

READ THIS FIRST

Thanks for checking out the *Draw Steel* roleplaying game. Your friends and you are about to go on a heroic fantasy adventure where you'll battle monsters, make tough choices, and see how your actions influence the world.

The Delian Tomb is a starter adventure that teaches you how to play the game for four to seven players, including the Director.

If you want to read now but play later, decide if you want to play a heroic character or be the Director, who runs the game environment and nonplayer characters (called NPCs). If you're playing a heroic character, **stop reading this adventure** and instead look through the pregenerated heroes and pick one to play who isn't chosen by another player. If you're the Director, read this adventure to get familiar with it and the *Encounters Book*. Both players and the Director should also read over the *Starter Rules*.

If you want to play right now, decide who will be the Director. The rest of the players will each choose and review a pregenerated hero while the Director reads the introduction and first part of this adventure and the first four encounters in the *Encounters Book*. Players and Directors can ignore the *Starter Rules* for now and read them after the first game session.

No matter how you start your adventure, make sure each player, including the Director, has a copy of the *Reference Sheet* included with this adventure. If you want to play right now, review this sheet as part of your preparation.

CHARACTER CREATION

If you're already familiar with *Draw Steel*, you can make heroes using *Draw Steel: Heroes*. This adventure is appropriate for heroes of 1st level. Heroes created by a player can be included in a party of pregenerated heroes.

INTRODUCTION

The Delian Tomb is a starter adventure for the *Draw Steel* roleplaying game. This adventure is meant to be read only by a special player who is called the Director. Unlike all the other players, the Director doesn't control a hero. Instead, they are the game's narrator and referee, controlling all the villains, townsfolk, and other NPCs the heroes meet on their journey and the environments the heroes traverse. The Director has final say in adjudicating the game's rules and can change the story in these pages as they see fit. When a hero tries to do something that isn't explicitly covered by the rules, the Director decides how to proceed. If a player asks about a detail not covered in the adventure, the Director makes up the answer. They keep the story and game moving so that everyone, including the Director themselves, has fun.

Even though the Director controls the villains of the game, they aren't adversarial to the other players. A Director is a collaborator who presents challenges that allow heroes to live up to their name. **If you don't plan on being the Director for the game, stop reading now.**

LEARNING THE GAME

If this is your first time playing *Draw Steel*, this adventure will help teach you the rules. If you're about to play right now and haven't read this adventure in its entirety, you and your players can learn the rules together as you play through part 1. Most of what each player needs to know is on their character sheet and the *Reference Sheet*.

While the players select their pregenerated heroes, you can read through part 1 of the adventure, at least up to and including *Combat Basics*, before continuing.

ENCOUNTER, NEGOTIATION, AND MONTAGE SHEETS

Each combat encounter, negotiation, and montage test detailed in this book also has a sheet that goes along with it to help you run things more smoothly at the table. You can download printable versions of these sheets at [\\$URL\\$](#).

DETAILS LEFT OUT

This adventure doesn't note every scrap of food or butter knife the heroes might come across in their travels and exploration. If a hero is looking for a particular object and it makes sense for an area to have such an object, such as a knife in a kitchen, then it exists. If it makes no sense for the object to be there, then it isn't. If there's a chance that an object might be in a particular area, roll a d10. On a 7 or higher, the object is there.

ENCOUNTERS BOOK

The *Encounters Book* contains all the relevant information for each combat encounter in this adventure, including the stat blocks of creatures you need to run each encounter. This allows you to have the narrative information in one book and the combat encounters in another for easy referencing.

MAPS

Maps have been included for combat encounters, which should be played out using tokens and miniatures on a grid. Each combat encounter in the *Encounters Book* includes a map that shows the starting positions of enemies and a start area where players can place their heroes' tokens.

HANDOUTS

Titles the heroes can earn, treasures they can find and craft, followers they can recruit, and important information they might need to remember can be found in the *Handouts* book.

ENCOUNTER ADJUSTMENTS

This adventure is written for five players each controlling one hero, but the adventure includes adjustments for groups of heroes as small as three or as large as six where appropriate.

HERO TOKENS

At the start of every game session, place a number of hero tokens (represented by poker chips, coins, pieces of candy, colored dice, or any other marker you have), at the center of the table. During the game, the heroes can spend these tokens for benefits outlined on the *Reference Sheet*.

You can award the heroes another token whenever they take a big risk to save someone, such as leaping off a cliff to aid a friend at the bottom or crossing a burning bridge to save a cat. Heroes can also earn more tokens by succeeding with a reward on tests (see [Making a Test](#)).

THE STORY SO FAR

Long has the Delian Tomb stood undisturbed—until Queen Bargnot and the Jagged Edge goblins found the site. A remnant of the long-fallen Caelian Empire, the tomb's frescoes revealed that the lower crypts held the Cup of Iulius, a powerful treasure with the power to turn its drinkers into fearsome warriors.

Bargnot wants the cup to turn her ragtag band of goblins into elite soldiers who can then lay siege to the peaceful village of Broadhurst, claiming its farms and resources as her own. But there's a problem—the cup lies in the lowest level of the tomb, which is behind two magically sealed passages. Unable to bash them down, Bargnot ordered her retinue to capture a villager from Broadhurst and perform a wicked blood ritual to break the seals.

The goblins captured Violet, the 18-year-old daughter and apprentice of Ashleigh, the village's blacksmith. The girl's mother is worried about her daughter's disappearance, and heads to Broadhurst's tavern, looking for help.

KICKING THINGS OFF

After each player has selected a pregenerated hero, give them the following bulleted information. When you see information presented in bullet points with quotation marks around it, that information is meant to be shared with the players through reading or paraphrasing it aloud.

- “You’re a newly formed band of heroes who came to Broadhurst, a tiny village in the barony of Dalrath, in search of adventure. There are rumors of bandits on the road and monsters prowling the nearby Silver Wood—there should be plenty of people in need of help.”
- “You’ve just arrived in the sleepy farming village, but so far no one seems willing to offer you more than a mumbled hello.”
- “You’re sitting in the common room of the Straw Bed Inn, the only one in town. Across from you, a twenty-something scowling human in gleaming platemail chats with another human wearing robes who looks to be in her late fifties.”
- “I’d like each of you to introduce your hero. Tell us your name, ancestry, class, and a bit about what they look like, their personality, and why they chose to become a hero.”

Have each player introduce their hero. Some might choose to do so in the third person. Others might get into

character and act like their hero making an introduction. Either approach or anything in between is great. Whatever makes the players most comfortable.

DALRATH

Broadhurst is in the barony of Dalrath, ruled by the benevolent Lord Kenway. An occasional monster or threat of war emerges from the wodes and mountains that surround the barony, but most folks in the region live simple, mundane lives. Dalrath is part of Vasloria, a continent on the world of Orden.

This adventure takes place entirely in and around Broadhurst, so you can feel free to change the world where the village is set to suit your needs.

A MOTHER’S PLEA

After the players introduce their heroes, give them the following information:

- “The door to the inn slams open and a wild-eyed woman in her late thirties wearing a soot-stained apron with a large gash in her side rushes in. She falls to her knees before the armored and robed humans. ‘Please! My daughter was taken on the road by goblins! I know the Gilded Hand can help.’”
- The robed woman coldly says, “We don’t work for free.” She and her armored companion leave.
- The bleeding, panicked mother turns to you, desperation on her face. ‘I’ve nowhere else to turn. You must help me get my Violet back.’”

The woman who approaches the heroes is Ashleigh, Broadhurst’s blacksmith. She asks the heroes for help rescuing her daughter, Violet. Should the heroes need some persuading to help a mother in need, Ashleigh promises to craft them any weapons or armor they find the plans and materials for. Once the heroes agree, Ashleigh begins leading them out of the village and into the Silver Wood, and provides the following information along the way:

- “Violet and I were out looking for merchants bringing iron to Broadhurst. The delivery was late, and we thought they might’ve gotten lost. Happens.”
- “We were passing by an old tomb in the Silver Wood. Some old place from long before my mother’s mother’s time. We never go in. People say it’s haunted! As we passed by, a band of goblins came out of nowhere and grabbed my girl!”
- “I fought tooth and nail, but I saw them drag her into the tomb. But I can’t swing swords. I just make ‘em. The goblins gave me this gash on my head and left me for dead.”
- “When the coast was clear I ran to find help. We’ve got to get my Violet back!”
- “Those folks who turned me down—they’re part of the Gilded Hand. Those mercenaries came here from across Dalrath after stopping some cult. But no one can afford their help, so I don’t know why they’re here.”

The heroes can take the time to ask Ashleigh about Violet. If asked, she tells them Violet is 18 years old and has been her apprentice and assistant from the time she was able to hold a hammer. If asked about Violet’s personality, Ashleigh says that her daughter is kind but has a short temper.

PART 1: INTO THE TOMB

After chatting with Ashleigh as she leads them into the Silver Wood, give the heroes the following information:

- “After about an hour of travel through the birch trees of the Silver Wood north of Broadhurst, Ashleigh leads you off the road and down a small, overgrown footpath. She stops them just ahead of where the path opens into a clearing.”
- “A mossy, stone doorway opens to stairs leading down into the earth. Deep carved letters at the top of the doorway announce the name ‘Delius.’”
- “Ashleigh points to the door and whispers, ‘That’s where they took her.’”

Secret: When there’s information about an area that you should know but the players should not, it says “**Secret:**” in front of it. What the heroes don’t know is that outside the tomb entrance there are **six goblin warriors** hiding in behind the tomb entrance, ready to attack intruders.

DO WE KNOW THIS PLACE?

If the players ask if their heroes know anything about the tomb, ask if any of them have the History skill. Those heroes who have the skill can tell that the tomb was built long ago during the Caelian Empire, a dead civilization that stretched across the land that is now Dalrath, and that Delius is a proper name, likely the name of someone interred in the crypt.

SEARCHING FOR GOBLINS

If the heroes head into the clearing without caution, the goblins leap out and attack, catching the heroes surprised (see [Combat Basics](#)). Proceed to [Battling Goblin Guards](#).

If the heroes wish to search the area for trouble before heading to the tomb, it’s time for the heroes who are searching to make a test (see [Making a Test](#))! Any hero searching for trouble should make an Intuition test. In this case, the hero who gets the highest result determines the outcome for the group:

- **≤11:** The heroes don’t notice the goblins and are surprised at the start of the encounter in [Battling Goblins Guards](#).
- **12-16:** The heroes and goblins notice each other at the same time. No one is surprised.
- **17+:** The heroes notice the goblins before the goblins notice them. The goblins are surprised at the start of the encounter in [Battling Goblin Guards](#).

MAKING A TEST

Whenever a hero attempts a task where the consequence of failure would be interesting or dramatic, you can ask that hero’s player to make a test. If the task is super easy or failure would simply grind the game to a halt, then don’t call for a test and allow the hero to simply succeed. If the task is impossible to do, then don’t call for a test and let the player know the task is insurmountable for their hero.

SET DIFFICULTY

Each test has a difficulty of easy, medium, or hard.

- **Easy** tests have no chance of failure, but a hero can succeed at a cost.
- **Medium** tests have some risk of failure that most heroes will overcome—but with a cost. They’re the most common difficulty for tests.
- **Hard** tests have a great risk of failure and consequence.

ROLL DICE AND ADD CHARACTERISTIC

When a hero makes a test, they roll two ten-sided dice (2d10) and add an applicable characteristic score.

- Ask for a Might test if the task mostly relies physical strength, like leaping or lifting.
- Ask for an Agility test if the task mostly relies on physical coordination, like acrobatics or picking pockets.
- Ask for a Reason test if the task relies mostly on mental acumen and formal education, like recalling lore or breaking a code.
- Ask for an Intuition test if the task relies mostly on senses and instinct, like finding a hidden creature or discerning a person’s motivations.
- Ask for a Presence test if the task relies mostly on force of personality, like persuading someone to take a specific course of action or lying without getting caught.

ADD SKILL IF APPLICABLE

If a hero has a skill that applies to a test, such as using the Jump skill to leap into the air or the Search skill to find hidden goblins, they gain a +2 bonus to the test. You can ask the player if they have a skill they think applies. If they justify why the skill applies to your satisfaction, give them the +2 bonus! Only one skill can be applied to a test at a time.

INTERPRET RESULTS

When this adventure calls for a test, it will give you the results of the skill test. However, there are times you might call for a test not listed in this book, especially if a hero tries something unexpected.

The Test Difficulty Outcomes table shows the result of different tests based on their difficulty.

- **Failure with Consequence:** The hero fails to do what they wanted to do and suffers a setback determined by you. They might gain some bad or incomplete information, suffer the loss of some Stamina or a Recovery, offend someone, harm an ally, draw the attention of enemies, or the like.
- **Failure:** The hero fails to do what they wanted to do without further consequence. For example they fail to climb up a wall, but they don’t fall off it either.
- **Success with Consequence:** The hero accomplishes what they wanted to do but it comes with a cost, such as loss of Stamina, drawing unwanted attention, or the like.
- **Success:** The hero accomplishes what they wanted to do.
- **Success with Reward:** The hero accomplishes what they wanted to do and achieves a little extra. They help another hero achieve the same task, automatically succeed in another related test, impress someone watching them, or the like. If all else fails, you can award a hero token for a

reward (see [Hero Tokens](#)). No matter the test difficulty, a result of a natural 19 or 20 is always a success with a reward.

CAN I TRY AGAIN?

A hero can't attempt the test again unless the circumstances of the test change. For instance, if you attempt an Agility test to pick a lock and fail, you can't attempt to pick the lock again unless you get some better lockpicks, oil the lock, have someone demonstrate how to pick a similar lock, and so on.

You decide when the circumstances have changed enough to allow a new attempt at a test.

ASSIST A TEST

A hero can attempt to assist another creature with a test they make, provided they have a skill that applies to the test, the other creature isn't using that same skill on the test, and the hero's player can describe how your character helps to your satisfaction. The assisting hero makes a test using the skill they chose, and with a characteristic chosen by you based on the action taken to help. The outcome of that test determines the bonus applied to the test the hero assists:

- **≤11:** The hero gets in the way or make things worse. The creature takes a bane on their test.
- **12–16:** The hero's help grants the other creature an edge on their test.
- **17+:** The hero's help gives the other creature a double edge on their test.

TEST DIFFICULTY OUTCOMES

Result	Easy Outcomes	Medium Outcomes	Hard Outcomes
Less than 11	Success with consequence	Failure	Failure with consequence
12-16	Success	Success with consequence	Failure
17+	Success with reward	Success	Success
Natural 19-20	Success with reward	Success with reward	Success with reward

GOBLIN GUARDS ENCOUNTER

When the goblins notice the heroes, they attack! See [Goblin Guards](#) in the *Encounters Book*. If this is your first time running combat, see [Combat Basics](#) and the *Reference Sheet* for more information.

ASHLEIGH WAITS

When the battle is done, Ashleigh tells the heroes that much as she wants to join the rescue for Violet, she knows that she's likely just going to get in the way. She stays outside the tomb to wait for them, refusing to go back to Broadhurst until she knows the fate of her daughter.

CALL FOR A BREAK AFTER COMBAT

If this is your first time running a game of *Draw Steel* and you haven't read the rest of part 1, you can call for a break

after this combat encounter. While your players grab snacks, chat, use the bathroom, and look over their heroes, go ahead and read [Tomb First Level](#) to prepare for what's coming next.

WHAT DO THE GOBLINS KNOW?

If the heroes capture or question a goblin, the goblin provides the following information and then flees the first chance they get. A captured goblin is scared enough of the heroes that no test is necessary to get the information:

- The goblins are part of a group of traveling brigands called the Jagged Edge.
- A mighty goblin, Queen Bargnot, leads the group. Years ago, Bargnot was driven out of the area by the people of Broadhurst. She's rebuilt her forces and come back for revenge!
- While searching for a new base of operation, Bargnot found the tomb and noticed its frescoes, which promise a magic cup that can turn even the lowliest goblin into a great warrior.
- She left a contingent of goblins here to search the tomb for the cup while she looks for a new base.
- The lower levels of the tomb are sealed off with magic. The goblins captured a human who Vorgosh, a bugbear mage, believes can be used in a sacrificial ritual to unseal the tomb.

COMBAT BASICS

Combat happens in over several rounds, and during each round, each creature involved in the combat gets to take a turn.

Much of what a creature can do in Combat is detailed on the *Reference Sheet*.

DETERMINE SURPRISE

When battle begins, the Director determines which creatures, if any, are caught off guard. Any creature who isn't ready for combat at the start of an encounter is surprised until the end of the first round of combat. A surprised creature can't take triggered or free triggered actions and ability power rolls against them gain an edge.

WHO GOES FIRST

If all the creatures on one side are surprised, then a creature on the other side gets to go first. But if both sides have creatures who aren't surprised, the Director or a player they choose rolls 1d10. On a result of 6 or greater, the heroes determine who goes first—their side or the other side. Otherwise the other side decides who acts first.

Whichever side goes first chooses a creature (or sometimes a group of creatures on the Director's side) to take their turn. When that turn is over, the other side chooses a creature to act. Play continues back and forth this way as each creature takes their turn. Once a creature acts, they can't act again until it is a new round.

A point may come when one side has creatures who haven't acted yet but all the creatures on the other side have. The creatures who have yet to act get to take their turns in any order they choose, without turns in between from the other side. Once all creatures on both sides of a battle have acted,

the round ends and a new one begins. The side whose members acted first during the starting round of combat acts first in all subsequent rounds.

SPECIAL RULES FOR YOUR CREATURES

The creatures you control follow the same rules for combat outlined on the *Reference Sheet* with the following exceptions.

REGAINING STAMINA

Unless otherwise noted in their stat block, the creatures you control who are hostile to the heroes can't regain Stamina. If a hero uses an ability that normally allows an ally to spend a Recovery on a friendly creature you control, the target regains Stamina equal to one-third their maximum (rounded down), even if they don't have Recoveries.

SIGNATURE ACTION

Every creature has a signature action, which is the first action that appears in their stat block.

FREE STRIKES

When a creature you control makes a free strike, they don't roll. Instead, their stat block features a Free Strike stat representing the amount of damage they deal with a melee free strike with a distance of melee 1 or the creature's signature action, whichever is higher. This is also the amount of damage they deal with a ranged free strike with a distance equal to 5 or the range of the creature's signature action, whichever is higher. Even though a Director-controlled creature doesn't have to roll when they make a free strike, if they have a bane on attacks against a creature, they still can't make an opportunity attack against them.

MALICE

Malice is a resource you gain that allows your creatures to activate their most powerful abilities.

At the start of combat, you gain malice equal to the average number of Victories per hero. Then at the start of each round of combat, you gain malice equal to the number of heroes in the battle, plus the number of the round of combat that has just begun. If a hero dies, they stop generating malice for you in this way. At the end of an encounter, all your malice disappears.

Non-minion monsters can spend malice the way heroes spend their heroic resources, activating and enhancing their abilities. Abilities that make use of malice have the cost noted in a creature's stat block.

Specific types of monsters sometimes have other ways they can spend malice, typically on features that affect an entire group of enemies, actions or maneuvers they can take during their turn, or events that affect the encounter environment.

TOMB FIRST LEVEL

The heroes must head into the first level of the Delian Tomb to rescue Violet from the Jagged Edge. While here, the heroes have a chance to learn more about the Cup of Iulius.

FIRST-LEVEL TOMB FEATURES

The first level of the tomb has the following features:

- **Ceilings:** The ceilings in the rooms are 2 squares above the floor.
- **Illumination:** The Jagged Edge goblins have placed lit torches in wall sconces to illuminate the entirety of first level.
- **Map:** The areas detailed here are keyed to the Delian Tomb First Level map.

D1. OFFERING ROOM

- "The stairs of the tomb descend into a chamber that glows orange thanks to a flickering brazier in the center of the floor."
- "The light illuminates faded frescoes on the wall that show starving, wounded humans drinking from an ornate silver chalice and turning into powerful, healthy warriors who battle a horde of demons."
- "Many bedrolls lie scattered on the floor of this chamber, where two dozen goblins huddle, ready with their weapons drawn."

When the heroes enter this chamber, **eight goblin spincleavers**, **eight goblin snipers**, and **six goblin warriors** are expecting them after the commotion outside and attack. See [Encounter D1](#) in the *Encounters Book*.

The spincleavers and snipers are minions. If this is your first time using minions, review the [Minions](#) section before running the encounter.

FRESCOES

A hero who is trained in the History or Magic skill can make an easy Reason test, recalling the following information about images in the frescoes based on the outcome. A hero gains all the information earned for the result of their test and any results which are lower.

- **≤11:** The frescoes seem to depict human warriors from the Caelian empire.
- **12-16:** The cup the warriors drink from is the Cup of Iulius, a legendary treasure said to have the power to transform even the weakest individuals into powerful warriors.
- **17+:** The cup was lost before the fall of the Caelian empire, more than a thousand years ago, though it is said to be magically sealed in the tomb of a Caelian knight who used the cup to turn back an incursion of demons.

LOOT

If the heroes look through the bedrolls, they find a pouch that the Jagged Edge goblins stole from an alchemist long ago. It contains three Healing Potions (see [Treasure in Handouts](#)), five ounces of costmary leaves, and a recipe in Caelian that describes how to make a Healing Potion and counts as a project source for that item (see [Downtime Projects](#) in the *Starter Rules* for more information).

MINIONS

Minions are creatures that die in droves and have strength in numbers! They're the perfect enemy to give the players a heroic feel as their heroes can cut down multiple minions with a single ability.

MINION SQUADS

Minions with the same name (for instance, "goblin sniper") can be organized into squads of up to eight creatures. All members of a minion squad act together on the same initiative, and can make squad attacks.

SHARED STAMINA

You should explain the shared Stamina rules to your players.

Each squad of minions shares a Stamina pool, with initial Stamina equal to each individual minion's Stamina multiplied by the number of minions in the squad. For example, goblin spinecleavers each have Stamina 5, so a squad of eight spinecleavers has a Stamina pool of 40. Whenever a minion in a squad takes damage, the squad's Stamina pool is reduced by a number equal to the damage taken.

Because minion Stamina is tracked as a pool, minions can't be winded, can't regain Stamina, and can't gain temporary Stamina during a battle.

Whenever a minion squad's Stamina pool is reduced by an amount equal to an individual minion's Stamina, one minion dies or otherwise gets taken out of the fight. If a squad of eight goblin spinecleavers has its Stamina pool reduced to 35, then the minion who took the damage that reduced the pool dies. When the Stamina pool hits 30, 25, 20, 15, 10, 5, and finally 0, another minion in the squad dies. If multiple minions take the damage that results in the pool dropping low enough to kill one minion, the creature who dealt the damage to the minions decides which of those minions dies.

If a minion takes damage from any source other than ability or effect with the Area keyword, the damage reduces a minion squad's Stamina pool by an amount of damage equal to the Stamina of multiple minions, multiple minions are taken out by the damage. Start with minions who took the damage first. If all those minions are eliminated and there is still more damage to account for, the minions nearest to the ones who were taken out suffer the same fate.

For instance, if one goblin spinecleaver takes 12 damage from a fury's Brutal Slam ability, that spinecleaver dies and another nearby spinecleaver also gets taken out. Allow the player to narrate how their hero takes out additional minions killed by a single attack. Maybe each minion is within striking distance of the hero, who makes multiple brutal weapon attacks with a single action. Maybe the body of the original target is hurled into an unfortunate ally. Maybe additional minions affected by a single attack pass out from fright! Taking out multiple minions is a chance to play up the cinematic part of the game.

Area abilities can only kill minions caught in the affected area. The talent's Incinerate ability normally deals 6 damage to each target in its area, but remember that a goblin

spinecleaver only has a Stamina 5. If three spinecleavers got caught in the area, the minion pool loses 15 Stamina instead of 18, leaving the other minions in the squad unscathed.

MINION ACTION ECONOMY

On their turn, each minion can take only a move action and an action, a move action and a maneuver, or two move actions.

SQUAD ACTION

Each minion has a signature action that is typically a strike ability targeting one creature or object. When multiple minions in a squad use their signature action on a turn, make one roll for the whole squad.

Each target of a signature action is only affected by one instance of the ability—when two (or three at maximum) of the squad's minions attack the same creature or object simultaneously, each additional minion increases the damage dealt to that target by their free strike value. It's usually more effective to have each minion target a different hero.

If several minions in a squad make a free strike at the same target at the same time, such as from a hero provoking an opportunity attack by moving away from several minions in a squad, the damage from each minion's strike is added together and made as one strike.

ATTACHED CAPTAIN

Any non-mount creature who speaks a language a squad of minions can understand can be attached to that squad as a captain. While a minion squad has a captain, each minion in the squad gains the With Captain benefits listed on their stat block. Usually, this benefit is either a damage boost, a bonus to speed, or additional Stamina.

A squad of minions can only have one captain, and a creature can't be captain to more than one squad of minions.

A captain takes their turn at the same time as the members of their squad but isn't limited in their action options as minions are. A captain's Stamina isn't added to a minion squad's Stamina pool and is tracked as for any other creature in combat.

If a squad of minions loses their captain, a new allied creature can become that squad's captain at the start of the round (no action required).

D2. FRESCO HALL

- "Frescoes on the wall of this narrow hall show a fallen knight and a large silver chalice being carried by a procession of warriors down into a tomb carved with the name 'Delius' atop its entrance."
- "The head of a goblin lies on the floor, next to the presumably matching corpse."

Secret: The hall contains a scythe trap that springs from a thin horizontal slit in the north wall that is 30 inches high and triggered by a pressure plate (shown on the Delian Tomb First Level map). The goblins discovered this trap

the hard way and know to duck when moving by the trap to avoid getting their heads cut off.

TRAP: BLADED SCYTHE

A hero who actively looks for a trap can make an easy Reason or Intuition test:

- **≤11:** The hero steps on the pressure plate and triggers the trap while searching for it. Since they were approaching cautiously, they have an edge on the test made to dodge out of the way of the trap.
- **12-16:** The hero finds the pressure plate and notices a slit in the wall.
- **17+:** The hero finds the pressure plate and can disarm the trap without making a second test.

If a hero notices the trap, they can attempt to disarm it by wedging a thin, sturdy object, like a dagger, under the plate to prevent it from depressing. The hero doing this must make a hard Agility test.

- **≤11:** The hero triggers the trap.
- **12-16:** The hero fails to disarm the trap but doesn't trigger it.
- **17+:** The hero disarms the trap.

If a creature triggers the trap, each creature standing on the ground in a space that could trigger the trap must make a hard Agility test as a blade emerges from the slit in the walls and slices across their space.

- **≤11:** The creature takes 7 damage.
- **12-16:** The hero takes 6 damage.
- **17+:** The hero takes 4 damage.

The trap automatically resets once it is triggered. A hero who witnesses the trap being triggered has an edge on tests made to interact with it.

GETTING CREATIVE WITH TRAPS

Traps allow heroes a chance to get creative with their problem-solving skills. This adventure outlines what we think is the most obvious way to deal with the bladed scythe and other traps in this adventure, but the players may come up with other solutions for solving problems that seem like they should work. For example, instead of disarming the trap, the heroes might decide to leap back and forth over the pressure plate, carrying the weaker members of their party who can't jump more than 1 square or crawl under the slit in the wall where the blade emerges. A conduit who can speak to dead bodies might question the head about what happened in this hall and learn of the trap that way! You should allow the players to attempt these creative solutions to problems and call for a test when necessary. Good ideas should just work without a test!

D3. HALL OF THE BRAVE

- "A painted red skull glows on the ground, throbbing with an angry light."
- "A dozen stone coffins lie tucked against the east and west walls of this room."
- "To the north, a statue of a proud human warrior drawing a sword is built against the wall. Below it, an inscription reads, 'Once this fails, the battle is lost.' A sinister, muffled chanting comes from the wall behind the statue."

Secret: The north wall holds a secret door that leads to area D4.

Secret: The goblins have used necromancy magic to raise the dead in this chamber as guardians against intruders.

Six ghouls, four skeletons, and two zombies emerge from the coffins and attack when a creature who isn't a goblin interacts with one of the coffins, damages the sigil or moves halfway into the room. See [Encounter D3](#) in the *Encounters Book*.

SECRET DOOR

The statue is a magic object connected to a secret door behind it. A hero who examines the area behind the statue can make an easy Reason test:

- **≤11:** The hero finds a secret door behind the statue, however they make so much noise while searching that the goblins in [D4. Stair Down](#) are ready for the heroes when they arrive.
- **12-16:** The hero finds a secret door behind the statue.
- **17+:** The hero finds a secret door behind the statue and does so with such skill and grace that they can catch the goblins in [D4. Stair Down](#) surprised.

This secret door leads to [D4. Stair Down](#).

RIDDLE OF DELIUS

The secret door also reveals itself if the heroes speak aloud the answer to the riddle carved beneath the statue while in this chamber. The answer is "bravery," "courage," or a similar synonym. Anything along those lines work. Solving the riddle allows the heroes to approach [D4. Stair Down](#) silently. If they do, they catch the goblins surprised. They can't approach silently and catch the goblins surprised if they open the door during combat.

D4. STAIR DOWN

- "A glowing, translucent, white energy field crackles across an opening in the floor that leads to a staircase going down."
- "A carving on the south wall reads, 'Iulius's cup shall remain free from the hands of the unworthy. Turn back or perish.'"
- "Five human warrior statues, each smeared with blood, stand around the stair. A band of goblins, stand among the statues, raising their voice in a unified chant. A robed goblin covered in fur and over 7 feet tall leads the chanting."
- "A young woman with soot-stained hands and a bruised face is tied to the southmost statue. She lets out a shriek of pain as the goblins chant, tendrils of white energy moving out from her chest to the energy field below."

If Ashleigh is with the heroes, she urges the heroes to quick action, telling them that the captured woman is Violet (who uses the **civilian** stat block). A hero who has the Magic or Religion skill can tell that the goblins are performing a sacrificial ritual that will kill the girl and remove the magic barrier of the stairs and knows removing her from the room or defeating the bugbear leading the ritual will end the proceedings. Vorgosh, a **bugbear channeler**, leads a chant that is taken up by **eight goblin spincleavers** and **six goblin warriors**. See [Encounter D4](#) in the *Encounters Book*.

LOOT

Vorgosh wears a Bloodbound Band (see [Treasure](#) in *Handouts*) and carries a second Bloodbound Band in their robes that she planned to give to a worthy apprentice (once she found one). She also carries two clear lenses carved from volcanic glass and a recipe in Caelian that describes how to make Foesense Lenses (see [Treasure](#) in *Handouts*) and counts as a project source for that item (see [Downtime Projects](#) in the *Starter Rules* for more information).

PART 1 CONCLUSION

If the heroes manage to rescue Violet, a grateful Ashleigh and her daughter thank the heroes, showering them with praise. If the goblins are defeated, but Violet doesn't survive the ordeal, Ashleigh thanks the heroes for their efforts with blame aimed only at the Jagged Edge. In any case, Ashleigh asks the heroes for an escort back to Broadhurst, since there could be more trouble on the road.

PART 1 REWARDS

The heroes can earn the following rewards for completing this part of the adventure.

RENOWN

If the heroes saved Violet, legend of their deeds spreads through Broadhurst. They each gain 1 Renown.

TITLE: VIOLET'S SAVIOR

If a hero cut Violet free and escorted her from the room where she was held to stop the ritual or dealt damage that reduced Vorgosh to 0 Stamina, they earn the Violet's Savior title (see [Titles](#) in *Handouts*).

FOLLOWER: ASHLEIGH

Additionally, if Violet is saved and Ashleigh survives the ordeal, Ashleigh becomes an artisan follower for the heroes, offering her services as a blacksmith to them for free. She doesn't count against the limited number of followers a hero can have based on their Renown (see [Downtime Projects](#) in the *Starter Rules*). You can give the players the [Ashleigh Follower Card](#) in *Handouts* so they have her statistics.

Artisan followers are useful for crafting projects (see [Downtime Projects](#) in the *Starter Rules*).

CALL FOR A BREAK

If this is your first time running a game of *Draw Steel*, this is a good spot to stop the session if you've been playing for a few hours. If you haven't yet, review the *Starter Rules* book before continuing the game.

CONTINUING THE STORY

When the heroes make it back to Broadhurst, proceed with [Part 2: Broadhurst and Environs](#).

PART 2: BROADHURST AND ENVIRONS

When the heroes arrive back in Broadhurst, they learn that more than a few villagers have problems that only heroes can solve, and that undertaking those quests will help them access the lower levels of the Delian Tomb and claim the Cup of Iulius.

RUNNING PART 2

This section of the adventure is what's known as a sandbox. In a sandbox, the heroes have several different quests that they can undertake in any order they choose. The players decide which quests to tackle and in which order, but you've also got a few events in this part that you can use to move things along if the players don't jump into heroics right away.

TRACKING RESPITES

While the heroes go about their business in this part of the adventure, the villains don't halt their plans. You should track the number of respites the heroes complete to mark the passage of time and determine how far along their plans advance.

TRACKING TIME

While tracking the passage of days isn't as important this adventure as it is to track respites. However, for narrative purposes, it's good to know what time of day it is. You can track the passage of a day by having the heroes spend some time in Broadhurst, then leave the village to complete a quest, and by the time they come back, night has fallen.

Feel free to adjust this guideline about the passage of time as you see fit. For instance, if the heroes visit every single location of interest in the village one day, it might be that it's already nighttime when they reach the last. Likewise, if the heroes spend no time dawdling in or returning Broadhurst, they might be able to visit two quest locations in the Silver Wood before night falls. Pace the time of day for whatever makes sense with the story.

QUEST OUTLINES

There are five quests the heroes can tackle as they go about their business in Broadhurst and the surrounding region. Each one has its most likely path outlined in this section. It may be that the heroes choose to focus on one quest at a time, or they may start one, move to another, and then come back to the first later. It's up to the players how their heroes tackle each job.

The heroes get at least one starting point for each quest after they come back to town and speak with Abbott Loric (see [Arrival](#)).

QUEEN BARGNOT'S PLOT

The heroes have likely already figured out that Queen Bargnot is planning on using the Cup of Iulius to grow her ragtag band into a legendary legion, but if they haven't,

Abbott Loric meets them and pieces it together when they return to Broadhurst (see [Arrival](#)).

The heroes can uncover information in Loric's library (see [B3. Church of Saint Gryffyn](#)) that says the Amulet of the Delian Order is needed to unseal the second level of the tomb (see [Tomb Second Level](#)) and that the Delian Knight Commander's ring is needed to unseal the third level (see [Tomb Third Level](#)). If the heroes talk to Orson (see [B9. Charcoal Burner](#)), they learn the amulet was taken during an arrix attack and could be recovered in the creature's nest (see [Arrix Nest](#)). The ring is held by the Gilded Hand (see [B1. Straw Bed Inn](#)).

Depending on how long it takes the heroes to unseal the bottom level of the tomb, they may recover the cup themselves or find it already taken by the Gilded Hand to the Jagged Edge. This quest resolves in [Part 3: The Jagged Edge](#) with either the heroes attacking the hideout of the Jagged Edge or the Jagged Edge assaulting Broadhurst.

ARIXX NEST

If the heroes speak to Orson (see [B9. Charcoal Burner](#)), he tells them that while he was collecting wood in the forest, he was attacked by an arrix and barely escaped with his life, and that the giant insect got hold of his amulet. For the safety of Broadhurst, Orson asks the heroes to slay the arrix and retrieve his amulet. The heroes can start a search for the arrix's tunnels at a farm where the monster just struck and traverse them to face the creature (see [Arrix Nest](#)).

FORSAKEN WRAITHS

The heroes learn about a group of bandits who call themselves the Forsaken Wraiths at the request of Vaughn (see [B10. Woodcutter](#)) or by investigating the disappearance of missing food at the request of Reeve Rosamund (see [B4. Reeve's House](#)). The investigation might take the heroes around town to the woodcutter, the mill and granary ([B5](#)), the smokehouse ([B8](#)), and the butcher ([B9](#)) before it finally leads them to the Forsaken Wraiths.

Alternatively, if the heroes fail to find the bandits, eventually the Forsaken Wraiths assault the town (see [Forsaken Wraith Raid in Events](#)), and then the reeve seeks out the heroes for the job of taking the criminals out.

However they get on the bandit's trail, the heroes must find their forest camp and deal with the bandits, either through a full-scale assault or by working with some bandits looking for a pardon to drive out the rest (see [Fort Forsaken](#)).

MAGE TOWER

The heroes can seek out Harim (see [B12. Cobbler](#)) who is worried about a shipment of leather that never arrived. Should the heroes investigate the road, they find a ruined mage's tower now occupied by an orc elemental and pair of ogres shaking down passersby for their treasures (see [Mage's Tower](#)).

Alternatively, if the heroes speak with Dunquat (see [B13. Mason](#)), they might eventually find themselves talking to the dwarf merchants staying at the inn (see [B1. Straw Bed Inn](#)), which could lead them to the tower. If all else fails,

the [Tavern Brawl](#) event (see [Events](#)) can lead the heroes to the tower as well.

WOLF'S DEN

If the heroes talk to Tansy (see [B11. Furrier](#)), they can investigate the destruction of her traps in the wood and find their way to a werewolf's cave (see [Wolf's Den](#)). The heroes can also find the den by talking to Mikael (see [B10. Carpenter](#)) and tracking the creature that attacked him.

Alternatively, if the heroes don't investigate this quest, the [Full Moon](#) event (see [Events](#)) can point them toward the wolf's den.

BROADHURST

When the heroes first arrive in Broadhurst after visiting the Delian Tomb, give the players the following information as you show them the Broadhurst Map:

- "The farming village of Broadhurst sits on a small hill above the Silver Wood, bisected by the Dunn River."
- "Broadhurst is mostly small fields of barley, oats, sugar beets, and wheat and a few pens for pigs and rabbits."
- "The farms surround a village square that contains a blacksmith, a butcher, a smoke house, a church, the Straw Bed Inn, and several other services depicted on the map."
- "Now that you're back in town, you have an opportunity to rest, craft and research, and see what sorts of quests are available to you."

ARRIVAL

Ashleigh thanks the heroes again before leaving to go home.

Not long after the heroes make it to the village, they're approached by Abbott Loric, a priest who runs the village's Church of Saint Gryffyn the Stout:

- "A robe human in his sixties with a friendly disposition approaches you with a smile."
- "He extends his hands in a greeting and says, 'Abbott Loric at your service. I heard you fine folks risked your lives for others today ... and in the Delian Tomb of all places!'"
- "'There are many villagers who could use your help. Let me walk with you a bit, so I might share their plight and hear of your adventure.'"

TALKING ABOUT THE TOMB

Abbott Loric starts by asking the heroes about their adventure in the Delian Tomb, asking if they know why the goblins kidnapped Violet. If the heroes mention anything about a cup, the goblins performing a ritual, or the sealed entrance to the lower levels of the tomb, Loric reacts with genuine concern, saying:

- "It sounds like these villains want to get to the lower levels of the ruins. Given time, they'll likely find a way."
- "You should get down there before them and claim whatever it is they want. I'd rather it be in good hands!"

- "You know I have some old books in the church library about magic and such. There might be some useful information in them if you want to come by and look."

BARGNOT LIVES!

If the heroes mention Queen Bargnot or the Jagged Edge to Abbott Loric, Gweldyr, or Dunquat, these villagers react with shock. They remember a time almost forty years ago when Bargnot and the Jagged Edge harassed the people of Broadhurst long ago, and share the following information:

- Forty years ago, Queen Bargnot and the Jagged Edge began harassing folk on the roads traveling to and from Broadhurst.
- The people banded together to put down Bargnot's raids in a series of escalating skirmishes that eventually led to the Jagged Edge marching upon the village.
- Many farms and fields were burned, but in the end the villagers won the day. Though Bargnot escaped, she wasn't seen again and the Jagged Edge was assumed to be no more.
- Above all it seemed that Bargnot coveted power and freedom. She wanted to raze Broadhurst so she could claim the land of village for herself and live life according to her own laws.

OTHERS NEED YOU

After talking to the heroes about the tomb, Abbott Loric tells them about others in Broadhurst who could use their help. He gives them the following information, which is also contained in [Quest Leads Handout](#) in *Handouts* that should be given to the players before you present this information so they can follow along:

- "Reeve Rosamund needs some help looking into some thefts about town. Someone is stealing our foodstuffs! The Reeve may also want to know about the Jagged Edge!"
- "Vaughn the woodcutter hasn't retrieved any material from the forest in a little while. Says there are bandits in the Silver Wood, and he refuses to collect lumber until the danger is gone."
- "Speaking of danger, Mikael the carpenter was attacked by some kind of creature in the forest when he decided to get wood after Vaughn refused. Between those two things and Tansy, the furrier, getting their traps broken—mark my words, something dangerous and not human is in Silver Forest."
- "Harim is waiting for a shipment of leather. It hasn't come in, and the cobbler wants someone to scour the roads for the merchants."
- "Dunquat, our stone mason, seems to be having some trouble getting a shipment of stone from some merchants staying at the inn. She hasn't asked for help, but you might inquire."
- "This one is a little odd ... Orson, he burns the charcoal—lives at the edge of town. He's ... well, he's got some unusual habits. But he's harmless. Anyway, he asked you to go see him. Wouldn't say why."

After giving the heroes this information, Abbott Loric thanks them for their time and reminds them that the church library is theirs to use any time before retreating.

WHAT'S NEXT?

The players get to decide where the story goes next. Each location they of interest they can visit is on the Broadhurst Map handout.

- The heroes can start investigating leads by visiting the carpenter, the charcoal burner, the cobbler, the furrier, the reeve, or the woodcutter.
- The heroes could go to the church of Saint Gryffyn Saint Gryffyn the Stout to search the library for promising tomes.
- The heroes could take a respite and head back to their rooms at the Straw Bed Inn.
- The heroes could go anywhere else in town that they're curious about.

Whatever happens next, let the players decide where to go next. They should drive the action. If the heroes take their sweet time deciding what to do next, you can always advance the action with one of the events listed in the [Events](#) section.

After meeting with Abbott Loric, the heroes are free to explore the town. These locations are keyed on the Broadhurst map.

B1. STRAW BED INN

The heroes have already been staying at this inn at the start of the adventure. When they return here or if they ask about the location, you can share the following information:

- "The Straw Bed Inn is the largest building in all Broadhurst, standing two stories tall."
- "Its rooms are clean, if simple and sparse. A large common room on the first floor serves as Broadhurst's tavern, where locals and travelers can meet, gossip, and enjoy a meal and a drink."
- "Rosy-cheeked, middle-aged Gweldyr runs the place and serves as the bartender. She's kind but always in a rush."
- "The inn is full at the moment. In addition to yourselves, a mercenary band called the Gilded Hand stays here. They don't seem to think highly of anyone who can't afford them, which is everyone in this village."
- "A group of dwarf merchants stays here as well. They mostly keep to themselves, but they do take over a corner of the inn for quiet conversation when they eat."

GWELDYR

Gweldyr is always happy to greet the heroes as they enter the inn, and her greetings become warmer with every quest they accomplish. She's polite but doesn't like to waste time. There's always something to take care of, especially with the inn this packed. If asked about Broadhurst or its happenings, Gweldyr can offer the following information:

- **If asked about Broadhurst or general happenings:** "Honestly, I don't know much, love, but I can say that if you're around in the evening and want to take a pint with some folks in the common room, they'll happily gossip 'til the sun's rising."
- **If asked about the Gilded Hand:** "Came all the way from Wend, they did. I heard them sayin' they battled cultists in some tomb! I can't imagine why they came all the way out here. As far as I can tell, no one in Broadhurst can afford them."
- **If asked about the dwarf merchants:** "Ah, they're bringing stone for Dunquat, but it seems they can't

agree on a price. That's a tough go. Dunquat prides herself on using quality dwarf stone."

GOSSIP AT THE TAVERN

If the heroes want to gossip at the tavern, each hero should make a Presence test to determine how well they mingle with the locals and what rumors they learn:

- **≤11:** The hero learns one rumor from the Tavern Rumors table.
- **12-16:** The hero learns two rumors from the Tavern Rumors table.
- **17+:** The hero learns three rumors from the Tavern Rumors table.

When a hero learns a rumor, you can choose one from the table, or you can roll randomly to see what they know. If you roll for a rumor and get a rumor that is no longer relevant to the heroes or is something they already know, reroll or pick a different rumor that would be helpful to them. If the heroes learn all the rumors, you can create more of your own or let the heroes know that for now they've learned everything this is to learn from hanging out in the tavern.

TAVERN RUMORS TABLE

d100	Rumor
01-05	"That old tomb outside town might be haunted ... but it is definitely full of old traps. Don't go poking around there willy-nilly."
06-10	"I heard something was attacking the pigs over at the Ellery farm, but Ellery won't let anyone near her land."
11-15	"The reeve is overworked. She needs a hand. People been stealing food for weeks and she's done squat about it."
16-20	"Percy, the woodcutter's kid, was skulking about the mill at night. Something's off with that boy."
21-25	"Old Orson is always talking about the end of the world, but his promises never come true. Thank goodness that annoying old poop lives on the edge of town. Most keep away from him."
26-30	"Those dwarves might be merchants, but they ain't all about money. It's their people that matters to them most."
31-35	"Tansy owes me a new cloak. I paid for that thing weeks ago, but she still ain't caught enough animals to make it. It's not getting any warmer!"
36-40	"When Mikael came back with that bite, I thought for sure he was dead. But just a few days later he was right as rain—healthier than I ever seen!"
41-45	"I went out to gather wood because Vaughn refuses. Found a big, fresh hole in the ground. Made me turn right back."
46-50	"If Harim doesn't get that leather soon, I'll have to make my own boots out of leaves."
51-55	"Dunquat thinks of herself as an artist. She won't work with just any stone. It has to be dwarf hewn!"
56-60	"That Gilded Hand won't take any job here in town. Why the heck did they come here anyway?"
61-65	"I saw one of those Gilded Hand folks talking about the tomb. They seem real interested in visiting that haunted place!"
66-70	"You know the Gilded Hand ousted a cult out of some knight's crypt near Wend. Old knight from

	ancient times ... Caelian I think."
71-75	"That elf in the Gilded Hand seems mighty uncomfortable. Even when she's just with her friends, she's always anxiously twisting that emerald ring."
76-80	"Out of the east road the other day and I heard some clanging coming from the old wizard tower. I swear the mage's ghost is knocking about in there!"
81-85	"When I got my meat back from the smoke house, it was a lot less than I remember. Saberna said the smoking shrinks the meat. Is that true?"
86-90	"I don't suppose you're a butcher? Brune's fine with a cleaver, but my gods is that one surly lump of a man. I'd pay a little more just to avoid him."
91-95	"Here's the thing. There's more than one kind of bandit on the road. I heard we got goblins, we got humans, we got orcs, and even ogres! Are they working together?"
96-100	"Reeve Rosamund ain't greedy. She's not driven by power either. She just wants to protect us. Poor woman is overworked."

GILDED HAND

The Gilded Hand hasn't come to Broadhurst in the interest of helping its people. The mercenary band saved Wend, a city many miles away on the eastern side of Dalrath, from a group of demon-worshipping cultists. Those cultists were operating in the tomb of a Caelian knight named Cressa, similar to the Delian Tomb. While battling the cult, the Gilded Hand found the Delian Knight Commander's Ring. They know it can be used to access the third level of the tomb, where the Cup of Iulius waits, but they don't have a way to lift the ward to the second level of the tomb.

As they searched for a way to unseal the second level of the tomb, the Gilded Hand met Queen Bargnot. She's promised to pay a huge amount for the cup, a deal the Gilded Hand greedily took. With a buyer secure, now all they need to do is recover the chalice.

The Gilded Hand has the following members:

- **Targon:** A human tactician in his twenties, Targon is always scowling. He's the leader of the group, though he listens more than he speaks and doesn't offer more than a grunted word or two to anyone outside of the Gilded Hand.
- **Mara:** A human elemental in her fifties, Mara is an expert in magic and Caelian history. She doesn't reveal much to any hero who speaks to her, but she does ask lots of questions about their adventures in the tomb, playing the part of a merely curious scholar.
- **Illwyth:** A wode elf shadow, Illwyth is the only member of the Gilded Hand with reservations about selling the Cup of Iulius to Queen Bargnot, though she hasn't shared her feelings with anyone. She's often in the common room alone so she can get away from the reality of her friends' decisions. Targon charged her with the safekeeping of the ring, since as a pickpocket herself, Illwyth knows the best way to defend against them.
- **Boddorff Buckfeather:** A polder conduit of Pentalion, an evil saint dedicated to dominance and power, Boddorff keeps his holy symbol under his clothes unless he wishes to intimidate someone or cause a scene. He's

the face of the group, happy to talk and interact with others. He often makes up entire stories about adventures the group has had to appease those looking for a tall tale. After all, every legend helps the group find another job.

- **Gorek:** A dwarf fury, Gorek makes no pretense about why he's in the Gilded Hand. He likes to fight. He likes to make money. Everything else is boring to him.

FIRST MEETING WITH THE HAND

After returning from the Delian Tomb for the first time, the heroes run into the Gilded Hand while they stay at the inn. When you're ready to begin the scene, share the following information:

- "The armored man and robed woman you saw reject Ashleigh's plea for help are back in the common room of the inn sitting with a comfortably dressed polder, a burly, shirtless dwarf, and a cloaked wode elf wearing a gold band with an emerald cut like a shield on her finger."
- "The polder smiles as you enter the room and says, 'Ah! If it isn't the heroes of Broadhurst! Come and sit. Tell us of your adventures, and we might tell you a bit about our deeds.'"

Boddorff introduces each member of the group to the heroes. If they take him up on the offer, he asks them about their adventure in the tomb. He wants to know who they fought and what they found inside. If the heroes mention the ward covering the stairs down the second level, Mara asks if the heroes know how to get around it.

If the heroes ask why Targon and Mara rejected Ashleigh, Boddorff is quick to jump in and say, "My friends here are a little quick with sharp tongues. We can't afford to take a job that doesn't pay, on account of us having people back home who need money to survive. But that was no reason to treat the woman so poorly." If pressed, Targon and Mara apologize, promising to make it up to Ashleigh. None of this is true.

Should the heroes ask about the Gilded Hand's adventures, Targon says, "Ever hear of the Cressan Tomb? That was us who cleared out the cult of the demon lord Aurumvas." Unless you decide otherwise, the heroes haven't heard of this deed, though they can learn more about the tomb in Abbott Loric's library (see [Church of Saint Gryffyn](#)).

While interacting with the Gilded Hand, a hero who is suspicious of their motives can make a medium Intuition test to attempt to discern their level of honesty:

- **≤11:** The hero can't discern anything about the honesty of the Gilded Hand.
- **12-16:** The hero can tell that the Gilded Hand is withholding the truth and that Illwyth seems uncomfortable even around her friends. However, Boddorff can tell the group is being scrutinized and quickly adjourns the meeting.
- **17+:** The hero can tell that the Gilded Hand is withholding the truth and that Illwyth seems uncomfortable even around her friends.

After chatting with the heroes, Boddorff wishes them well and the group retreats to their rooms.

ILLWYTH ALONE

After the initial meeting with the Gilded Hand, the heroes notice that Illwyth eats alone at nights in the common room. If engaged in conversation, Illwyth is polite and shares the following information freely if the heroes ask about the following subjects:

- **Gilded Hand:** “We don’t see eye to eye on every little subject, but when it comes down to it, we work together, and we do it well. Disagreements are normal, but I’d trust any of them to have my back in a fight.”
- **Cressan Tomb:** “Ah that was quite the victory for us. The folks in Wend will surely remember the name the Gilded Hand fondly for ages. That means something. Gold is good and all, but making your reputation last long after you’re gone is worth quite a bit.”
- **Her Ring:** “Ah, we found this in the Cressan Tomb. A bit large for my tastes, but it’s got a bit of magic, and I like that.”

While interacting with Illwyth, a hero who is suspicious of her motives can make an easy Intuition test to attempt to discern their level of honesty:

- **≤11:** The hero can tell that Illwyth is withholding the truth and that she’s bothered by something the rest of the Gilded Hand is doing that she doesn’t agree with. However, Illwyth can tell she is being scrutinized and leaves the conversation. She doesn’t return to the common room until the heroes finish a respite and avoids the heroes entirely during that time.
- **12-16:** The hero can tell that Illwyth is withholding the truth and that she’s bothered by something the rest of the Gilded Hand is doing that she doesn’t agree with.
- **17+:** The hero can tell that Illwyth is withholding the truth and that she’s bothered by something the rest of the Gilded Hand is doing that she doesn’t agree with. They can also tell she seems overly protective of her ring.

If a hero attempts to press Illwyth into revealing more about her relationship with the Gilded Hand or the ring she wears, the hero must make a hard Presence test:

- **≤11:** Illwyth tells the hero she doesn’t want to talk anymore and gets up and leaves. She doesn’t return to the common room until the heroes finish a respite and avoids the heroes entirely during that time.
- **12-16:** Illwyth tells the hero she doesn’t want to talk about it anymore and deflects any future attempts to bring it up during this conversation.
- **17+:** If asked about the Gilded Hand, Illwyth tells the heroes that she is starting to have some second thoughts about the Gilded Hand’s latest job, but she won’t reveal what it is. If asked about the ring, she says she believes the ring has some function that may be useful in the Delian Tomb, but refuses to offer more information, saying it has to do with her latest job.

ANOTHER MEETING WITH THE HAND

If the heroes return from the Delian Tomb after unsealing the entrance to the second level but leaving the third level sealed, the Gilded Hand is waiting for the heroes when they enter the inn’s common room. Boddorff greets them with a smile and buys them a round of drinks and asks about their experiences and luck so far in the tomb. If the

heroes say they’ve unsealed the second level of the tomb, the Gilded Hand congratulates them and raises a glass in their honor.

If the heroes lie and say the second level of the tomb remains sealed, they must make a medium Presence test:

- **≤11:** The Gilded Hand doesn’t buy the lie. The next day they open the third level of the tomb and get the cup (see [Tomb Third Level](#)).
- **12-16:** The Gilded Hand buy the lie, but they assume the heroes are close to unsealing the tomb. When the heroes complete their next respite, the mercenaries open the third level of the tomb and get the cup.
- **17+:** The members of the Gilded Hand believe the lie and take no action in unsealing the third level of the tomb for now. If the heroes tell someone else they unsealed the second level, word eventually gets to the Gilded Hand and they unseal the tomb’s third level and get the cup after the heroes reveal their truth and then complete two respites.

If the heroes complete a respite after the Gilded Hand unseal the third level of the tomb and retrieve the Cup of Iulius and the heroes don’t know that this has occurred yet, Gweldyr gives the heroes a note from Illwyth that reads: “I left the village. The others got the cup already. They’re in the tomb. —I.”

LEARNING THE HAND’S PLOT

If the heroes get suspicious of the Gilded Hand and want to learn more about what the mercenaries are up to, they can attempt to eavesdrop on the group. The hero eavesdropping might listen in at the doors of the hand’s room at the inn or during their whispered conversation in the common room and must make a medium Intuition test:

- **≤11:** The hero can’t make out anything the Gilded Hand is talking about.
- **12-16:** The hero hears Targon saying to the others, “If we, or those other bastard Heroes of Broadhurst, can get the second level unsealed, we’ve got the ring. That gets us into the third level. We grab the cup, get it to the goblin, and get paid.” After speaking, Targon notices the eavesdropping hero and notes they need to be dealt with later (see [Gilded Showdown](#) in [Events](#)).
- **17+:** As 12-16, except Targon doesn’t notice the eavesdropper.

If the heroes approach Illwyth about this privately, the wode elf reluctantly acknowledges that her group is thinking about getting the Cup of Iulius for Queen Bargnot and warns the heroes to stay out of it. If they don’t negotiate for the ring during the same conversation, then Illwyth mumbles, “Wish we never found this cursed ring,” as she walks away from the heroes.

GRABBING THE RING

If the heroes wish to obtain the ring, they can attempt to steal it from Illwyth’s hand. While talking to her, a hero can engage in a bit of sleight of hand with a hard Agility test:

- **≤11:** The hero fails to get the ring and Illwyth notices. She makes a mental note the heroes need to be dealt

with and tells her friends as soon as possible (see [Gilded Showdown](#) in [Events](#)).

- **12-16:** The hero fails to get the ring, but Illwyth doesn't notice.
- **17+:** The hero gets the ring without Illwyth's immediate notice. However, she eventually figures out what happened after the heroes complete their next respite and then tells her friends (see [Gilded Showdown](#) in [Events](#)).

NEGOTIATING FOR THE RING

If the heroes privately ask Illwyth for the ring and mention that they know the Gilded Hand's plan to give the Cup of Iulius to Queen Bargnot, the wode elf is willing to negotiate (see [Negotiation](#) in the *Starter Rules*).

ILLWYTH NEGOTIATION STATS

Interest: 1 • **Patience:** 3 • **Impression:** 1

Native Language: Yllric

Motivations

- **Greed:** Money isn't everything to Illwyth, but it's close. If the heroes point out that working with Bargnot could cost her future coin or make some other argument that affects her income, it's an appeal to this motivation.
- **Legacy:** Illwyth cares about her reputation and what folks might say of her long after she's dead. If the heroes make an argument that working with Queen Bargnot will negatively impact her reputation, they appeal to this motivation.

Pitfalls

Justice: Illwyth has no interest in seeing the wicked punished for crimes, though she does not wish to see innocent folk hurt either. If a hero argues that Queen Bargnot or the other members of the Gilded Hand should be brought to justice as a way to appeal to Illwyth's conscience, they invoke this pitfall.

As the heroes make arguments to Illwyth, she responds based on her interest:

- **Interest 5:** Illwyth offers the heroes the Delian Knight Commander's Ring (see [Treasures](#) in *Handouts*), tells them that the Jagged Edge are staying in the ruins of Castle Andreas (see [Castle Andreas](#) in [Part 3](#)), and feels so invested in their cause that she offers to join them as a retainer (see the [Illwyth Retainer Follower Card](#) in *Handouts* and the [Retainer](#) section of the *Starter Rules*). She tells them this is the most she can offer.
- **Interest 4:** Illwyth offers the heroes the Delian Knight Commander's Ring and tells them that Jagged Edge is staying in the ruins of Castle Andreas without expecting anything in return.
- **Interest 3:** Illwyth offers the heroes the Delian Knight Commander's Ring and the location of the Jagged Edge if they promise to trade her for it. The heroes must either lose a combined number of Wealth equal to 3 to pay her properly or give her a nonconsumable treasure, such as a Bloodbound Band they might have recovered from the Delian Tomb.
- **Interest 2:** Illwyth won't give the heroes the ring for fear of angering the others, but she does tell them that the Gilded Hand have no way of entering the tomb's second level and are closely watching the heroes, hoping they can take care of that ward.
- **Interest 1:** Illwyth won't give the heroes the ring or help them.

- **Interest 0:** Illwyth won't give the heroes the ring, and secretly decides they know too much and need to be put down. She ends the negotiation and plots with the Gilded Hand to take the heroes out (see [Gilded Showdown](#) in [Events](#)).

If the heroes end the negotiation with Illwyth's interest at 3 or higher and make a deal with her, they each gain 1 Victory. If she doesn't join the heroes after giving them the ring, she leaves Broadhurst and the Gilded Hand leaves to pursue her.

If Illwyth travels with the heroes, the Gilded Hand confronts them in the streets (see [Gilded Showdown](#) in [Events](#)).

DWARF MERCHANTS

A group of dwarf merchants from Kal Kalavar, the city under the Granite Mountains, are here to sell stone to Dunquat (see [B13. Mason](#)). However, the merchants ran into the evil elemental Vurkor and his ogre lackeys, Gruul, and Forg, on the road (see [Mage Tower](#)). The villains took some of the merchants captive and told them they could have it back if they returned with treasures of magic power.

Murkik, the leader of the merchants, is now demanding that Dunquat handover the Quantum Satchel she uses to easily move stone about. Dunquat refuses to part with the rare treasure. Murkik assumes that as Dunquat's supplies run out, she'll eventually relent, so he and the other merchants are waiting at the inn until then.

CHATTING WITH MURKIK

The heroes might notice the group of five dwarves gathered together in the common room during meals. If they approach, Murkik speaks with them. The dwarf's muscles ripple under his stone skin, his left hand is missing three fingers, and he's happy to chat with anyone. He introduces himself, asks the heroes if they have need for special stone from the depths of the Granite Mountains, and then hears what they have to say. Murkik freely offers the following information:

- **Kal Kalavar:** "Ah! A wonderful city. You should stop by sometime and experience our halls—songs, mead, and crafts beyond anything you experience here. That's why Dunquat needs our stone. The good stuff is deep in the earth."
- **Journey to Broadhurst:** "It was fine. Uneventful. Pastoral even."
- **Broadhurst:** "Ah, it's a sleepy village. Most people are friendly enough but tend avoid us. They think we're made of stone, which is true and not. Sure, our skin is thick, but if you pierce it, we bleed like the rest."
- **Dunquat:** "A fine mason who used our stone to make a lot of buildings in town. So now she has to use it to make repairs or if she wants anything to match. She knows masonry isn't just job. It's art. Too bad she refuses to pay the fee."
- **Dunquat's Fee:** "Dunquat's saying we changed the deal, but we didn't—she's just forgetful and didn't write anything down. We're not leaving until we get what we're owed. It's just a magic bag in addition to the normal fee."

While talking with Murkik about the journey to Broadhurst or Dunquat, a hero who is suspicious of the merchant's honesty can make a medium Intuition test to attempt to discern his level of honesty:

- **≤11:** The hero can't discern if Murkik is lying about anything.
- **12-16:** The hero can tell Murkik is lying, however Murkik can tell he's being scrutinized and gets defensive. Any attempt to get him to reveal the truth takes a bane.
- **17+:** The hero can tell Murkik is lying.

If a hero who knows Murkik is lying presses him for the truth, they must make a medium Presence test:

- **≤11:** Murkik reveals nothing to the heroes.
- **12-16:** Murkik reveals the truth to the heroes about his friends being taken captive and ransomed. He's worried that just revealing this fact puts their lives at risk. If the heroes attempt to negotiate with him, his starting interest is reduced by 1.
- **17+:** As 12-16, except Murkik isn't worried and his starting interest remains unchanged.

NEGOTIATING WITH MURKIK

If the heroes know the truth of Murkik's friends being held captive and ask Murkik to sell Dunquat the stone without handing over the Quantum Satchel, he is willing to negotiate.

MURKIK NEGOTIATION STATS

Interest: 2 • **Patience:** 3 • **Impression:** 2

Native Language: Zaliac

Motivations

- **Peace:** Murkik just wants to do business as normal. He's hoping that getting Vurkor the bag will be the end of it, but if the heroes point out that this might just be the start or that doing dirty business with Dunquat could mean word gets out that the merchants renege on deals, they appeal to this motivation.
- **Protection:** Murkik wants to protect all of the merchants in his employ. If the heroes point out that Vurkor holds all the power in this relationship and that giving him the bag doesn't guarantee their safety and just robs Dunquat of what's hers, they appeal to this motivation.

Pitfalls

Greed: Murkik is interested in making money honestly, but he hates the idea of turning a bad situation to his advantage financially. If the heroes make an argument that he'll make more money if he works with them, they invoke this pitfall.

- **Interest 5:** Murkik agrees to honor the original deal with Dunquat. He encourages the heroes to confront Vurkor and gives them a pair of Unbinder Boots that he planned on giving to Vurkor with the bag.
- **Interest 4:** Murkik agrees to honor the original deal with Dunquat.
- **Interest 3:** Murkik agrees to honor the original deal with Dunquat if the heroes first free his friends from Vurkor (see [Mage Tower](#)).
- **Interest 2:** Murkik won't honor the original deal with Dunquat, but does agree to take only the Quantum Satchel and require no money of Dunquat. If this deal is taken to Dunquat, she begrudgingly agrees.

- **Interest 1:** Murkik won't change the current terms of the deal offered to Dunquat.
- **Interest 0:** Murkik won't change the current terms of the deal offered to Dunquat. Murkik also believes the heroes could be foolish enough to confront Vurkor and put his captured friends in jeopardy. He attacks the heroes (see [Tavern Brawl](#) in [Events](#)).

If the heroes end the negotiation with Murkik's interest at 4 or higher and make a deal with him, they each gain 1 Victory.

B2. BLACKSMITH

- "This small house has a forge and anvil covered by an awning."
- "A signpost in the ground holds up a carving of a hammer and tongs crossed over each other."

If the heroes saved Violet, they are welcome here any time. They might come to visit Ashleigh, since she is an artisan follower, or they might come seeking information about the town.

If they didn't save Violet, Ashleigh is still willing to meet with them during normal hours.

BLACKSMITH BROADHURST INFORMATION

Violet and Ashleigh can give the heroes basic information about the village. They know who runs the various businesses and the different familial relationships folks have.

If the heroes are stuck and don't know what to do or where to go, Ashleigh or Violet can point them in the right direction. They can remind heroes of quests they have by saying things like, "I know Abbott Loric has some old books that might have information about the tomb," or "It seems like Reeve Rosamund could use your help finding some food thieves." They might also be able to fill-in gaps for the heroes and say, "You need an amulet to get into the second floor of the tomb? I know Orson the charcoal burner used to wear some brass sun on a chain."

If the heroes ask if Violet or Ashleigh have heard any rumors, you can choose or roll a rumor on the Tavern Rumors table in [Straw Bed Inn](#) that they know.

B3. CHURCH OF SAINT GRYFFYN

- "The doors to this long house are open, revealing the inside to be a chapel set with wood benches and a modest altar."
- "A small room at the back of the house serves as Abbott Loric's bedroom and study—with bookshelves lining each wall and a small cot in the corner."

Abbott Loric greets the heroes with a smile whenever they come here, and he leaves his books available to them.

RESEARCH AT THE CHURCH

If the heroes are taking a respite in Broadhurst, they're free to use the library to do research as part of their downtime activities.

While the heroes are here, they have project sources in Caelian that allow them to undertake the following Discover Lore projects:

- **Unseal the second level of the Delian Tomb (45 Project Points):** Upon completion of this project, the heroes learn that the second level of the Delian Tomb can be unsealed by the Amulet of the Delian Order, which is a large brass amulet that looks like a sun. Many of these amulets were acquired by an organization called the Coursers, whose members operate in secret.
- **Unseal the third level of the Delian Tomb (45 Project Points):** The third level of the tomb can be unsealed with the Delian Knight Commander's Ring, many of which are buried with other Caelian knights, such as Cressa. The ring is a gold band with an emerald cut like a shield.
- **Find the Jagged Edge Hideout (45 Project Points):** The players may look for likely places in the region where the Jagged Edge could be hiding out. When they complete this project there are three likely places: a ruined fort out on a lake in the northwestern part of the Silver Wood (see [Fort Forsaken](#)), an abandoned mage tower out near the east road (see [Mage Tower](#)), a cave on the bank of the Dunn River as it flows south out of town (see [Wolf Den](#)), or an ancient Caelian ruined called Castle Andreas that is northeast of Broadhurst in the Silver Wood (see [Castle Andreas](#) in [Part 3](#)).

FOLLOWER: ABBOTT LORIC

If a hero has enough Renown to gain a follower and doesn't have one, they can recruit Abbott Loric as a sage. If the heroes wish to recruit him as a sage, give them the [Abbott Loric Follower Card](#) in *Handouts*.

B4. REEVE

- "The inside of this one-room home features a table with four chairs and a fireplace and clutter everywhere, as if the person who lives here is too busy to tidy up."
- "That person is seated on an unmade bed, reading over a piece of parchment as you enter. She raises a finger to have you pause for a moment as she finishes reading. Then she looks up and says, 'Reeve Rosamund, at your service. What can I do for you?'"

Reeve Rosamund grew up in Broadhurst and was elected to be the reeve by its people. She helps enforce the laws of Dalrath and through nobles she communicates with Lord Kenway, the leader of all Dalrath, to request resources for the village. Since Broadhurst is a peaceful place, most of her time is spent helping farmers settle disputes and organizing search parties for missing livestock. However, recent events outside the village have made her life infinitely more stressful, but luckily Lord Kenway has given her the funds to hire help.

Reeve Rosamund is intelligent but overworked and stressed. She speaks quickly, giving as much detail in her answers as she can to try to stave off further questions, though she is also willing to answer more if it means getting the job done.

STOLEN FOOD

If the heroes tell Reeve Rosamund that they're there for work and the Forsaken Wraith bandits are still at large, she gives a grateful sigh and says:

- "Thank the gods. We could really use the help. I asked those Gilded Hand folks, and we can't afford them."
- "Here's the deal. Someone's been stealing food. I don't know if it's one person from many places, or many people each from one place, but we I got complaints of stuff being stolen from the granary and the smokehouse."
- "If you can go start asking questions around those places and track down who did this, I'll be forever grateful ... and I'll pay you! Lord Kenway has given some coin to this cause."
- "I've not heard much other than some stuff's gone missing. Been dealing with some other issues!"

THURSTON NEGOTIATION

If the heroes negotiated with Thurston (see [Fort Forsaken](#)) and need to grant the bandit and his followers a pardon to seal an alliance, Rosamund is happy to write a letter indicating they can come and live in Broadhurst provided the heroes have completed at least one other quest.

OTHER JOBS

If the heroes have already taken care of the Forsaken Wraiths, Reeve Rosamund offers this information instead:

- "There's not much I can offer you in the way of official work, but there are some folks around town who could use help."
- "You might see Tansy the furrier, Orson the charcoal burner, or Dunquat the mason. All three of them are having trouble."

B5. MILL AND GRANARY

- "A water mill with a large, slow-turning wheel sits at the edge of the Dunn River next to a squat wooden building that is raised several feet off the ground by stone pillars."
- "A man and woman in simple clothing walk between the buildings and greet you with a smile as you approach, 'Hey strangers!'"

Robin and Sarah, the millers, greet everyone with kindness. Both are in constant motion, ensuring that grain from the farms is milled and taken to the granary. Sarah tends to do most of the talking for the duo, though her husband chimes in whenever she forgets a detail.

STOLEN GRAIN

If the heroes ask about any trouble that's in the area or the stolen grain, Sarah shares the following information:

- "A few weeks back, it seemed like grain kept disappearing from the granary. We keep it locked, so at first we thought there might be some other explanation."
- "Robin was working late one night and came out to find someone crawling out from under the granary with a sack!"

- “They ran off toward the edge of the Silver Wood, near the woodcutter. But the thief was fast and Robin didn’t get a good look in the dark.”
- “Turns out the burglar had cut a door in the floor and was sneaking in that way!”

Robin and Sarah are happy to let the heroes look around. There’s nothing suspicious in the mill.

GRANARY CLUES

If the heroes search the granary for clues, the most obvious clue is the door that’s been made in the floor. A hero who examines the floor can make an easy Reason test:

- **≤11:** The door was cut into the floor by someone quite proficient with a small saw. While examining the door, it breaks, and Robin asks the heroes to please leave the granary immediately before disturbing anything else.
- **12-16:** The door was cut into the floor by someone quite proficient with a small saw.
- **17+:** The door was cut into the floor by someone quite proficient with a small saw. The hero knows that the only place in town likely to have such an item is the woodcutter or carpenter.

If a hero searches through the grain in the granary for clues, they can make a medium Intuition test:

- **≤11:** The hero finds nothing.
- **12-16:** The hero finds an open penknife that fell to the ground with a carved “P” on the handle. Unfortunately, they find it with their body and take 1d3 damage.
- **17+:** The hero finds an open penknife that fell to the ground with a carved “P” on the handle.

B6. WOODCUTTER

- “A small shack sits at the edge of town abuts the Silver Wood. Many of the trees nearby have been reduced to stumps.”
- “Two men who look similar, one middle-aged, the other youthful, patrol around the house, each holding a woodcutter’s axe.”

Vaughn the woodcutter and his son Percival are outside the house, patrolling the perimeter for bandits. They adopted this routine several weeks ago, when Vaughn stumbled into the camp of the Forsaken Wraiths.

If the heroes come to chat, Vaughn introduces himself and his son. Both are thin and pale, as if they haven’t eaten or slept much in the last few weeks. However, Vaughn is happy to see the heroes and immediately launches into a tale, telling them how they might help him.

BANDITS IN THE WOOD

After introducing himself to the heroes, Vaughn shares the following information:

- “I been going deeper into the forest as of late. See these trees on the edge here are all young. They won’t make for good boards until they’re older, so I got to go into the forest.”

- “But last time I went in—weeks ago—I found trouble. I was travelin’ up the Dunn River. If I fell a tree, I can float it down to town.”
- “Well eventually I find a camp. Now, I ain’t a fool, so I approach quiet like. I’m friendly, but the saints know these folks might not be.”
- “And they weren’t. Gods, I heard them talk of murderin’ and robbin’. Called themselves the Forsaken Wraiths, they did. Plannin’ to steal from this town! I heard it!”
- “So I came back, quick and quiet. I’m glad to have my life! I told the reeve, but so far she hasn’t managed to do anything. She’s only one person and we’re just regular folk out here.”
- “Me and Percy, we’ve been out patrollin’ to protect our place. I ain’t been back in the woods since. Run out of wood and ain’t been paid. Down to just some grain in the cupboard.”
- “Please. If you can find those bandits and drive ‘em out of the woods, I can get some rest and then get back to work.”

Vaughn is on the edge of delirium from hunger and sleep deprivation but will answer any questions the heroes have. If they decide to follow the Dunn River north into the Silver Forest, they eventually find the Forsaken Wraith Camp.

Percival is 18 years old. While he’s also hungry and tired, he’s mostly worried about his father and their situation and far less concerned about the bandits. If the heroes ask Percival about the bandits, he gives the following information:

- “We’re going hungry here. Please do whatever you need to do to get my dad back to work.”
- “I tried organizing a group of folks to get the bandits out, but none are brave enough to help. I thought Brune would be up for a fight for sure! The butcher’s tough, but he just laughed at me.”

GRAIN THIEF

If the heroes ask about the thefts in the granary (see B5. Mill and Granary), Vaughn responds by saying he doesn’t know anything about it—and he genuinely doesn’t. Percival also denies knowing anything about a grain thief, but he’s lying. The woodcutter’s son stole the grain when his father ran out of money, so that Vaughn and he could keep eating.

While asking Percival about the thief, a hero who is suspicious of him can make an easy Intuition test:

- **≤11:** It’s clear to the hero that Percival is holding back the truth, but the boy gets the sense the heroes are onto him. He won’t confess his crime without proof of his involvement, which can be found in B5. Mill and Granary.
- **12-16:** The hero can tell that Percival is lying.
- **17+:** The hero can tell that Percival is lying and gains an edge on any tests made to get him to admit the truth about the stolen grain.

ADMITTING THE TRUTH

If a hero suspects Percival of lying about the stolen grain, they can make a medium Presence test to attempt to get the truth from him. If the heroes found the saw or

penknife in the granary (see [B5. Granary and Mill](#)), and present them to Percival, they make this test with an edge for each item they present.

- **≤11:** Percival swears to know nothing about the robbery.
- **12-16:** Percival admits that he stole the grain. Vaughn then begs the heroes to turn him in instead of his son, since the woodcutter blames himself for his son's desperate actions.
- **17+:** Percival admits that he stole the grain.

When Percival admits that he stole the grain, he explains in a torrent of words and crying that he was just doing it to feed his father and himself, since they had no money and no food left. Vaughn forgives his son almost immediately, and finally sees fully how his actions have influenced his home. He vows to begin cutting down wood again, though as long as the Forsaken Wraiths are in the Silver Wood, he only cuts down the young trees near his place. Their wood is bad, but he can sell enough to Orson the charcoal burner to feed his son and himself.

It's up to the heroes to decide what course of action to take once they know the truth:

- If the heroes turn in Percival (or Vaughn as the father might request) to the reeve, Rosamund orders the grain returned and has the offender work for free at the mill and granary for a month. Most of the Broadhurst villagers view the offender as a thief and shun them.
- If the heroes report Percival to Robin and Sarah at the granary, the millers thank the heroes and ask them not to go to the reeve with this information. Instead, they take the matter up privately with Vaughn, who gives them back the grain and promises to pay for what was used and repairs to the granary as soon as he has the coin.
- If the heroes choose not to report Percival to anyone, a grateful Vaughn gives the heroes three Snapdragons (see [Treasure](#) in *Handouts*) that he found in the Silver Wood.

B7. SMOKEHOUSE

- "A squat stone building with a chimney pipes smoke into the air."
- "Outside the smokehouse, a young woman with a soot-covered face watches your approach with apprehension as she stacks wood outside the house."

Saberna, a seventeen-year-old, tends to the smokehouse. She stands watch outside it and goes in to stoke the fire every so often. When the heroes approach, she's nervous and standoffish with them.

STOLEN MEAT

If the heroes ask Saberna about the stolen meat, she responds that there are some villagers who think the meat is being stolen, but they just don't understand that it shrinks throughout the smoking process. Any hero can tell that this immediate defensive reaction is a lie without the need for a test.

If accused of lying or if a hero attempts to get the truth out of Saberna, she panics and starts running off. If the heroes wish the chase her, they must engage in a montage test.

MONTAGE TEST: CHASE SABERNA

The heroes must follow Saberna through Broadhurst without losing track of her or catch her. The Chase Saberna Test Difficulty table shows this montage test's success and failure limit based on the number of heroes in the test.

CHASE SABERNA TEST DIFFICULTY

Heroes	Success Limit	Failure Limit
Three	3	3
Four	4	4
Five	5	5
Six	6	6

SETTING THE SCENE

- "Saberna takes off running through the village square as she sends logs spinning out into the path behind her covering her path. She whistles as she runs, summoning a large, growling dog who bears their teeth at you."
- "The girl is headed for tight spaces between the square's buildings as she slides under a farmer's horse drawn cart and emerges into a crowd of rowdy tavern goers on the other side."

MONTAGE CHALLENGES

The following challenges can be part of the montage test:

Debris on the Road: Saberna has covered her escape by shoving logs into the road that must be cleared away or barreled through or over. *Suggested Characteristics:* Might, Agility. *Suggested Skills:* Gymnastics, Jump, Lift.

Avoid the Dog: The barking dog surely has a bite that is equally worse! *Suggested Characteristics:* Intuition, Presence. *Suggested Skills:* Handle Animals, Intimidate, Nature.

Get By the Cart: A large farmer's cart blocks the heroes' path and could result in a harmful collision. *Suggested Characteristics:* Might, Agility, Presence. *Suggested Skills:* Drive, Gymnastics, Intimidate, Jump, Lead.

Push Through the Crowd: The rowdy tavern goers block the heroes' path and obscure Saberna from sight. *Suggested Characteristics:* Might, Presence. *Suggested Skills:* Endurance, Escape Artist, Intimidate, Lead.

Navigate Tight Alleys: The small, but crowded village square alleys are an easy place to lose Saberna. *Suggested Characteristics:* Agility, Reason. *Suggested Skills:* Alertness, Climb, Navigate, Track.

Close the Gap: Saberna has a head start and the heroes must reach her if they wish to catch up. *Suggested Characteristic:* Agility. *Suggested Skills:* Endurance, Navigate, Sneak.

MONTAGE TEST OUTCOMES

The montage test has the following outcomes:

Total Success: The heroes catch up to Saberna before she reaches her destination. Once caught, she tells them that Brune the butcher has been stealing food occasionally from the smokehouse. She doesn't know why, but she says the butcher threatened to kill her if she told anyone. The heroes earn 1 Victory each.

Partial Success: The heroes catch up to Saberna just as she reaches the door of the butcher. She tells them nothing, but calls out for Brune to help her. Brune opens the door and hurls a knife at a hero, dealing 1d6 damage to them.

Total Failure: The heroes notice Saberna enter the butcher. Moments later Brune emerges on the street with a knife in one hand and the girl in the other, threatening to harm her if the heroes don't let him leave.

BATTLING BRUNE

The heroes achieve a partial success or total failure, it's likely that they want to fight **Brune**. Use the Village Square map for this battle. Saberna is also part of the battle and uses the **civilian** stat block.

If Brune starts the battle with Saberna grabbed, he uses her as a shield against incoming strikes thanks to his Shoot the Hostage trait. He then wades into the fray and fights until reduced to 0 Stamina.

Once the fighting starts and Saberna is free, she cowers behind the heroes.

BRUNE		LEVEL 1 PLATOON BRUTE		
<i>Human, Humanoid</i>		EV 6		
Stamina 40	Immunity Corruption 1, Psychic 1			
Speed 5	Size 1M / Stability 0			
Free Strike 4				
Might +2	Agility +1	Reason +0	Intuition +0	Presence +0
Butcher Knife (Action) ◆ 2d10 + 2 ◆ Signature				
Keywords Melee, Strike, Weapon				
Distance Melee 1 Target One creature or object				
◆ ≤11	6 damage			
★ 12–16	9 damage			
✱ 17+	12 damage; M<2 grabbed, target has a bane on escaping the grab			
Effect Brune deals an additional 2 damage if the target is already grabbed.				
Throw (Maneuver) ◆ 1 Malice				
Keywords —				
Distance Melee 1 Target One creature grabbed by Brune				
Effect Push 5.				
Shoot the Hostage				
Brune takes half damage from strikes if he has a creature or object grabbed. The grabbed creature or object takes the other half of the damage.				
Supernatural Insight				
Brune ignores concealment if it's granted by a supernatural effect, or the target is supernatural.				

CIVILIAN

Humanoid or Animal

Stamina 8

Speed 5 Size 1S, 1M, 1L, or 2 / Stability 0

Free Strike 1

Might 0 Agility 0 Reason 0 Intuition 0 Presence 0

The heroes earn no Victories for defeating Brune. If they don't kill him, he tells them what he knows once he is able. See [B8. Butcher](#) for more information about Brune.

Once Brune is defeated, Saberna tells the heroes that Brune has been stealing food occasionally from the smokehouse. She doesn't know why, but she says the butcher threatened to kill her if she told anyone.

TALKING TO BRUNE

If the heroes achieve a partial success or total failure on the montage test and decide to try to talk to Brune without fighting him, the hero appealing to him must first make a hard Presence test:

- **≤11:** Brune attacks the heroes and starts the battle with all heroes surprised.
- **12–16:** Brune attacks the heroes.
- **17+:** Brune recognizes he can't win the fight and surrenders, telling the heroes everything he knows about the Forsaken Wraiths (see [B8. Butcher](#)).

B8. BUTCHER

- “The image of a pig is painted onto a sign in front of this simple butcher shop, which displays cuts of meat hanging on pegs on the wall.”
- “Even outside the shop, the place reeks of blood and offal.”

If the heroes arrive here because they chased Saberna (see [B7. Smokehouse](#)) it's possible they have already met Brune the butcher. But if not, Brune is in the shop, butchering a hog with a long knife and cleaver when the heroes arrive.

Brune is in league with the Forsaken Wraiths. He gives them some of the meat he butchers and sells it to them at night whenever they come by. Lately, Brune has gotten even greedier and offered the bandits smoked meat from the smokehouse in exchange for more gold. To steal bits of meat from the smokehouse, Brune had to threaten Saberna, the woman who tends to the meat smoking. Some folks have noticed their meat comes back smaller after being smoked and complained to the reeve about it.

Brune is gruff and rude. He tells the heroes to “buy some meat or retreat.” If they start asking questions, he rolls his eyes and mocks them, giving no useful information about the town or most anything else they ask.

STOLEN MEAT

If the heroes ask Brune about Saberna or the missing meat from the smokehouse, Brune laughs, addressing the question directly and saying, “I got meat aplenty. What do I need to mess with that girl or the smokehouse for? Not get out. You're bothering me.”

The heroes can tell they struck a nerve by asking about this. They can attempt to intimidate Brune into sharing more. Like most bullies, he's not as confident as he projects can fold when confronted. To get him to share more, a hero must make a moderate Reason or Presence test. A hero has an edge on this test if they've already gotten the truth from Saberna and mention that to Brune.

- **≤11:** Brune refuses to speak about the matter.
- **12–16:** Brune agrees to share what he knows, but only if the heroes promise not to report him to the reeve. Otherwise, he doesn't know anything.

- **17+:** Brune tells the heroes what he knows about the Forsaken Wraiths.

If Brune won't speak to the heroes and they try to press the matter, he tells them to return at the next day and promises all their questions will be answered then. A hero who is suspicious of Brune can make a hard Intuition test:

- **≤11:** The hero can't tell if Brune is being honest, you gain 1 Malice to the start of the next encounter the heroes have that feature the Forsaken Wraiths.
- **12-16:** The hero can't tell if Brune is being honest.
- **17+:** The hero knows Brune is lying. If called out on this, Brune tell the heroes what he knows about the Forsaken Wraiths.

Should the heroes leave, Brune goes and speaks to the Forsaken Wraiths as soon as they leave him. The Forsaken Wraiths raid Broadhurst that same night (see [Forsaken Wraith Raid](#) in [Events](#)).

WHAT BRUNE KNOWS

If the heroes get Brune to talk, he shares the following information:

- "I got wind of some bandits in the Silver Wood and found myself in an opportunity for profit. Can't blame a man for tryin' to squeak out a living' in this world, can you?"
- "Anyway, I wandered up the Dunn River, jinglin' a bag of metal so it sounded like coin. Didn't take long to draw 'em out."
- "I was quick to explain the metal scraps I had was worthless, but that I did have something they needed—food to grow up big and strong."
- "So we cut a deal. I gives 'em food. They gives me coin."
- "If you want to find 'em, go north along the river into the Silver Wood. You'll hit their camp soon enough."

If the heroes decide to follow the Dunn River north into the Silver Forest, they eventually find the [Fort Forsaken](#).

TURNING IN BRUNE

If the heroes bring Brune to the reeve, she has him arrested and sent to the capital of Dalrath to face judgment.

B9. CHARCOAL BURNER

- "A small hut stands near a large mound of dirt and moss that has a wide opening at the top releasing smoke."
- "A ladder leans against the mound and atop it sits an old man who is looking into the smoke and smiling."

The old man is Orson, a seemingly eccentric charcoal burner who is covered in soot. He's not as out there as he seems. Orson plays the doddering old man, but he belongs to a semisecret organization of adventuring heroes called the Coursers. Retired from performing heroic deeds, Orson stays in Broadhurst and operates a safehouse for adventuring Coursers passing through the village. His put-on persona keeps the other villagers away and his waystation a secret.

When he first meets the heroes, Orson maintains his façade but is kind to them and immediately asks for their help while praising them as brave heroes who help those

in need. A hero who is suspicious of Orson's act can make a hard Intuition test.

- **≤11:** The hero believes that Orson is exactly who he seems to be.
- **12-16:** The hero can't tell if Orson is putting on a façade or not.
- **17+:** The hero can tell that Orson is much for observant and sharp-witted that he seems and that his kindness is genuine.

If asked about the façade, Orson doesn't deny that he puts up a false persona, but he does maintain it until the heroes retrieve his amulet.

LOST AMULET

If the heroes speak with Orson, he eagerly provides the following information:

- "Folks, folks, folks, folks, folks, folks. I need your help. There's a big bug in the forest. Big. Bug. Huge!"
- "See, I was out there gathering wood. Old Vaughn refuses to search for wood. Says its dane-jer-us! He's right. So very correcto."
- "But I didn't know that then, see? Not days ago when I went out searching for my own stuff to burn. Brought my axe and everything. Shiny."
- "Anyways, your pal Orson is wandering the woods for wood when all of a sudden a big bug jumps out from the ground! Chasing me! Trying to eat me and spitting burning goop!"
- "I barely got away, but mister mean bug took my necklace. Oh, it's a thing of beauty. Big. Brass. Looks like the sky fire!"
- "I thought it was lost, but then I just heard that Ellery's farm had something strange happen. Something jumping out of the ground eating her pigs! She doesn't trust the reeve, but if you go asking, you might find the bug, squash it, and get my necklace! If you can get it back, I'd be so grateful."

A hero who wants to know more about the bug Orson is describing can make a medium Reason test.

- **≤11:** The hero can't identify the bug based on Orson's description.
- **12-16:** The hero knows that Orson speaks of an arixx—a subterranean insect the size of a horse that pops out of the ground to devour victims. They also know the arixx breathes fire (which isn't true, the arixx breathes acid, but the hero gets this information wrong as a complication for the test).
- **17+:** As 12-16 except the hero knows the arixx breathes acid instead of fire.

If the heroes go to Ellery's farm, proceed to [Arixx Nest](#).

THE REAL ORSON

If the heroes return Orson's lost amulet, which is the Amulet of the Delian Order (see [Treasure](#) in [Handouts](#)), he drops the act, speaking plainly with them. He's direct, friendly and warm. With his amulet in hand, he shares the following information:

- "Thank you for this. I know. I'm not who I pretend to be. I'm actually like you, an adventurer. Well, I used to be."

- “I’m part of an organization called the Coursers. I basically help out traveling heroes who are part of the organization, and those who are outside of it—like yourselves.”
- “This amulet—the Amulet of the Delian Order—I actually want you to have it. It will get you deeper into the Delian Tomb, and I know what’s going on there. I’ve kept my ear to the ground. Abbott Loric left some notes out in the chapel I happened to see.”
- “In the meantime, if you folks are interested in becoming Coursers yourselves, let me know. I can give you more information about it. You’ve proven yourselves worthy of membership.”

BECOMING A COURSER

If a hero wishes to learn more about the Coursers, Orson provides the following information:

- The Coursers are an organization dedicated to defending the wild places of the world. This means defending forests, rivers, plains, oceans, deserts, and other natural places from cultists, demons, and those who would destroy or corrupt the wilderness.
- The Coursers are a somewhat secret society—not because they hide their existence, but because they don’t announce it or claim credit for their achievements.
- The organization consists of heroes of all kinds, but the most common folks to join are those with connections to nature—green elementalists, furies, and conduits with the nature domain.
- Most members of the organization are traveling heroes who go from place to place looking for evil within the wilds to combat. These adventuring Coursers travel in twos (or sometimes as a larger party of heroes).
- Since the heroes have aided Orson, they can join the organization if they wish. For the heroes to join the organization, at least two of them must join the organization, since Coursers must work together in numbers of two or greater.

If a hero elects to join the Coursers, Orson gives them a steel broach that resembles a twelve-stringed lute, a symbol of their membership in the organization. They also earn the Courser: Chanterelle title (see [Titles](#) in *Handouts*).

B10. CARPENTER

- “Cheerful whistling and the rhythmic sound of a saw blade cutting back and forth through wood hits your ears as you come upon a small house.”
- “In front of the house, a smiling man works a blade across a piece of timber balanced between two sawhorses.”

Mikael the carpenter is friendly when he sees the heroes, putting down his saw, introducing himself, and thanking them for their deeds done to help the community.

MYSTERIOUS ATTACK

If the heroes ask Mikael about the creature who attacked him, he shares his tale:

- “I went out into the forest to collect some wood. Normally I get it from Vaughn, but he was too scared to go out there because of bandits to the north. So instead,

I followed the Dunn River south to avoid any unsavory types.”

- “I had to go a decent distance to find birches mature enough for making strong buildings and furniture. It took me until nightfall, but the moon was full and providing plenty of light when I came upon a nice copse outside a cave on the riverbank.”
- “While I was cutting down a tree, I heard a howl. A huge wolf was upon me! I ran screaming. That thing came after me, even bit my leg twice, but I eventually lost it.”
- “I think you need to do something about that thing before it tears a villager’s head off.”

If the heroes ask to see Mikael’s wound, he tells them that it already healed and quite quickly.

A hero who wants to know more about the creature Mikael is describing can make an easy Reason test.

- **≤11:** The hero knows that Mikael speaks of a werewolf—a human cursed to turn into a wolf creature whenever the moon is full or when provoked with violence. (What they don’t know is that Mikael has been cursed with the same affliction.)
- **12-16:** As ≤11, except the hero realizes that Mikael is cursed with the same affliction through the werewolf’s bite.
- **17+:** As 12-16, and the hero knows that creatures who are strong in their sense of self (aka have a high Presence score) have a better chance of resisting a werewolf’s curse from their bite.

If the heroes wish to cure Mikael of his curse, they can undertake the Find a Cure downtime project. But first they need the remains of a werewolf. Mikael reacts with shock if told he’s cursed to become a werewolf and asks the heroes to help him find a way to end the curse.

If the heroes wish to hunt the werewolf, they can follow the Dunn River south into the Silver Wood until they find the [Wolf Cave](#).

FOLLOWER: MIKAEL

If a hero has enough Renown to gain a follower and doesn’t have one after ending Mikael’s curse, they can recruit him as an artisan. If he is recruited, give the players the [Mikael Follower Card](#) in *Handouts*.

B11. FURRIER

- “The preserved head of a bear is mounted over the door of this shop, which has furs on display in its window.”
- “Inside, a furrier examines a pelt as they attach it to the bottom of a large cloak.”

Tansy the furrier is always serious. While they aren’t rude, they do have very little sense of humor and take almost everything anyone says literally.

BROKEN TRAPS

If the heroes talk to Tansy about their broken traps, the furrier provides the following information:

- “Something keeps breaking my traps. I need to catch a lot more animals and stop repairing my snares if we want warm clothes for the winter.”

- “The best place to catch animals is along the riverbank in the Silver Forest. I usually follow the Dunn River south. There’s a small cave there filled with wildlife and I set my traps outside.”
- “Whatever is breaking the traps is strong. Chewing right through metal to get to the rodents I’m catching.”
- “I’m going to have to find a new spot. But if you can bring me the hide of this predator, I’d be very grateful!”

If the heroes ask to examine a broken trap, Tansy is happy to share it with them. A hero examining the trap can make an easy Reason test:

- **≤11:** The hero knows that something big and powerful managed to break the trap with their teeth. No normal animal in these parts could do such a thing. While examining the trap, the hero accidentally punctures themselves on a jagged piece of metal and takes 1 damage.
- **12-16:** The hero knows that something big and powerful managed to break the trap with their teeth. No normal animal in these parts could do such a thing.
- **17+:** The hero knows that something big and powerful managed to break the trap with their teeth. No normal animal in these parts could do such a thing. The creature also knew just where to bite the trap to make it break, which suggests an intelligence greater than the average animal.

If the heroes wish to hunt the animal that did this, they can follow the Dunn River south into the Silver Wood until they find the [Wolf Cave](#).

FOLLOWER: TANSY

If a hero has enough Renown to gain a follower and doesn’t have one, they can recruit Tansy as an artisan. If they do, give them the [Tansy Follower Card](#) in *Handouts*.

B12. COBBLER

- “This small shop has a sign carved with a shoe outside.”
- “Within, a human hunches over a table of leather-working tools and scraps, repairing a shoe.”

Harim the cobbler is exhausted. As the only cobbler in town, they work long hours to keep everyone’s feet covered and safe. The cobbler tends to keep answers short and gets exasperated with longer conversations and people who don’t cut to the point, but they are grateful if the heroes offer help.

MISSING MERCHANTS

If the heroes ask Harim about the shipment of leather or if the cobbler needs help, they reply with the following information:

- “I’m almost out of leather I need to make and repair shoes and boots.”
- “Forbin, a leather merchant from Wend, was supposed to arrive here by the east road seven days ago, but the caravan never came.”
- “If you can go scout the east road for Forbin and the leather, I’d be forever grateful.”

If the heroes search the road, they find several empty merchant wagons parked outside of a ruined mage tower (see [Mage Tower](#)).

FOLLOWER: HARIM

If a hero has enough Renown to gain a follower and doesn’t have one, they can recruit Harim as an artisan. If they do, give them the [Harim Follower Card](#) in *Handouts*.

B13. MASON

- “A large, fenced in yard with sturdy tables covered in metal tools opens before a small house.”
- “A stone-skinned dwarf woman with an anxious look mutters to herself as she putters about the yard putting tools into large burlap sack.”

Dunquat the mason has run out of stone and is now being extorted by a group of dwarf merchants at the Straw Bed Inn (see [B1. Straw Bed Inn](#)). She’s stubborn but reaching the end of her will.

The weary mason considers herself an artist. She loves her work and only uses the finest stone from her home city of Kal Kalavar. After coming to the town to establish herself as a big fish in a small pond over 60 years ago, most stone structures in Broadhurst now use stone from the Granite Mountains. In her mind, using another type of stone to repair or build a new structure would cause a mismatch that is beyond offense.

Dunquat’s burlap sack is a Quantum Satchel (see [Treasure](#) in *Handouts*) that has been in her family for generations and used by many fine masons to haul stone easily.

STONE SHIPMENT

If the heroes ask Dunquat about her situation with the merchants or if she needs help, she provides the following information:

- “Murkik, a dwarf staying at the inn, hauled some stone all the way out from Kal Kalavar for me—but he changed the deal!”
- “Not only does he want the original payment, he also wants my bag. I know it doesn’t look like much, but this thing is key to my work. It’s magic and helps me carry stone to my jobs without needing to get a cart and horse.”
- “I can’t work with other stone. I won’t. The stuff from the Granite Mountains is the best. After being here for nearly sixty years, most of the stone in this town is from those mountains and the idea of a mismatch is ... unacceptable.”
- “I might be too close to it all. If you can talk to Murkik and convince him to take the original deal, I’d be grateful. I’m out of stone.”
- “If there was some way I could get that stone from the stables and just leave him our original payment ... bah. Probably a bad idea. So many ways that might go wrong.”

FOLLOWER: DUNQUAT

If a hero has enough Renown to gain a follower and doesn’t have one, they can recruit Dunquat as an artisan. If they do, give them the [Dunquat Follower Card](#) in *Handouts*.

B14. STABLES AND CARRIAGE HOUSE

- “The stables have a small yard and about twelve stalls for horses where a weary attendant mucks out stalls.”
- “A padlocked carriage house stands next to the stables.”

Tubert is the stablehand in charge of taking care of the horses and watching the carriage house. The work is hard and leaves her tired, but she enjoys her labor and always greets folks with a smile.

If she’s asked about the stables, she tells the heroes that the horses belong to dwarf merchants staying at the Straw Bed Inn (see [B1. Straw Bed Inn](#)), and that their wagons of stone are locked up in the carriage house.

STEALING THE STONE

If the heroes try to enter the locked carriage house to recover the stone for Dunquat, they have two obstacles to overcome. First, Tubert is there watching the doors and eager to report any thefts. Second, the carriage house is locked.

DEALING WITH TUBERT

If a hero wishes to distract or convince Tubert into looking the other way while they check out the carriage house, they can make a medium Presence test:

- **≤11:** Tubert doesn’t stop watching the carriage house.
- **12-16:** Tubert allows the heroes to rob the carriage house but realizes what happens shortly after they leave and goes to tell Murkik.
- **17+:** Tubert allows the heroes to rob the carriage house and tells no one.

If a hero wishes to avoid Tubert’s presence while breaking into the carriage house, they can make a hard Agility test:

- **≤11:** Tubert notices the hero breaking in and runs off to find Murkik.
- **12-16:** Tubert notices the hero, but doesn’t realize they’re up to no good, and so they stop to chat.
- **17+:** Tubert doesn’t notice the hero.

BREAKING INTO THE CARRIAGE HOUSE

To get into the carriage house, the hero can make a medium Agility test to pick the lock or a medium Might test to break the door open:

- **≤11:** The hero fails to open the carriage house.
- **12-16:** The hero gets the carriage house open, but the noise attracts Tubert or another local, who runs to tell Murkik.
- **17+:** The hero gets the door open.

INSIDE THE CARRIAGE HOUSE

Once inside the carriage house, the heroes find three large wagons full of high-quality granite. A hero with a Might score of 1 or greater can move a wagon. Alternatively, if the heroes can distract or sneak by Tubert (see [Dealing with Tubert](#)), they can “borrow” some horses to move the granite.

THE GETAWAY

If the heroes manage to steal the granite without Tubert or anyone else running to get Murkik, Dunquat (see [B13](#),

[Mason](#)) accepts the stone, puts it in her Quantum Satchel, and has the wagons and any horses returned to the stable with the originally agreed payment for the stone. She also gives the heroes the source material for a Quantum Satchel as thanks so they can make their own (see [Treasure in Handouts](#)).

The next day, Murkik realizes that he’s been bested and with no options left to save his friends, asks the heroes to free his friends from Vurkor (see [Mage Tower](#)).

If the heroes get reported to Murkik, the next time they’re in the tavern, the [Tavern Brawl](#) event (see [Events](#)) occurs.

EVENTS

The following events can occur when they are triggered by the hero’s action or inaction as defined in the adventure.

TAVERN BRAWL

Dwarf merchants cause a scene in the tavern of the Straw Bed Inn (see [Dwarf Merchants](#) in [B1. Straw Bed Inn](#)). This event can occur for any of the following reasons:

- The heroes negotiate with Murkik for his stone on Dunquat’s behalf and his interest reaches 0.
- The heroes get caught stealing the merchants’ stone from the stables (see [B14. Stables](#)).
- The heroes don’t solve the dispute with Dunquat and the merchants and complete five respites during the adventure. The next time they are in the inn, Dunquat is confronting the merchants and the conflict turns violent as Murkik lashes out at her. Dunquat calls out to the heroes for help, causing Murkik to attack them whether the heroes plan to defend Dunquat or not. Dunquat flees as Murkik focuses on the more dangerous foes.

This encounter uses the Straw Bed Inn Tavern map. Murkik is a **dwarf stonewhisperer** accompanied by **one dwarf warden** and **three dwarf trappers**. See [Tavern Brawl](#) in the *Encounters Book*.

AFTERMATH

If Murkik survives the encounter and the heroes are victorious, he apologizes and comes clean about why he’s asking for Dunquat’s Quantum Satchel. He then asks the heroes to rescue his friends from Vurkor (see [Mage Tower](#)).

If the heroes fail to win the day, Murkik leaves them bloodied on the ground. Dunquat, either because she is there or hears news of the brawl, trades her Quantum Satchel along with the original fee for the stone to get the merchants to leave town and prevent further violence.

WRAITH RAID

The Forsaken Wraiths, a group of bandits, attempts to raid Broadhurst in the night to get supplies for their camp. This event can occur for any of the following reasons:

- Brune (see [B8. Butcher](#)) warns the Forsaken Wraiths that the heroes are onto them.
- The heroes don’t deal with the Forsaken Wraiths (see [Fort Forsaken](#)) and complete seven respites during the adventure, this event occurs.

SETTING THE SCENE

When the event begins, the heroes are passing through the village square.

- “As you pass through the village square in the evening you hear sudden shrieks for help.”
- “A group of farmers, their arms loaded with crops, run toward you, their goods weighing them down.”
- “Behind them is an advancing force of armed marauders, their weapons drawn and raised high.”

This encounter uses the Village Square map. The farmers are **five civilians**. They are chased by **eight human guards, eight human raiders, and two human brawlers**. See [Wraith Raid](#) in the *Encounters Book*.

AFTERMATH

If Reeve Rosamund hasn't already asked the heroes to dispatch the Forest Wraiths, she does after this encounter.

If the heroes capture any bandits, the captured Forsaken Wraith reveals that criminals have been robbing the village smokehouse with the help of Brune the butcher. The bandit also reveals the location of their camp (see [Fort Forsaken](#)).

FULL MOON

Mikael the carpenter doesn't know it, but he's been cursed with lycanthropy and is about to turn into a werewolf. If the heroes don't end his curse by the time they finish their tenth respite in town, this even occurs the following evening.

SETTING THE SCENE

When the event begins, the heroes are passing through the village square.

- “The light of the full moon illuminates the village square where a group of villagers are out enjoying some stargazing after a hard day of farm work.”
- “The peaceful scene is interrupted with a snarl as a giant bipedal wolf-human hybrid leaps into the square, snapping teeth and growling at the suddenly shrieking villagers who run down an alley.”
- “The monster howls, following them at alarming speed.”

This encounter uses the Village Square map. The stargazers are **six civilians**. They are confronted by **one werewolf**. See [Full Moon](#) in the *Encounters Book*.

AFTERMATH

The werewolf fights until reduced to 0 Stamina, at which point they revert to their human form of Mikael (see [B10. Carpenter](#)). If Mikael survives the encounter, he begs the heroes to lock him up until they can cure him and shares any information about the wolf who attacked him that he thinks would help them.

If Mikael doesn't survive the encounter, then Tansy (see [B11. Furrier](#)) comes to find the heroes and lets them know that Mikael told them he was attacked by a wolf near the same place where her traps were destroyed. Fearing that wolf could be the werewolf who cursed Mikael, Tansy begs the heroes to find and hunt the creature (see [Wolf Den](#)).

GILDED SHOWDOWN

If the heroes get on the wrong side of the Gilded Hand (see [Gilded Hand](#) in [B1. Straw Bed Inn](#)), then they might end up fighting some of their members in the streets of Broadhurst. This event can occur for any of the following reasons:

- The heroes get caught eavesdropping on the Gilded Hand by Targon (see [Learning the Hand's Plot](#)).
- The heroes get caught stealing the Delian Knight Commander's Ring from Illwyth or successfully steal it and then complete a respite (see [Grabbing the Ring](#)).
- The heroes try to negotiate for the Delian Knight Commander's Ring and Illwyth's interest reaches 0 or 5 (see [Negotiating for the Ring](#)).

SETTING THE SCENE

When the event begins, the heroes are passing through the village square at a time no one else is there.

- “The village square is unusually quiet as you pass through.”
- “Three members of the Gilded Hand emerge from the shadows, weapons drawn. They're not here to talk.”

This encounter uses the Village Square map. **Boddorff Buckfeather, Gorek, and Mara** confront the heroes. See [Gilded Showdown](#) in the *Encounters Book*.

AFTERMATH

Captured members of the Gilded Hand share anything they know about the Gilded Hand's plot (see [Gilded Hand](#) in [B1. Straw Bed Inn](#)), hoping that the heroes will show them mercy.

If Targon wasn't at the battle, he flees Broadhurst when the heroes beat his fellow mercenaries, vowing to return when he has a new group of rivals to help. Illwyth finds the heroes and offers them the Delian Knight Commander's Ring (see [Treasure](#) in *Handouts*) as a peace offering and in exchange for letting her leave Broadhurst without any trouble. She also tells the heroes that the Jagged Edge are staying in the ruins of Castle Andreas (see [Castle Andreas](#) in [Part 3](#)).

TOMB SECOND LEVEL

With the Amulet of the Delian Order, the heroes can return to and reach the second level of the tomb. When the tomb was sealed, Caelian necromancers reanimated some of the corpses within and transform other creatures and objects into ruinborn horrors that defend the Cup of Iulius.

SECOND LEVEL FEATURES

The second level of the tomb has the following features:

- **Ceilings:** The ceilings are three squares above the floor.
- **Illumination:** The second level of the tomb is illuminated by glowing magic crystals embedded in the ceiling.
- **Stairs:** For every two squares a stairway covers horizontally, it rises one square vertically.
- **Pillars:** Pillars in the dungeon are made of stone, have immunity to poison and psychic damage, and have 6 Stamina, or by a creature being force moved through

them. If one of these pillars is destroyed all creatures in burst 2 of the pillar take 1D10 damage from falling rubble.

- **Map:** The areas here are keyed to the Delian Tomb Second Level map.

RUINBORN

Ruinborn infest the lower levels of the Delian Tomb. These assorted horrors were once normal creatures, plants, or objects that have been tainted by foul magic seeping into their home. They are always hungry, but can survive without food, making them ravenous for their next meal.

- **Memorial ivys** grow from the remains of corporeal undead that have decomposed beyond function. They carry the undead's will into whatever host they can grab.
- **Spindlegoths** resemble spiders with sharp legs and a long, syringe-like mouth. Their thread is said to be thinner than hair but tougher than leather.
- **Tomb horrors** are masses of flesh, fur, and vines. The longer a victim looks at a tomb horror, the harder it becomes to ever shake the monster's visage out of their mind.
- **Wallmasters** are stone walls with a single massive eye. They are intent on trapping intruders within their endlessly shifting forms.

D5. SARCOPHAGUS CHAMBER

- "This octagonal chamber is dry, stagnant, and carpeted with ages of dust. Its walls are lined with burial niches, and memorial plaques too worn to read."
- "Fivesuits of armor stand vigil against the walls of this room."
- "A large sarcophagus dominates the far side of the room. Its carved lid depicts a knight wielding a feathered sword and wearing a bird-like helmet."
- "Other than the stairs up to the first level of the tomb, there seems to be no way to exit this chamber."

Secret: An ambush has been set here. **Five armored soulwrights** wait in the suits of armor, and **five spindlegoths** cling to the ceiling overhead. See [Encounter D5](#) in the *Encounters Book*.

READABLE PLAQUES

Two of the burial niche plaques have readable inscriptions. One to the northeast reads "Triumph," while one to the northwest reads "Regret." One to the north is blank but has a shield-shaped recess in it.

NORTH WALL

If both halves of the Delian Shield (see [D6. Hall of Triumph](#) and [D7. Hall of Regret](#)) are placed in the recess on the northernmost wall, it opens to reveal a path north. When they do this, something deep below stirs and rumbles, shaking dirt from the walls of the tomb.

TRAP: FALSE SARCOPHAGUS

The sarcophagus is a fake and hides a dangerous, fire-spewing trap that triggers upon opening. A hero who inspects the sarcophagus can make an easy Reason or Intuition test:

- **≤11:** While examining the sarcophagus, the hero accidentally triggers the trap, but it targets only the creature who triggered it and that creature gains an edge to resist its consequences, as they were approaching carefully.
- **12-16:** The hero notices a small metal tube in the helmet on the sarcophagus, with a flint striker connected to it.
- **17+:** The hero finds the trap mechanism and jams it, preventing it from triggering so long as they're adjacent to it.

If a hero notices the trap, they can attempt to disarm it by prying the flint striker aside and jamming the nozzle. The hero doing this must make a hard Agility test:

- **≤11:** The hero triggers the trap.
- **12-16:** The hero fails to disarm the trap, but doesn't trigger it.
- **17+:** The hero disarms the trap.

If a creature opens the hinged lid of the sarcophagus without disarming the trap or otherwise triggers it, the sarcophagus sprays and ignites hot oil in within 1 square around itself. Each creature in the area must make a hard Agility test.

- **≤11:** The creature takes 7 fire damage.
- **12-16:** The creature takes 5 fire damage.
- **17+:** The creature takes 3 fire damage.

The trap can trigger three times before it runs out of oil, at which point it is rendered useless. A creature who's aware of the trap can manually trigger it as a maneuver while adjacent to the sarcophagus. If they do, they have a double edge on the Agility test to avoid it.

INSIDE THE SARCOPHAGUS

The sarcophagus has no body inside. It contains only a small jar with an Imp's Tongue (see [Treasure](#) in *Handouts*) inside, and a lever. Pulling the lever causes the "Triumph" and "Regret" burial niches to open, each revealing a narrow passage—one to the east and one to the west—leading onward.

D6. HALL OF TRIUMPH

- "The corridor widens into a chamber dominated at its north side by a diorama of granite statues. Four knights stand, facing westward in single file, in battle stances. Though armored, they have nothing in their hands."
- "Against the south side of the chamber stands a rack of equipment."
- "On the east end of the room is a large brass plaque with a handle and an inscription."

PUZZLE OF TRIUMPH

The four knights are Delian knights depicted in battle. The weapon rack contains the following items:

- Axe
- Glaive
- Sword
- Spear
- Cowl

- Falcon Helm
- Lion Helm
- Plumed Helm

The plaque reads as follows, in Caelian and is available as the [Hall of Triumph Handout](#) in *Handouts*:

“Remember well the tale of the knights noble, who in valiance slew Parthus the Bleak. Open not this door until they are properly equipped.

“Should the past be forgot, so shall Parthus the Bleak rise once more.

“Four knights battled that day: Portia, the knight with an axe, the knight in a Falcon Helm, and the knight who stands first in the formation.

“Septimus is not wearing the lion helm.

“Aeolias stands in front of the knight wearing a plumed helm, but behind the knight with a sword.

“Cornelia is wearing the cowl.

“Septimus was either second or last in the formation.

“The knight wielding a sword is also wearing a lion helm.

“The knight wielding a spear stood in front of the one with a plumed helm, but behind Cornelia.”

A hero can make an easy Reason test to try and recall additional details about this battle:

- **≤11:** The player can ask you the name, weapon, or headpiece of a single knight, which you answer honestly and their hero recalls.
- **12-16:** As ≤11, but the player can ask two questions.
- **17+:** As ≤11, but the player can ask three questions.

The correct configuration of the knights is as follows:

Knights	Weapon	Headpiece	Position
Aeolias	Spear	Falcon Helm	3rd
Cornelia	Glaive	Cowl	1st
Septimus	Axe	Plumed Helm	4th
Portia	Sword	Lion Helm	2nd

The handle on the door of the plaque does not turn unless all the knights are equipped. If it is turned and all knights are equipped correctly, the plaque opens, revealing a compartment (see [Loot](#)). The heroes earn 1 Victory.

If it is turned and the knights are equipped incorrectly, a sinister laugh echoes through the tomb, and a voice speaks: “With the past forgot, Parthus the Bleak rises to fight once more!”

GHOSTLY ENCOUNTER

If the heroes incorrectly equip the knights and try to open the plaque, **a ghost** and **four specters** arise in the room, with additional reinforcements depending on how many mistakes were made in the puzzle (these are not cumulative):

- **1-2 Mistakes:** An additional **four specters** arise with the ghost.

- **3-4 Mistakes:** An additional **four specters** and **eight shades** arise with the ghost.
- **5+ Mistakes:** An additional **six specters** and **eight shades** arise with the ghost.

See [Encounter D6](#) in the *Encounters Book*.

LOOT

Inside the secret compartment are two Healing Potions (see [Treasure](#) in *Handouts*) and the left half of the Delian Shield, a half circle emblazoned with a sword.

D7. HALL OF REGRET

- “This long, rectangular hall ends in a raised section with a set of stairs leading up to an altar that holds half of a circular bronze shield and a book.”
- “Eight pillars line the walls of the room, with arches connecting them across the ceiling, granting it a cathedral-like appearance.”
- “The room outcrops to the south into two large chambers covered by red curtains.”

Secret: The half-shield on the altar at the far side of the room is the genuine right half of the Delian shield. However, escaping with it is no small task, as a **wallmaster**, **eight decrepit skeletons**, **four skeletons**, and **two soulwights** lie in wait here, hidden behind a wall erected by the wallmaster. A hero who suspects something can make a medium Intuition test to try and figure out what’s unusual about this room.

- **≤11:** Nothing stands out as odd.
- **12-16:** The stonework in some sections of the north wall seems different from all the rest. The heroes and monsters become aware of each other at the same time.
- **17+:** The hero notices gaps in the walls and can tell monsters and lying in wait for them. The heroes win initiative, but the monsters are not surprised.

See [Encounter D7](#) in the *Encounters Book*.

LOOT

The book on the altar is a project source for Unblinking Candles and contains a compartment that holds three embers from Quintessence (see [Treasure](#) in *Handouts*).

The right half of the Delian Shield is a half circle emblazoned with the head of a dragon.

D8. OBELISK CHAMBER

- “Stairs slope deep into the earth, and a rumbling grows more and more palpable the further you descend.”
- “The tunnel gradually widens into a chamber, revealing a large obelisk in the center of the room surrounded by a flowerbed. The walls are laced with ivy winding up through the brickwork in elaborate patterns, climbing a balcony which juts from the west, north, and east walls.”
- “Suddenly, the many vines wending along the ground pull away from the brick, and the flowerbed undulates, rising up around the obelisk until, with a thunderous crunch, it is torn from its foundation.”

- “With a bone-crawling growl, the misshapen cluster of roots, vines, leaves, and flowers rises as if on legs, the obelisk protruding from it like a horn.”
- “As the ground shifts, bodies rise up from the cracked stonework underfoot, clawing out of the exposed earth with a vengeance in their eyes. At the same time, lurching humanoid figures emerge from the ivy upon the balcony overhead, ripe with malice.”

OBELISK CHAMBER FEATURES

Ceiling: The ceiling in this chamber is 6 squares high.

Balcony: A horseshoe-shaped balcony rings part of this room. It's 2 squares up from the floor, and accessible by ladders on its south side. Each side of the balcony (north, west, and east) has six supporting pillars. If three or more of these pillars are destroyed, that side of the balcony collapses (see [Collapse!](#)).

Tangled Roots: An area that is 6 squares on a side in the center of the room is difficult terrain. The heroes' enemies in this room ignore this difficult terrain.

A **tomb horror** awaits the heroes here, accompanied by **two soulwights** and **eight memorial ivies**. At the start of the second round, **eight rotting zombies** and **two ghouls** emerge from the tangled roots in the center of the room. See [Encounter D8](#) in the *Encounters Book*.

LOOT

The tomb horror's body contains a Lachomp Tooth and four Snapdragons (see [Treasure](#) in *Handouts*).

D9. TREASURY

- “A large mural depicting Delian knights locked in combat with giants and ogres dominates the northernmost wall of this room.”
- “The west and east walls are lined with trophies from some of their more extraordinary escapades, including a thorn dragon head, the finger of a fire giant, and a basilisk tongue.”
- “Among the trophies, a shiny double-sided axe is mounted on the wall, with a small plaque on it that reads ‘Heelcutter.’”
- “Below the mural, there is a large stone plinth with a jeweled golden chalice atop it.”

Secret: This room was built to dissuade tomb raiders. It's intentionally meant to look like the final room of the tomb, with various treasures placed here to slake their greed. However, the mural conceals a secret door that only opens if the Delian Knight Commander Ring is placed in the chalice.

MAGIC WARD

The walls, floor, and ceiling of this room can't be damaged or destroyed thanks to a magic ward.

LOOT

The axe mounted on the wall is Heelcutter, a giantslaying axe (see [Treasure](#) in *Handouts*). There are also two vials of fire giant blood, and a recipe in Caelian detailing how to make a Giant's-Blood Flame (see [Treasure](#) in *Handouts*).

THE END?

A hero who attempts to remove the chalice finds it is affixed to the plinth. If a hero has researched the Delian Tomb or has the History or Magic skill, they can tell that this chalice is not the Cup of Iulius.

Inspecting the cup reveals there is small, circular divot inside, large enough to hold a piece of jewelry like a ring. If the Delian Knight Commander's Ring is placed in the chalice, the mural wall lifts to reveal the stairs down to the third level of the tomb. The ring can be retrieved once the wall ascends.

SECOND LEVEL CLEARED

If the heroes clear the way to the treasury and then head back to Broadhurst, the Gilded Hand (see [Gilded Hand](#) in [B1. Straw Bed Inn](#)) speaks to them about it, provided the mercenaries are still in town.

TOMB THIRD LEVEL

With the Delian Knight Commander's Ring or if the Gilded Hand unlocks the third level of the tomb, the heroes can descend into the lowest depths of the Caelian crypt.

Some of the areas of this level of the tomb are different and depending on who enters the last level of the tomb first. If the Gilded Hand entered before the heroes, read the [After the Hand](#) in each area before running that area.

This level of the tomb is built for the sole purpose of defending the Cup of Iulius, and its construction reflects this.

THIRD LEVEL FEATURES

The second level of the tomb has the following features:

- **Ceilings:** The ceilings are 4 squares above the floor.
- **Illumination:** The third level of the tomb is illuminated by glowing crystals embedded in the ceiling.
- **Stairs:** For every 2 squares a stairway covers horizontally, it rises 1 square vertically.
- **Map:** The areas here are keyed to the Delian Tomb Third Level map.

D10. THE FIRST TRICK

- “As you descend the stairs, a silence grows.”
- “The world above becomes more and more distant, and you feel the weight of this compound's age in the very air you breathe. This is it: the bowels of the Delian Tomb.”

Secret: One of the steps is a trap that will turn the subsequent steps into a slide, sending whoever steps on it tumbling down toward a pit trap.

Secret: **Two creeping sludges** are at the bottom of the pit. Another **four creeping sludges** and **six imit putties** cling to the ceiling and attack when the heroes enter the chamber or trigger the pit trap. See [Encounter D10](#) in the *Encounters Book*.

SLIDE TRAP

Whoever's leading the heroes down must make a hard Intuition test:

- **≤11:** The hero doesn't see it coming at all. They fall prone, take 8 damage, and fall into the pit trap at the bottom.
- **12-16:** The hero reacts, but just a moment too late. They fall prone, take 6 damage, but catch themselves just before they hit the pit.
- **17+:** The hero notices the trap before it triggers.

Once the slide triggers, the area from the pressure plate onwards (indicated by the arrow on the map) becomes difficult terrain. A creature moving into the terrain can attempt to slide down it. This costs no movement, but the creature must make a medium Agility test:

- **≤11:** The hero falls prone and slides directly toward the pit, falling in if it hasn't been jammed open.
- **12-16:** The hero slides toward the end of the slide. They can stop themselves at any space along the way, but take 1 damage per space slid in this way.
- **17+:** The hero can slide down to any space along the slide without consequence.

If a creature is force moved into the area of the slide, they must also make this same test.

PIT TRAP

At the bottom of the stairs is a trapdoor which pops open if a 1S or larger creature or object is placed on top of it. The pit is 3 squares deep and oozes live at its bottom. There's enough of a ledge around the pit that a creature who is aware of the pit can move past it (but not stop in its space) without triggering it or use a maneuver to jam the pit's cover so it can't open.

A creature that searches as they approach can make a medium Intuition test:

- **≤11:** The hero fails to notice the pit trap.
- **12-16:** The hero notices the pit trap by triggering it. They have an edge on the test made to avoid falling in.
- **17+:** The hero notices the seam of the pit trap.

If a creature steps on the pit, it pops open. The creature must make a medium Agility test:

- **≤11:** The creature falls into the pit.
- **12-16:** The creature falls but catches themselves. The hanging from the ledge of the pit.
- **17+:** The creature can shift 1 square. If they don't shift off the pit with this movement, treat this as a result of 12-16.

The pit snaps shut at the end of the round after opening. A creature adjacent to it can use a maneuver to open it again.

SECRET DOOR

If a hero inspects the pit, they can roll a hard Intuition test:

- **≤11:** The hero finds nothing and takes 2 acid damage from residual ooze on the walls of the pit.
- **12-16:** The hero finds nothing.

- **17+:** The hero discover the secret door, which hides a passage leading to [D13. A Moment's Reprieve](#).

LOOT

A hero who investigates the pit can find a small metal tin containing three Black Ash Darts (see [Treasure](#) in *Handouts*).

AFTER THE HAND

If the heroes arrive after the Gilded Hand has already swept through, ceiling oozes have been dispatched, but the sludges are still in the pit and the stairs have been oiled. All tests made to avoid slipping down into the pit have a double bane.

D11. THE GAUNTLET

- "This twisting corridor is full of dead ends."
- "As you enter, a heavy clunk sounds from behind the walls. A blade swings right past you, and a guillotine falls between the members of your group. Ahead of you looks much the same as behind."
- "Holes in the wall suddenly release oil on the ground, creating a slippery and hazardous surface."
- "Then the crystals in the ceiling providing light extinguish in the hall, leaving you without a way to see."
- "You've entered a gauntlet of mechanical traps!"

MONTAGE TEST: THE GAUNTLET

The corridor ahead winds and curls back on itself in a complex labyrinth that threatens to have them running in circles. If the only way forward is through, then they must attempt a moderate montage test to proceed. The Gauntlet Test Difficulty table shows this montage test's success and failure limit based on the number of heroes in the test.

GAUNTLET TEST DIFFICULTY

Heroes	Success Limit	Failure Limit
Three	4	2
Four	5	3
Five	6	4
Six	7	5

MONTAGE CHALLENGES

The following challenges can be part of the montage test:

Avoid the Blades: The heroes must find a way to get past the blades. *Suggested Characteristics:* Might, Agility. *Suggested Skills:* Endurance, Gymnastics, Jump, Sabotage. *Special:* This obstacle can be overcome twice during the montage.

Avoid the Oil: Slippery oil covers the floor that the heroes must contend with. *Suggested Characteristics:* Agility. *Suggested Skills:* Endurance, Gymnastics, Jump.

Navigate the Maze: The heroes must find a way out of the maze. *Suggested Characteristic:* Reason. *Suggested Skills:* Navigate, Search, Strategy. *Special:* This obstacle can be overcome twice during the montage.

Restore the Lights: The heroes can attempt to restore the magic of the illumination crystals in the ceiling.
Suggested Characteristic: Reason. *Suggested Skills:* Alchemy, Magic, Mechanics.

MONTAGE TEST OUTCOMES

The montage test has the following outcomes:

Total Success: The heroes make it to the other side of the gauntlet and each gain 1 Victory.

Partial Success: The heroes makes it to the other side of the labyrinth, having narrowly avoided dismemberment on multiple occasions. Each hero loses 1 Recovery. If they have no Recoveries to lose, they are instead weakened until they finish a respite. Each hero gains 1 Respite.

Total Failure: The heroes barely making it out by the skin of their teeth. Each hero loses 2 Recoveries. If they have only 1 Recovery remaining, they instead lose that Recovery and are weakened until they finish a respite. If they have no Recoveries, they instead are dazed until they finish a respite.

AFTER THE HAND

The Gilded Hand jammed and disrupted the mechanism in the process of coming through here. The success limit is decreased by 1, but Agility tests made to navigate the gauntlet suffer a bane due to the irregular patterns of the machinery.

D12. KILL ROOM

- “This room’s walls are noticeably pockmarked with many small holes. There are two corridors connected to it: one to the west, and one to the south that looks too small to comfortably move through.”
- “Before you can explore further, however, you are beset by attackers. Dark, loping slimes approach!”

Two gelatinous balls and **two creeping sludges** assault the party as soon as they enter, accompanied by **eight black ichors**. Down the narrow passage to the south, a single **crawling claw** is operating a control panel of levers. See [Encounter D12](#) in the *Encounters Book*.

SILVER KEY

Anyone who inspects the control room finds a large and ornate silver key sitting on it (unless the Gilded Hand has already been here).

AFTER THE HAND

If the Gilded Hand has already been here, the oozes have been dispatched before the heroes arrive, and the silver key is not on the control panel. The Gilded Hand did capture than re-release the crawling claw to work the control panel.

D13. A MOMENT’S REPRIEVE

- “This corridor diverges in two directions: there is a single door to the south, and a grand set of double-doors to the west.”
- “The double doors have a pair of armored knights carved into them, and a big heavy lock in the middle.”

Secret: The double doors are locked and trapped.

LOCKED DOORS

The double doors are magic and can’t be damaged or destroyed. can be unlocked with the silver key from the control panel in [D12. Kill Room](#). The trap does not trigger if it’s opened in this way. Alternatively, the lock can be picked with a moderate Agility test:

- **≤11:** The hero fails to unlock the door, and triggers the trap.
- **12-16:** The hero unlocks the door, but triggers the trap in the process.
- **17+:** The hero unlocks the door without triggering the trap.

If the trap is triggered, the helmets of the two knights expel a fire the fills this area. Anyone caught in the blast must make an Agility test:

- **≤11:** 15 fire damage
- **12-16:** 12 fire damage
- **17+:** 9 fire damage

If the heroes fail to unlock the door, it jams, and the only way to open it is to double back and search for the key.

AFTER THE HAND

If the Gilded Hand has already been here, the door is unlocked.

WHAT’S NEXT?

Beyond the double doors lies the chamber that holds the Cup of Iulius. This chamber is quite different depending on whether the heroes arrive before or after the Gilded Hand. Use [D14.1 Cup Room Untouched](#) if the Gilded Hand have not claimed the cup already. Use [D14.2 Cup Room Raided](#) if the mercenaries have the cup.

D14.1 CUP ROOM UNTOUCHED

- “A massive set of steps leads up to a landing where the Cup of Iulius sits on a plinth that stands between two massive, flaming braziers.”
- “As you enter, a voice calls out, ‘No fell hand shall seize the Cup of Iulius so long as Lady Cornelia has bones with which to do something about it!’”
- “An armored wight emerges from a sarcophagus on the landing. She draws a sword, blocking your view of the chalice.” She drives the blade into the ground, causing humanoid figures to writhe and rise around her on the landing.”

Dame Cornelia leads **twelve decrepit skeletons**, **four soulwights**, and **three zombies** in attacking the heroes. See [Encounter D14.1](#) in the *Encounters Book*.

LOOT

Cornelia’s sarcophagus contains a Revenger’s Wrap (see [Treasure](#) in *Handouts*). The plinth holds the Cup of Iulius (see [Treasure](#) in *Handouts*).

D14.2 CUP ROOM RAIDED

- “A massive set of steps leads up to a landing where an empty plinth stands before a sarcophagus and between two massive, flaming braziers.”
- “Three figures emerge from the shadows on the landing. Bodorff Buckfeather, Gorek, and Mara are here. The mage says, ‘Late to the party, are we?’”

Mara, Boddorf Buckfeather, and Gorek have dispatched the foes that were here when they arrived, and are awaiting the heroes. They’re not here to chat. They’re here to make sure that no one knows Targon has the cup and is bringing it to Queen Bargnot. See [Encounter D14.2](#) in the *Encounters Book*.

LOOT

Mara wears a Revenger’s Wrap (see [Treasure](#) in *Handouts*).

THIRD LEVEL CLEARED

When the heroes complete exploring the third level of the Delian Tomb, they should either have the Cup of Iulius or they should know where to find it—in the ruins of Castle Andreas. See [Part 3: The Jagged Edge](#) for continuing the adventure.

TITLE: DELIAN DELVER

If a hero survives exploring every level of the Delian Tomb, they gain the Delian Delver title (see [Titles](#) in *Handouts*).

ARIXX NEST

An arixx, a burrowing, acid-spewing insect the size of a horse, has attacked Orson the charcoal burner and stole his amulet (see [B9. Charcoal Burner](#)). The creature has gotten braver and just attacked the Ellery farm on edge of town, killing several pigs. The quest begins when the heroes arrive at the farm.

ARRIVAL

When the heroes arrive at the site of the most recent arixx attack, they find a scene of violent carnage in a goat pasture.

- “An exhausted woman pokes at a half-eaten pig carcass with a stick. She drops the stick to toss a severed pig head into a roaring bonfire.”
- “The torn-up pasture contains many holes and furrows, and the place is littered with partially eaten pigs.”
- “Many of the pig remains have wounds that are missing skin and dissolved down to the bone.”

ELLERY

Ellery, the farmer who works these fields, is salvaging what pieces of pork she can and burning the rest. The recent attack on her property left her terrified, and she’s happy to tell the heroes what occurred if they ask:

- “My gods, it was like nothing I’ve ever seen. I’ve been telling that reeve I heard rumbling and she doesn’t do anything.”

- “Anyway it was in the night, the rumble got loud and the pigs started squealing. I looked out the door and saw the biggest bug I’ve ever seen!”
- “Huge jaws. Spitting something that burned. After that thing filled its belly, it dug into the ground, leaving that tunnel.”
- “I’m worried it might come back. Please say you’re going down there after it?”

Ellery begs the heroes to go after the monster that killed her pigs, promising them free bacon for as long as she lives if they kill it.

FOLLOWING THE ARIXX’S TRAIL

The fissure in the farmhouse lawn leads to a tunnel, created by the arixx, that leads to its lair. The tunnel, however, crosses to a network of other tunnels, presenting a confusing maze and a number of hazards.

A hero who knows that they are hunting an arixx also know that arixx don’t normally leave permanent tunnels when they dig unless they intend to make the area a nest. The creature must be close by!

FIND THE ARIXX MONTAGE TEST

The hero must navigate the tunnels and avoid any dangers to reach the arixx lair. The Navigate the Tunnels Test Difficulty table shows this montage test’s success and failure limit based on the number of heroes in the test.

NAVIGATE THE TUNNELS TEST DIFFICULTY

Heroes	Success Limit	Failure Limit
Three	3	3
Four	4	4
Five	5	5
Six	6	6

SETTING THE SCENE

When this montage test begins, provide the following information:

- “The tunnel formed from the arixx’s passing intersects with other similar tunnels, making following the correct tunnel difficult.”
- “The tunnels are unstable and lined with various dangers—wide pools of acid, weakened floors, collapsing passages, and stinging insects are all obstacles to your journey.”

MONTAGE CHALLENGES

The following challenges can be part of the montage test:

Follow the Correct Tunnel: Many of the tunnels show signs of an arixx’s passing. Following the tunnel of the most recent passage is tricky. *Suggested Characteristics:* Reason. *Suggested Skills:* Nature, Search, Track. *Special:* The heroes can attempt this challenge twice during the montage test.

Avoid Fresh Acid: Pools of water dot many of the passages, but some of these pools contain acid. Stepping in those pools is painful. *Suggested Characteristics:* Agility, Reason. *Suggested Skills:* Alchemy, Climb, Jump.

Notice Weakened Floors and Walls: Certain tunnel sections are dangerously unstable. These areas must be recognized and treaded on carefully. *Suggested Characteristics:* Intuition, Reason. *Suggested Skills:* Alertness, Monsters, Search.

Hold Up Closing Passages While Others Pass: Some of the tunnels the heroes must follow have weakened walls and ceilings, meaning someone has to hold those weakened areas or move debris. *Suggested Characteristics:* Might. *Suggested Skills:* Endurance, Lift.

Manage Dangerous Creatures Encountered: Potentially dangerous creatures like badgers have entered the tunnels as well. They're not life-threatening, but they can still cause a ruckus and do some damage. *Suggested Characteristic:* Intuition, Presence. *Suggested Skills:* Handle Animal, Intimidate, Sneak.

MONTAGE TEST OUTCOMES

One of the following outcomes ends the montage test:

Total Success: The heroes reach the arixx lair quickly and with only minor hassles. Each hero earns 1 Victory, and the arixx is fully visible in the center of his lair when the heroes arrive there.

Partial Success: The heroes get lost and suffer minor setbacks along the way, but they find arixx lair after a while and the creature senses their arrival. It begins the encounter hidden in a burrow within the chamber.

Total Failure: The confusing network of tunnels and hazards proves too much for the heroes' skills. They only find the arixx lair by accident as they fall through the ceiling of the cavern onto the hard floor. Heroes earn no Victories from the montage test, and they begin the combat surprised and prone after falling 4 squares into the lair. The arixx begins the encounter burrowed.

ARIXX LAIR

The heroes arrive at the arixx lair, and the creature attacks when disturbed. The arixx lair has a ceiling that is 4 squares high.

- "The tunnel ends in a large chamber, which is littered with bones and half-eaten, rotting carcasses of animals, with perhaps some humanoid remains intermingled."
- "At the far end of the chamber, a pile of debris obscures the chamber wall. Glints of metal and other objects are strewn within the debris."
- "The ribs of several bovine carcasses line sections of the wall. Corpses of other creatures are impaled on the ribs."
- If the heroes achieved a total success on their montage test, the arixx is out in the open and not hidden. Add: "A giant insect, like a horse-sized praying mantis, clacks mandibles with excitement as you enter the cave."

Secret: The floor is weakened in several places.

ARIXX ENCOUNTER

See [Arixx Nest](#) in the *Encounters Book* for more information fighting the arixx.

LOOT

A search of the nest after the arixx is defeated reveals various bits of useless trash as well as Orson's Amulet of the Delian Order (see [Treasure](#) in *Handouts*).

TITLE: MONSTER BANE

The hero who reduces the arixx to 0 Stamina earns the Monster Bane title (see [Titles](#) in *Handouts*).

ARIXX NEST AFTERMATH

If the heroes defeat the arixx, they earn the thanks of Ellery, who not only delivers on the promise of bacon for life, she also gives them an old journal in Kalliak with a vial of red honey her grandmother gave to her. The journal is a project source for Buzz Balm (see [Treasure](#) in *Handouts*) and the vial is four ounces of demon honey.

With the Amulet of the Delian Order in hand, the heroes can now enter the second level of the Delian Tomb, as Orson (see [B9. Charcoal Burner](#)) can explain to them.

FORT FORSAKEN

The Forsaken Wraiths are a bandit crew stealing food from Broadhurst and planning a violent raid. The bandits have established a stronghold, which they call Fort Forsaken, on an island at the center of a lake in the Silver Wood. The heroes must get to the island and infiltrate the fort to end the bandit's mayhem. A head-on assault is very dangerous, but sneaking or bluffing their way into the fort can pay dividends. A power struggle between two bandit leaders gives the heroes an opportunity to end the bandits' reign of terror with minimal bloodshed.

The heroes can learn the location of Fort Forsaken from Brune the Butcher (see [B8. Butcher](#)) or by questioning a bandit after they raid the village (see [Wraith Raid](#) in *Events*).

This quest uses the Fort Forsaken map.

WHAT DO THE FORSAKEN WRAITHS KNOW?

If the heroes capture or question a Forsaken Wraith, the bandit provides the following information in exchange for their life. No test is required to gain this information from a bandit who knows they've been beat:

- Aldiva leads the Forsaken Wraiths. She is a brutal, effective leader.
- Thurston, an older human, has seemed unhappy with her leadership recently. He's got some supporters, and they're whispering of a mutiny.
- Several months ago, the Forsaken Wraiths discovered one of their members, Saera, was cursed with lycanthropy and had become a werewolf. Aldiva banished Saera, hoping the werewolf would haunt the woods outside of Broadhurst and stir up chaos and confusion in the village, making them more vulnerable to raids.

A SHORT, SHOCKING SWIM

When the heroes arrive at the lake, provide the following information:

- "Water laps against the shore of a large lake with an island at its center about 400 feet away."
- "A stone and wood fort stands on the island, but it's difficult to make out details from this distance."
- "A wooden raft, big enough to carry several humans, rests on this shore. Three paddles and a long steering pole rest beside the raft."

Secret: The raft left here is a trapped decoy. The raft's wood was soaked in an accelerant that easily combusts if hit with an open flame. It's also rigged to fall apart if it hits the sharpened logs positioned just below the lake's surface, halfway between the two shores.

Secret: A second, sturdier raft is hidden nearby for the bandits' use.

DECOY RAFT

The raft's problematic design has been camouflaged expertly. A hero examining the raft can attempt an easy Reason test:

- **≤11:** The hero notices the raft's wood is soaked in chemicals to make it flammable, but not that it's built to fall apart if struck along the bottom.
- **12-16:** The hero notices the raft's wood is soaked in chemicals to make it flammable, and also that it's built to fall apart if struck along the bottom.
- **17+:** As 12-16, and the hero notices another raft, this one much safer, hidden in the bushes nearby.

If the decoy raft takes fire damage, it immediately catches fire. The first time on a turn that a creature touches the burning raft or if they start their turn touching it, they take 5 fire damage. The raft is destroyed at the end of the second round after which it started burning.

OTHER MEANS OF CROSSING

Another raft, which the bandits actually use to cross the lake, is hidden in the foliage a short distance from the shore. Heroes who search the woods automatically find the second raft.

Swimming is also an option, as the water is calm and still and only 3 squares deep at its deepest. However, the clawfish that inhabit the lake are hungry, attacking swimmers (or anyone who enters the water) once they get at least 40 feet away from the shoreline.

SPIKED LOGS

The bandits have rigged some sharpened logs just under the water's surface right before the island. Only the decoy raft is structurally unsound enough to fall apart if it hits one of these trapped logs.

A hero steering the decoy raft must attempt a hard Agility test as they approach the shore.

- **≤11:** The hero strikes the spike logs with the raft, causing it to fall apart.
- **12-16:** The hero grazes the log with the raft. It doesn't totally fall apart, but the hero(es) with the lowest Agility score on the raft falls in as a section of the raft breaks away and unbalances it.
- **17+:** The hero avoids the spiked logs and makes it to the island.

TAKING A SWIM

If one or more heroes fall into the water or elect to swim to the fort, they must swim to shore while dealing with the clawfish.

Creatures falling into the lake or swims between the logs alert **eight clawfish**, which swarm and attack. At the start

of each round a hero remains in the water, another **eight clawfish** appear until all clawfish are dead or a total of forty-eight clawfish have appeared. See [Taking a Swim](#) in the *Encounters Book*.

THE SENTRY

Skewra, a Forsaken Wraith and **human archer**, is a little bit drunk and a lot asleep on the shore when the heroes approach. The sound of combat with the clawfish or the heroes generally making a lot of noise wakes her up (as does her taking damage or being touched).

If she wakes and sees the heroes approaching on a raft, she lights a torch, lights an arrow, and shoots it toward the raft, hoping to ignite it. She then continues peppering the heroes with arrows until at least two of them make it to the shore, then she runs toward the gate to try to raise the alarm.

If the heroes make it to shore without waking Skewra, they find her unconscious on the beach with her bow and an empty wine bottle next to her. If woken up surrounded by heroes, she immediately surrenders. She is loyal to Thurston and would like him to take control of the camp.

ENTERING THE FORT

Deep grass between the shore of the island and the fort provides cover for creatures as they approach the area.

The original fortress was a stone structure abandoned by its previous occupants long ago. Aldiva and the rest of her bandit crew built the wooden palisade that is 2 squares high at the front of the stone section, and now they pitch tents within the palisade as shelters, while the leaders make their homes in the stone section.

- "The south of the fort is a wood palisade held together with twine and mud. The north end of the fort is an old stone building."
- "A sentry holding a crossbow stands atop a platform above a southern opening palisade of the fort, distracted by talking to someone below."

SNEAKING IN

A hero attempting to scale the palisade wall and sneak in must make an easy Agility test:

- **≤11:** The hero makes it over the wall, but makes some noise that is heard by the Kora at the guard post at the entrance. She comes to investigate. If the heroes don't bluff the Kora or reduced her to 0 Stamina within the first three turns of combat, she raises the alarm.
- **12-16:** The hero scales the wall quickly and quietly, unnoticed by anyone inside.
- **17+:** The hero succeeds and finds the best handholds. Other heroes after them automatically succeed on the test.

BLUFFING IN

A hero who wants to try to pretend they're wannabe bandits looking to join the Forsaken Wraiths can make a moderate Presence test while talking to another bandit. This test has an edge if another member of the Forsaken Wraiths is vouching for them:

- **≤11:** The hero is unconvincing and the bandits they're talking to attack and raise the alarm.
- **12-16:** The hero is convincing, and they are taken directly to Thurston.
- **17+:** The hero is trusted and these bandits don't bother them again unless they learn the truth of the heroes.

WITHIN THE PALISADE

When the heroes enter the area of the fort within the palisade, provide the following information:

- "The area of the fort surrounded by the palisade has a dirty covered ground with several canvas tents arranged around the perimeter."
- "A large tent with no sides and long tables serves as an impromptu kitchen and dining area."
- "The rest of the this area is a training ground set with straw-stuffed fighting dummies and archery targets."

RAISING THE ALARM

If the alarm is raised in camp, all the bandits not inside the ruin spring to the ready. This includes the following groups:

- Berrick, a **human trickshot**
- Kora, a **human scoundrel**
- Three groups of **eight human raiders** each.
- One group of **eight human archers**.
- One group of **eight human rogues**.

See [Within the Palisade](#) in the *Encounters Book*.

GUARD POST

Two guards are stationed in the front area of the fort: Berrick, a **human trickshot**, stands atop a platform to the east of the entryway, while Kora, a **human scoundrel**, stands to the west of the entryway in case anyone charges in. They're friends and distracted by chatting with each other.

SLEEPING TENTS

Seven large tents offer shelter to the main contingent of the bandit army. A total of thirty-six bandits are present in the tents currently: **sixteen human raiders**, **eight human archers**, and **eight human rogues**.

MESS TENT

Eight human raiders are preparing the bandit's next meal here over a cookfire.

INSIDE THE RUIN

The old stone ruin was once part of a forgotten barracks built by the Caelian empire.

RUIN FEATURES

The first level of the tomb has the following features:

- **Ceilings:** The ceilings in the rooms are 3 squares above the floor.
- **Illumination:** The Forsaken Wraiths have placed lit torches in wall sconces to illuminate the entirety of the fortress.

F1. THURSTON'S QUARTERS

- "A human with his head sits with a group of humans, all seated on crates. The others seem afraid to speak."
- "A few bedrolls are scattered around the edge of this room."

Thurston, a **human knave** and the second-in-command, sulks in his quarters as he contemplates his next move with **four human raiders**. He's unhappy with the leadership of Aldiva, who wants to keep raid and keep raiding Broadhurst for food. Thurston regrets the bandit life, and would like to rejoin society. Many of the Forsaken Wraiths agree with him, but he knows Aldiva and those loyal to her will not let them go back to a quiet life. After all, the best way to get a pardon for crimes is turning in other criminals.

MUTINY

If the heroes do not immediately attack Thurston when they encounter him, the bandit lieutenant considers how he might be able to use them to get what he wants whether they are pretending to be bandits or not. He hints at the unhappiness of the bandits, saying things like, "Aldiva's plan is ambitious, but I'm not sure it's what everyone wants ..." If the heroes pick up Thurston's hints and offer to aid him, a negotiation begins.

Thurston realizes that the heroes are likely both powerful as opponents but potential allies with regard to dealing with the people in charge in Broadhurst.

THURSTON NEGOTIATION STATS

Interest: 2 • **Patience:** 3 • **Impression:** 3

Native Language: Vaslorian

Motivations

- **Freedom:** Thurston has grown tired of what he sees as Aldiva's inept leadership. He wants just as much power as he has now, but in a legitimate business or enterprise. Who knows? Maybe he could even become the leader of Broadhurst one day: the bandit who became the leader!
- **Peace:** Thurston is neither benevolent nor kind. If banditry paid better, he'd cut down the heroes without a second thought. However, banditry turns out to be hard work, and Thurston wants to walk away from this life with a good cut of the current earnings, a promise of immunity and/or a good-paying job in Broadhurst.

Pitfall

- **Benevolence:** Thurston understands that wealth equals power. He wants as much of the ill-gotten gains as he can walk away from. Giving up than that is not an option for Thurston.
- **Justice:** Thurston refuses to face any justice for his crimes or those who pledge loyalty to him. He will not consider surrender if it means imprisonment or punishment.
- **Interest 5:** Thurston agrees to help the heroes by removing most of the forces from the fort that very night (see [Thurston's Plot](#)), leaving the heroes to deal with Aldiva. He gives them two Healing Potions to help with the job.
- **Interest 4:** Thurston agrees to help the heroes by removing most of the forces from the fort that very night (see [Thurston's Plot](#)), leaving the heroes to deal with Aldiva.

- **Interest 3:** Thurston agrees to help the heroes, but only if they return with a signed letter from the reeve guaranteeing a pardon for him and his followers. If asked, Rosamund does this for the heroes provided they've completed at least one other quest. With this letter in hand, Thurston takes action (see [Thurston's Plot](#)).
- **Interest 2:** Thurston is reluctant to help the heroes. He can't remove most of the bandits from the camp, but he promises to take himself, Skewra, and the other four bandits in the room with him away and stay out of the heroes' way, but he won't help further.
- **Interest 1:** Thurston won't work with the heroes, and tells them to leave. If he sees them again, he attacks.
- **Interest 0:** Thurston doesn't trust the heroes and immediately attacks them. See [Encounter F1](#) in the *Encounters Book*.

If the heroes end the negotiation with Thurston's interest at 4 or 5, they earn 1 Victory.

THURSTON'S PLOT

Thurston's plan to betray Aldiva involves telling her that he's going to take most of the Forsaken Wraiths to raid Broadhurst that evening. His followers will ambush hers in the darkness once away from the island.

Aldiva stays away from raids, so the only people left in the camp during that time will be herself and her bodyguard Laesi (see [F2. Aldiva's Quarters](#)) and Berrick and Kora (see [Guardpost](#)). If Brune is in the fort, he also remains here during the raid.

ALDIVA'S DONE

If the heroes already took care of Aldiva, Thurston thanks them and then proposes a deal—he'll flee the region with any remaining bandits as long as he gets the goods in the storage room (see [F3. Storage](#)). If the heroes don't agree to these terms, he attacks them.

F2. ALDIVA'S QUARTERS

- "A human in fine leather armor stands over a barrel, looking at a roughly sketched map of Broadhurst, nodding as she mumbles to herself."
- "Beside her stands an unarmed woman in plain robes, arms folded comfortably."
- "Several crates and barrels are stacked around the room and a straw mattress lays on the ground in the corner."

Aldiva, a **human bandit chief**, plans a raid on Broadhurst in her quarters assessing the situation with her personal null bodyguard named **Laesi**. The two are aware of Thurston's displeasure, but they are unaware that the mutiny has grown to this level.

ALDIVA AND LAESI

Aldiva sees herself as the queen of the area, and she refuses to believe her reign is over, whether from a mutiny or from a group of meddling heroes. Similarly, Laesi defends her friend and mentor to the death.

If the heroes try to warn her of a forthcoming mutiny, Aldiva brushes it off as overreacting if she believes the heroes are new recruits. If they press the issue, she attacks. See [Encounter F2](#) in the *Encounters Book*.

BRUNE

If **Brune** (see [B8. Butcher](#)) left Broadhurst to warn the Forsaken Wraiths about the heroes, then he is also here, advising Aldiva about Broadhurst.

If Brune is not here, they find his house circled on the Aldiva's map with a note that says "Brune—Ally."

GROUPS

Aldiva, Laesi, and Brune are each a group on their own.

LOOT

Aldiva uses a Blade of the Luxurious Fop (see [Treasure in Handouts](#)).

F3. STORAGE

This area contains much of the loot the bandits have stolen from travelers—coins, valuables, and trade goods. If the heroes did not promise Thurston a portion of this treasure during negotiations and players keep this treasure for themselves, their Wealth increases by 1. If the players distribute these ill-gotten goods to the people of Broadhurst, each has their renown increase by 1.

FORT FORSAKEN AFTERMATH

If the heroes drive the bandits out of the fort and report back to Rosamund (see [B4. Reeve's House](#)), she pays them enough money to increase each hero's Wealth score by 1. She also honors any deals they made with Thurston. Any bandits who survive the ordeal and aren't pardoned (including Brune if he's been discovered by the heroes) are arrested and sent to the High City of Dalrath to face justice.

MAGE TOWER

Vurkor, an orc elemental, came to Broadhurst looking for a rumored tower that once belonged to a powerful magician. Finding the tower empty and in ruins, Vurkor and his two ogre servants captured travelers along the road forced them to become laborers in rebuilding the wondrous tower. Other travelers are able to avoid this fate if they offer Vurkor magic treasures, which he uses to restore the defenses of the tower.

The heroes can infiltrate the tower and deal with Vurkor, the ogres, and some of the more malignant magic that permeates the weathered stones of the tower.

The heroes can learn of the tower's location by following leads given to them by Harim (see [B12. Cobbler](#)) or through interacting with the dwarf merchants staying at the Straw Bed Inn (see [B1. Straw Bed Inn](#)).

THE TOWER CLEARING

The heroes arrive at the location of the tower, finding no means of entrance.

- "A 200-foot-high tower of seamless black stone juts from the ground before you."
- "Abandoned wagons, still in workable condition, are pushed off to the east side of the tower."
- "Obvious foot traffic goes up to the base of the structure in various places, but no sign of an entryway is evident."

FINDING THE ENTRANCE

The hero with the highest Reason score knows that this style of magic tower often has a password or passphrase that reveals a hidden door.

Two different moderate tests can help the heroes summon the door. The first can be a moderate Intuition test to notice that a phrase has been faintly scratched into the stone at a height of 12 feet in High Kuric. The second is a moderate Reason test to absorb the magical vibrations of the tower and envision the passphrase needed. Both tests have the same outcomes:

- **≤11:** The hero fails to interpret or summon the correct passphrase (see [A Spying Fairy](#)).
- **12-16:** The hero interprets or summons the correct passphrase, but gets the intonation of the phrase wrong. The door appears, but the speaker of the passphrase loses 1 Recovery as the tower sucks some of the heroes vitality.
- **17+:** The hero finds or summons the correct passphrase, and the door appears when it's spoken.

The passphrase is, "Open the planes to my vision."

BREAKING IN

If the heroes can't figure the passphrase in this way, they have one last method of entering the tower: making their own door. The tower's walls are 1 square thick, and each square section has 20 Stamina and is immune to poison and psychic damage. Whenever a creature damages a section of the tower, they take 1D6 psychic damage.

TOWER FEATURES

The tower has the following features:

- **Ceilings:** The ceilings in the rooms are 8 squares above the floor.
- **Illumination:** The walls magically emanate light that illuminates all areas of the tower.
- **Map:** This area uses the Mage Tower map.

GROUND FLOOR

When all the heroes enter the ground floor of the tower, the opening they passed through disappears, leaving a solid wall behind them and no way to leave.

- "The tower is definitely bigger on the inside, at least 90 feet in diameter. Seven globes of light, one for each color of the rainbow, light the room is a dizzying display of colors. The wall where the door was that you entered seals, leaving no means to leave."
- "A set of curving stairs leads up along the outer wall, going through the ceiling 40 feet above the floor."
- "The room is littered with a variety of objects. Bricks of stone, mortar, trowels, food supplies, ale kegs, arcane components, and more. Some of the supplies are covered with tarps, while others are exposed."
- "Seven sheets cover seven different objects hanging on the wall around the room."

Secret: The globes of light can become magic guards that battle intruders.

Secret: The sheets on the wall cover seven different magic mirrors (red, orange, yellow, green, blue, indigo, violet). Each mirror is tinted a different color of the rainbow.

GLASS SPIDER ATTACK

Intruders who disturb anything in the room or attempt to climb the stairs cause the red, orange, and yellow globes to turn into **glass spiders** who attack.

See [Mage Tower Ground Level](#) in the *Encounters Book*.

SUPPLIES

The good stored in this area contain the marks and stamps of various merchants or craftspeople, including several crates of leather, which are meant to be deliver to Harim (see [B12. Cobbler](#)).

SECOND FLOOR

- "As before, a set of curving stairs leads up along the outer wall, going through the ceiling above the floor."
- "The room contains a dozen people—eight humans and four dwarves. They huddle together fearfully or lie despondently on bedrolls in the center of the room."
- "Your arrival causes a few people to sit up and move toward you quickly. 'Quiet,' says a nearby dwarf futilely trying to calm the crowd, 'They can hear everything if we're not quiet!'"

PANIC

When the heroes appear, several people stand and run toward them begging for help in panicked whispers that get louder and louder. To stop the panicking from turning loud enough to draw the attention of the ogres upstairs, the heroes must make a moderate Presence test:

- **≤11:** The panic leads to outright shouting, causing the ogres and their pet mohlers on the third floor to come down and investigate.
- **12-16:** The heroes calm the captives before the ogres are alerted, but the noise does draw some suspicion from the ogres. Tests made to sneak up on the ogres take a bane.
- **17+:** The heroes calm the captives before the ogres are alerted.

GATHERING INFORMATION

When the heroes get the chance to ask questions of the captives, they can learn the following:

- The captives are mostly travelers, farmers, or laborers from the area. They were captured by a pair of ogres led by an orc. They've been forced to help rebuild the third floor of the tower.
- The two ogres keep some mohlers as pets. They sometimes take the mohlers outside, coming back later with stones to be used for building.
- The orc uses magic. They don't see him often, but he carries a pendant that opens the door in the ground floor that allows the ogres to leave. The orc also claims the pendant connects his life force to the tower.
- Bassa the dwarf is the orc's most prized captive. She leads the captives in doing masonry work and was traveling with the dwarf merchants staying at the Straw

Bed Inn (see [B1. Straw Bed Inn](#)), as were the rest of the dwarves here. She's with a group of captives upstairs working.

- Several captives have been taken upstairs, which is where the ogres and the mohlers live and sleep when not working. The captives can describe the area (see [Third Floor](#)).
- The captives that have been taken up to the floor above the ogre's home have not come back down. It's been several days, so it can be assumed they did not survive that trip.
- One of the human captives is Forbin, a leather merchant who was delivering a shipment to Harim (see [B12. Cobbler](#)).

COMBAT

If combat breaks out on this floor, use the guidance in [Mage Tower Third Level](#) in the *Encounters Book* for running the combat here. The big difference is that the **twelve civilians** who act at the end of a round. They all attempt to flee downstairs to the first floor if there's any trouble. If the heroes activated but didn't defeat the spiders down here, the spiders attack the captives as they flee down the steps.

THIRD FLOOR

An ogre goon, an ogre juggernaut, and twelve mohlers live on this floor and six **civilians**, captives, are working here. The mohlers are used to dig around and look for stones to use in repairing the tower.

- "As before, a set of curving stairs leads up along the outer wall, going through the ceiling above the floor."
- "Several large cages with open doors and exterior locking bars dot the room. The cages hold strange pig-like creatures with sharp claws."
- "Two ogres rest on enormous stools, drinking deeply from equally large mugs. They ignore a collection of books and bags at their feet."
- "Four people standing near a hole in the outer wall hold masonry equipment and discuss something among themselves."
- "Several statues also dot the room. Most of them are of people, but a few of them are of the strange pig-like creatures."
- "A dark energy emerges from the hole. Where you there should be a view to the outside of the tower, there is only darkness."

Secret: Getting too close to the hole in the wall can petrify a creature into stone.

ENEMIES

Gruul, **an ogre juggernaut**, and Forg, **an ogre goon**, attack as soon as they notice the intruders. When they do, their **twelve mohlers** attack as well. The mohlers cannot burrow through the walls or floors of the tower. See [Mage Tower Third Level](#) in the *Encounters Book*.

LOOT

Vurkor moved some of his books and crafting ingredients found in the tower to this level while construction

continues on the floor above. If the heroes check the piles near the ogres' stools, they find the following items:

- Ten ounces of rainwater from a sacred fey grove and a recipe in Caelian that serves as a project source for a Portable Cloud (see [Treasure in Handouts](#))
- Three ounces of costmary leaves, good for making Healing Potions (see [Treasure in Handouts](#))
- A recipe in Caelian that serves a project source for a Growth Potion (see [Treasure in Handouts](#))
- Vurkor's Journal, written in Kalliak

VURKOR'S JOURNAL

A creature who can read Vurkor's journal, which is in Kalliak, learns the following information:

- Vurkor is obsessed with discovering the secrets of the mage tower and gaining its power for himself.
- He's sacrificed many captives to strange magical phenomena within the walls of the tower and shows no remorse for their loss.
- He has tied his lifeforce to the tower to a pendant. If someone removes his pendant after his death, the tower will collapse.

FOURTH FLOOR

- "The curving stairs leading up from this floor end before reaching the ceiling, and the opening in the ceiling that would lead to another floor has been sealed off with hastily applied stonework. The higher section of the stairs appears to have been built recently."
- "This chamber contains more tools and stone for mason work. It also has a living area with a bed, desk, wardrobe, and other furniture. In a separate area is laboratory equipment and books."
- "A dwarf and an orc sit at one of the tables here, urgently discussing something."
- "Six corpses lie on the floor."

Vurkor is here talking with Bassa, **a civilian** and dwarf merchant. The bodies at their feet are actually **six zombies**.

MORE MALEVOLENT MAGIC

The floor above this has been sealed off because a malevolent magic—this one that kills people and turns them into zombies—has been plaguing the area. The corpses on the floor were workers who got too close to the ceiling while building the stairs. Bassa has some very rudimentary skill with earth magic and with great effort and time was able to seal off the opening with stones from a distance to stem the immediate problem.

VURKOR

Vurkor cares nothing for the lives that have been lost as he pursues reconstructing the tower, but he's also no fool. He believes that he can defeat the heroes with the help of his zombies, but he's aware they must be capable combatants to have made it this far.

VURKOR NEGOTIATION

If the heroes want to negotiate for the release of the prisoners, Vurkor is willing to hear them out—though his trust and patience for these intruders is low.

VURKOR NEGOTIATION STATS

Interest: 1 • Patience: 2 • Impression: 3

Native Language: Kalliak

Motivations

- **Discovery:** Vurkor wants to discover more about the secrets of the tower. While having captives could increase the rate of restoration, keeping them here is just going to draw a target on his back that keeps interrupting his work and could actually result in his slow discovery of secrets—an argument like this appeals to this motivation.
- **Power:** Vurkor believes that magic and knowledge are power. If the heroes argue that Vurkor keep the tower in exchange for the prisoners, that argument appeals to this motivation.

Pitfall

Benevolence: Vurkor cares little for the captives and their loved ones, and an argument that appeals to his empathic side fails—because he doesn't have one.

- **Interest 5:** Vurkor agrees to release the prisoners and not commit further crimes. To prove he's serious about the deal, Vurkor gives the heroes a recipe he found in the tower that serves as source material for crafting Mirror Tokens (see [Treasure](#) in *Handouts*).
- **Interest 4:** Vurkor agrees to release the prisoners and not commit further crimes.
- **Interest 3:** Vurkor agrees to release the prisoners and not commit further crimes, provided the heroes give him a treasure that isn't a consumable to help him restore the tower.
- **Interest 2:** Vurkor agrees to let the humans in the tower go if the humans give him a treasure that isn't a consumable, but he refuses to let the dwarves go—their knowledge of stone work is too valuable.
- **Interest 1:** Vurkor refuses to release any captives.
- **Interest 0:** Vurkor attacks the heroes. See [Mage Tower Fourth Level](#) in the *Encounters Book*.

If the heroes end the negotiation with Vurkor's interest at 3 or higher, they earn 1 Victory each.

LOOT

Vurkor carries source material in Variac for crafting Mirror Tokens (see [Treasure](#) in *Handouts*) as well as six sheets of glass and enough sunbaked gold dust to make two tokens.

If a hero touches Vurkor's amulet they know the item allows them to create a door in the first level of the tower (no action required). However, someone other than Vurkor touches the amulet after his death, it also causes the tower to collapse.

MONTAGE TEST: THE COLLAPSE

Vurkor has completed a ritual that connects his amulet and his life force to the magic of the tower. If someone removes his amulet after Vurkor dies, the tower begins to collapse. If the heroes are on the ground floor of the tower, they can easily escape the collapsing tower without issue. If the heroes escape with all the captives this way, they earn 1 Victory.

Otherwise, removing the amulet kicks off a montage test to see if the heroes and the captives can escape.

The Collapsing Tower Test Difficulty table shows this montage test's success and failure limit based on the number of heroes in the test.

NAVIGATE THE TUNNELS TEST DIFFICULTY

Heroes	Success Limit	Failure Limit
Three	3	3
Four	4	4
Five	5	5
Six	6	6

SETTING THE SCENE

When this montage test begins, provide the following information:

- "As you learn the secrets of Vurkor's amulet, a magic shockwave emanates from his body, and the tower begins cracking, crumbling, and falling apart."
- "Several paths to the stairs is suddenly cut off by a huge chunk of stone."
- "Magic bolts crackle out of the tower as it collapses, threatening to fry everyone within who doesn't get crushed first."
- "The stone falls away to reveal not the outside, but a black void."
- "Below, captives scream for help—panicking and without any idea of what to do."

MONTAGE CHALLENGES

The following challenges can be part of the montage test:

Avoid Falling Rocks: Rocks fall and walls collapse.

Dodging out of the way, or helping others avoid fall stonework, is paramount. *Suggested Characteristics:* Agility. *Suggested Skills:* Alertness, Gymnastics, Jump, Lead. *Special:* This obstacle can be overcome twice during the montage.

Hold Up a Wall or Move Rubble: Pathways are blocked by falling debris. A hero hold it up for a few seconds to allow others to escape. *Suggested Characteristics:* Might. *Suggested Skills:* Architecture, Endurance, Escape Artist, Lift.

Bind Unstable Magic: The magic of the tower is unstable and threatens to zap others. Heroes can try to control this magic temporarily. *Suggested Characteristics:* Reason, Intuition, Presence. *Suggested Skills:* Endurance, Magic

Keep Everyone Calm: Captives are beginning to panic and trip over each other. They need help to stay calm. *Suggested Characteristics:* Presence. *Suggested Skills:* Empathize, Intimidate, Lead, Persuade.

MONTAGE TEST OUTCOMES

One of the following outcomes ends the montage test:

Total Success: The heroes make it out successfully, and they save all of the captives. They earn 1 Victory.

Partial Success: The heroes escape, but the collapse is damaging. One captive dies for each success the heroes were short of the success limit.

Total Failure: The heroes make it out alive, but two captives die for each success the heroes were short of the success limit.

MAGE TOWER AFTERMATH

After the heroes escape the tower, they can search the rubble and find the leather that Forbin was to bring to Harim. If that leather is brought to the cobbler, Harim thanks the heroes by giving them the project source and item prerequisites to make an Adaptive Second Skin of Toxins (see [Treasures](#) in *Handouts*).

If any of the dwarves are freed and the dwarf merchants at the Straw Bed Inn are still around (see [B1. Straw Bed Inn](#)), a grateful Murkik gives the heroes his Unbinder Boots (see [Treasure](#) in *Handouts*) as thanks and settles things with Dunquat, allowing the mason to keep her Quantum Satchel (see [B13. Mason](#)).

WOLF DEN

Saera, a werewolf who considers her curse a gift, came to the Silver Wood hoping to join the Forest Wraith bandits after she was chased out of the settlement of Wend. When the brigands discovered what she truly was, they exiled her. She's now taken refuge in a cave on the banks of the Dunn River that shares a connection with Quintessence, a manifold of chaotic elemental energy.

Saera has been hunting on the banks of the river at night. She bit and cursed Broadhurst's carpenter, Mikael (see [B10. Carpenter](#)), and steals meat from the traps set by furrier Tansy (see [B11. Furrier](#)). It's likely that through talking to Mikael or Saera, the heroes find themselves on the banks of the Dunn River, about to enter the den of a werewolf.

A WORRIED BROTHER

When the heroes arrive at the den, an itinerant shepherd has been just been captured by Saera. His shocked brother stands outside the cave, gathering the courage to face the beast within.

- "Several slaughtered sheep, their entrails strewn about the ground lie on the bank of the Dunn River in front of the entrance to a gaping cave."
- "A middle-aged human stands outside the entrance, staring in with a look of worry and fear, a wood crook grasped tightly in his fists."

YERRIS

Yerris, an itinerant shepherd and **civilian**, follows his sheep and lives off the land with his brother. He's startled when the heroes approach, wheeling around on them and holding his crook in a shaky defensive stance with no sign of combat proficiency.

If the heroes speak with him, Yerris immediately realizes they could help him and starts speaking quickly:

- "Me younger brother, Oleq, and I was bringing our sheep through the area when a wolf—a biggun—came charging out of the cave and tore up a few. The rest scattered."
- "I froze and then the beast grabbed Oleq! Screaming for help he was as the thing carried him ... in there."
- "I want to go in ... but I can't make me legs move. Please! You got to save him."

If the heroes offer to help, Yerris thanks them. If they tell him to wait outside the cave, he does so. He also does whatever he's told to do in any combat encounters. If not given any direction, he is the last to act on the hero's side and runs at the nearest creature and makes a free strike against them—a tactic that the heroes should notice will likely get him killed if they don't intervene.

CAVE FEATURES

The cave has the following features:

- **Ceilings:** The ceilings in the rooms are 3 squares above the floor.
- **Illumination:** The water within the cave magically glows thanks to its connection to the Quintessence, illuminating each area.
- **Map:** This area uses the Wolf's Den map.

W1. RAGING RIVER

The cave opening becomes a tunnel, which travels downward, finally opening into a cavern bisected by a raging river.

- "A 60-foot-wide river cuts this larger cavern in two. A passage leads out of the cavern on the opposite shore."
- "Small islands of wet rock dot the river: some are flat and round, some are jagged and sharp."
- "The noise of the rapidly flowing river is deafening."

Secret: Several water wolves, elemental creatures made of water that look like predatory canines, hide beneath the river's surface.

WATER WOLVES

The water wolves pass back and forth between this plane and Quintessence through this river. They feel a kinship to Saera, and they allow her to pass and use these caves as a lair. They are not so amicable to others.

A hero observing the river can make a medium Intuition test:

- **≤11:** The heroes don't notice the wolves and are surprised at the start of the encounter.
- **12-16:** The heroes and wolves notice each other at the same time. No one is surprised.
- **17+:** The heroes notice the wolves before the wolves notice them. The wolves are surprised at the start of the encounter.

The river contains **one essence of change, two sudden downpours**, and **sixteen flows of the river**. See [Encounter W1](#) in the *Encounters Book*.

W2. SAERA'S LAIR

Saera, a **werewolf**, has cornered Oleq, a **civilian** who is miraculously unharmed. Her goal is to transform as many folk into werewolves as possible, thinking it is a gift of power. Though she's bitten and cursed people at random before, she's now trying a new tactic. She wants to convince Oleq that lycanthropy is a gift and have him join her in her mission rather than run in fear after being

attacked. If that fails, she does plan to still bite the human and curse him.

- “A wolf-human hybrid stands on two legs before a terrified, but physically unharmed young man cowering on the floor. In a growling voice, the wolf says, ‘I was once a weak human like you. Look at me now. I can give you great power and freedom.’”
- “The chamber is decorated with pelts, many of which cover chunks of meat and carcasses. The space smells faintly of slowly rotting meat.”
- “Several stalagmites poke up from the cavern floor.”
- “Glistening water runs down the walls of the chamber. The strange swirling patterns in the rock walls made by the erosion over time cannot be completely natural. It is too uniform and disquieting. Some of the water collects in pools.”

SAERA THE WEREWOLF

As Oleq continues to refuse Saera’s offer, she becomes more and more frustrated. If the heroes dilly-dally, she moves in to bite the shepherd.

A hero can sneak up on Saera while she’s distracted by making a hard Agility test:

- **11:** The hero fails to surprise Saera and before combat begins, she bites Oleq before the first turn of combat (see [Tactics](#)).
- **12-16:** The hero fail to sneak up on Saera.
- **17+:** The hero sneaks up on Saera and she is surprised at the start of combat.

See [Encounter W2](#) in the *Encounters Book*.

LOOT

Saera’s lair contains 1 pound of seagrass growing on the walls. Seagrass is used to make Growth Potions (see [Treasure](#) in *Handouts*).

WOLF DEN AFTERMATH

If the heroes killed Saera, her remains can be used in the Find a Cure downtime project to craft a cure to lycanthropy. One completion of the project uses all the viable material from the remains and crafts three cures. The cure can be used to on Mikael (see [B10. Carpenter](#)), Oleq, or any heroes who became cursed with lycanthropy by the werewolf.

If Oleq escapes with his life and isn’t cursed, Yerris and he thanks the heroes then go to find their sheep.

If Mikael is cured of lycanthropy by the heroes, he gives Tansy (see [B11. Furrier](#)) the items needed to create a Color Cloak (Red) (see [Treasure](#) in *Handouts*), which they both gift to the heroes as thanks for stopping Saera.

MOVING TO PART 3

Part 2 of this adventure does not have a formal conclusion. The heroes may claim the Cup of Iulius and still have quests they can explore in Part 2. When the heroes are ready to explore Castle Andreas proceed to [Castle Andreas](#) in [Part 3: The Jagged Edge](#). If they have more quests in

Part 2 they wish to complete after battling Queen Bargnot, they can do that!

If the Jagged Edge or the heroes recover the Cup of Iulius and then the heroes complete three respites and don’t go to Castle Andreas, then Queen Bargnot’s forces descend on Broadhurst in an assault. See [Attack on Broadhurst](#) in [Part 3: The Jagged Edge](#).

PART 3: THE JAGGED EDGE

Eventually, the heroes must face Queen Bargnot's forces for the good of the people of Broadhurst! Whether they face the Jagged Edge in Castle Andreas or on the streets of Broadhurst is up to the actions (or inaction) of the heroes.

RUNNING PART 3

Part 3 of this adventure either occurs at the Jagged Edge base in the ruins of Castle Andreas or in the village square of Broadhurst.

If the heroes go to Castle Andreas, they find the Jagged Edge there. Depending on if and how long Queen Bargnot has had the Cup of Iulius, it might be a very challenging battle for them. See [Castle Andreas](#) for more details.

If the heroes or the Jagged Edge claim the Cup of Iulius and the heroes don't go to Castle Andreas before completing three respites, then the Jagged Edge comes to them. See [Attack on Broadhurst](#) for more details.

ATTACK ON BROADHURST

The attack on Broadhurst happens right after the heroes complete their third respite in the village after they or the Jagged Edge obtain the Cup of Iulius. If the heroes have the cup, the goblins are attacking the village to obtain it. If the goblins have the cup, Queen Bargnot is here for revenge and to burn Broadhurst to the ground.

The attack on Broadhurst happens in three encounters that occur one right after the other. The time between encounters is just long enough for the heroes to spend Recoveries as they wish before the next begins.

These encounters use the Village Square map.

TAKE THE CUP!

If the heroes are in possession of the Cup of Iulius and surrender it to the Jagged Edge, the goblins call off the attack ... for now. They'll return after the heroes complete another three respites to raze the village if the heroes don't travel to Castle Andreas to stop the Jagged Edge.

GOBLIN REPLACEMENTS

The encounters are written as if the heroes are in possession of the Cup of Iulius. If the goblins have the cup, then Queen Bargnot has transformed her force from regular goblins to magically enhanced warriors. In this case, replace the following stat blocks in each encounter:

- The **goblin assassin** is the **goblin shadowknife**.
- The **goblin cursespitter** is the **goblin deathtongue**.
- The **goblin stinker** is the **goblin toxinaut**.
- The **goblin underboss** is the **goblin mastermind**.
- The **goblin warrior** is the **goblin battleborn**.
- Queen Bargnot, who uses the **goblin monarch** stat block, instead uses **Mystic Queen Bargnot**.

You can find these stat blocks at the end of the *Encounters Book*.

ENCOUNTER 1: BURNING SQUARE

- "You respite ends as you hear screams coming from the village square."
- "Outside the air is thick with smoke and the scent of burning timber."
- "Several buildings in the village square are burning! Good thing there's a well with multiple buckets right here."

If the heroes have the Cup of Iulius, add:

- "A group of goblins carrying weapons and torches runs about the square."
- "Each calls out a different battle cry in a chaotic chorus that effectively amounts to, 'Bring us the cup or we'll burn this village to the ground!'"

If the goblins have the Cup of Iulius, add:

- "A crew of very capable goblins moves about the square, systematically burning buildings."
- "These aren't the same foes you fought in the Delian Tomb—they're muscled, agile, and dangerous."

See [Burning Square](#) in the *Encounters Book*.

ENCOUNTER 2: THE CAVALRY

- "A howl sounds as a band of goblins riding on the back of canine comes into the square."
- "Each goblin has a farmer tied and gagged on the back of their wolf as they attempt to thunder across the square."
- "The goblin in front calls, 'Let's take them back to base and watch 'em squirm!'"

See [The Cavalry](#) in the *Encounters Book*.

ENCOUNTER 3: HAIL TO THE QUEEN

- "Two enormous spiders, their legs covered in blades, trample their way into the east and western sides of the square."
- "Goblins ride atop platforms on each giant arachnid. One with long white hair wears a gold crown upon her head."
- "She stands up and cries out, 'Let me meet the so-called heroes of Broadhurst! I'd like to introduce them to their doom.'"

See [Hail to the Queen](#) in the *Encounters Book*.

LOOT

If Queen Bargnot has the Cup of Iulius (see [Treasure in Handouts](#)), she brings it with her to the battle. She wears Shrouded Memory armor (see [Treasure in Handouts](#)).

CASTLE ANDREAS

Deep in the Silver Wood and rumored to be haunted by Caelian ghosts, the ruins of Castle Andreas slumbered untouched for centuries. Then a few months ago, the

Jagged Edge stumbled into it. The old keep verges on the brink of collapse, but the goblins aren't afraid of toppling it if it means putting an end to their attackers.

The areas detailed inside and outside the keep are keyed to the Castle Andreas map.

GOBLIN REPLACEMENTS

The encounters are written as if the heroes are in possession of the Cup of Iulius. If the goblins have the cup, then Queen Bargnot slowly transforms her force from regular goblins to magically enhanced warriors.

If the heroes haven't completed any respites since learning Bargnot has the cup, replace the following stat blocks in each encounter in the castle:

- The **goblin warrior** is the **goblin battleborn**.
- Queen Bargnot, who uses the **goblin monarch** stat block, instead uses **Mystic Queen Bargnot**.

If the heroes have completed one respite since learning Bargnot has the cup, replace the following stat blocks in each encounter in the castle:

- The **goblin assassin** is the **goblin shadowknife**.
- The **goblin underboss** is the **goblin mastermind**.

If the heroes have completed two respites since learning Bargnot has the cup, replace the following stat blocks in each encounter in the castle:

- The **goblin cursespitter** is the **goblin deathtongue**.
- The **goblin stinker** is the **goblin toxinaut**.

You can find these stat blocks at the end of the *Encounters Book*.

F1. COURTYARD BARRICADE

- "Mottled white wooden stakes arc the front of the old castle."
- "Lines of rubble outline where the courtyard used to sit. Two large heaps of stone, masonry, and broken arrows rest at the end of these lines where two castle towers used to stand."
- "The remaining two towers flanking the keep have lost many of their bricks and sag inward towards the courtyard. Wooden beams only barely hold them up."
- "The courtyard is overgrown and uneven with natural knolls disrupting the remnants of an old walkway. Near the right tower, the earth sinks into a muddy pit."
- "The fortress reaches high into the air with crumbling windows marking each floor inside. Ivy creeps and crawls up its base despite visible efforts to stop it."
- "Goblins patrol the courtyard and hang from the keep's walls at the ready. A lone runt of a goblin cradles his bugle on top of the keep."

Secret: The muddy pit hides a wooden flap door that leads to the spider nest in [F6. Spider Nest](#). A hero who searches the pit finds it.

Secret: If the left tower falls, the window into [F3. Old Armory](#) can be accessed by climbing the ivy on the wall.

ENEMIES

Should the heroes take a direct approach, the **goblin runner** on top of the keep sounds a bugle once, calling all the goblins below to attention. The lookout shouts out to the heroes in Caelian, "If you draw steel, we will show no mercy!" and waits for their response.

Twelve goblin runners (excluding the lookout), **two goblin underbosses**, and **four goblin warriors** brandish their weapons. **Twelve goblin snipers** prepare in secret underneath the tower heaps. They attack after the bugle is sounded a second time or combat begins.

The lookout plays the bugle again and retreats to area F5 if a hero responds with anything other than surrender or a desire to negotiate. Alternatively, the goblin disappears into the keep if the heroes are willing to cooperate, and 10 minutes later, the bugbear from area [F2. Great Hall Barracks](#) exits the main doors to escort them inside (see [Coming to Terms](#)).

See [Encounter F1](#) in the *Encounters Book*.

EXPOSED IVY

A hero who actively investigates the ivy can make a medium Reason or Intuition test. If the left tower fell, they have an edge on the test:

- **≤11:** The ivy reaches finds an arduous way up the wall barely within reach of the window into [F3. Old Armory](#). If the tower isn't in the way, a hero can climb into the room but the effort requires spending a Recovery. The goblins within are alerted to the hero and can't be surprised.
- **12-16:** The hero finds a way up that reaches up to just below the window into [F3. Old Armory](#). If the tower isn't in the way, a hero could make it into the room, but the effort requires spending a Recovery.
- **17+:** The ivy climbs all the way into the window into [F3. Old Armory](#). It can be climbed with little effort if the tower isn't in the way. If the heroes climb in this way, they catch the goblins inside surprised.

KEEP INTERIOR FEATURES

The inside of the keep has the following features:

- **Ceilings:** The ceilings in most rooms are 4 squares above the floor. The ceilings in [F2. Great Hall Barracks](#) are 6 squares above the floor.
- **Illumination:** The keep is sparingly lit by torches in sconces at night. It receives a lot of natural light during the day.

F2. GREAT HALL BARRACKS

- "Goblins supp and spar with each other in the remains of the keep's great hall."
- "Weathered stone pillars hold up the roof. Several pillars no longer touch the ceiling."
- "Bedrolls line the back wall underneath a huge fresco depicting human warriors in combat with demons."
- "Stone steps along the left wall lead to the floor above."
- "Ivy creeps up the edges of the room, with some patches visibly creeping and shifting up the walls."

- “A hole in the ceiling to the right is covered by planks of wood.”

Secret: Removing the planks reveals an entrance into area [F4. Overgrown Library](#) if the heroes can climb up into it.

GOBLINS

Three goblin assassins and a **bugbear commander** named Cravard are ready to greet intruders with violence. **Three goblin cursespitters** each stand at the top of a broken pillar. Amid the ivy along the wall, **eight memorial ivies** writhe and hiss.

Any goblins that retreated from [F1. Courtyard Barricade](#) are here as well but are reduced to 1 Stamina.

See [Encounter F2](#) in the *Encounters Book*.

F3. OLD ARMORY

- “Everything touching the floor is covered in dust and cobwebs.”
- “Most of the equipment in here looks picked clean long before the goblins arrived.”
- “The door to the east lays fallen on the floor.”
- “Disgruntled Szetch softly emanates from a small grate on the ceiling.”
- “The goblins hone their weapons as they prepare for their guests.”

Secret: A size 1S or 1T creature can climb through the grate on the ceiling and access [F5. War Room](#).

ENEMIES

Twelve goblin spincleavers, **three goblin warriors**, and **three goblin underbosses** cling to the ceiling. **Three spindlegoths** hide amid the cobwebs on the floor. See [Encounter F3](#) in the *Encounters Book*.

LOOT

One hero who actively looks through the remains of the armory for loot can make an easy Reason or Intuition test:

- **≤11:** The hero stumbles upon a Black Ash Dart (see [Treasure in Handouts](#)) in the corner.
- **12-16:** The hero finds two Black Ash Darts hidden in the room.
- **17+:** The hero collects two Black Ash Darts and traces of black ash throughout the room (enough for 1 vial).

F4. OVERGROWN LIBRARY

Heroes climbing into the room from [F2. Great Hall Barracks](#) appear near the hole in the floor towards the south. Any creatures escaping from [F3. Old Armory](#) have an opportunity to hide before their pursuers arrive.

- “Ivy has overtaken the shelves, the walls, the ceilings, and hangs down in thick curtains throughout the room.”
- “The old bones of a humanoid hang in a shameful position within a patch of the ivy.”
- “A lot of books are missing from the shelves or have heavy damage. Several old books on war and strategy are flipped open and scattered all over the floor.”
- “Heavy wooden planks cover a hole in the southern part of the room.”

- “The ivy is cut away from a large section of the ceiling, revealing an inset panel with no visible latch. The Caelian word ‘WAR’ is etched into the panel.”
- “Angry Szetch and loud stomping can be heard through the ceiling.”

Secret: The bookcase on north wall features a hidden stone switch that causes a set of stone stairs to descend from the ceiling, leading into area [F5. War Room](#).

Secret: Multiple sets of hanging ivy act as snare traps, wrapping around their victims and hoisting them into the air.

IVY CURTAINS

Each curtain of ivy blocks line of effect except for prone creature.

Several patches of the ivy are trap ivy, which act like **snare traps** while nearly indistinguishable from the regular ivy. Dealing damage to trap ivy causes it to activate before being destroyed. The goblins know which patches to avoid.

A hero actively looking for trap ivy can make a medium Intuition test while within 1 square of a patch of ivy:

- **≤11:** The hero activates the nearest trap ivy within distance, and their Agility is considered 1 lower when resisting a snare trap’s potency effect.
- **12-16:** The hero identifies all trap ivy within 1 square of them and activates the nearest one.
- **17+:** The hero identifies all trap ivy within 1 square of them.

If the heroes are not in combat and work together to find the trap ivy, have them make a medium Intuition group test to investigate the ivy throughout the room. On a failure, no trap ivy can be identified until it is activated. On a success with consequences, all trap ivy can be identified, but the heroes must pick half of their members that have activated a patch of trap ivy in the room. On a success, all trap ivy can be identified.

SNARE TRAP

LEVEL 1 TRAP AMBUSER

EV 1

A rope snare that will grab a target, leaving them hanging upside down.

Stamina: 1

Size: 1 square of terrain

Disable: As a maneuver, make a medium Agility test when you are adjacent to the snare trap. On a success the trap is jammed and will not trigger when a creature steps on it. Failure with a consequence means you slide 1 into a trap square and trigger it. Success with a consequence means the trap is jammed, but you are **slowed (EoT)**.

Trigger: The defenders calibrate the trap for a size at emplacement that triggers the trap. For example, goblins and kobolds typically calibrate these traps for size 1M. When a creature of the correct size or greater moves onto the trap, it triggers.

Effect: The triggering creature ends their movement and suffers the snare ability. **The trap is disabled against new targets until it is reset.**

Snare (Triggered) 2D10 + 2

Keywords: Weapon, Strike **Target:** 1 creature or object

Distance: Melee

◆ ≤11 **shift 1 to closest non trap square**

★ 12-16 **1 damage; A<1 restrained (save ends)**

* 17 **3 damage; A<2 restrained (save ends)**

Effect: A creature restrained by this ability is vertically pulled 4 and suspended in the air by the snare line until they save. When they save they will fall.

HIDDEN STAIRCASE

The panel on the ceiling conceals a set of steps that lead up into area [F5. War Room](#). The panel won't budge until its switch is activated.

The switch is a stone book affixed to the bookcase on the north wall. The spine reads "*The Last Resort*" in Caelian.

A hero who searches the room for the switch can make a medium Reason test. They have an edge if they intuit that they're looking for a book, and a double edge if they determine that it couldn't be a *real* book.

- **≤11:** The hero stumbles through the room and makes lots of noise before finding the switch, allowing Queen Bargnot to prepare. The Director gains 4 Malice at the start of an encounter featuring Queen Bargnot.
- **12-16:** The hero manages to find the switch with some serious effort. The hero can choose between losing a recovery or the Director gaining 2 Malice at the start of an encounter featuring Queen Bargnot.
- **17+:** The hero immediately knows where to look for the switch.

Activating the switch causes the room to shake before the panel slides open and the stone steps slowly grind and slide down.

F5. WAR ROOM

- "Two large lanterns illuminate each brick of the octangular chamber."
- "Sacks of coin, stolen food, and iron jewelry lay against the back wall. [If the goblin lookout is alive] A goblin sits on the sacks and supps on a bread loaf while cradling a bugle in the nook of his arm."
- "Stone steps along the left wall lead to a bolted trap door out to the roof of the keep."
- "Sullied maps, ink bottles, and daggers cover the stone table. Angry goblins pace and yell at each other across the table."
- "Queen Bargnot is *not* happy."

Secret: A climbable chute concealed by the loot sacks leads all the way down into [F6. Spider Nest](#).

QUEEN'S COURT

Heroes who climb into the are through the grate in [F3. Old Armory](#) appear underneath the stone steps and aren't immediately noticed by the goblins at the table.

Four goblin warriors, four goblin assassins, two goblin stinkers, three goblin cursespitters, and Queen Bargnot the **goblin monarch** cut their arguing short at the heroes' arrival.

The queen provides the heroes with one last chance to surrender, telling them in Caelian "The Jagged Edge have

you outnumbered, you know. But your blood doesn't need to touch these floors. Die a quiet death tomorrow instead of here and now by my hand!"

In truth, the Jagged Edge's numbers are severely weakened thanks to the heroes' efforts. If the heroes are willing to negotiate, Queen Bargnot stares each of them down quietly for a long time. Wait a beat before calling for a hero to make a hard Presence test. They have a double edge on the test if they call Bargnot on her bluff. On a success, she calls the other goblins to stay their weapons and negotiations begin (see [Coming to Terms](#)). Otherwise, combat begins. See [Encounter F5](#) in the *Encounters Book*.

LOOT

If Queen Bargnot has the Cup of Iulius (see [Treasure in Handouts](#)), she carries it. She wears Shrouded Memory armor (see [Treasure in Handouts](#)).

F6. SPIDER NEST

Heroes chasing Queen Bargnot into the cavern from [F5. War Room](#) appear near the hole in the ceiling. The queen has an opportunity to hide before her pursuers arrive. When the encounter continues, any goblins that didn't retreat from the war room come down from the ceiling one per turn at a time but are reduced to 1 Stamina.

The chute delivers any creatures who come down it safely to the ground.

- "This place is dark, damp, and covered in silk."
- "Piles of spider eggs nestle into every cranny of the cave."
- "Remnants of spoiled food and silk-bound carcasses lay under a hole in the back part of the cavern ceiling."
- "Tiny spiders and spindlegoths skitter out of the way of the two giant arachnids investigating the new arrivals."

Secret: The south end of the cavern hides a wooden flap door that leads out into the courtyard in area F1.

Secret: The hole in the ceiling can be climbed up into area F5.

ENEMIES

Two war spiders and **two spindlegoths** immediately attack the heroes unless they are given food. A hero who has meat can attempt to feed the creatures and make a hard Intuition test as a maneuver:

- **≤11:** The spiders and spindlegoths take the meat! They're eating it—oh no wait—they're attacking. The heroes are surprised at the start of combat.
- **12-16:** The creatures reject the food and attack.
- **17+:** The creatures won't attack unless harmed first. This effect lasts for 10 minutes outside of combat or until the end of the next round in combat.

See [Encounter F6](#) in the *Encounters Book*.

LOOT

If Queen Bargnot has the Cup of Iulius (see [Treasure in Handouts](#)), she carries it. She wears Shrouded Memory armor (see [Treasure in Handouts](#)).

COMING TO TERMS

The heroes can negotiate with Queen Bargnot if they come to Castle Andreas and ask her to stand down her attack on Broadhurst. The Jagged Edge bandits provide opportunities to put down weapons in [F1. Courtyard Barricade](#) and [F5. War Room](#), where the queen comes to meet the heroes in front of her goblins.

QUEEN BARNOT NEGOTIATION

Queen Bargnot is suspicious of the heroes. They've been chasing her and causing problems for the bandits this entire time. However, this is also an opportunity for her to finally stop fighting and live the rest of her life.

If the heroes have the Cup of Iulius, her patience increases by 1.

QUEEN BARNOT NEGOTIATION STATS

Interest: 2 • **Patience:** 2 • **Impression:** 3

Native Language: Szech

Motivations

- **Freedom:** Queen Bargnot's an old, tired woman. If there's a way that she can escape any consequences for herself, she's willing to take it. Such promises appeal to this motivation.
- **Power:** Queen Bargnot would love to keep the Cup of Iulius. Securing any land or rule for the Jagged Edge would mean her bandits gained more than they started with. It also looks good while negotiating in front of a crowd of her people. Arguments that promise her the cup or power appeal to this motivation.

Pitfalls

- **Higher Authority:** Serving another ruler leaves Queen Bargnot and the bandits in no better position than they were. She spits on the ground at the first mention of serving a king.
- **Justice:** The queen's volition prevents her from accepting any idea of justice other than her own. She won't be imprisoned and won't allow another goblin to suffer the same fate.
- **Interest 5:** Bargnot agrees to leave Dalrath with the Jagged Edge and live a peaceful life. If she has the Cup of Iulius, she hands it over to the heroes, claiming holding onto the item isn't worth being pursued by power-hungry generals and treasure-seekers. If she doesn't have the cup, she instead gives the heroes her Shrouded Memory armor (see [Treasure](#) in *Handouts*), saying she won't need it anymore.
- **Interest 4:** Bargnot agrees to leave Dalrath with the Jagged Edge and whatever she currently has in her possession or has been promised by the heroes—including the Cup of Iulius.
- **Interest 3:** Bargnot agrees to leave Dalrath with the Jagged Edge but only if the heroes give her the Cup of Iulius. If she's already in possession of the cup, she demands another prize from them in the form of a permanent treasure that is armor, an implement, or a weapon.
- **Interest 2:** Bargnot refuses to leave Castle Andreas or hand over the Cup of Iulius if she has it, but she is willing to not attack Broadhurst or harass the people of the village if the heroes leave right now. She stays true to her promise, provided the Jagged Edge remains left alone. There's no telling what her replace will do when she dies.

- **Interest 1:** Bargnot refuses to make a deal with the heroes and tells them to leave immediately—and promises they'll die the next time she sees them.
- **Interest 0:** Bargnot and her court attack the heroes.

If the negotiation ends with Bargnot's interest at 4 or 5, the heroes earn 1 Victory each.

ROLEPLAYING QUEEN BARNOT

Bargnot wants to look good in the eyes of her people but won't commit to anything at her expense. She rallies and raises the commotion of the goblins around her while she speaks to the heroes, showing a tremendous amount of presence not normally seen in battle.

The queen communicates her true emotions with her eyes, expressing fear when confronted with the future and determination whenever she speaks about her people. The only way to tell if she's lying during negotiations is if she makes a statement while expressing *zero* emotion in her gaze.

PART 3 CONCLUSION

If the heroes stop the Jagged Edge from destroying Broadhurst, they are hailed as heroes by the people of Broadhurst and gain the appropriate titles and rewards as outlined below. If they have more quests to complete in Part 2, they are free to continue to help the people of the village.

If the heroes failed to stop the Jagged Edge from destroying the village, Queen Bargnot takes over the region. It's likely that most or all of the heroes gave their life attempting to stop her ... and new heroes might have to rise to stop her before she takes over more of Dalrath!

In any case, you can continue the story by writing your own adventures with *Draw Steel: Heroes* and *Draw Steel: Monsters* or pick up more adventures for Draw Steel over at our shop: mcdm.gg/shop.

PART 3 REWARDS

The heroes can earn the following rewards for completing this part of the adventure.

RENOWN

If the heroes stopped Queen Bargnot, legend of their deeds spreads through Broadhurst. They each gain 1 Renown.

TITLE: QUEEN SLAYER

If the heroes fought Queen Bargnot and were victorious, the hero who reduces Queen Bargnot to 0 Stamina gains the Queen Slayer title (see [Titles](#) in *Handouts*).

TITLE: VOICE OF PEACE

If the heroes negotiated with Queen Bargnot and ended the negotiation with her interest at a 5, each hero who successfully made an argument during that negotiation earns the Voice of Peace title (see [Titles](#) in *Handouts*).