

REBELS OF THE ELDER OAK

ADVENTURE HOOK



You have been summoned by the baron of Woodsedge, who orders you to track down a group of bandits that have been terrorizing the region. These bandits are hiding somewhere deep in the forests to the north and ambush traveling merchants that cross the woods.

Recently, reports have come in of merchants going missing. Clearly these bandits have begun either killing or kidnapping people. This has gone too far! Find the bandits and capture their leader! Your reward shall be 100 gold and a grand feast upon your victorious return.

THE MAIN CAST

FALK: The charismatic rebel leader, and former lord of Woodsedge, seeks to oust the baron and take power.

MAEGHI: The forest witch is using the mesmerizing sap of the eldergreen's tree to enthrall people to her will.

GANT: A kidnapped dwarven wine seller who, under the eldergreen spell, now wants to help the rebels.

THE ELDERGREEN: An ancient shadow demon (Bestiary, p.146) residing in the elder oak who spreading its corruption through the forest and seeks to destroy civilization.

CROSSING LINES

Deep in the woods, surrounded by steep hills and rocky ridges, lies a small, well-hidden forest valley. The only easy access to this well-hidden area is through a small cave behind the waterfall. Inside the cave, three bandits (Rulebook, p. 105) have made themselves comfortable. Two are playing cards at a table while one is lazily on the lookout. If they spot you, they are initially hostile.

THROUGH THE FOREST: Beyond the cave, you need one shift and a Pathfinding roll to find the rebel camp.

Animal trails wind through the underbrush—you don't hear any birds singing. The forest creatures have slowly succumb to the malevolent influence of the Eldergreen. Once per shift in the forest, roll an encounter:

D4 CORRUPTED FOREST ENCOUNTERS

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| 1 | A malevolent Tree Kin (Bestiary, p. 40) |
| 2 | A green-eyed angry Wild Boar (Rulebook, p. 99) |
| 3 | A Giant Spider oozing green sap (Rulebook, p. 89) |
| 4 | A green-eyed Deer attacks you (Rulebook, p. 99) |

THE REBEL CAMP

In the center of the hidden valley stands a grand old oak tree reaching its branches tall up to the sky. Around its trunk, outcasts and rebels have built their camp, festively decorated with flags and ribbons. Song and laughter fill the air while children run around chasing each other.

The Free Folk are a diverse group of outcasts, persecuted by the powers of the land, and are now living here under the protection of the bandits. The time of their liberation from the old oppression is close at hand, Falk the rebel leader and Maeghi the forest witch will see to it.

Although Falk is at first suspicious of you, he will soon try to convert you to the rebel's cause and enlist you to aid them in their plan to overthrow the corrupt baron.

- ♦ **Falk's Secret:** If you search Falk's tent, a Spot Hidden roll reveals a signet ring with his noble family crest.

THE REBEL LORD'S PLAN

- ♦ Accompany Gant, the wine seller, to the baron's feast and let him serve wine spiked with eldergreen sap.
- ♦ Command the enchanted baron to open the town gates at night, to let in the rebel bandits.
- ♦ At dawn, a new lord, Falk of the Free Folk, will rule Woodsedge with the help of his loyal bandit gang.

THE ELDER OAK CAVERN

Underneath the elder oak is a cavern, overgrown with roots, where the forest witch Maeghi gathers a pool of sap in a basin. Here, she performs rituals to corrupt the sap with the Eldergreen's magic. She seeks to gain the secret powers of the Eldergreen by converting followers to its worship. What she does not realize is that the Eldergreen is using Maeghi's efforts to its own ends.

THE ELDERGREEN'S PLAN

- ♦ Have Gant plant corrupted acorns throughout town.
- ♦ During the night, malevolent Tree Kin, disguised as oaks, will sprout magically out of the acorns.
- ♦ At dawn, they will start destroying Woodsedge.

OPEN QUESTIONS

- ♦ Will the PCs oppose or help the rebels?
- ♦ Will the bandits and free folk turn on their selfish, scheming leaders?
- ♦ Will the forest witch realize the Eldergreen's true malevolent nature?



- ♦ **Author:** Sibling Dex – (Oak-leaf ornament source: [Wikimedia](#), Public Domain)
- ♦ This game supplement was created using the [DragonBrew](#) homebrewery template.
- ♦ This game supplement was created under Fria Ligan AB's [Dragonbane Third Party Supplement License](#) to be used with the core rules of Dragonbane. This game supplement is neither affiliated with, sponsored, or endorsed by Fria Ligan AB.

FALK THE REBEL LORD

“Falk” is actually Sir Peregrin, the former lord of Woodsedge. In a conflict of succession, he took the wrong side and was forced to flee his barony. Now he seeks revenge and to reclaim his former domain with the help of his rebel bandits.

Falk is clever and a great manipulator. He is quick to make a speech about the freedom to be won and counter your arguments with wit and charm. In a bind, he calls on his rebel followers to aid and protect him.

Movement: 10 **Damage Bonus:** AGL +D4

Armor: Leather (1) **HP:** 20 **WP:** 16

Skills: Awareness 10, Persuasion 16, Evade 10

Abilities: Robust x 4, Insight, Twin Shot

Weapons: Short sword (skill level 12, damage D10), longbow (skill level 12, damage D12)

GANT THE WINE MERCHANT

Gant is a dwarven merchant who sells wines and spirits. He is generally jolly and trusting. At times, he stares blankly and behaves oddly. Afterwards, he can't remember what he was just doing.

Movement: 8 **Damage Bonus:** STR +D4

Armor: Leather (1) **HP:** 12

Skills: Awareness 10, Bartering 12, Evade 9

Weapons: Knife (skill level 10, damage D8)

AZALEA THE BARD

Azalea is an elven bard whose passion has been captured by the free folk's cause and suffering. She wishes to join you on your quest and write a grand song of the liberation of the Free Folk.

Movement: 10 **HP:** 10 **WP:** 12

Skills: Myth & Legend 13, Perform. 14, Evade 10

Abilities: Musician

Gear: Lyre, dagger (skill level 9, damage D8)

MAEGHI THE FOREST WITCH

Some time ago, Maeghi found a source of power under the elder oak that allows her to bend the wills of all around her. To gain more power, she enthralls captives by using the oak's sap and performs rituals to enhance the Eldergreen's powers.

She is generally grumpy and hates dealing with people, but tolerated Falk because of the mutually beneficial pact they have formed—for now.

Movement: 10 **HP:** 13 **WP:** 18

Skills: Animism 15, Awareness 12, Evade 13

Abilities: Focused x 4, Master Spellcaster

Spells: Flick, Sense Magic, Birdsong, Ensnaring Roots, Sleep, Animal Whisperer, Lightning Flash

Weapons: Saff (skill level 13, damage D8)

Gear: Book of Shadows (Grimoire)

RUNT THE REBEL

Barely old enough to fight, Runt lives in the Free Folk camp and is the younger brother of the Bandit who guards the waterfall cave. If you side with the rebels, he looks up to you and wants to become an adventurer just like you someday.

Movement: 12 **Damage Bonus:** AGL +D4

Skills: Awareness 9, Evade 10 **HP:** 10

Weapon: Short Spear (skill level 8, damage D10)