

## Encounter 1

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### Scenario

A detachment of Orcs guards the bridge into Tanglewood Forrest.

- 1 Orc Captain (4<sup>th</sup>)
- 1 Troll (1<sup>st</sup>)
- 4 Orc Foot Soldiers (1<sup>st</sup>)

### 10 points

- 5 points to kill all monsters
- 5 points to get the Ring of Power

### Objective

The team must get all of its players across the bridge into Tanglewood Forrest in ten minutes or three tries.

### Role-Play Op

One Orc is a sentry that, if disturbed, will ruin any chance of a surprise attack.

### Details

This is Captain Chortle's detachment. Captain Chortle has in his possession two things of importance to any travelling party. The first is a somewhat trained Troll held on a leash. Should his troops fail him, he will release the troll on any comers. Captain Chortle also has the Ring of Power. The Orcs will not negotiate.

The Orc sentry who guards the bridge, has a bag of gold coins that could come in handy sometime during the quest. He is dozing while the other Orcs tend inattentively to their camp. The situation is ripe for a surprise attack if the team sneaks past the dozing Orc.

If the Team is routed, the Orcs will not pursue as they are charged with guarding the bridge.

If the team cannot move the Orc detachment in ten minutes or three tries, then the Orcs will withdraw and let the Team through. No points awarded.

## Encounter 2

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### Scenario

The team comes to a fork in the path and must decide which way to go. A Dryad (6<sup>th</sup>) appears and makes itself available at the price of a game of riddles.

### 10 points

- 10 points to answer first round correctly
- 5 points to answer second round correctly
- Or 2 points for the charm
- Or 2 points for using Tracking, Truth, or Lore

### Objective

Choose a path, left or right.

### Role-Play Op

The Dryad offers insight as to what each path holds and, with a little role-play, the team can be prepared for whatever lies ahead.

### Details

The Dryad appears and states: *“A terrible day to be wandering the wood. Left might be bad, right could be good. Yet for a spot of Orc gold I’d be obliged to tell you down which path whatever resides.”*

If Team uses Tracking, Truth, or Lore, they get 2 points, but they scare the Dryad permanently away. If they give it a piece of the Orc gold, the Dryad speaks a riddle from the Riddles Document.

## Encounter 2 Details, Continued

If the team gets it right, the Dryad states: *“Ensconced in green scales this way sleeps a king, that way malice from the hill is the thing.”*

The Dryad Continues:

*“And I’ll not leave you yet if you are the bearer, of another piece of gold with which you would part. I give you a choice a new riddle or a charm.”*

If the team chooses the charm, the Dryad enchants one of the team member’s swords and says: *“Fret not, weary travelers for with knowledge inside, a knowledgeable traveler still must decide.”* It then disappears into the woods.

Or the team can choose a second riddle and the Dryad speaks a riddle from the Riddles Document.

If they get this one wrong, the Dryad says:

*“Fret not, weary travelers for with knowledge inside, a knowledgeable traveler still must decide.”* It then disappears into the woods.

If they get it right, the Dryad says:

*“A terrible day to be wandering the wood. Left might be bad, right could be good. Ask about left or ask about right, either way, if you’re careful, you will live through the night.”*

If the team chooses “right”, the Dryad speaks the Dragon riddle; if the team chooses left, then the Giant riddle (see below).

Left Riddle, the Dragon:

*“A great green beast from tyrant to fair  
Will turn when presented with tuneful air.  
What cannot be moved with sword or with rune  
Is easily broken with pleasant tune.  
Fret not, weary travelers for with knowledge inside,  
A knowledgeable traveler still must decide.”*

The Dryad enchants one of the team member’s swords and says:

*“Fret not, weary travelers for with knowledge inside, a knowledgeable traveler still must decide.”* It then disappears into the woods.

Right Riddle, the Hill Giant:

*“A single horn sounds in beseechful tones tied  
Under the thumb of a large man’s pride.  
Giant are the evils and white is the light,  
Lucky are those who aid in its plight.  
Fret not, weary travelers for with knowledge inside,  
A knowledgeable traveler still must decide.”*

The Dryad enchants one of the team member’s swords and says:

*“Fret not, weary travelers for with knowledge inside, a knowledgeable traveler still must decide.”* It then disappears into the woods.

## Encounter 2 Details, Continued

If they answer incorrectly: *“I’m sorry my friends, but you are in error. And I’ll not leave you yet if you are the bearer, of another piece of gold with which you would part. I give you a choice a new riddle or a charm.”*

The team must give the Dryad another piece of gold. If they gave it all of the gold in the first round, they are screwed and the Dryad laughs saying: *“Fret not, weary travelers for with knowledge inside, a knowledgeable traveler still must decide.”* It then disappears into the woods.

If the team was smart enough to only give the dryad some of the gold, they can give it more at which point the Dryad says: *“I give you a choice, a riddle or charm.”* The Dryad does not tell them what the charm is. They must choose.

If the team chooses the charm, the Dryad enchants one of the team member’s swords and says: *“Fret not, weary travelers for with knowledge inside, a knowledgeable traveler still must decide.”* It then disappears into the woods.

Or the team can choose a second riddle, the Dryad says:

*“Ensconced in green scales this way sleeps a king, that way malice from the hill is the thing.”* It then disappears into the woods.

## Encounter 3a

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### Scenario

The Team comes across a lazing green dragon (4<sup>th</sup>) who blocks the path. Any attempt to pass him results in horrible, ruthless, and swift death. The Dragon will hunt down the team to the last person.

### 25 points

- 10 points to pass by
- 5 points to get the Shield of Reflection
- 10 points to kill the Dragon

### Objective

The Team must pass the Dragon.

### Role-Play Op

The Dragon, as described by the riddling Dryad, loves music. If the team disturbs the dragon and someone begins to sing or whistle, the dragon will remain serene and allow the party to pass. If the party stays and sings for longer than a minute, or sings more than one tune (i.e. sings more than just enough to pass through), the dragon presents the singer with the Shield of Reflection.

### Details

This is the left path that the Dryad riddled about. It is blocked by a green dragon (4<sup>th</sup>).

The Dragon is old and cranky and will ruthlessly kill anyone who disturbs him. When I say ruthless, I mean this 4<sup>th</sup> level dragon will make full use of his abilities to squash all party members. The Team's only saving grace is music.

If the Team has a bard in its party *and* the bard's musical instrument is visible, then the Dragon initiates the singing by saying: *"You there, bard. Play me a tune with your instrument and you and your scurrying friends shall pass through these woods with your lives."*

If anyone from the team speaks to the dragon, the dragon states quite viciously: *"How dare you speak to me!"* and kills the speaker. It will kill no further if music or song continues, but if it stops for any reason while the team is in the Dragon Zone (pre-marked for the reeve and the dragon's use), then god help the team.

If the Team attacks the dragon at first blush, no amount of singing will save them and they will soon figure out that they must go the other way at the fork in the path.

## Encounter 3b

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### Scenario

The Team follows the path and to their surprise, a little way off, is a Hill Giant holding a unicorn (6<sup>th</sup>) hostage. The team has the opportunity to slip by or rescue the unicorn, but not without a fight.

### 6 points

- 5 points to save the unicorn
- 1 point to receive the apples

### Objective

Primary: Get passed the Giant  
Secondary: Save the Unicorn

### Role-Play Op

The Team has the opportunity to sneak by the Giant who is standing near by the bound unicorn. The only indication that the unicorn is in distress is that she is struggling (she is gagged and bound to her home tree-unknown to the Team). The players must perceive that something is amiss.

### Details

The unicorn will not leave her tree, even if the Giant is distracted and she is untied, she will remain near the tree. She asks: *"Is there anything a grateful unicorn may do for her brave rescuers?"* When saved, the unicorn makes use of her three resurrections and two mends if needed.

If the Team endeavors to interact with the unicorn, she listens and replies: *"It so happens that this unicorn has two charms your team may find use for. Do you see those two apples on my tree? Pick them. Say the words 'I heal thee' three times and throw it at a wounded friend. Their wound will heal as if they were administered to by the finest physician. You may do this for as long as you possess these apples."* She then throws her hood on and vanishes into the woods.

## Final Encounter

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### Scenario

At last the Team comes to the Wizard's home. To complete the quest, they must capture Sean Carlton alive.

Unfortunately, after Sean Carlton killed the wizard, the wizard returned as a lich in front of the opening to his house.

Further, the wizard has two gargoyles (1<sup>st</sup>) who guard his home in the woods and will attack any who approach.

### 30 points

- 20 points to capture S.C.
- 6 points to kill the lich
- 4 points to kill the gargoyles

### Objective

Capture Sean Carlton alive.

### Role-Play Op

Liches have the attitudes of the person they used to be. This particular wizard wants to be left alone in the woods. The lich could be persuaded to let the team into his house to retrieve S.C.

### Details

The lich is far enough away from the entrance to his lair so that Sean Carlton is out of range, but that no one may approach the threshold without coming in range of the lich's magics.

The Gargoyles will attack when the Team gets within 50 ft of the house, but will not pursue beyond 100 ft.

Sean Carlton is holed up in the wizard's lair, hiding from the warrant for his arrest. He plays a 5<sup>th</sup> level archer until any member of the team enters the wizard's lair. He then transforms into his lycanthrope (1<sup>st</sup>). He will not leave the wizard's lair in this form, but will stand his ground like a cornered possum.

S.C. must be stunned or subdued by magical weapons (each party is given an enchanted weapon by the King's wizard before they depart). He can be killed and then resurrected, but he must be alive when returned to the king's men.

# Hypothetical Map of Quest

