

Symbaroum

Adventure Pack 2

TWO MYTHIC ADVENTURES FOR SYMBAROUM

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Symbaroum



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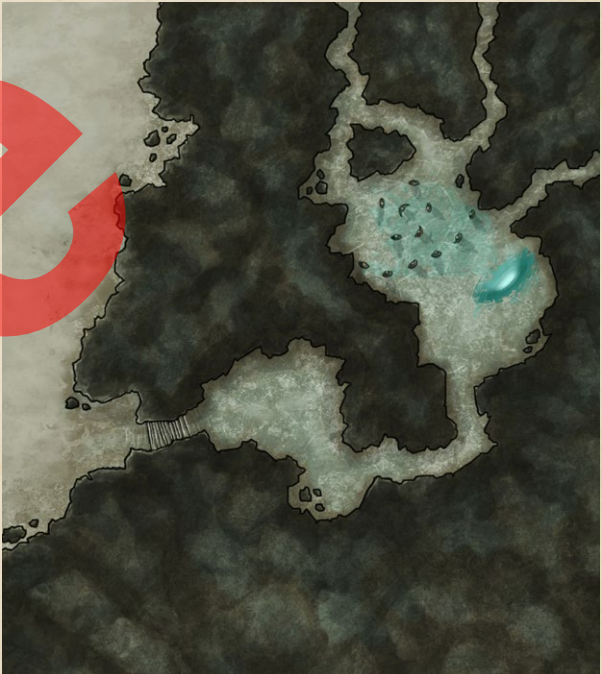
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Thus spoke Aroaleta

And the gaunts charged forth,
thirsting and hungering,
thousand and thousand again
through the night-colored woods

Clan-folks fell and perished,
trampled and booted,
women, men and spawns,
dead then drained and wolfed

But grand was Adina's bell,
flawless and vibrant,
filled by a different thirst,
it chimed the gaunts to ruin



FEVER OF THE
HUNT

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Legends come alive...

... WITH THE TWO ADVENTURES featured in this book. The world of *Symbaroum* is built on layer upon layer of defining events. Some of these had an obvious and immediate effect on whole continents or regions, like the death of Alberetor; others were more limited but with a profound impact on the local area. However, there is no clear distinction between these two: depending on the outcome, what first appears as a local crisis can in the end lead to widespread death and destruction.

FEVER OF THE HUNT revolves around a conflict between two powerful forces of nature: a predatory winter elf, and an ancient forest spirit in the shape of a giant aboar. According to legend, the two forces clashed about three centuries ago; both were injured and the elf found shelter in an old Symbarian serpent temple. Since then the Elder Sow Gylta has been circling the site waiting for the battle to continue, and now humans are digging their way into the temple, threatening to provoke the winter elf into action. The final confrontation is drawing near...

The second adventure, *The Bell Tolls for Kastor*, is set on the plains along Davokar's southern edge. Again, there is an old legend that to some extent can explain what is happening – the tale of a greedy dragon and the artifact that made it possible for a witch, a chieftain and a sorcerer to defeat the beast and banish it to the Yonderworld. But in this case,

the most acute threat comes from a cult of monster worshippers who recently managed to outsmart and defeat a rival sorcerers' cult. The cultists have taken control of Kastor and are now brutally searching for information that can help them return their monstrous dragon lord from the world beyond.

In both these adventures, the characters can have a number of reasons for getting involved. The suggestions offered should be regarded as a point of departure and inspiration, but in the end each GM must adjust what is written to suit his or her gaming group. As in most roleplaying games, the motivation can always come from finding treasure and bashing monsters, but in the case of *Symbaroum* the characters' incentives can also be rooted in beliefs, morals and relations to powerful factions. How to handle this is not for us to say; in the end *Symbaroum* is what you and your friends want it to be.





Ever of the Hunt



he muddy hill stands in desolate majesty amidst the woodlands of Davokar. At its foot some hundred treasure hunters are crammed behind a simple palisade, seeking shelter from the dangers of the forest; wild animals, elves, and worse. You are met by muddy daythalers staggering towards their shacks for some sleep, while a few prospectors celebrate their findings on “the Main Street” – a couple of jerry-built houses with ostentatious exteriors in the middle of the camp.

Suddenly, the bellow of a wounded beast echoes through the woods. “Did the sow frighten you?” A rugged woman in a leather apron approaches, holding a repeating crossbow in her arms. Half her face is covered by a mask of blackened silver. “You better get used to it; the old lady refuses to die and keeps bothering us with her wailings.” She adjusts her mask and continues: “They call me Silvercheek. I am the one to see, if you are to purchase a claim. Come, this way.”

On the path to her office you pass a wooden pole sticking up from the clay, dressed in withered flowers. “There lays Salindra, hoping,” grins Silvercheek. Prayers have been carved into the rough wood, and the ground below is strewn with copper coins; meager offerings to appease the ancient forces of the forest, untamed and hungry ...

Introduction

DEEP INSIDE DAVOKAR, prospectors are digging for treasure in a hill of clay. Hoping to fulfil their dreams, they challenge the region's barbarian clan, Karohar, for whom the place is taboo. The player characters arrive as treasure hunters – or under the guise of being treasure hunters. Soon they realize that these dreamers cannot all be right about the area; the objects of their desires are too diverse to be found in the clay of a single hill, but they are seemingly blind to this obvious fact.

Great forces are in motion. The real threat to all of their lives comes from two directions. In the deep of the hill hides an ancient and bloodthirsty hunter, on the run from a past prey, an Elder Sow circling the hill, waiting to finish what she started. To both of them, the prospectors are mere tools in their age-long fight for supremacy in the region; a fight which after centuries of attacking and retreating now approaches its climax. The prelude to the final battle begins, as it often does, with a murder.

Fever of the Hunt is designed as a combination of an adventure landscapes and a classic adventure. In the spirit of the landscape, we present a setting (Salindra's Hope), some non-player characters with

their own ambitions (a few driven people in the treasure hunter's camp and, in the background, the two ancient forest gods), and a dramatic event (Handelo's murder) that sets the ball rolling. From there on, the players may do as they please.

There is also an aspect of classic adventure to *Fever of the Hunt*, as it follows a set chain of events comprised of 12 scenes. This event chain describes what happens if the player characters do NOT act to change its course. Sure, even with the players' involvement some outcomes are more likely than others (see Possible Endings, page 25), but it is important that the players feel that their actions have consequences, making their adventure unique.

Player Characters

THE ADVENTURE MAY be played using any characters with reason to travel to a perilous and remote place like Salindra's Hope, together as a group or on their own.

There can be several reasons for the characters to head for the digging site; and when they have arrived there are many ways to start the adventure (for suggestions, see Other reasons to visit Salindra's hope below).

AGENTS OF THE IRON PACT

The Iron Pact has placed an infiltrator in Salindra's Hope, to keep a watchful eye on the place and promptly learn if the situation grows into a threat against the surrounding area. The player characters can be sent as backup, since the infiltrator Semel hardly is a man of action.

If so, their mission is to make sure that the situation is not aggravated, that is, to maintain status

quo. The mission is worth 200 thaler; 250 with a passed *Persuasive* test. Half of the money is paid up front, the rest upon the player characters' return.

The leader of the group gains an additional 50 thaler for the road by the secretive employer in Thistle Hold; the veiled woman does not hide the fact that she is Ironsworn and that the player characters are acting on the Pact's behalf. She is, however, unwilling to reveal her identity.

To make sure that the player characters receive the rest of the payment, the employer allows them to choose one person in Thistle Hold to keep the money for them until the mission is completed. The leader also receives an iron ring, beautifully engraved, to show Semel in Salindra's Hope. The woman is Lysindra Goldengrass, a former treasure hunter who has had a change of heart and realized what man's ventures into Davokar will cost them, and what it has cost already.

OTHER REASONS FOR VISITING SALINDRA'S HOPE

Here are a few alternative reasons for the player characters' presence. They might suit the players better than working for the Iron Pact. If the group is indeed hired by the Iron Pact, one or a few player characters could have additional motives for going to Salindra's Hope. Should that be the case this may complicate the main mission in interesting ways, without compromising the quest as a whole.

Consultants

Rumors of the place's eerie ability to influence one's senses have attracted the curiosity of some organization (most likely the Sun Church or Ordo Magica). Thus, they send reliable consultants to study the phenomenon, but with no expressed orders to intervene in any way. The player character receives 20 thaler in travel funds, for personal expenses, bribes, and so on.

Dreamers

Player characters with obsessive tendencies or personal goals of a kind that in theory might be hidden within a hill in the woods, could themselves be dreaming of the place and think it worth investigating.

Rescue mission

The meek and passionate dreamer Gidjabolgo has influential parents. His mother Felega is married to a wealthy merchant in Thistle Hold, and would pay fine silver to have her son brought back – with or without his approval. The last time she heard from him, he told her about a breakthrough in his treasure hunt and claimed Salindra's Hope to be

the next stop on his journey. Felega has offered a reward of 200 thaler, and another 100 if the player character succeeds with a *Persuasive* test during the negotiation. Haggling aside, the travel funds will be 50 thaler, for bribes and other expenses.

Sorcerer wanted

Player characters who are Black Cloaks, witch hunters or Templars have, while interrogating cultists, heard of a skilled sorcerer residing in the prospectors' camp. Or maybe one of the player characters is a sorcerer himself, and has heard the same rumors from his or her own network.

- If the player characters are witch hunters, they have heard about a Black Cloak named Neferena who went to Salindra's Hope and then vanished. Caution is advised!
- In the latter case, the characters either have a problem that, supposedly, only a sorcerer can solve, or one of them is in need of a dark master and rumors suggest that the sorcerer in the camp could prove to be just that.

Whatever their reason for seeking the sorcerer, the player characters know nothing about him, other than his supposed whereabouts and that the man called himself Vendal while in Thistle Hold (he no longer does, see Khenad/Handelo/Vendal among the Non-player Characters).

CAN THE CHARACTERS WIN?

The characters can finish the adventure in several different ways. The following are a number of possible endings favorable to the player characters.

- They prevent Sikander, a fallen Master of Ordo Magica, from reaching the Eternal Hunter. Although it merely delays the battle between the forest gods it is still a victory of sorts.
- They realize that the final battle would leave the Eternal Hunter corrupted by darkness, and convince him lay down arms.
- They realize that Gylta is about to get her own herd killed, and make her see the danger in fighting. Then she will not interfere with the Eternal Hunter, as they go their separate ways. If – and in that case, where – the two will meet again, is another story.
- They defeat the Eternal Hunter inside the Serpent Temple below the hill, or during the final battle – the Dance of Death – on top of the hill.
- They defeat Gylta, protector of the aboars; a mighty task, as she is constantly surrounded by members of the herd.

Let the players decide

The player group should agree on what reason (or reasons) their characters have for visiting the site. Certain player characters may of course have their own highly personal incentives, but it is often helpful if the group settles on a common goal. The game master should present the possible reasons for the group's presence in Salindra's Hope, and let the players discuss what option suits them best.



The Legend of the Wild Hunt

The legend of the Wild Hunt is significant for the adventure’s backstory. The legend is widely known in Davokar, in broad strokes, but also has a very specific meaning to the area surrounding Salindra’s Hope. The two levels of the legend, general and specific, are briefly presented below, along with what it takes for the player characters to know of them.

LEGEND OF THE WILD HUNT (GENERAL):
Who: Player characters with the ability Loremaster.

The barbarians of Davokar tell different versions of the legend. It all centers on a hunter and his savage band of followers – sometimes a hunting god, other times a bloodthirsty winter elf or an undead Symbarian lord who even in death indulges in his favorite avocation: hunting. The hunter’s prey is usually some other mythological creature, such as a lindworm, an aboar or another winter elf. Perhaps the tale is but a thrilling way to explain the storms that sometimes shake Davokar, forcing barbarians to cower in their huts or seek refuge in the halls of their chieftains; perhaps it is an attempt

to define the nameless horrors that run rampant through the nights? There is also a moral version of the story, where people are hunted for having broken the witches’ taboo.

THE LEGEND OF THE WILD HUNT (SPECIFIC TO THE ADVENTURE):
Who: The witch Girind, and player characters with the ability Loremaster who successfully passes a Cunning test.

In the region where the adventure takes place the myth actually has a historical basis. The witches of clan Karohar tell it as follows: the hunter is one of the ancient gods of Davokar, who has forsaken his duties as a shepherd for the more pleasurable activity of hunting. The local witches know him as the Eternal Hunter. His prey is the Elder Sow known as Gylta, the mighty protector of the region’s aboars. Having tired of pursuing easy game, the Eternal Hunter decided to go after the Elder Sow. About three centuries ago they fought in this very place. The Eternal Hunter slaughtered the aboars and their piglets, and in turn the sow stomped and

gored his followers. It was a vicious battle, raging all over the region so that men, beasts, and even elves were killed or forced to flee for their lives. Eventually, the hunting god and the sow faced each other upon a muddy hill among the ruins of an old temple. The hunter was all but killed by the sow’s terrible tusks and fled deep into the hill. Mad with lingering rage, the Elder Sow has circled the hill ever since, grunting and snorting, killing indiscriminately. And within the hill the wounded hunter still licks his wounds. Both await an opportunity to finish the battle.

The witches declared the hill and its surroundings taboo, hoping that the two gods would keep each other at bay and that none of them would gain the upper hand. Should that day come, it would be a bloody one for all living in the area – according to the prophecies spoken by the witches of Clan Karohar.

The Fever of the Hunt

The title of the adventure refers to the particular obsession linked to the clay hill and to the fierce battle between the two forest gods, the Elder Sow Gylta and the winter elf known as the Eternal Hunter.

The Fever of the Hunt is not a direct consequence of any ritual or power that these gods use. The obsession arose in the meeting between the powers and the limitless passion of the seekers, which on the slopes of the hill form a certain kind of alchemy. This is Davokar, and here one can experience curious, dreadful and wondrous things that seldom occur anywhere else. It is entirely up to the game master to make use of, or discard, this sort of effect in other places of the forests. In any case, upon the hill, under the special circumstances of the scenario, the Fever of the Hunt is very much a reality.

Treasure Hunting Player Characters

IT IS ENTIRELY possible for the player characters to purchase a claim for themselves and start digging, believing that there really are treasures hidden inside the hill. And there are indeed things to be found, if nothing that would secure their future.

Use the following guidelines for the player characters’ activities in the claim.

- ♦ Setting up the claim and beginning to dig takes one day. No dice need to be rolled and no treasures can be found.
- ♦ After the first day, every full day of digging grants a roll against Vigilant. A successful roll grants one roll on table 1. If there are several player characters digging, they make separate rolls. If several characters dig for only part of the day, the game master lets them roll when the total time amounts to one day.
- ♦ If the roll against Vigilant results in 20, some disaster occurs. Roll 1D4:

- 1. River of mud:** Muddy water bursts through the clay wall, hauling the digger along with it if he or she does not succeed with a Quick test. Failure does 1D6 damage, ignoring armor.
- 2. Collapse:** A Quick test is needed not to avoid being buried. A digger drowning in the mud takes 1D4 damage each turn (ignoring armor), and it takes a Strong test to rescue him or her (both the buried one and possible rescuers may roll).
- 3. Snakebite:** A kanaran slithers through the mud and attacks the player character, who counts as being Surprised. The serpent tries to constrict its victim and drag it further into the hill... For the serpent’s stats, see page 233 in the Core Rulebook.
- 4. The ground gives way,** leading to the temple where the Eternal Hunter is waiting...

Table 1: The player characters’ claim

1D20	FIND
1–10	Nothing
11–14	Pieces of mosaic, black and white (worth 1D10 shillings to a collector)
15–17	A religious offering (worth 1D10 thaler to a collector), roll 1D4: 1. Bronze censer 2. Silver box of myrrh 3. Obsidian serpent figurine 4. Wooden box containing an embalmed finger, painted like a snake
18–19	A Symbarian gold coin, value 10 thaler a piece (15 to a collector)
20	Serpent jewelry, a jade snake in a chain of gold, once worn by the priests of the temple (20 thaler, worth double to a collector)

The Landscape

THE SCENE OF the adventure is a muddy, treeless hill in the middle of Davokar. Not far from there flows a river, giving passage to those who do not want, or dare, to challenge the barbarians along the forest paths. To clan Karohar the place is taboo; they will hunt down anyone travelling there or trying to leave. But the Karits will not enter the area itself.

Salindra's Hope

1. Palisade and gate

The palisade is little more than three meters high and sturdy enough to withstand even a raging aboar. The gate, roughly five meters wide, is the weakest point of the palisade.

2. Salindra's tomb

A simple wooden pole in the mud, surrounded by modest offerings such as dried flowers, a wooden cup of ale, and a dozen patinated ortegs.

3. The gambling den 5:2 (the sign depicts a pair of dice, a five and a two)

People: Silvercheek

Price for a claim: 10 thaler (7 if [Persuasive -5])

4. The Prospector's Friend

Here Semel sells equipment for twice the price listed in the Core Rulebook (x1,5 if [Persuasive +1]).

5. The Great Fire

The Great Fire burns every night, and continues to glow until the next one. Its embers constitute a meeting place for unemployed daythalers, who often roast river rats and other rodents while singing melancholy songs about their faraway homes. Now a massive aboar piglet rotates over the fire, feeding many; a gift from Silvercheek to bolster morale in the camp.

The treasure hunter Handelo made himself known to the camp's prospectors as he searched the piglet's entrails for "alchemical substances", which the daythalers love talking about as the news of Handelo's death arrive. (see The Murder of Handelo, page 21).

6. The cluster of daythaler shacks

A crude array of shacks giving shelter to the many daythalers. When they are not resting here or toiling on the hill, they dawdle around the Great Fire.

7. The hill and its claims

7.1. Sikander's excavation

7.2. Gidjabolgo's claim

7.3. Handelo's excavation

7.4. Arkali's grave digging

7.5. Neferena's search for saints

8. The Elder Sow's tracks around the hill

The wide tracks of a great beast having paced the forest in circles, round and round, for ages.

Vigilant and the ability Beast lore: the tracks were made by an exceptionally huge aboar.

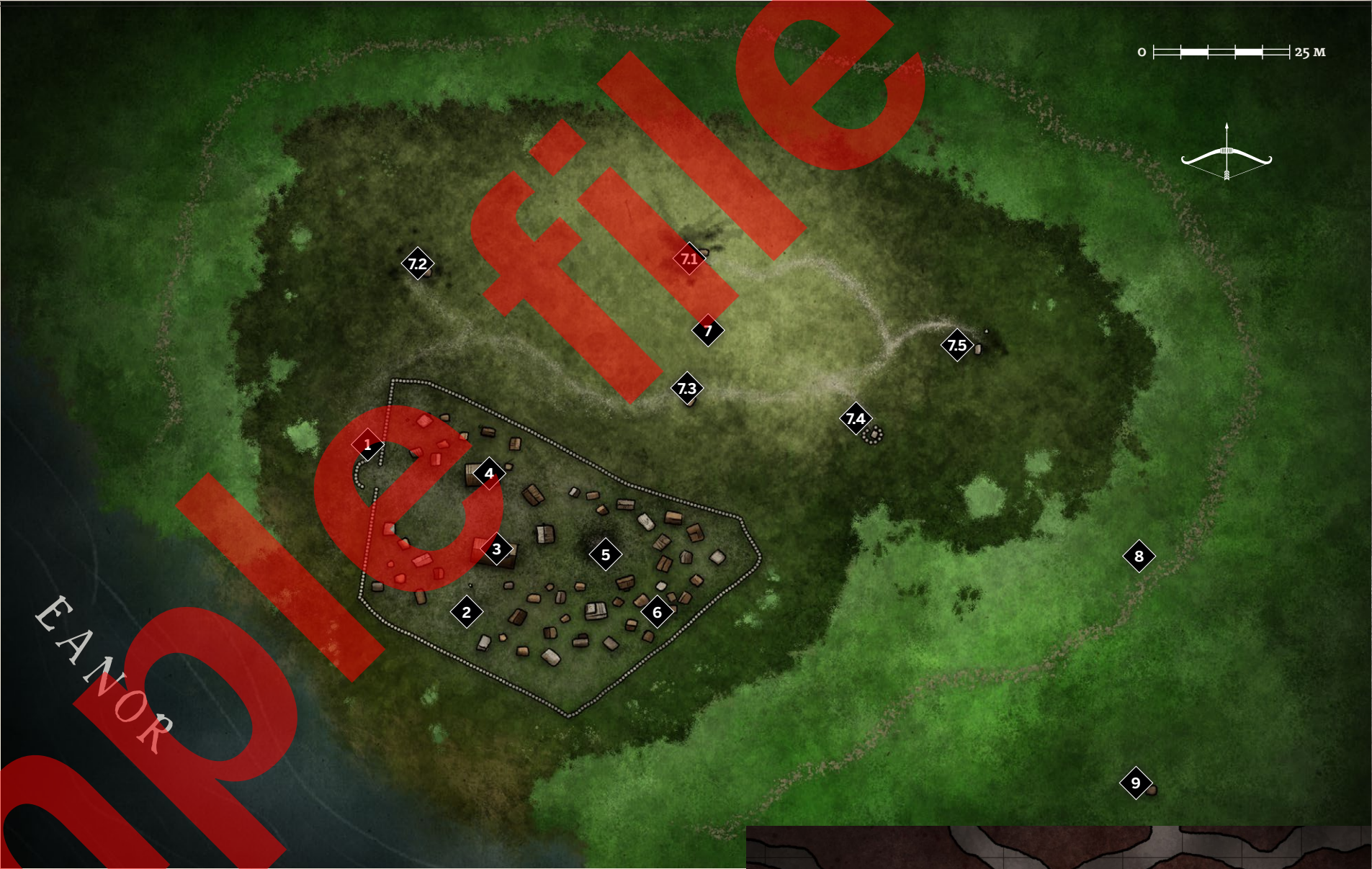
9. The witch Girind's lookout

A wooden platform up a tree on the hill, with a small camp of tents where Girind and her bodyguards reside.

The Serpent Temple

Made of adobe bricks, the temple is sunken into the hill. The crawlway walls are full of holes, where serpents once slithered across devotees crawling towards the center of the shrine. Most of them are long gone, as is their guardian, a sacred lindworm to whom disobedient believers were fed by the priests. Its withered carcass can still be found at the heart of the temple.

A. Crawlways: The Serpent Priests built their temples so that worshippers would have to crawl their



way to that which was most holy. Some serpents still slither inside the temple walls, and those entering the crawlways have a one-in-six risk of encountering one. If so, it takes a successful roll against *Resolute* not to be overcome by claustrophobia. A terrified person may still continue, but gets a second chance at failing every test while staying inside the hill.

B. The heart of the temple: Half a dozen kanarans, along with the withered remains of the lindworm that was once both god and guardian of the temple can be found here. Furthermore, there is the Eternal Hunter, resting on his back inside the lindworm's skeleton, staring at the ceiling, his eyes glowing red (see the Eternal Hunter on page 18).



BACKGROUND

What is today a muddy hill divided into claims was once a Symbarian serpent temple, now buried deep in the mud. Throughout Symbaroum the Cult of the Serpent was held in high esteem before losing followers as the Symbarians went on to worship other, darker powers. The temple was abandoned and slowly began to sink into the muddy grounds. After the fall of Symbaroum, the elves planted the forest of Davokar over the land, but nothing would grow on the hill; it remained a pile of clay.

Much later, the desolate hill became the scene of a duel between two gods of the forest: the Elder Sow Gylta and the bloodthirsty winter elf known as the Eternal Hunter. The sow won the first round, sending the hunter fleeing down the crawlways of the serpent temple. These were too narrow for the sow's tusks to reach very far, so the mortally wounded winter elf could slumber at a safe distance from his enemy. With the passing centuries, the temple slowly sank deeper into the clay, and was in time completely hidden from the world. But Gylta did not forget

The Elder Sow, grunting and rummaging as she circled the hill, obsessed with the thought of finishing what she started, posed a great threat to the region's barbarian clan, Karohar. This caused the witches to declare the hill taboo, along with its immediate surroundings.

PRESENT DAY

The clay hill has rapidly grown into a prospecting camp with simple entertainment establishments and a tired bailiff who, on orders of local merchants, attempts to keep some degree of order among the many dreamers and fortune seekers attracted to the place. Of the almost two hundred people present, about twenty are qualified dreamers, smitten by the Fever of the Hunt. The rest are daythalers, toiling for those with the means to pay for their services.

Most of these daythalers are destitute barbarians who, desperate with hunger and against their better judgement, defy the taboos. It is hard work, but so is the work available in the south. Furthermore, tasks that would be worth an orteg on the plains can here earn you a shilling.

The river and the monthly stops made by a few river merchants are the lifeline of the camp. Travelling by land is dangerous, bordering on suicidal. In the forest surrounding the hill roams a grunting and bellowing she-beast, wounded by a hunter's spear and filled with hate for all things living. The sow leads a herd of aboars, who has

not yet attacked the camp itself. But those heading out to collect firewood and hunt small game often end up disappearing; if they are ever found, it is a gruesome sight: the remains of dismembered bodies and gear stomped into a shallow pit, rummaged through the ground by raging tusks and mighty hooves.

The barbarians of the region, the Karits of Clan Karohar, will never enter the area because of ancient taboos, but they observe the camp from among the trees of a distant hill. For all who have broken the taboo, leaving the area by land is punishable by death – at least according to what is said among the inhabitants of the camp.

RUMORS IN SALINDRA'S HOPE

There are many fanciful and contradictory rumors floating around the camp regarding what lurks in the forest and what is really hiding inside the hill. Here are some samples for the Game Master to use as he or she sees fit, either when the player characters ask around the camp or pass small groups of prospectors loudly discussing the matter.

Rumors regarding the hill:

- "The hill is a giant maze of narrow crawlways. I have seen them!"
- "Several diggers have suffered nasty snake bites, many of them lethal."
- "Several diggers, at least a dozen, have disappeared inside the hill, not just in a collapse, but without a trace."
- "I heard the cry of children from within the hill, both of infants and older kids."
- "I saw an alluring light down there. It was green. Or blue-green. Spooky ..."
- "I could feel the clay pulsing, as if a heart was beating in the dirt."
- "I got clay in my mouth yesterday, and I swear, it tasted like blood."
- "I tell you, I could hear someone humming from inside the hill!"

Rumors regarding the creatures of the forest:

- "An enormous abomination wanders the forest."
- "The elves butcher those venturing too far into the forest, leaving only shreds of flesh."
- "Someone downed a piglet earlier, and the sow was injured – she is still out there, wounded and vengeful."
- "The barbarians are watching us from the woods."
- "This place is taboo for the barbarians, but that does not stop the witches from sending their tamed aboars to kill us!"

Non-player Characters

HERE FOLLOWS DESCRIPTIONS of the non-player characters relevant to the setting and the adventure.

Khenad/Handelo/Vendal, the sorcerer

Khenad, or Handelo as he called himself in the prospectors' camp, is not just any sorcerer. He was once a disciple of the Dark Lords in the far south, and just barely escaped alive as they were defeated in the Great War. Since then he has lived in the shadows, cultivating the dark wisdoms he acquired from his masters: that the end of the world is imminent, that the corruption cannot be stopped, but may well be utilized – and that only the bravest of seekers will manage to escape this world before it is too late. Paradise was (as far as Khenad was concerned) a new world, innocent and free from corruption, to be exploited and depleted – and then abandoned, when it too had been consumed by the spreading darkness.

At the end of his life, "Handelo" was sure that a vital clue on how to escape the Eternal Night could be found within the hill. Handelo is murdered by another treasure hunter, the demented former Master of Ordo Magica, Sikander. He is killed, not because of his sorcery, but because Sikander believes him to be his most dangerous rival in the search for the hill's treasures.

Gidjabolgo, treasure hunter

The charming but simple-minded Gidjabolgo comes from a prominent family, yet chose at an early age a life of adventure and partying over managing his family's estates. Gidjabolgo is convinced that the hill is the tomb of "The Emperor of Symbaroum" and, as such, filled with gold and artifacts. Which emperor this would be, or how Gidjabolgo ever heard of his tomb, is unclear even to Gidjabolgo himself. But he certainly does not lack conviction.

With a more patient temperament and a skilled master, Gidjabolgo could probably have been a competent mystic; so profound are Gidjabolgo's convictions, that he spontaneously uses his trait *Mirage* on things he finds inside the hill; shards of clay turn into complete vases in his hands, pieces of metal become Symbarian gold coins. This occurs more or less without him realizing what he is doing, and he is most likely fooling himself more than anyone else.

Should Gidjabolgo's stats be needed, use Fortune-hunter (page 215 in the *Core Rulebook*) with the traits *Mirage* (new trait, page 54) and *Privileged*. Also, switch *Strong* and *Persuasive*: Gidjabolgo has *Strong* 5 (+5) and *Persuasive* 15 (–5).

Sikander, former Master of Ordo Magica

Sikander was once a Master of Ordo Magica in Agrella, one of the Order's brightest stars and, according to some, a possible successor to Grand Master Seldonio. This view was shared by Sikander himself, as he happily tells people after a few glasses Urtal. But that was before he began studying the forgotten arts of artifact-crafting, and came across the legend of Oromal the Suppressor – and the lindworm skin he created; a skin that is said to provide hypnotic powers.

Having searched for a long time, Sikander found proof that Oromal had been laid to rest in what is today known as Salindra's Hope and that, if Sikander was correct, the mighty skin would still be buried with its maker. With the artifact in his possession, Sikander hopes to contribute to reestablishing the art of artifact-crafting within Ordo Magica. He has now lost himself completely to the Fever of the Hunt and will, in his obsession, mistake anything for hostility.

At the start of the adventure, Sikander murders Handelo, as the paranoid former Master of the Order considers him to be his number one rival.

The importance of (over)powerful opposition

The two forest gods looming in the background of this adventure (the Eternal Hunter and the Elder Sow Gylta) are powerful adversaries. In other words, it is probably not reasonable for the player characters to fight them.* The purpose of their presence is to bring about dramatic roleplaying in the form of negotiations and uncomfortable alliances, or at least force the players to try other strategies besides fighting. For that reason, there are no scenes where battle against these creatures is inevitable.

It is expected that the players will feel small in the landscape, as if they have walked right into an older and grander world, a world which once was and which threatens to rise again. As Game Master you should try to describe how massive, dark-minded and powerful the creatures are. Also, a successful *Cunning* test with the ability *Beast Lore* will provide the stats of the creatures – on condition that they are in sight.

When the Game Master has done his or her best to portray the danger it is up to the players to make their choice, whether that means running away, trying to negotiate or engaging the enemy in brave (foolhardy?) combat.

*If the adventure is played using highly experienced player characters (at least a hundred Experience Points above beginner level), who also have access to one or more artifacts, it is possible to defeat both the Eternal Hunter and Gylta in battle, albeit with difficulty.