



Introduction:

A noble has performed an archaeological excavation near a forest. The workers have gone missing. Your mission is to investigate what has happened and hide everything that has happened from public opinion.

1: Forest entrance. There is a sign that reads: “Do not leave the trail, for you might not find it back again”. You see an unicorn. Immediately it makes you fall asleep. You dream of all the animals you have killed today. When waking up: you are at the north of room 1. The unicorn will appear everytime they want to go to the south of room until while there is fog. Unicorn: HD 8. AC: 6. Damage: 1D12

2: Dense fog. Giant tree at the center with a dagger nailed at some point of the tree, but it is invisible unless seen in a reflection. If you remove the dagger from the tree, the fog in the dungeon disappears..

3: Eternal corridor of trees with fog. If you look back, you haven’t walked a bit. This effect will continue while there is fog in the dungeon. When the fog is gone, you will find the workers at the end of the corridor.

4: Sign pointing to the north-west and has an indication “To Nowhere”. If you exit this room through the north-west, you get lost forever.

5: Satyr that can transform into a ferret. Always speaks with rhymes. He wants you to solve a riddle: “If you go out on a boat / And stay there until it’s late / What is it that you might catch / With a rod, hook and some bait?”. Any answer with a rhyme is valid. If your answer doesn’t rhyme, he will transform into a ferret and melt inside a rock or tree. It can be summoned back if you shout his name: Kialo.
Kialo: HD 4. AC:5. Damage: 2d4. Morale 8. Uses a rune with the spell: “Lagoon water spring”.

6: Speaking pheasant. If you feed him, he will tell you that there are people in the forest that like to dance or other helpful hints. HD 5. AC:6. Damage 1D8. Morale 5

7: Man with a sloth head. He is sleeping with his head resting on a giant mushroom. If he is annoyed, he will curse you to adore unconditionally an inanimate object you possess. If you give him a pair of dancing shoes, he will tell you the name of his best friend the Satyr: Kialo. Item: rune that can make people feel drunk, disoriented and confused.
HD: 3. AC: 4. Damage: 3D4. Morale 9.

Random encounters table (1D10):

1 - 3	You hear a forest animal noise.
4	Leprechaun singing. He will try to steal an object from you and then magically disappear with it. When attacked, he will flee. HD: 1 AC: 5 Damage: 1
5	Speaking stag appears. HD: 4 AC: 10 Daño: 1D10
6 - 7	Fairy tale elves debating where to go next. If you interrupt them, they will attack you. HD: 1 AC: 8 Damage: 1
8	You see a camouflaged dryad. If you give her light, she will heal you. If you annoy her, she will make you sleep and flee. HD: 2 AC: 9 Damage: 1D4.
9	Nymph. She will seduce you to walk with her into the woods and you will get lost forever. Will power saving throw to resist. HD:3 AC: 9 Damage: 0
10	Gnome. Wants milk. Will flee when seeing fire. HD: 2 AC: 10 Daño 1.

Reacciones (1D12):

1	Attacks
2 - 5	Hostile
6 - 8	Confuse
9 - 11	If not attacked, will ignore you and leave
12	Friendly, will try to help

XP:

Low risk: 50

Moderate risk: 100

High risk: 200