Abbey and Murkenhill Fort and to map the area to pass on to the rats that are pressing the boundaries of the Alder Vale. The second purpose is to make some money in the process out of these all too trusting Kind. Finally, as the troupe pass through, the Vermin get an opportunity to do a little thievery.

Alder Port

Alder Port is the largest settlement in the entire area, numbering several thousands of creatures of all sorts. It is a cosmopolitan trading city where ships from all corners of the world come to trade. To anycreature not used to the sounds and smells of the city, Alder Port is a loud, smelly, dangerous place, especially at night. Rats and other Vermin mingle here with Kind, although disputes and quarrels are frequent. To others, it is a lively, exciting city with stuff going on all the time and where you can get just about anything you need as long as you can pay for it.

Alder port is the stopping off point for travelers and trade to and from Greyrock Isle. In recent weeks, there have been reports from the Isle that an army of Vermin has taken over the Isle and that plans are being made to invade the mainland.

The Mayor of Alder Port is a raccoon called Lord Everitt Nimblefinger. He is keen to learn more about what is going on at Greyrock Isle and will be happy to help fund or outfit (cheaply) a group of Questers to sail to the island to investigate. He is less keen to involve himself, however.

Cliff Town

Cliff Town is an unusual settlement carved into the side of a valley in the eastern Murkenhills. The steep cliff sides are carved into a series of ledges and steps, leading to dwellings built under the sheltering overhangs of the natural rock face. No-one knows which beasts built Cliff Town or how long ago it was built. However, it was discovered a hundred years ago by the famous otter, Sleek the Wayfarer, who set up home here bringing displaced Kind from everywhere to settle here. Outside of the protection of the Abbeys and with its own rules based on Sleek's own philosophies from years of wandering, Cliff Town has flourished and now numbers over 400 beasts, under the current town Elder, Scallion.
Scallion: Water Vole, Wizard, L4, HP 12, DC3, AP1 (padded Wizard's Robes), quarterstaff 1d damage.

Adventure seed #7
Whilst the tunnels and chambers of Cliff Town are largely explored and occupied, there are some parts that remain uninhabited, due to rumours that they are haunted by the original builders of the underground city. When a young mouse, whose paw tracks lead into one of the disused corridors, goes missing the old rumours and legends resurface and the Questers are hopefully on hand to delve into the depths to find the mouse and possibly discover the secrets that remain undisturbed for centuries.

Fellmarsh

The Fellmarsh lies to the south of the Abbey Environs. This is where lizards, serpents and the dreaded marsh dragons dwell. The Toad King Grubelly and his tribe of warty-skinned toads live here, banging their drums and warbling deep into the night. They sometimes demand monetary tribute from anyone wishing to pass through their environs, especially from riverboats.
Grubelly, Toad, Warrior, L6, HP 18, DC4 (DEX 16), AP4 (breastplate), pole-arm +4 to hit/2d(H)+1 damage (STR 16).

Mistmoor Abbey

Mistmoor Abbey and Environs was founded by Abbot Cindran (who was previously the Prior at Stonewell) only a couple of years ago. It is located to the west of The Alder Vale. Building is still ongoing; it currently has only a wooden exterior wall surrounded by a ditch for defence. Mistmoor doesn't have a bell in the belltower at present and is awaiting the one from Stonewell, when their own bell is replaced (see the adventure: *A Bell for Mistmoor*).
Abbot Cindran: Dormouse, Friar L6, HP 16, DC3, AP3 (chainmail, helmet), maul 2d(H)+1 damage (STR 15)

Murkenhills

Murkenhills is the northern border of the Stonewell Environs. It marks the point where hordes of rats sometimes come pouring down from the Northern Reaches, over the Murkenhills slopes into the Abbey Environs to pillage and plunder. There is also a large and

important stone quarry at Murkenhills, run by Foremole Tigwyn.
Tigwyn: Mole, Stonemason, HP 7, DC3, AP1 (quilted cloth), mattock +1 to hit/2d(H) damage.

Murkenhill Fort

Lord Tredegar, a Badger. He has built his fort here, to defend the Vale and the nearby quarry against the evil rats from the Northern Reaches.
Lord Tredegar: Badger, Warrior L6, HP 24, DC5 (magic shield of protection), AP4 (breastplate, helmet), war-sword +3 to hit/1d+2 damage (STR 19)
Kemble: Mole Armourer, HP 7, DC3, AP1 (quilted cloth), war-hammer 2d(H) damage
Tadgell: Otter, lizard-trainer, HP 4, DC3, AP 0, cudgel 2d(L) damage
Cullin the Toad: Warrior, L4, HP 17, DC4 (shield), AP4 (breastplate, helmet), spear +2 to hit/1d damage
Cullin is an oddball. He came up to the fort one day and told Lord Tredegar that he'd be making a mistake if he didn't employ him straight away. Tredegar saw this rather squat, rather ugly, boggle-eyed figure in ill-fitting armour staring up at him and laughed. He suggested that if the toad could beat one of his best warriors, he could have a job. Cullin beat his opponent easily and joined Tredegar's force. He proved time and time again to be a brave and loyal soldier; once saving Lord Tredegar's life in the *Third Battle of Fellmarsh*. It was this action that saw Cullin promoted to his side as the fort's Constable.
Fionna: Squirrel, Scout, L4, HP 12, DC4 (DEX 18), AP2 (tree bark), bow +3 to hit/1d damage, sword +1 to hit/1d damage

Rumblewood

Rumblewood is a neat little village to the north of Skalleren Woods and on the western edge of the Stonewell Abbey environs. It is a little less than a day's walk to the Abbey. There is a friendly tavern here called The Full Moon, run by a dormouse family. Rumblewood grows many crops, including grains, potatoes and other root vegetables, in particular. There is a large market here once a week. The village Reeve is Welwyn, a Hare. For a Hare, he is surprisingly level-headed.
Welwyn: Hare, HP 2, DC4 (DEX 17), AP 0, *club +1 to hit/1d damage, silvertongue +1*

Skalleren Woods

The Skalleren Woods are a dark tangle of trees, thorns and brambles, where the sun has difficulty penetrating. Evil things lurk deep within the woods and sometimes come out when the moon is out to carry off unwary prey. Well-armed parties of Hedgehogs sometimes go into the woods to hunt serpents and they have reported seeing ancient ruins deep in the interior.

Stonewell Village

Stonewell is the nearest village to the Abbey; just within bowshot of its walls. A large number of Kind that live here work directly or indirectly for the Abbey. Importantly, there is a flour mill on the edge of the village and the mill provides all the flour for the Abbey. There is a market here twice a week. The largest building in the village is the Bell Inn, which is popular for its frequent live music and dance. The village Reeve is Fedwina; a female Squirrel.
Fedwina: Squirrel, HP 5, DC3, AP 0, dagger 2d(L) damage, crossbow 2d(H) damage.

Adventure seed #8
Hazeltwig the Hedgehog comes out of Skalleren Woods one day, carrying his friend and fellow serpent-slayer Cuthbolt. Cuthbolt seems paralyzed with fright and Hazeltwig has never seen his normally brave friend like this before. When Cuthbolt recovers (with the aid of The Abbey's healer, Florence) he tells a terrifying (if somewhat garbled) tale of a pale serpent that mesmerized him with its evil gaze and whose hiss seemed to have command over a horde of rotting Vermin that exuded a stench like the grave. Cuthbolt doesn't know quite how he got away but Hazeltwig isn't sure his friend is quite the same as he was before.

Stormhollow

A village with a permanent population of 100 Kind (about 40% of which are moles), but it swells to nearly double this when the miners return from the iron mine in the hills to the north. The Reeve is Telfer, a Mole.
Telfer: Warrior, Mole, L2, HP 10, DC4 (shield), AP3 (chainmail, helmet), battle axe +1 to hit/1d damage

Adventure seed #9
A cunning fox has recently come to Stonewell Village, to gather information for the rat, Glorbane. The fox, called Slyver, isn't seen around much during daylight hours and at night time wears a hooded cloak, so it is difficult to determine what manner of creature he is. Because he is good at mimicking, some think he is a badger or a raccoon and others think he's an otter. Nightly, in the tavern over a glass of pear cider, he sits in the darkest corner spreading seeds of discontent about how fat and lazy the friars are and how little they share with the good Kind of the village. (You could link Slyver into Adventure Seed #5. He could be poisoning the flour bound for the Abbey, as the mill is just outside the village and he has been seen talking to the miller (a Mouse called Mustie)) from time to time. But to be fair, he talks to everybody from time to time. Slyver is quite tough so Keepers should be ready to allow characters who get into a fight with him to escape, if needs be. Also, Slyver is clever and unlikely to continue a fight that is going badly or to take on odds that are not in his favour.
Slyver, Fox, Warrior-Trickster, L4, HP 18, DC4, AP 1(quilted cloth), sword +3 to hit/1d+1 damage, dagger +3 to hit/2d(L)+1 damage. Slyver also has a bottle of poison which he could use to coat his dagger.

Greyrock Isle

What has gone before

Greyrock is the name of a small isle some way off the west coast of the mainland. It is normally a quiet and sleepy location, a little out-of-the way of Stonewell Abbey, who own much of the island. The island has a small trading port, where it's islanders sell their wares; fruit and fish are its main export, much of which is shipped across to Alder Port on the mainland. Likewise, it imports much of its more exotic goods from across the water – particularly honey, beverages and so on from Stonewell and other finished metal items from the mainland. ; 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 Alderport. 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 town 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.

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.

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.

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 Alder Port as deck-paws 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 Alderport, 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 bear 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.

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 of his cell!

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 town of Otterhaven. Where before the castle 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.

Important beasts 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, L6, HP 30, DC4 (shield), AP5, (magic black breastplate of protection, helmet), battle-axe +4 to hit/1d+2 damage (STR 19), warrior stunt 3+, favoured weapon: battle axe

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 vigorous 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, L1, HP 8, DC3, AP 0, warrior stunt 5+, favoured weapon: Cutlass

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, L6, HP 12, DC4 (15 DEX), AP1 (padded wizard's robe,), quarterstaff, 1d damage. 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, L4, HP 21, (18 CON), DC4 (shield), AP3 (chainmail, helmet), flail +2 to hit/1d+1 damage (due to STR 15), 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, L4, HP 9, DC5 (shield, DEX 17), AP2 (leather), quarterstaff +1 to hit/1d damage, dagger +1 to hit/2d(L) damage.

DARWOOD FOREST

Darwood is 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 beasts 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, L5, HP 21, DC4 (shield), AP2 (spikes, helmet), battle axe +3 to hit/1d+1 damage

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 L2, HP 8, DC5 (DEX 16, shield), AP 1 (quilted cloth, helmet), sling +2 to hit/2d(L) damage, wood axe +1to hit/1d damage

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 set by Vorstang.

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, HP 7, DC3, AP2 (spikes), cudgel 2d(L) damage

Adventure Seed #5
Nestled in the hills to the north of Dufflehill 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 and the characters can use this information to their advantage?

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 beasts 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 HP 5, DC4, (16 DEX), AP 0, dagger 2d(L) damage.

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 L4, HP 12, DC3, AP3 (chainmail), quarterstaff +2 to hit, 1d damage

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.

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 HP 5, DC3, AP 1 (quilted cloth), mattock, 2d(H) damage

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, L3, HP 12, DC3, AP 3 (chainmail), cudgel +2 to hit/1d damage, whip ½d, warrior stunt 4+ (Striper often uses his whip to entangle an opponent's weapon arm), favoured weapon: whip

Telfer: Telfer was the foremole 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 HP 6, DC3, AP1 (quilted cloth), stone hammer +1 to hit/1d damage

Adventure Seed #8
A sickness has come to the mining community, leaving the miners and their Vermin guards a few short days away from death. It isn't known what is causing this but Vorstang suspects it's some sort of trap and won't investigate. It therefore seems it's up to the PCs to enter the mines to try to find and stop whatever is causing the pestilence.

MOONHENGE

Built long ago by the legendary mole *Mogera the Golden Mole*, 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.

Adventure Seed #9
A lone mole Wayfarer (named Chord) has been seen wandering around Greyrock asking about Moonhenge. It has been reported that the mole goes unarmed, exudes an aura of calm and never starts a fight but nevertheless has single handedly defeated several Vermin who have tried to arrest her on trumped-up offences. Many islanders believe Chord is Mogera returned to help their fight against their oppressors. Chord actually believes she is a descendent of Mogera and is on a Quest to visit and meditate at Moonhenge and then retire to set up a Traveller's Rest somewhere nearby.
Chord: Wayfarer L6, HP 20 (CON 17), DC7 (WIS 17), AP 0, unarmed +3 to hit/2d(H) damage

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 beasts 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 L2, HP 7, DC5 (DEX 17, shield), AP2 (leather), cudgel 2d(L)-1 damage (STR 5)
Gashlott: Weasel, Warrior L2, HP 9, DC3, AP3 (chainmail, helmet), great-sword +1 to hit/2d(H) damage
Crimp: Weasel, Warrior L2, HP 10, DC4 (shield), AP3, (chainmail, helmet), cutlass +1 to hit/1d damage

Adventure Seed #10
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.

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.

Important beasts in Truffleford
Minty, Vole, HP4, DC 3, AP 0, cudgel -1 to hit/2d(L)-1 damage (STR 4)

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 beasts in Tumbledown
Herringbone: Herringbone the Otter is the Reeve of Tumbledown and also the local miller. Otter, HP5, DC3, AP 0, spear 1d damage

Adventure Seed #11
Somebeast 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?

Aldervale

N
W
E
S
Murkenhill Fort
Murkenhill
Stormhollow
Cliff Town
Mistmoor
Stonewell Abbey
Rumblewood
Stonewell Village
River Alder
Skalleren Woods
Toad Village
Fellmarsh
Alder Port
Grey Rock Isle
The Snarling Sea

A Bell for Mistmoor

Stonewell Abbey has just installed a new bell and a large feast is underway to celebrate. The old bell is bound for Mistmoor Abbey (which doesn't currently have a bell) and the characters have been assigned a Quest to take it there. The bell is already sat on the wagon under a tarpaulin ready to go first thing in the morning.

The feast is near an end when the mouse Bellringer, Jemian, is seen talking with Abbot Camber and one of the mole engineers, Dambury; all three peering under the tarpaulin and looking very perturbed. They call the characters over to show them what is bothering them – the bell has a small crack in it. Perhaps it was done accidentally when it was being taken out of the belltower although the operation was meticulously planned and carefully overseen by Finbar the Bellmaker, the mole Dambury and his workcrew. No-beast saw any accidents that could have caused this. Dambury is particularly distraught because his reputation as a master engineer is at stake.

Abbot Camber, calm as ever explains that the Quest must start out in the morning as planned. The Quest isn't necessarily a secret but by the same token, the Abbot says, it isn't really to be broadcast either. The only difference now is that the Bellmaker must be asked to meet the characters at Mistmoor to fix the bell before it is installed in the Abbey's Belltower. The Bellmaker only left for Alderport earlier that day, so if somebeast travels swiftly, they should be able to catch up with him. Jemian immediately volunteers and rushes off to saddle one of the Abbey lizards and then gallops off in pursuit.

Keeper options: The bell did crack during the removal, it just wasn't noticed at the time. Alternatively, the bell was sabotaged by somecreature working for Glorbane, whilst no-beast was looking (Slyver, the Trickster possibly? (See Adventure seed #6)). Another option is that the bell isn't really cracked – a creature with illusory magic (Slyver?) has created an illusion that the bell is cracked to create a bit of uncertainty for the Questers and to slow down the progress of the Quest.

The Short Trek

Bright and early the following morning, the wagon is prepared for the Questers, with the lizards Iggy and Dewlap being employed to pull it. Even with two powerful cart-lizards, the wagon is slow and creaks a little under the weight of the large bronze bell.

The route to Mistmoor takes the party via a well-used cart track to Rumblewood, about a day's walk away. Rumblewood is known to most characters (unless the players specify otherwise) so the village's little inn called *The Full Moon* is known to them and is a good place to rest for the night. It's unusual for armed Kind to pass through the village, so when news of their arrival comes to Welwyn, he comes out with a badger and a hedgehog armed with a clubs to meet them. It's up to the players what their characters tell Welwyn but he will likely relax when he learns they are on a Quest for the Abbey.

A Suspicious Interlude

Assuming the Questers stay in the tavern, they will be the talk of the village and the tavern will fill up with excitable locals who will gather around them with lots of questions. Again it is up to the players how they handle the questions. If the Questers make appropriate Fellowship rolls, they can gain the trust of the villagers, who will make sure their glasses are refilled as soon as they are emptied and will be laughing and joking with them throughout the evening. If there is a Talespinner, there will be song and dance until the early hours.

However, during all of this, one large raccoon (named Rococo) will slip out of the door and, at an opportune moment when the lizards Iggy and Dewlap are asleep, take a peek under the tarpaulin to see what is hidden underneath. A Quester might notice the raccoon (if they make an appropriate ability roll) slipping out.

If the raccoon is disturbed, he will try to run away. His intention is to inform Glorbane's band of rats and weasels that lurk in the woods nearby, who occasionally pay the raccoon for information. He should have a good chance to give the Questers the slip, but also a good plan by the players to trap him should be given the chance to work. Rococo may attempt to fight back if faced by only one Quester, but is likely to give up if faced by more than one – especially if well armed and armoured.

Rococo, raccoon, rogue L2, HP 8, DC4 (DEX 16), AP 1 (quilted cloth), dagger 2d(L) damage (+1 to hit when thrown).

Keeper option: Replace the Rococo with Slyver, the fox Trickster from adventure seed # 6

Wheel Danger

As the Questers leave Rumblewood the following morning, they will continue to attract the interest of some young-uns who will run alongside the cart for several hundred yards laughing and playing. Some will hop onto and off the cart in their play, swishing sticks and pretending to be pirates boarding a ship and so on. Suddenly, the cart will lurch over a stone and a young-un hedgehog will slip, headfirst in front of the cart wheel…

One of the Questers will spot the danger (either pick the most alert character, the one paying the closest attention to the playing young-uns or make appropriate notice rolls). There are several ways the Questers can save the young-un from being crushed under the cart – but they need to act swiftly.

A fast character can dive to grasp the hedgehog and pull him out of the way. A strong character can stop the cart by grabbing it and holding it back. A character on good terms with Iggy and Dewlap could yell a warning to them and they should be able to stop the cart in time. Any reasonably swift action should be given a chance to work.

If the Questers fail to save the young-un from the cart wheel, it will roll over the little hedgehog's paw (1 point of damage), which will be broken. A Friar can use their *Lay on Paws* ability to heal the hedgehog and his broken paw can be splinted.

THE LONG TREK

Once the young-un hedgehog has been delivered safely back to his concerned parents the Questers can get back under way. Mistmoor Abbey is at least several days trek across the moorlands and the trail is little used out here. The Questers can travel cautiously (in which case the chance of a mishap is lessened but there is more chance of being caught by Vermin bandits) or travelling swiftly (less chance of mishap, but greater chance of being caught).

Cautious travel

The trek will take 4 days of cautious travel. Each day and each night roll a die. On a 1 or 2, one of the following will happen (roll again):

1-2 Roll an encounter; *Table 24: Field & Plain.* If Vermin come up, they are not Glorbane's bandits and know nothing of the Quest or the bell (but are interested in what's under the tarpaulin).

3 -5 Some of Glorbane's bandits catch up with the Questers. The number of Vermin depends upon whether the Questers stopped Rococo the raccoon from reporting to them or not. If he did, then there will be one rat **and** one weasel for each Quester. If he didn't there will be just one rat **or** weasel per Quester.

6 Roll for a mishap:

- 1-2 The cart gets stuck in mud or loose earth
- 3 The bell slips and is hanging precariously over the edge of the cart
- 4 A wheel comes loose and needs repair
- 5 Something spooks Iggy and Dewlap. They run off with the cart
- 6 as 5, but also roll again ignoring a result of 5 or 6

Either which way, there will be at least one encounter with Glorbane's bandits and there will be one rats **and** one weasel per Quester. There will also be a stoat leader, (one of Glorbane's lieutenants) called *Kuller*.

Kuller, stoat, HP 12, DC3, AP 4 (breastplate), halberd +1 to hit, 2d(H) damage

It's up to the Keeper on which day this encounter will occur.

Swift travel

Travelling speedily, the trek will take only 3 days. Each day and night, roll a die. On a 1 or 2, one of the following will happen (roll again):

1-2 Roll an encounter; *Table 24: Field & Plain.* If Vermin come up, they are not Glorbane's bandits and know nothing of the Quest or the bell (but are interested in what's under the tarpaulin).

3 Some of Glorbane's bandits catch up with the Questers. The number of Vermin depends upon whether the Questers stopped Rococo the raccoon from reporting to them or not. If he did, then there will be one rat **and** one weasel for each Quester. If he didn't there will be just one rat **or** weasel per Quester.

4-6 Roll for a mishap:

- 1-2 The cart gets stuck in mud or loose earth
- 3 The bell slips and is hanging precariously over the edge of the cart
- 4 A wheel comes loose and needs repair
- 5 Something spooks Iggy and Dewlap. They run off with the cart
- 6 as 5, but also roll again ignoring a result of 5 or 6

Either which way, there will be at least one mishap. It's up to the Keeper on which day this mishap will happen. As Keeper, you can choose a mishap from the above or come up with one of your own.

> *Keeper option: If there is a scout in the group, you can have the player roll their survival ability each night as they set up camp in the wilderness. A successful roll means the Questers sleep easy and only a 1 results in an encounter and any mishap result is ignored.*

THE GRAND ARRIVAL

Hopefully, the Questers will prevail and, sometime late in the day, they will see the top of a wooden tower over the next rise. At the same time, they will see a large horde of Vermin on their tail. The Questers aren't yet within bowshot of the Abbey walls and so they will need to hurry to get there before the Vermin catch up with them. As if to show their intent, a few Vermin will fire off some arrows at the Questers, but the range is too great. The Vermin are moving fast though.

If the Questers are badly wounded or you just need to draw this to a close at this stage, you can just use this scene to generate a sense of excitement describing the Vermin gaining on the Questers but then you can have some warriors come out from the Abbey gates to drive off the Vermin, in a show of force, as they usher the Questers into the safety of the Abbey.

However, if you have plenty of time and the Questers are still fairly strong, you can have some of the Vermin catch them up and attack. Judge how many Vermin you think the Questers can handle – maybe one or two rats or weasels per Quester. If it gets too tough for them, you can

always have the Abbey warriors come out to give the Questers a hand and drive off the enemy.

There will be much celebrating when Abbot Cindran greets the brave Questers and sees the bell. A modest feast will be put on (modest by Stonewell Abbey standards). The Kind here are a rougher, more hardy bunch than the ones in the Alder Vale. Obviously, life is tougher here on the more and comfort less important. Nevertheless, the Questers are given a Heroes' welcome.

A POINTED MESSAGE

After a few days concern starts to grow about the whereabouts of Finbar the Bellmaker. He should have got here by now, if Jemian had caught up with him before the Bellmaker got back to Alderport.

After a few more days, it's apparent that something has gone wrong. That's when the message arrives.

A Vermin arrow with a note attached has been fired over the Abbey wall. The note says:

I have the Bellmaker and the mouse. Bring me a sack full of gold and they'll both be returned to you, only a little the worse for wear. You can see my signal fire on the top of Dead Badger Hill. That's where the exchange will take place at midnight tomorrow. No tricks or they both die.

- *Glorbane the Slayer*

Abbot Cindran says to the Questers that the Abbey doesn't have a sack of gold to give to the Vermin. A plan will be needed.

A CUNNING PLAN

Glorbane and his band of Vermin bandits have set up their camp on and around a hill they call Dead Badger Hill (the beasts of the Abbey call it *Thundertop*). If one of the Questers is a scout, they could sneak over to the Vermin encampment and see what they can find out. If not, the players might come up with another plan – maybe send in a Talespinner to entertain the Vermin (whilst spying on them). Or a Talespinner and/or Rogue could disguise themselves as rats or weasels to go and find out what they can. There are numerous ways for the Questers to find out some information about the Vermin and/or where they are holding Finbar and Jemian. If they can't come up with a plan or it is deemed too risky, the Abbot will send his own scouts.

This is where the Keeper needs to be extra flexible about what happens because different events could take place depending on the Quester's actions.

If the Questers just leave it to the Abbey scouts to investigate the encampment, they will return after an hour or so with some information.

If the Questers go themselves, one or more of the following events might happen (up to the Keeper, or roll a die):

1. Stopped by a suspicious Vermin patrol/guard
2. Harassed by a group of drunk Vermin
3. A drunken brawl breaks out between a group of rats and a group of weasels and weapons are drawn
4. (If disguised as Vermin) A Vermin leader spots them and sends them to take a message to a guard post on the edge of the camp. If not disguised (i.e. they a pretending to be an acting troupe or similar) a Vermin leader sends them away from whatever area they are currently in
5. The Questers see a small group of Vermin tormenting a small; mouse (that looks like it could be Jemian)
6. The Questers spot one of the Abbey scouts lurking around the edges of the camp and it looks like one of the Vermin guards might have seen him

Some of the information that can be discovered:

- There are about 200 Vermin of all kinds in the camp - about 100 rats, 50 weasels, 30 Shrews and 20 others of assorted types.
- The Bellmaker is being held with Jemian in a small cave in the side of Thundertop, guarded by three large (8 HP) stoats, armed with halberds +1 to hit and (2d(H) damage), wearing chainmail (AP3).
- Glorbane has a tent at the top on the hill, guarded by ten of his best rat warriors (6HP), carrying shields (DC 4), dressed in chainmail (AP3), using assorted swords, spears and maces.
- Glorbane has a shrew Shaman called Finkle (count as a 3rd level Woodwise HP 8, DC4, AP2 (leather armour), dagger 2d(L) damage)

RESCUE THE BELLMAKER

Obviously the Questers can't take on 200 Vermin, so they'll need to carefully plan how they will rescue Finbar & Jemian. If the Questers haven't scouted the Vermin camp, the Keeper could simply use the above tables for the rescue attempt. The Quester's could plan a distraction over one side of the camp and in the ensuing madness sneak in at the other side. Any reasonable plan should be allowed to work – it just depends what the Questers do as to whether they have to fight their way through more or less Vermin and whether they meet Glorbane or not.

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