

Names

I'm generating a lot of names here...are they assigned in a good way?

Bruhl: the changeling

Kirsi: the fairies

Huldremose: Prosper's name

river: Dusa

lake at end of river: Lake Tomten.

City on west end of Lake: Kirchner

Road from city to city on edge of wood: Muhlress

City on edge of wood: Arnhem

Tollund Wood -- the troll clans' realm

Embrun: The Grove

Mountains: Frohnleichten

Steyr Pass

Renhannes: the Kirsi wood

Ringmere: the Kirsi valley

Troll clans: Modtog, Gort, Krall

Bruhl

When the characters go to Gregor's lab, he's there talking with Gould the Herbalist.

If the characters just say that they're looking for Prosper and that a "Witches' Chorus" sent them to Gregor for help, he won't have any idea what they're talking about.

If Ord tells his story, that he picked up on Prosper's runes and is trying to find Prosper, then Gregor nods with recognition. Gregor says that others have also seen those runes and are searching intensely for the person who made them. One of them is Gregor's friend Bruhl, who's the one who alerted Gregor to the giant squid under Lofton Castle. Gregor says he'll take you to see Bruhl at his room at Mila's boarding house, and Gould the Herbalist says he'd like to go along.

When the party knocks on Bruhl's door at Mila's boarding house, he's happy to see Gregor and welcomes you into his room. Bruhl is blond, has pale skin, and is softspoken. Gregor introduces everyone to Bruhl, and then asks Bruhl to have a seat while Ord tells his story. As Ord tells the story, Bruhl becomes increasingly absorbed by the story and is visibly shocked by some parts: that the person's name is Prosper; that Aeris, Kasskar, and Beowolf know Prosper; and that Prosper has been taken by the powerful Volker Brothers.

After Ord finishes, Bruhl stares at the floor for a few minutes thinking. He says that Hollin is his home, but that his biological parents are Kirsi, a people who live in seclusion west of Hollin. The

Kirsi call Prosper “Huldremose” and they have been looking for him since his runes started to appear. Bruhl suggests that if the party is open to traveling, they should go together to the Kirsi home, called Renhannes and Ringmere, and get help from them.

If the party agrees to go, Gould the Herbalist says he’d be very happy if they brought him two items rumored to grow in Renhannes: a flower the Kirsi call love-in-idleness; and wormwood, which is an ingredient in a possible tapeworm cure.

The Kirsi

If the players ask about the Kirsi, Bruhl says that they are an ancient race, original to this continent, Anhalt. Many ages ago, they lived where Hollin is now. They live close to nature. They’re friends to animals and can communicate with some of them. Some Kirsi visit Hollin unnoticed, and it was Kirsi in Hollin who told Bruhl that the squid was visiting Lofton Castle.

Setting out

After the players prepare, they head south out of the city with Bruhl, along the river or on the river. They pass *many* ships on the river. As they pass out of town, they see the “undesirable” industries on the outside of town, like rendering and charcoal burning. After that the landscape becomes more rural, with an occasional Bree-like town on the shore. Eventually the ship gets to Lake Tomten. On the west shore of Lake Tomten, the large town of Kirchner takes in goods from much of the surrounding area and ships it to Hollin and beyond on the river.

The Muhless Road leads west out of Kirchner.

Muhless Road; silvermotes

Walking or riding on the Muhless Road, if the characters make a perception roll, they’ll notice some wingless bugs on a tree, and then they see one of them molt and a glittering silver flying bug comes out of it; one of the others starts to molt also. Then, while they’re looking at this, one that you didn’t notice lands on a character and try to put its probiscus into its arm. They characters can fight it off with speed and hopefully kill the others that haven’t molted yet.

On the road there are several watchtowers; and the characters can see many watchtowers in the distance on either side of the road. Also, they notice several gangs of mercenaries going back and forth along the road.

main intersection of Muhless and the north-south road.

At the main intersection of Muhless and the north-south road -- about half way along the Muhless, there’s a major fort. However, all of these are obsolete since ACC has indirect control

of the whole area.

Town of Arnem, the Last Inn

If the characters make a last stop at the Last Inn before entering the Tollund, they'll meet a few characters who will warn them about the wood.

The party finds themselves sitting in the dining room, near a group of Admiralty lumberjacks. Separate from the admiralty men, another man notices the party and comes over. He's a burly man with a full beard and unkempt hair -- maybe a woodsman. He looks at Beowulf and his troll hide armor, then his brow furrows as he looks tentatively at the other party members. He says excuse me, then introduces himself as Ohrdruf, I live nearby. He says that he noticed Beowulf and his troll hide armor, and would guess that you were a troll hunting expedition heading into the Tollund if your other friends had fit the type more closely.

Well, he says he's glad to hear that there's not a troll hunting party. He says the trolls of the Tollund aren't like other, wild trolls. The Tollund trolls live in clans, some clans hundreds of years old, and they're intelligent and organized. It's possible that you if you head into the woods hunting trolls, you might find the tables turned by a clan that knows the terrain much better than you, that suddenly you're the prey.

But trolls aside, the Tollund is a dangerous place for visitors. The paths through the wood are faint, and in many places the canopy completely blocks out the sunlight, and the musty air in the deep wood seems to smother torches and make you sleepy, making it easy to lose your direction. A lot of apparent paths in the wood are just animal paths that only go to patches of exposed salt that the animal lick to get their sodium.

At this point one of the Admiralty lumberjacks who's been listening breaks in and says, "We experienced that ourselves, in the wood looking for tall oaks to cut for keels. Even keeping close attention to our direction we couldn't avoid getting lost in the woods, apparently going in circles, and more than once coming back out of the wood where we had gone in. We had to send back to Hollin for a *navigator*, who's in the wood with part of our workgang right now. Hopefully they're getting it straightened out rather than going in circles again.

Ohrdruf says that without prying into where you're doing in the Tollund, he might suggest that for many destinations in the wood, the Tollund Stone is a good intermediate landmark to shoot for. It's a tall granite pinnacle or formation near the center of the wood, about two thousand feet high. It can be seen from much of the wood, when the canopy overgrowth allows you to see out. Also, the X Grove is about half way from the near entrance of the wood to Tollund Stone. Many of the paths on this half of the wood lead to the grove, and in some places without patches, a web of granite milestones also leads there.

Finally, a mercantile who's been paying attention says that if they're going to head for the Tollund Stone, his party is going part of that way, and they're welcome to come with them. They've got Beowulf and a few other hardened folks, it could be mutually beneficial to travel together. He says his name is Paine, P-A-I-N-E. Their party has a ranger with them, Bridgeman, who can help with some of that forest confusion that Ohrdruf mentioned.

Paine

If asked about his party, Paine says that he works for one of the mining companies and they're actually troll hunters basically. He says the trolls have always tolerated the miners because they could raid them; for both sides there was some inconvenience but tolerable. Well, a new silver mine opened about a day's trip into the wood and it seemed to have really struck it rich. For the first time, one of the troll clans really hid a loaded caravan and took away a good chunk of silver. And, it seemed clear it was no accident, they just hit the exact right one. Well, the mining company decided to teach the trolls a lesson, and they send me a small party to hunt down and kill some trolls who might have been responsible, which we did. We left the bodies near where we thought they had a cave. A few weeks later, the mine itself was attacked, apparently in revenge; many miners were killed and a lot of wealth was taken. So, now we're heading out to really clamp the area down.

He says, the old towers you say along the Muhlness Road at one time functioned to provide control over the countryside. Well, there's one old tower about halfway to the Tollund Stone in the forest, and the plan is to get the tower in operation again and use it as a base for controlling that part of the forest.

Tollund Wood

The troll clans' realm. There are several mines in the wood, which the troll clans tolerate because they can raid them. The characters may run into a mine if they get onto a road other than the grove path, or they may encounter trolls. If the characters camp in the woods, the troll's wolf allies may sneak into the campsite at night and steal away equipment.

Hmm...now the miners are getting serious about protecting the mines from the trolls, but they don't understand how good the trolls are.

There can be a few old fortifications in the forest, which the key trolls/clans now operate out of, although trolls don't build or maintain.

Beguiled

Characters are beguiled in the forest, but escape it because it's similar to what happened to them in the Lofton Castle cavern.

Embrun Grove

Soon before they get to the grove they think they can also see the next landmark in the distance, the Tollund Stone.

Beorning-like shapechangers attack the lumberjacks cutting down trees in the grove.

Tollund Stone

Characters see the eye there and get caught in a trap; then get attacked by real bears or maybe wolves.

Maybe the characters get a +1 WIS here.

Troll Cave

Nearing the pass, the characters are attacked by a brood of silvermotes and driven into a troll clan cave.

Steyr Pass

I guess the single-file-only gap in the mountain pass is also a key point for something to happen, right? I guess like in the hobbit, trolls/giants/etc. should inhabit the pass. This pinch point is where the fairy dominion starts? Maybe the pinch point is a place where the characters are beguiled?

Maybe **Bruhl** knowing the language of birds opens the way into the fairy domain.

Maybe the pass should be some kind of an eyrie -- maybe the fell beast is there. Going through the pass they see the silhouette of a keep on a nearby mountain top...then a shape detaches from the keep silhouette and flies over to attack them.

mini-campaign outline

- Characters meet the changelings through Gregor. They set out for the fairy (need name) domain by following the river and then a land route south of Hollin. They pass through the undesirable industrial areas (rendering areas) outside of Hollin; then huge swathes of farmland that help feed Hollin. Possibly they pass through some bree-like towns. Attack by a swarm of cicadas or something; characters are driven into a cave where they're attacked by giants or their dopplegangers. I guess my model of this is essentially the

Hobbit journey or LOTR old forest / mirkwood. Ah, add an omage to Tom Bombadil?

- Big whale-like eye in the stone.
- The characters are maybe deluded by fairies in a similar way to how they were in the first adventure.
- They arrive at the fairies forest home; they meet the “titania” and “oberon”; it’s a courtly place with chilvric intrigue at the court -- who are at odds but they come together to help Prosper. Titania takes a shining to one of the PCs’ -- maybe the most unlikely, Prosper? Or, Ord, since it’s his thread? The one with the highest charisma -- that’d be Kasskar. They meet the human was exchanged for the changelings -- he’s the fighter character the places are looking for. The fairies royal hall is set in a Yosemite-type environment -- a long valley with a winding river going through it, on each side huge granite formations speckled with trees, and many waterfalls coming down. I guess the royal dias would be in an opening where the three largest waterfalls could all be seen and heard -- they’re there that time of year because that’s when the waterfalls are active...at other times maybe there’s visiting the whale migration.
- They learn that Prosper was a Mithadri who helped the fairies after they were driven out of Hollin before time.
- They find that there’s some crisis in the fairy domain that the PCs must solve? The fairies speculate that Prosper had returned to help with this. Maybe the gods that drove them off has returned, maybe to challenge Oberon and Titania? Why? Maybe because Oberon and Titania have been conspiring against them -- or maybe someone else in their court has been? Maybe the magic that protects their domain is weakening? As part of this they have to fight the amputated dragon?
- The characters go to the lost city to retrieve whatever artifact is going to help Prosper.
- They return and free Prosper from the Volkers.
- Runes for Ord? Barbarian runes for Beowulf. Special barb from whale for Beowulf? Special stealth move for Kasskar?
- Fairies are hostile to Aeris, but also know that he freed their tinkerbell friend; can give them information about Ishild; they know he has Ishild’s ring?

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Adventure 013

miners in the region

skyrim-inspired weapons, armor: weapons that poison when it’s hit -- maybe makes the victim fall in love with the striker -- or casts a spell

swarm; first introduce by a single nasty bug coming out of hiding; then introduce a huge swarm that drives them to the nearest shelter. Right, give them a perception roll to see a fox or

something running into a save cave; then of course the cave turns out to have thieves or trolls living in it. If trolls, they could maybe have dead troll hunters or other captives. Or, maybe see if there's something interesting the Trollshaws that I could borrow. Maybe they run into the cave and they see their "evil kirk" dopplegangers run into the cave from the other side, and they immediately attack them...or, maybe it can be a "Room 101" thing -- whatever they're most afraid of...or maybe a collection of enemies they've already defeated that were a real bitch, like Muninn. The thing about this stuff is it's not specific to the forest...it can also happen in the city. Or, they come into the cave and it's a lost world in there, or there's something incongruous there, like a ship half "sunk" in the cave floor. Overall though I think it might be best to have something more "mundane" here like the trolls, or maybe giants. Or, what if the cave is an illicit mine...greencake mine? Maybe it was a mine that giants took over. One nice thing about dopplegangers is they can have interesting magic items that are kind of weird versions of what the players have...thus maybe Isra becomes a similar thing in a different weapon type that a non-sword-weilding characters can use. Maybe the hoards of bugs creates a surreal vortex wherever it goes...maybe that's why there's this weird shit in the cave. What kind of weird shit do giants/trolls drink?

People from Hollin could be reinvading fae territory to get greencake or some new valuable mineral -- something related to xrays, electricity, generators, coal, etc.

I think seeing through a character via some natural source of xray radiation could be party of the fairy realm experience...maybe the cause of people leaving the abandon city? Presumably then fairies would not be hurt by xrays.

It looks like there's a ton of good stuff under "fairy" on wikipedia.

fey land bestiary: giants

Fairies can maybe give Kasskar some special stealth power that they have.

during minicampaign: add a new fairy-granted rage for Beowulf; or **add some offensive spells for Ord; possibly the fairies give ord some protective artifact that Prosper gave them.**

OK, so I think at least one of the Guilty God's main offences (I guess the main one) was destroying the Fairies' domain -- which was where Hollin is now -- and driving them to their current wandering domain. So, guarding the surviving fairies from harm was one of Prosper's main tasks, and the fairies know him as a kind of Minthandrir.

Maybe the party can go to the Fairies' current domain to get a weapon to help finding / helping Prosper...what do they call him? Acacius?

So, Prosper's real mission would be the help the ... dispossessed.... presumably ghosts of the

wrongly killed are the main beneficiaries?

So, what I'm thinking for Ord's thread is the following:

- The Angel of Death is the "guilty god." He's the angel of death for a benevolent god who had the Angel of Death do his dirty work. He has no will of his own, but on the side tries to sneak in his own will by creating prosper.
- The benevolent god is the god of the people /tribe who first settled near Hollin...the need a name. He told them to take that area because of Apogee. But, there were Fairies there who resisted, so the benevolent god sent the Angel of Death against them, and he destroyed them. Possibly there's room in this part of the story for some Oberon/Titania like character to stand against the Angel of Death.
- So, that was a major evil the angel worked. It's one he created prosper to help make up for, but there have to be others.
- The current prosper is a solaris-person, which he doesn't know.
- Ord says the Guilty God did something that none of the other gods know about. That was creating Prosper -- an agent who would act against the benevolent god's will on his own.
- Prosper was leaving runes for his allies to find, e.g., fairies living in Hollin.
- Umm, if they were only able to get through because of the brood, how will they get back?

Where do the runes come into things?

So, the adventure would be about finding the Fairies in their own domain and do something for them? Maybe the Fairies hear that Prosper is in Hollin and they come looking for him? Maybe the Fairies need help now because the Company found their domain? Maybe some genius outwitted their normal evasion games.

After game summary

Hoping the Kirsi will help rescue Prosper, Ord leads the party west towards the Kirsi home Renhannes. They fall in with a group of mining company mercenaries heading into the Tolland Wood, but the combined party is ambushed and routed there by Eastmarch Clan trolls. Continuing on their own, the party finds the Tolland Stone and Embrun Grove.