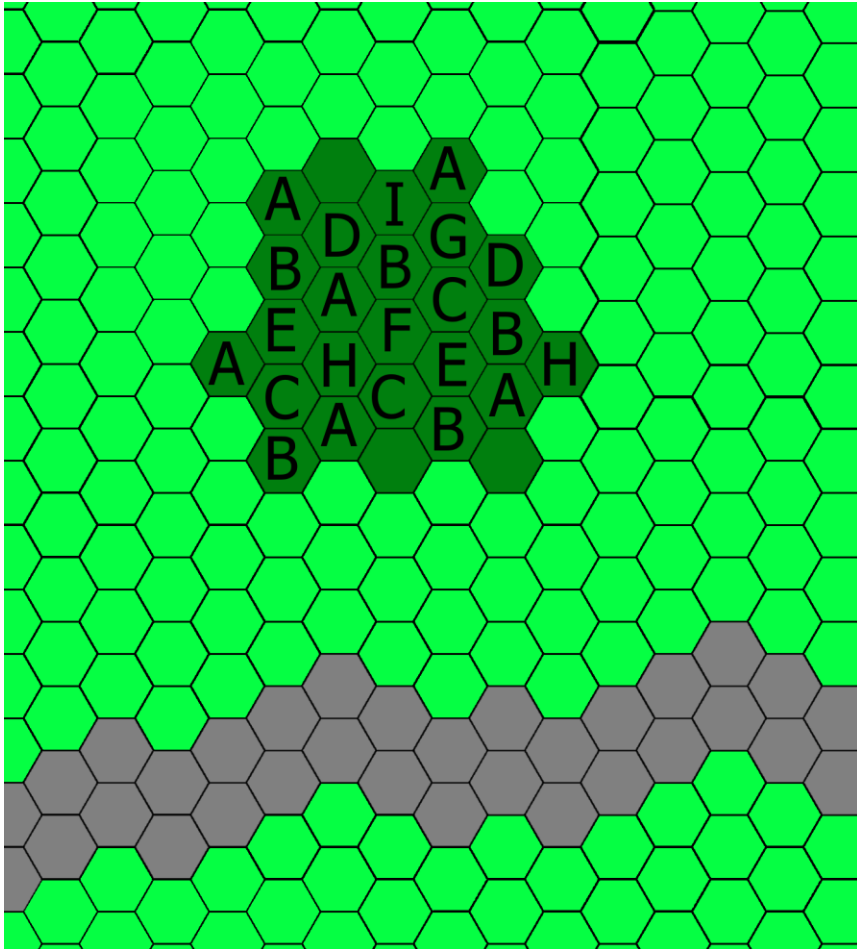


The Lost Puppies in the Ogre Forest

By Carl Heyl

The player characters must save 5 blink dog puppies from an ogre and his goblin war band



While traveling the player characters are stopped by traveling elves. The elves explain that their blink dog puppies have been lost in the Darkwood Forest and they fear that the ogre that lives there will gather them up for dinner! The blink dogs are still very young and have not developed the ability to teleport yet.

The ogre that lives in the forest has a small band of goblins under his command and there are other beasts and dangers in the forest. The elves will also explain that there are many traps set by the ogre. The goal is to enter the Darkwood Forest and recover all 5 blink dog puppies.

Encounter Map

Each letter in the forest map represents a possible encounter that the player characters may run into. It is possible to complete the game without triggering all the encounters. When encountering monsters players are surprised on 1-2, neither surprised on 3-4, monsters surprised on 5-6. If a particularly stealthy and perceptive character is present players surprised only on a 1.

A 1d6-1 goblins (if zero then there are goblin tracks)

B Trap (pit, snare, cage or other if game master desires)

C Footsteps heard in distance (d6 roll to determine direction)

D Puppy in bushes

E Puppy in trap

F Fey that offers 1d6 healing to characters and disappears

G Gnome who has riddles and prizes for any character

H Hidden treasure

I 1d6 skeleton warriors (no connection with ogre)

Ogre

Whenever the game master desires the players encounter the ogre. Once the ogre is encountered all remaining blink dogs are trapped in the ogre's sack he is carrying. This will stop any further D and E encounters from happening.

Once the Ogre is defeated the players can return the lost puppies to the elven travelers. They are free to explore the rest of the forest if they would like.



Player Map

