

Poison's Source – IRPG Adventure

By Veriax

Poison's Source is a quest for Iliosia Role Playing Game (IRPG). It is a quest that involves a degree of both role-playing opportunities and encounters of combat.

It is assumed that the GM will have a good grasp of the rules of the game, even if the Players do not.

What You Will Need

Aside from a copy of the IRPG rules and a set of Character Sheets with pencils and paper, this adventure assumes that you'll have some way to plot the dungeon out, with graph paper or some other method. The author's preferred method is to use imperial graph paper laid under a sheet of clear plastic like Perspex, upon which you can draw out the dungeon as the Players explore it with a dry-wipe marker pen. Each Player will also need a D10 (ten-sided dice).

Players

This adventure is designed to be played with a group of between two and five Players.

Time

Poison's Source should take about 4-6 hours to complete, depending on how the Players approach certain situations. Additional time should be added for making characters if this is not done beforehand.

GM ONLY!!

From this point, only read onwards if you are planning on running this quest as the Games Master. If you are planning on being a Player, then reading on will only spoil the quest and what surprises await for yourself and potentially the rest of the group, also. So, if you're not going to be the Games Master and run the game, then **stop reading now!**

Plot Summary

This Quest is set in Magador, in the foothills of the Chasmcairn Mountains, north of the city of Haleport. It starts off as the characters are travelling towards Haleport, when are deceived and robbed by someone they met on the road. Whether they pursue or not, their road will lead them to the small, isolated town of Farrington, where a witch has poisoned the local water supply. With no where else to go to re-equip, the characters have little choice but to seek out this witch on the behest of the town's worried mayor.

Text Key

The pages below are written with differing types of text. This is to help you identify and find the information you need quickly while playing the game. Differing types of text are:

Descriptive

"Your torches illuminate a large, ancient chamber which looks to be built out of the living rock..."
(Italic)

This is descriptive text which describes to the Players what is happening, where they are, and what their surroundings look like. It should be read out or at least summarised to the Players as and when appropriate as the quest progresses.

Informative

Informative text describes to you all the things within an area that the players are not aware of. It includes things such as hidden items, traps, monster statistics, and other notes which are of use to you. **Important information points are in Bold**, so you can easily pick out key points while playing the game.

Terminology

Within the description you'll see reference to certain Tests that the characters have to make in order to successfully complete certain actions. For example: "Also, have the Players take an Awareness Test (14) to find a pouch of 16 coins wedged under a loose rock."

This means that the Players must make an Awareness Test (D10 + Intellect + Awareness Skill Rank) and get 14 or more in order to find the coins.

Fate Points:

The number of Fate points characters begin with are as follows:

Number of Characters	Fate Points Each:
2	16
3	14
4	12
5+	10

Awarding Fate Points

There are sections within this document that will suggest to you when Fate points might be awarded. You need not stick to these, and even add your own if you wish, depending on the actions of your Players.

The Adventure Begins!

Introduction

Read the following, or provide a basic overview, to the players:

The roads are a dangerous place to be within the land of Magador. In a land of lawlessness and strife, one might easily fall prey to roaming groups of bandits, slavers, and predatory monsters. Therefore, whilst you trek southwards on a seldom used track in the gloom of the Chasmcairn Mountains towards the port-city of Haleport, you find it wise to band together with other travellers on the road. A group would have a better chance against the dangers of the land than anyone standing alone, and thus you form a small group with other individuals you meet, whom you have nothing in common with save for your journey southwards.

You are half a day's travel away from the remote frontier town of Farrington when dusk sets in and night begins to rapidly descend upon you all. Rather risking travel during the night, one of your number, a man named Elroth, advises that you set up camp. Dense forest has closed in around you, but luckily you find a clearing nearby which makes an ideal campsite, so decide that it is best to camp rather than travel in darkness.

Elroth is pleased, and cooks up a very tasty stew on the campfire. The food is warm and filling, and the somewhat unfamiliar comfort you feel makes you relax by the heat of the fire, regarding the others who sit with you.

Now would be a good time for the **characters to introduce themselves** to one another. Have them **each describe their appearance** and then, if they wish, state who they are. Conversations are good at this point – **let the players get a feel for their character's personalities**. This is a good time to establish their names and a little bit about themselves.

You can use Elroth to ask questions if the players are being a bit quiet. Such things he may ask might be:

- What is your name?
- From where do you hail?
- Where do you travel?
- How do you make your living?

If any of the players have questions about Elroth: Elroth is almost into his thirties. He is a lightly built man who wears the clothes of a woodsman, and says that he often travels this road to Farrington, selling rare alchemy ingredients and animal pelts there.

If they ask him about the town of Farrington, he tells them that it is a relatively newly established town that is little more than ten summers old. It is a small but growing community and it is the only major settlement on the road for another weeks travel until you would reach HalePort on the coast.

Fate Points: If any of your players does a particularly good job at playing their character here, you may consider awarding one here at this early stage. This may encourage others to do the same throughout the adventure to come!

Once the conversation has died down, read the following:

Elroth volunteers to take the first watch, and so you settle down to sleep rather contented with a full belly, knowing that tomorrow there will be some respite from the long journey once you reach Farrington.

The next morning you awake feeling groggy and confused, and it doesn't take you long for you to realise that you've been robbed! Most of your equipment has been stolen, and to confound matters Elroth has disappeared too. You gaze around at those with you, whose predicament is the same as yours. No matter what has happened, you are now stuck in the wilderness with little equipment, coin, or rations, and the town of Farrington, half a day's walk away, is the only settlement you know to exist for miles around.

For the start of the adventure, each character only starts out with a backpack, bedroll, a dagger, **and the clothes they were wearing.**

Have the characters take an **Awareness test**. If any of them score **16** or over, then they'll **spot tracks** leading away from the campsite and **deeper into the forest**. If no one makes this roll, then they do not see the tracks.

Following The Tracks

If the players decide to investigate the tracks, they will find it leads to an area from which there are **cart tracks** leading off deeper into the forest. Were these to be followed, they would lead the characters on for about a mile. **In order to follow the tracks through the forest an Awareness check of 13 is required.** If this fails then the players lose the route the cart took, but can still make their way back to the clearing. Assuming they make the roll, they will track the cart to the following area:

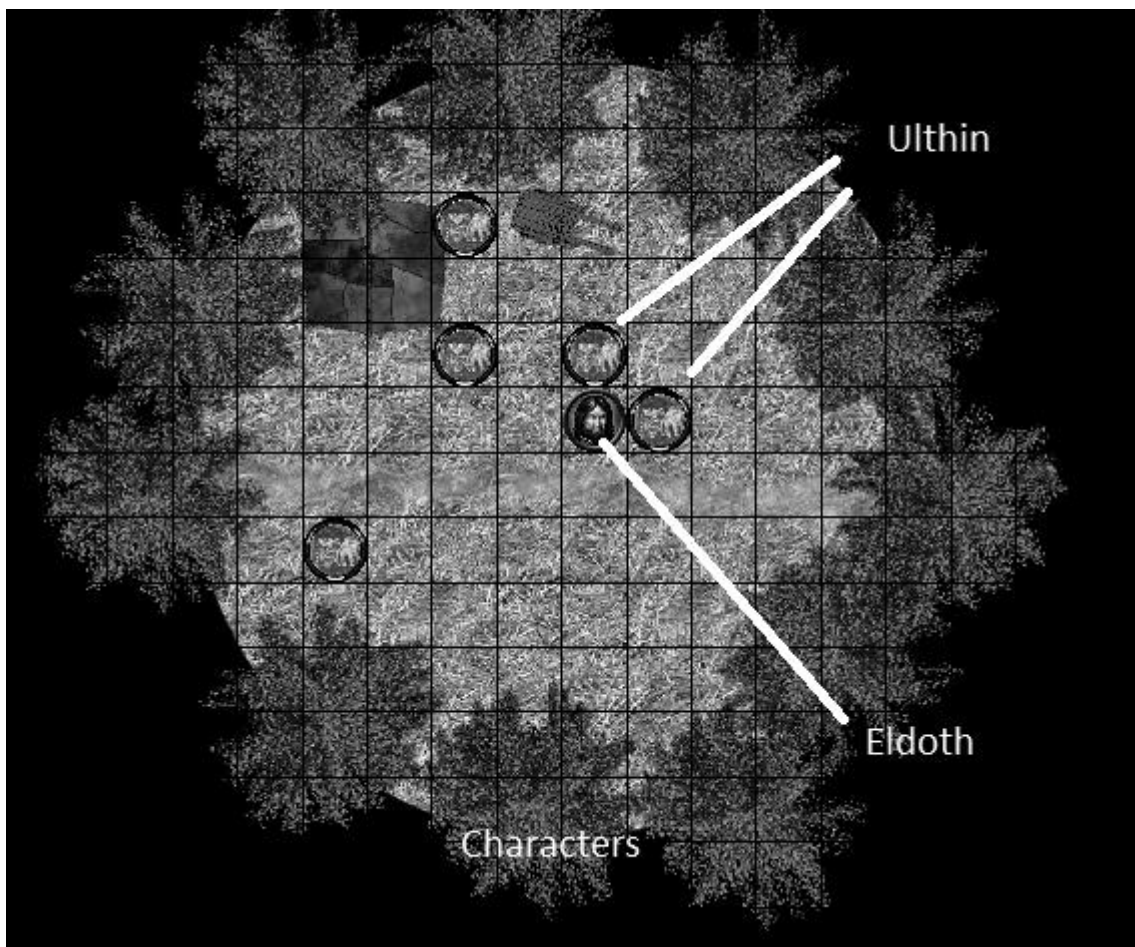
Elroth's Shack.

The track leads to a small clearing hidden within the forests about a mile from the road. Within the clearing a small cabin has been built next to a small, slow flowing beck. The cart which you've been following is a reasonably small handcart, which is empty and sits nearby.

You follow the tracks through the forest and eventually find yourself peering out over a small clearing with a rough shack built within it, and around it a small garden, outhouse, and other signs of domestication – including the cart the tracks of which you've been following. To your dismay, it now stands empty.

However, as you watch from the cover of the forest you see you may have other things to worry about. The relative peacefulness of the forest has been shattered by the commotion in front of you. Elroth is there, though he is on his knees and in considerable distress. Around him swarm a group of creatures – hideous misshapen dwarf-like things who are running amok. Even as you watch, the cabin begins to burn as it is set alight, and Elroth is pushed to the ground and kicked, much to the amusement of the creatures nearby.

A Lore test of 14 or above will tell a character that these creatures are Ulthin. They are demonically deformed creatures who delight in murder and destruction. Although they are not individually very strong, they can be dangerous if encountered in a large group. **They are resistant to Fire but weak to Water attacks**



Ulthin (as many as there are characters)

AS: 8	Strength: 6
DS:5	Agility: 4
Attacks: 1	Willpower: 2
Parries: 1	Intellect: 3
Damage: D10	Vi: 5
Sight: Night	Size: Medium
R/W: Fire 8, Water -6	Reagents: 1 (15)
Notes:	

The characters can hold a discussion at this point, so long as they keep their voices hushed. They can elect to leave Elroth to his fate. If they ask, tell the characters that there is no sign of their equipment.

If, during this conversation, any of the characters (players) becomes too loud, roll an Awareness test for the Ulthin. A result of 12 or more (that is, on the roll of a 9 or 10) one of them will spot the characters, alert the others, and they will attack.

During the encounter Eldoth will remain prone on the ground after sustaining a heavy kick from one of the Ulthin. **After the encounter**, if he is alive, **Eldoth** will recover and **thank the characters for saving him, and put himself at their mercy**. He tells them that he robbed them; drugging them so that they'd fall asleep in order for him to steal their equipment. He apologises, saying that he meant them no harm and left them within walking distance of Farington. He brought their equipment back here to his cabin, and then had been set upon by the Ulthin just as the characters had arrived. Their equipment had been stored in his cabin, which is now on fire. He would often do this trick; finding travellers and having them camp in that very spot, with his hand-cart close by. His plan was to get to port Haleport and sell everything he has stolen in order to buy passage to Rune via ship, for he hates Magador – his parents were slain while he was young, and he has been unable to find his way in this country since then.

Aside from what weapons they can scrounge from the Ulthin and a few basic provisions they can gather from what remains of Elroth's crop, there is nothing to be found here. The weapons they find can be any the GM wishes. Thus, if they do a search, **the characters will find: provisions (one per character +1 for Eldoth), a Sword, a Quarter Staff, and a club**. In addition, if one of the characters passes an **Awareness Test of 15**, they will find a small pouch in the mud, containing 15 coin.

What the character's do with Eldoth is up to them – broadly speaking they can let him go, take him with them, or kill him. At this stage it matters little – only if they take him with them will it make a difference to events in the next area: Farington.

Fate Points: One could be awarded to each character for killing all of the Ulthin.

Entering The Town of Farrington

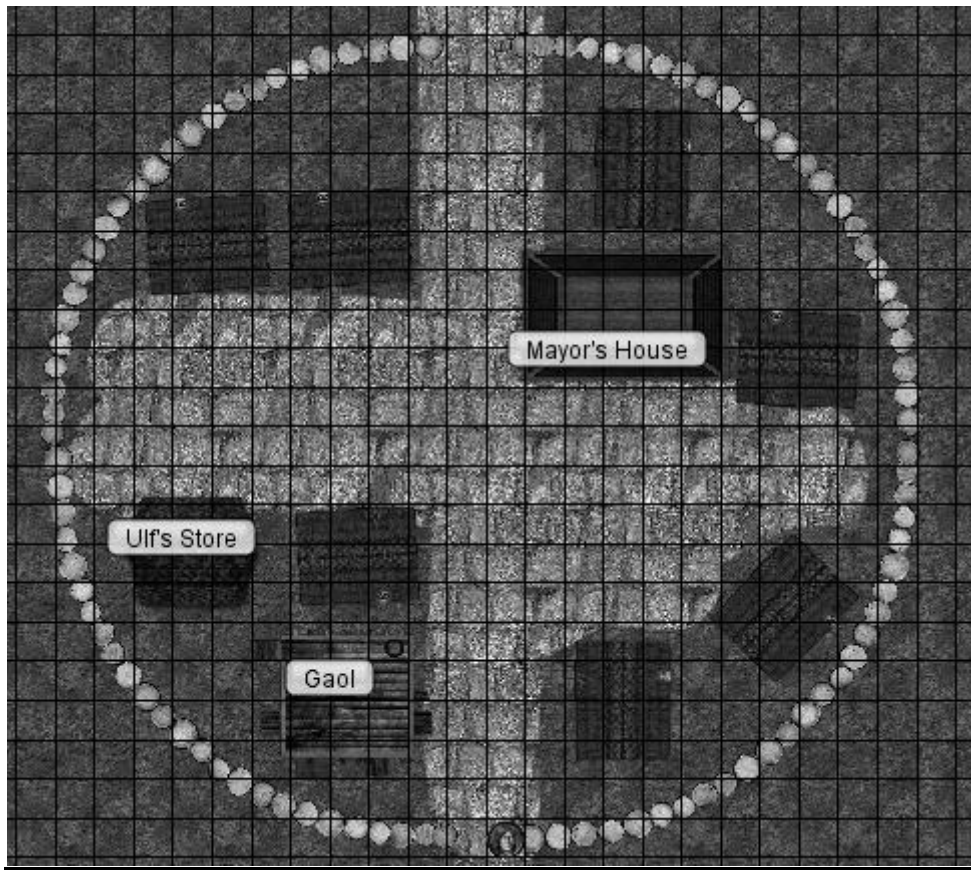
After a walk of a few hours, you reach the town of Farrington. Built within the forest, it is comprised largely of wooden structures and is surrounded by a high palisade wall which is made of whole tree trunks. Fields surround the town; filled both with crops and livestock. You walk passed pens containing cattle and sheep as you near the town, and as you do, notice that there are many pens which are completely empty. Nearing the town entrance, you are approached by a tired looking member of the militia.

The man's name is **Belm**. He **looks tired, and pale**, and indeed is rather **quite ill**. He seems very **unenthusiastic when asking the characters their names** and what their business in Farrington is. He is unsurprised to see that the characters have no equipment - they are not the first to fall for Elroth's trap.

If the players ask him why he's so ill, he will tell them that **a sickness has overcome the town** in the past fortnight. The healer has been able to do little, and **many have already left**. He says that their **water has been poisoned, and soon the town will be deserted**. He also tells the characters that they would do well not to stay in Farrington, but tells them that the **nearest town is a week's walk to the north. He advises them that they head to the Mayor's House, which is the large building next to the town square.**

If Elroth is with the characters, they can turn him over to Belm if they wish. Belm, having heard tales from other travellers arriving of this thief, and so will take him away to the gaol if the character's let him. Elroth will not resist. **This will net the characters a bounty reward of 30 coin.**

-The Town of Farrington



Whilst moving around the town of Farrington, the **characters will notice that the town seems to be strangely empty**. There are people here and there – **they all seem downtrodden** and are moving slowly and without much energy. There are several things the characters may encounter as they move around the town, if they wish:

A group of people who are taking a cart laden with barrels to the nearest un-tainted stream, several miles away, in order to bring back water which isn't poisoned.

A family who are packing a cart full of their possessions, ready to leave the town. They will be sad to go, as life was good here.

If **Eldoth** is still with them while in Farrington after passing Belm, then he **will make it clear that he does not want to go on travelling with them**. He is upset for what he has done, and wishes to be left alone. He will suggest that he will try to leave the town with one of the groups already leaving. If the characters still don't let him go, then he will try to escape from them. This may well lead to him being slain, or taken captive by the militia.

-Mayor's Residence

The mayors house is the largest building in Farrington, though still humble in comparison to others in larger towns and cities you have been to. A grand two story structure made of wood, it sits overlooking the town square, through which runs a narrow and fast flowing stream.

Near the building stands a stone plaque which states: "The town of Farrington was founded here in the year 566 by Arion Farrington. May his memory prosper as this town does."

566 was but ten years ago.

If the characters were to knock on the door, it will be opened by the mayor himself. **Mayor Dester Farrion is a barrel chested, bearded man who has grown into his fourth decade of age. He wears fine clothes and regards himself rather highly.**

He leads the characters into his house and bumbles past a nervous looking blonde man as he does do. Entering his study, Dester will sit behind a large desk. His study is large and well furnished, with many manuscripts and pieces of parchment bursting from the numerous bookcases and chests of drawers in the room.

The blonde man in the hall was Dester's son, Aran. Dester will say that he is a useless, meek boy, and to pay him no heed.

He will ask the characters for help. He will tell them that their **main water supply has been poisoned.** The river running through the town is the lifeblood of the township and without it people are leaving. He tells them that a **witch within the mountains has cursed them with the sickness,** and implores the characters to go and seek her out. In return, he will **"pay handsomely"** for the completion of the deed.

If they are awkward, he will remind the characters that **this is the only town for a weeks travel in any direction.** If they are "unable" to restock their supplies here, they would find it very hard going in order to reach anywhere else.

Once they accept, he will have several important things to say:

- **40 coin each, to spend at Ulf's store**
- **One of the abandoned houses within the town for the characters to rest at.**
- **3 provisions each; these provisions have not been tainted by bad water.**
- **The caves will be dark, so he strongly suggests they buy lighting at the store.**

He tells the characters to follow the stream out of the town and up into the foothills of the mountains, where the witch is bound to lurk.

-General Store/Blacksmith (Grade 2)

The general store is run by a gruff old man called Ulf. Ulf is more of a communal leader than Dester is, and will greet the characters with kindness. Ulf is small, skinny, and has a large straggly grey beard. He is also missing his left arm, since he lost it in his adventuring days.

It is important to note that provisions at this store cost twice as much as they normally would, due to the situation in the town.

-Staying in Farrington

IF the characters wish, they can stay the night. This is probably a good idea - it will heal any wounds they might have, and also ensure they they do not have to travel at night to get to the caves (more on this later).

The mayor grants them access to one of the many houses which now lie empty within the town.

Fate Points: Once again, good role-play by the Players may earn them Fate Points. Turning Eldoth over to the guards, or otherwise dealing with him in a sufficient and mature manor may also warrant one.

Travelling to the Caves

When the character's wish, they can set out for the caves. It will take the characters four hours travel to reach the mouth of the caves.

Note that it took half a day to reach the town from the campsite – if they set off too late or do not wait till morning), then they will have to test their luck. Roll for each character. If more characters are unlucky than lucky, then the characters will fall foul of a band of Night Hounds.

Night Hound (1 per character)

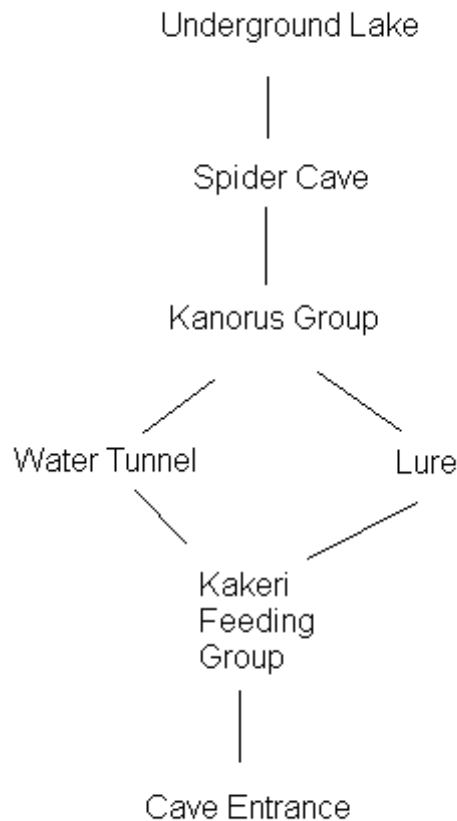
AS: 14	Strength: 8
DS: 10	Agility: 8
Attacks: 2	Willpower: 4
Parries: 1	Intellect: 1
Damage: D10+1	Vi: 14
Sight: Night	Size: Large
R/W: -	Reagents: 1 (15)
Notes:	

The light will be Dim for this encounter.

It will take the characters four hours travel to reach the mouth of the caves. The trail to the caves is **hard going** as it winds into the foothills of the Chasmcairn Mountains. The **forest** through which they have been **travelling** persists, though the **trees do become more sparse and less lush**. The soil beneath their feet turns **drier and rockier**, and the lush green grass dissipates and becomes **tufts of coarse shrubs**. The weather holds, however, and the day remains dry and overcast. The **southerly wind is warm and pleasant**, and they see **much wildlife** on their way to the cave – birds, insects, rodents and the like.

If they ask, characters may go hunting and/or foraging for food. Foraging requires an intellect test on 15 or more, which can be modified with the Lore skill. A successful roll will result in 2 provisions being gained.

The Caves



Cave Entrance

The cave entrance is very close to the river, which pours down a **cliff some 200 feet tall**. The players will become **saturated with water mist** while they approach it. The cave entrance is a narrow nook in the rock which leads up into the cliff.

The initial passage is steep and very narrow and for **anyone over 6'2 in height or in excess of 200lbs**, this entrance will prove troublesome. Such characters will have to take a Strength test of 16 to try to force themselves up the hole, with each failed roll resulting in 2 Vitality damage due to the strain this causes. If other characters were to help, they can add +1 to the roll, but only two characters can help at a time – one pulling from the inside, and one pushing from the outside.

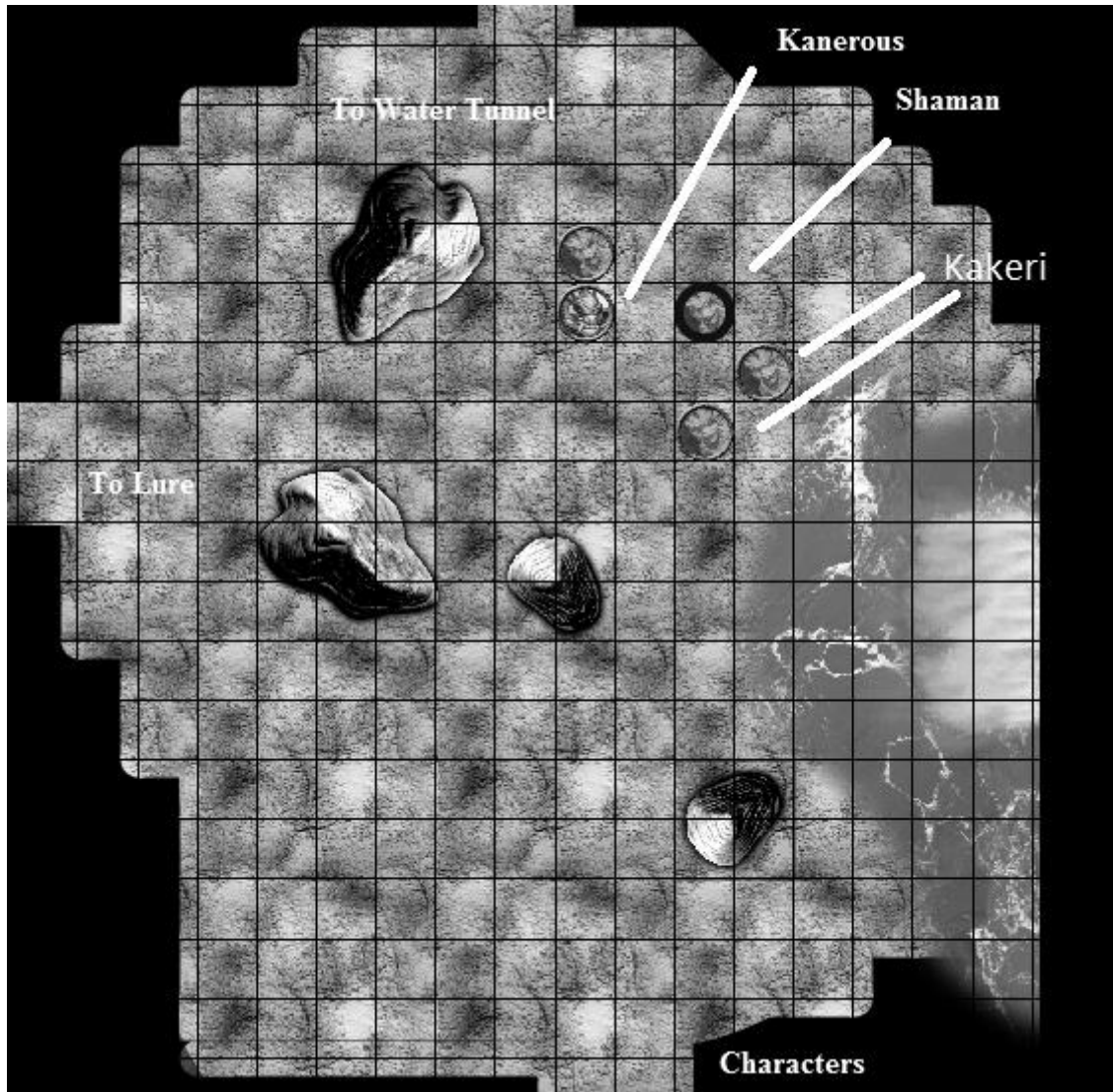
Dwarves are not affected by any of this – despite their size they are well adapted to life within cramped caverns and thus will be able to get into the cave easily despite the small opening.

Once everyone is inside they will find themselves in a very dark and rather loud cave system, The sound of the water rushing overhead makes a dull roar throughout all of this cave system, which drowns out quiet noises. **For this reason, all Sneak checks in the caves gain a +1 bonus.**

Lighting: Throughout these caves, unless specified, there are no light sources. Therefore it is important that the characters have some with them.

Once lighting has been addressed, the characters will have but one way to go: up a passageway which winds deeper and higher into the cliff face.

Kakeri Feeding Group



The characters here will enter a long, wide cavern. The **cavern is illuminated by glowing green algae**, which grows predominantly around the **small pool and waterfall**, against the right hand side of the cave. **This gives the whole cavern a covering of Dim lighting.**

Around this pool a group of small, humanoid creatures are gathered, along with one much larger creature. The creatures are around four feet in height and have a number of amphibious traits – they have scaly, blue-green skin, webbed feet and hands, and large, wide mouths.

They are gathered around the pool because they are feeding from it, eating the small fish which dart within. They are gibbering in some unknown language. They seem very active and unpredictable, all

save the larger one, who stands some eight feet tall, and stands impassive and staring as the others scuttle around the pool.

The smaller creatures are Kakeri. A Lore test on 13 will tell the players that these fish-men are extremely hostile and will view humans and their like as food. The larger creature is a Kanerous, a larger, more docile cousin of the Kakeri.

The larger creature is a Kanerous, a distant cousin of the Kakeri. While the Kakeri are a vile and hostile race, the Kanerous are far more docile and will not attack unless they feel threatened. A character will know this is they pass a Lore test on 15. If not, the characters will have no idea what the creatures are.

The characters can attempt to sneak past the group amongst the rocks and natural pillars that fill the cave. At least two successful sneak tests will be required by each character in order to pass the cavern undetected. It is much more likely that there will be a combat here, because as soon as the character's are known to be there, the Kakeri will attack.

Kakeri Warrior (1 per character)

AS: 10	Strength: 5
DS: 8	Agility: 7
Attacks: 1	Willpower: 4
Parries: 1	Intellect: 2
Damage: D10	Vi: 8
Sight: Dim	Size: Small
R/W: Water 5, Fire -5, Air -2, Earth -3	Reagents: 1 (15)
Notes:	

Kakeri Shaman (1)

AS: 10	Strength: 4
DS: 8	Agility: 7
Attacks: 1	Willpower: 7
Parries: 1	Intellect: 6
Damage: D10	Vi: 8
Sight: Dim	Size: Small
R/W: Water 5, Fire -5, Air -2, Earth -3	Reagents: 2 (15)
Notes: Rank 5 in Water Power Rank 2 in any other Nature Arc Magical Power	

The Kakeri are also prodding and poking the Kanerous to fight also. It will do, and do so till the death.

Kanerous (number of characters -2)

AS: 13	Strength: 8
DS: 13	Agility: 3
Attacks: 1	Willpower: 2
Parries: 3	Intellect: 2

Damage: D10	Vi: 15
Sight: Dim	Size: Large
R/W: Water 8	Reagents: 2 (14)
Notes:	

Aside from any reagents they may find, the only thing of value the characters will find on the creatures is a ring worn Shaman, which is worth 10 gold. The characters may gather up some of the algae if they wish, and it will act like a torch while it is still alive. The algae will die out after about an hour, though, and sunlight kills it instantly.

Fate Points: One can be awarded per character for getting through this encounter, whether by sneaking past, or via combat.

Kaneros Cave

After a quarter of an hour or so, the characters will reach a **large cavern which is a large pit** falling away from it's furthest side. **There are no light sources here - it is Pitch black.**

Around this, the characters will also see a **number of large humanoid creatures - more Kaneros.** **The Kaneros seem to be staring down into the pit - totally transfixed by what they see there.**

It is almost certain that the characters will be carrying a light source in order to see here. If they are not, then they can slip passed the creatures relatively easily. If not, then the Kaneros will certainly notice them. However, upon doing so, they will grunt uninterestedly and carry on staring down into the pit.

If approached then the Kaneros will stand and look at them. They will grunt at the characters in a groan which sounds like a cow's moo underwater. The sound is very deep and very loud, and could be perceived as being threatening. In actual fact, it is the Kaneros who feel threatened, and are using the sound as a deterrent.

Kaneros (number of characters -1)

AS: 13	Strength: 8
DS: 13	Agility: 3
Attacks: 1	Willpower: 2
Parries: 3	Intellect: 2
Damage: D10	Vi: 15
Sight: Dim	Size: Large
R/W: Water 8	Reagents: 2 (14)
Notes:	

They will not attack the characters unless attacked themselves. They cannot communicate with the characters, though a Persuasion roll of 14 will convince the Kaneros that the characters mean them no harm via use of body language and tone of voice. The Kaneros will not follow the characters, since the tunnel leading from this place is much too small for them anyway. They seem to be stragglers from a larger group of Kakeri.

If any of the characters look down the pit, they will see something glinting in the bottom, some 20 feet down. If they wish to retrieve whatever it might be, then they must scale down the cliff. This can be done either with the help of a rope of at least 15' long, or just by climbing. An Agility test on 13 for the rope, or 16 for climbing, will indicate a success in climbing down (and, indeed, up) the side of the pit. Any failures will result on D10 falling damage.

The glinting object down the pit turns out to be an Amulet of Firebolt. This amulet, which seems to glow with a faint unnatural red glow, has the ability to cast the Fire Arc spell Firebolt three times before the charge is used up and the amulet becomes worthless. The spell will automatically cast once invoked - there is no chance of a miscast.

Amulet of Firebolt (3 charges)

Casts Firebolt

Difficulty: (none for the amulet)

Range: 35'

Target: 1 creature

Duration: instant

This spell, when cast, will sent a bolt of fire from his hands which will strike the first target in it's path, causing D5 physical damage and D10 fire damage.

Kaneros (1/3 the number of Characters, minimum of 2)

AS: 13	Strength: 8
DS: 13	Agility: 3
Attacks: 1	Willpower: 2
Parries: 3	Intellect: 2
Damage: D10	Vi: 15
Sight: Dim	Size: Large
R/W: Water 8	Reagents: 2 (14)
Notes:	

The Kaneros have nothing of value.

Fate Points: As this is an optional combat, consider whether the characters warrant a Fate Point by killing the Kaneros here. Indeed, one may be awarded by working out that they are not hostile, especially without the help of a successful Lore check.

You might also want to give a Fate point for getting the amulet, but the amulet itself could be considered reward enough in itself.

Water tunnel

Following this path, the characters will, after twenty minutes or so, come to a point where they cannot continue any longer. **The passage** which they've been following suddenly **slopes downwards and becomes submerged** under a body of still water. **The water is black** and almost impossible to see through, and looks to have been sat here for a very long time.

The tunnel winds under the water for about eight feet before emerging at the other side. However, the characters have no way of knowing this. Nor do they know that lurking within the water are vicious leeches which will attach themselves to the first character who ventures into the water.

If a character was to try **to swim through** the water, they must first pass an **Agility test on 16** in order to get half way in the first place without becoming disoriented and losing their way. If they fail this roll, they take D5 damage and come back out the way they came.

Leeches will attack the first character who makes this roll. The character will take **D10 Vitality damage**, and need to make an Agility check on 14, in order to continue swimming. If they succeed in this, then they will emerge out the other side. If they fail, then they become disoriented in the water, and take another D10 Vitality damage. Each turn, the character will take D10 damage every time he fails to make an Agility test on 14.

Only the first character through the water tunnel will be effected by the leeches, as they all immediately attach themselves to him and there are no other leeches to attack other characters.

Once on the other side, the character affected by the leeches must have them removed. They take D5 damage for every turn the leeches remain attached to him. The leeches can be removed by another player via an Agility test of 14. Failing this will cause a further D5 Vitality damage to the character the leeches are attached to.

Lure

While progressing up inside the caves, the characters will notice that there is a **small passageway leading away from the main tunnel, from which is glowing a strong, amber light.**

If any of the characters choose to investigate this way, then they will find themselves in a **small cave** which is **filled to the brim with treasure**. Piles of gold, boxes full of jewels, finely crafted weapons, armour and magical trinkets are all here – it seems to be too good to be true!

Of course, it is. **The treasure is a monster known as a Lure**. It will change its appearance to show itself to be something which its potential prey highly desires – in this case it is piles of treasure!

The first character who enters this room must take a Willpower test on 15. If they fail, they will be seduced by the Lure and wade into the creature's clutches! They will take D10 damage each turn here on out as the Lure saps away their life source, until they are freed from the Lure's embrace or until they're reduced to 0 or less Vitality.

Other characters entering the room must also test on their Willpower to avoid falling into the Lure's trap, but each character thereafter gains a +2 accumulative bonus to this roll (meaning that the next character to test gains +2, the character after him gains +4 etc). Any character who passes this roll will see the creature for what it really is – a grotesque creature made largely of ooze and slime.

Characters can try to pull other characters from the clutches of the Lure, in which case they require a Strength test on 13. Or they can attack the Lure directly.

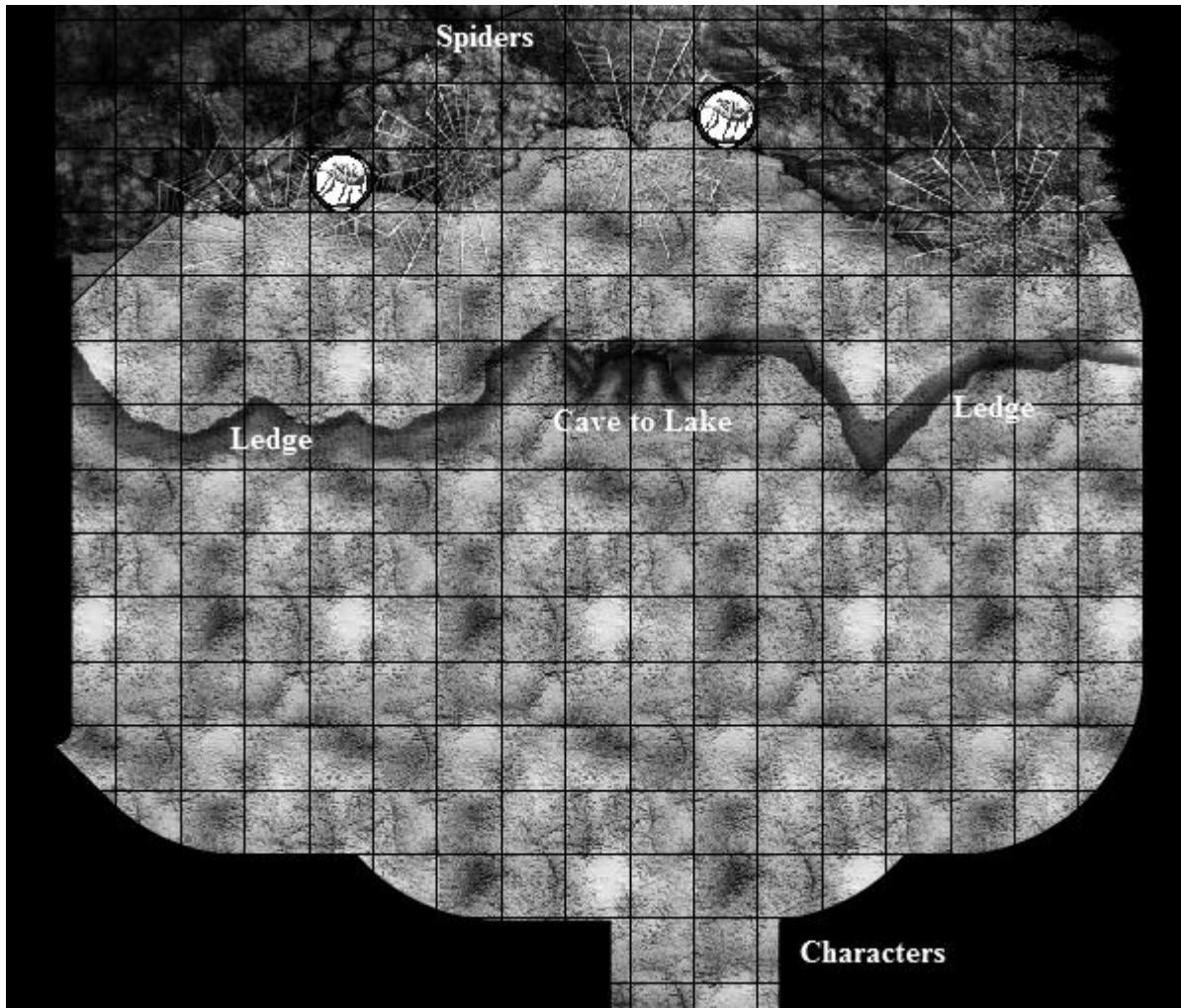
Lure

AS: 10	Strength: 10
DS: 10	Agility: 2
Attacks: 1	Willpower: 1
Parries: 2	Intellect: 1
Damage: D10	Vi: 30
Sight: Pitch	Size: Huge
R/W:	Reagents:3 (14)
Notes:	

There is, sadly, no treasure to be had within this cave.

Spider Cavern

The tunnel you are following eventually widens, extending into a large cavern which looks to be some thirty feet across and forty feet wide, though the ceiling of the cavern stretches up far above you to an indiscernible height, and at it's very peak you can see that it breaks the surface which allows a dull light to fill the chamber. The cavern is made up of two levels, separated by a steep embankment which runs the length of the cave. You are on the lower of these levels. The upper level is carpeted by what looks like thick white spiders web, which stretches upwards into the upper reaches of the cavern. Within the embankment you can see a small passageway leading downwards into the earth.



If the characters wish to examine the web further, they will see Giant Spiders within the web. The **Giant Spiders will attack if their web is disturbed, or if they themselves are attacked. Otherwise, they will pose no threat to the characters.**

The lighting within this cavern is Dim

Giant Spider (equal to the number of Characters)

AS: 12	Strength: 6
DS: 12	Agility: 12
Attacks: 2	Willpower: 3
Parries: 2	Intellect: 1
Damage: D10	Vi: 14
Sight: Night	Size: Medium
R/W:	Reagents:1 (14)
Notes: On a critical hit they poison their opponent and do D5 damage over 3 turns For each hit the target must make a Strength Check on 15 or be caught in webbing and, as well as not being able to move, suffer -2AS and -2DS until freed	

Once the initial wave of spiders are defeated, inform the characters that they see more spiders coming down the walls towards them. It looks like there are tens if not hundreds of them!

If the characters do not flee down the passage ahead, then Leeah will appear at this stage. Otherwise, leave her appearance until the characters reach the Underground Lake.

Leeah is a Forest Guardian. She has green, twiggy hair and pale green skin. She is quite beautiful and dressed in a small dress of dried leaves. **She will appear at the passageway** which is in the embankment and **call out to the spiders** before any combat is initiated:

"Akino... akino. Ne miu belé. Savvi. Sa, Akino..."

She coos this to the spiders, and they retreat, with their actions more docile and less aggressive. When they have retreated, **Leeah with chastise the characters,** telling them that there was no need to attack the spiders, for they lived on the bats in the caverns above, and would have had no interest in them if they had not attacked.

Then the encounter will continue as if they spoke with her next to the Underground Lake, below.

Fate Points: Not attacking the Spiders could warrant one, perhaps. Not attacking Leeah when/if she appears is another possibility.

Underground Lake

The tunnel opens up into a very large, cool cavern, which ends within a few feet in a vast expanse of water. An underground lake expands before the characters, stretching farther than any torch or dark-sight can see.

On the shore before the characters a small campsite has been set up. Amongst the equipment, alchemical reagents and potions can be seen scattered about and, occupying the camp, a slight, cloaked figure stands looking out onto the water. It turns to the characters, its face obscured within the depths of the hood that it wears. It speaks, in a low, feminine voice:

"You have come for me? What do you intend?"

The characters must react here. They can attack, in which case they will instantly receive initiative against the witch. If they hold a dialogue, then the witch will explain to them her story. First, though, she will lower her hood, to reveal that her features are that of a young, red-haired woman.

She will admit to poisoning Farrington’s water supply, as she is the “witch” that they seek. She will explain to them, if given the chance, that she is trying to drive the humans away. The poison she has infected the water with is not harmful, and only causes mild sickness. She tells them that their farms are encroaching on a sacred glade which she herself has been driven from, despite her pleading with the the mayor not to do so. Without the glade, she would wither and die. Yet, she says, they did not listen, and drove her away. Thus, she came to the source of their water and tainted it in an effort to make them move on.

She asks the characters, if they would listen, to go with her to the sacred grove with her so that she can prove to them that it exists. Without it, she would wither and die. Already she has been weakened by the damage caused. She wants the grove to be left alone, and the people of the town to stave off their farming and make better use of the land that they’ve already claimed. She would live in peace with them if they did this.

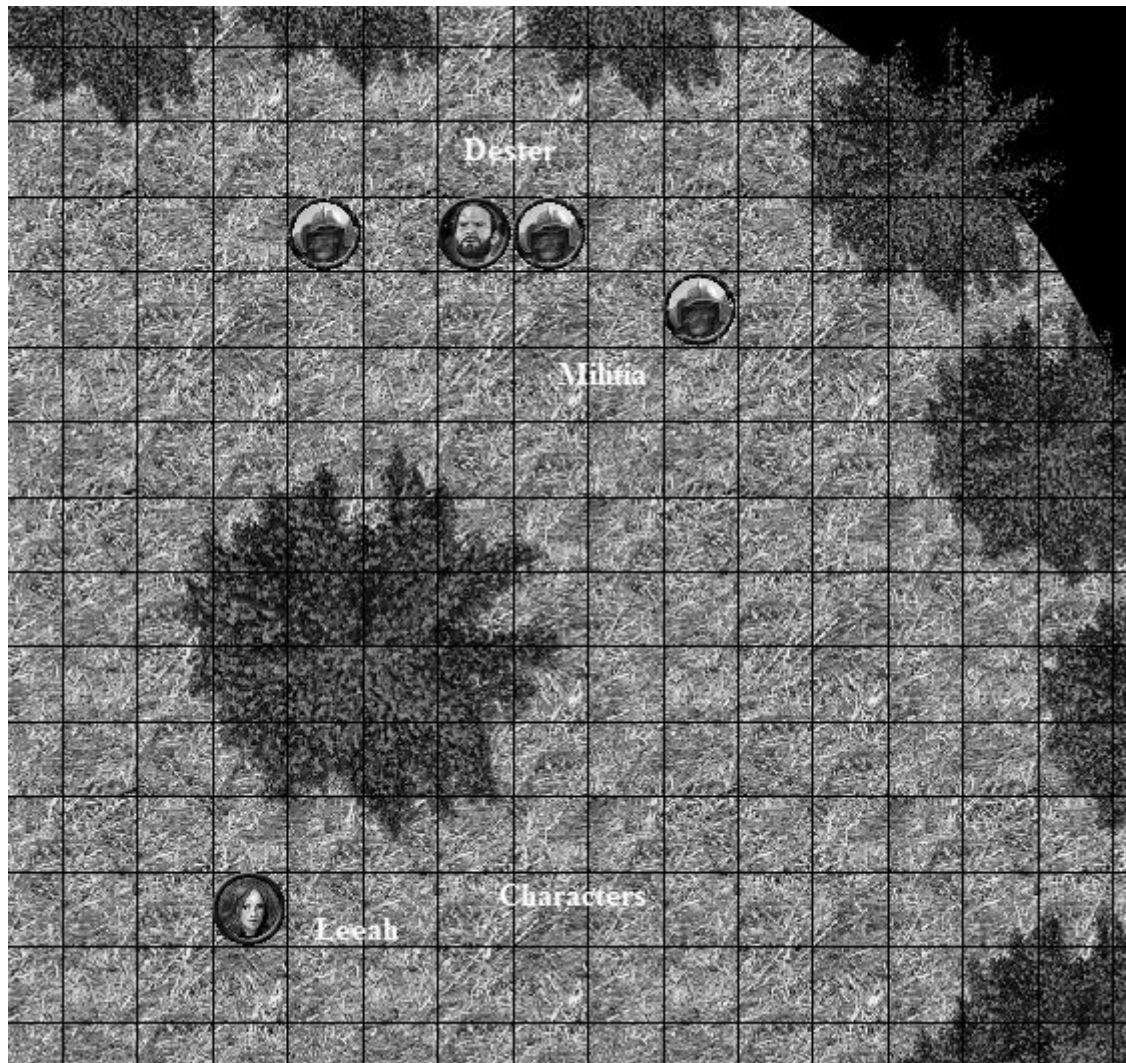
Leeah

AS: 5	Strength: 4
DS: 8	Agility: 8
Attacks: 1	Willpower: 8
Parries: 1	Intellect: 8
Damage: D10	Vi: 12
Sight: Night	Size: Medium
R/W: Fire 5 Air 5 Earth 10 Water 5	Reagents: 2 (14)
Notes: Rank 7 in Earth Arc Rank 4 in Air Arc	

If Leeah is slain, then the characters will find nothing on her body. 6 reagents can be found around her campsite, however. The character’s can then return to Farrington and collect their reward from the mayor.

Fate Points: Not killing Leeah and good role-playing are both plusses here.

Grove



Leeah will guide the players back through the cave if they accept her offer. It is assumed that they make it back out of the caves with no problems - the kakeri will not attack her..

It takes another four hours to travel to the grove, which is on the outskirts of the town of Farrington. If it is getting dark, then they'll need to light torches.

The grove is a small clearing some 40' across and around the same amount wide. It is bordered with trees which have an odd, yet subtle bluish bark to them. The farming from Farrington has come so close that the edge of the nearest field is adjacent to these trees on one side.

As Leeah is telling the characters about the grove, a group of men will be seen coming toward them from the town. Among them is Dester Farrion, and he leads a group of his militia.

Dester will enter the glade and tell the characters that they have done well for bringing the evil witch back to them. He gives orders for his men to take her away and have her burned in the town square.

The characters must decide who they will side with. Farrion will pay them their reward if they had Leeah over. If they refuse to hand her over, then Farrion will order his men to attack. Of course, there may be a diplomatic solution found also, which will require the characters to first convince Dester not to attack (Diplomacy 12) and then to let Leeah live amongst them.

For this latter roll, some of the men following Dester may well be swayed to Leeah's side while the debate takes place. The number of men convinced, and if Dester himself is, is summarised below:

Diplomacy Roll Total:	Result:
<11	0 militia convinced.
12	1 militia convinced
13	2 militia convinced
14	3 militia convinced
15>	All militia, + Dester convinced

Those militia who sway on the side of the characters will not take part in the fight. They will throw down their weapons and head back to their homes, refusing to butcher the Forest Spirit.

Any who remain will fight the characters, and will do so to the death.

Dester + (equal number to characters) Militia

AS: 11	Strength: 6
DS:11	Agility: 6
Attacks: 1	Willpower: 5
Parries: 2	Intellect: 6
Damage: D10	Vi: 10
Sight: Clear	Size: Large
R/W: 0	Reagents: 1 (12)

If Dester is convinced, then both he and Leeah come to a compromise. He will not allow the forest to be cut down near her grove, though she admits that expansion may be necessary, and will accept it if it is measured and reasonable.

Afterwards

Assuming that the characters win the final fight, they should either receive a reward from either Dester (if they let him take Leeah), Leeah (if they fought and beat Dester and she was not killed in the battle), or both of them (if they were convinced to live side-by-side).

If she survives, Leeah will grant the character's a hard leaf cloak, which will increase their Armour DS by +1 while worn.

If Dester survives, then he will grant the Character's ownership of one of the houses within Farrington, and will have a memorial made in their honour. He will also grant them 100 coin.

If he does not survive, then the death of Dester will leave the town of Farrington under the command of Aran, his son. Aran, while more timid than his father, is less head-strong, and will accept Leeah's presence there. Tell the players that they get the feeling Aran will make a fine leader for the people of Farrington.

Aran, if his father is slain, will give the characters a weeks worth of provisions and ask them to leave the town whenever they are next able. While this is not overly generous, the character's did just kill his father.

Fate Points: One for finishing the adventure alive is practically a must. Award another if both Dester and Leeah survive, as this is the best conclusion the game could have.

Once all of the above has been resolved, read the following:

You have gone through much, and got far more than you bargained for when you set out on the road in Magador. The whole episode reminds you that Magador, and indeed Iliosia, is a wild and often unfair place, where many things are not as they first seem. Heeding the lessons the adventure has taught you, you now feel better prepared for whatever challenge life might throw at you next and hope that maybe, just maybe, your experience will aid you on gaining whatever it is that you seek, in the untamed world of Iliosia.