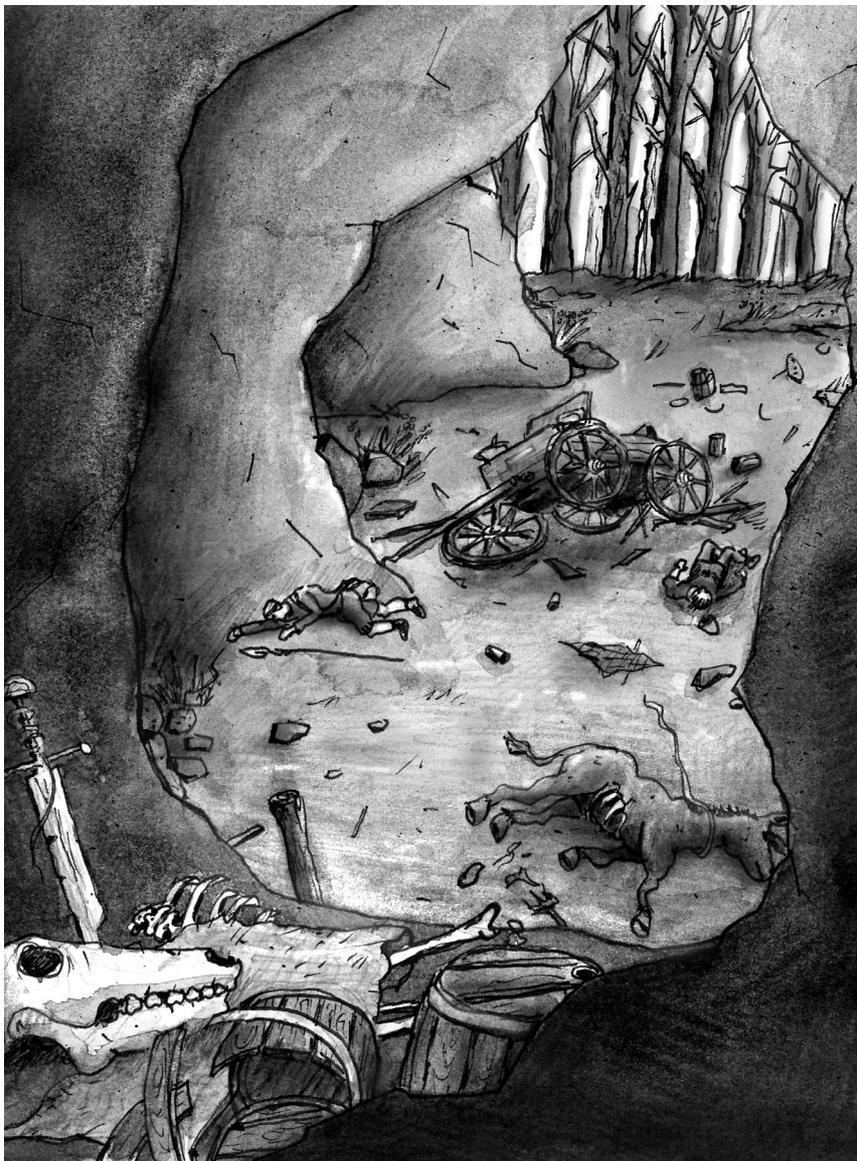


# Lost Roads of Lociam

## Same old story

An adventure for the Lost Roads of Lociam



This is not a complete game. You need a copy of the Lost Roads of Lociam Core rules to play this adventure

# Lost Roads of Lociam

**Author:** Rasmus Strand

**Illustrations and map:** Sebastian Jäderås, Jaynesis Ong, Christian Opperman, Randy Linbourn, Alexandra Alvarsson, Espen Steinum

**Playtesters:** Annica Strand, Anders Pettersson, Erika Westman, Daniel Tomas, Rick Stridsberg, Minna Juntura, Thereseia Junesten, Robert Keränen, Therese Junkiaho, Peter "Wurzelmaniac" Downing, Jonathan "Whiskey Swiper" Ware

Copyright © 2010 Rasmus Strand. All rights reserved.

## Index

|                           |    |
|---------------------------|----|
| Adventure                 | 3  |
| Adventure background      | 3  |
| The inn of The Last Spyre | 3  |
| Meeting Golgirem          | 4  |
| Hunting Rarek             | 5  |
| Rarek's camp              | 6  |
| The rest of Rarek's men   | 8  |
| Muma's Caves              | 8  |
| The prisoner of Muma      | 11 |
| Bonus-experience          | 11 |
| Dramatis Personae         | 12 |
| More equipment            | 15 |
| <b>Map</b>                | 17 |

# Lost Roads of Lociam

## Adventure

This adventure is a very basic one, meant for starter players, characters and gamemaster. A gamemaster should familiarize him/herself with the entire material before starting the party off on the adventure. However, the players should not be allowed to read this text, as it will ruin the surprise.

Some texts in the adventure are written in *italics* and are meant to be read aloud to the characters as they reach whatever point in the adventure the text was written for. All other information is for the gamemaster only, or obtainable for the characters through use of skills or magic.

The adventure itself is pretty straight-forward, even though a measure of planning and cunning can help out a lot when encountering numerically superior foes or foes that are considerably stronger than the characters themselves.

## Adventure background

Huddled close to the side of the Shining Spyes, the mountain-ridge which rises like the spine of some giant beast, cutting the land in two, there is a village. This village; Ashes' Hope, has recently had to build a palisade around itself, as a band of bandits have begun traveling the area, looting nearby farms and spreading terror among the peasants of the surrounding countryside. Now the fright of the peasants is even greater, and in their greatest hour of need they are presented with a solution; the arrival of a group of adventurers.

*Traveling the paved road put down by Ennos Starcatcher, younger brother and one-time heir to the great warrior Moonclefter sometime in the distant past, you have reached the village of Ashes' Hope, nestled up to the side of the mountain. A semi-circle of wood surrounds the part of the village which is exposed from the deep crack in the mountain where it nests, much like a bird huddled in a hollow tree. The palisade looks new, and its gate is open. In the opening there is a lone figure.*

The figure is Joonas, the village's only guard. He was a farmer down near the borders of the village land, but his farm burned tragically a few years back, and now he lives off the village common pool of resources, in return for which he hunts wolves preying on sheep and goats, and now guards the village gate.

He will greet the characters and, seeing that they are not the bandits which have terrorized the area, will admit them. He will point them to the inn at the spot where the eastern palisade meets the mountain itself.

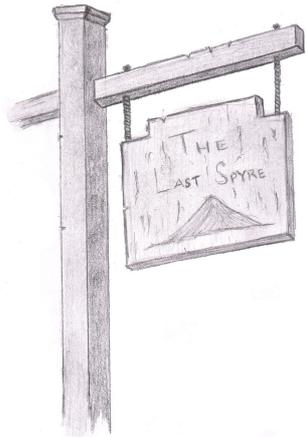
## The inn of The Last Spyre

*The inn is a small building with a fenced-in backyard, a stable and a bathhouse, pressed up against the palisade itself. The sign is a worn copper one, painted long ago with paint which is now chipping and falling off. It depicts a lone mountain, and the sign says "The Last Spyre".*

*Upon entering you can at first see nothing in the gloom of the inside, especially with walking in the sun all day. After a few moments your eyes get use to the dim half-light within, and you can see three smaller tables in the corners, a long-table in the middle, an unlit fireplace on one wall, and a door in the free corner. There is also a curtain in the far wall. As you walk in the curtain opens and a man centers. He looks big, healthy and happy to see you. "Welcome travelers! Welcome to my inn! Please! Sit!"*

The man is the innkeeper Mahar, who has traveled here with his wife many years ago and, losing all their money to a traveling con-man, was stuck here, and could not travel on. He therefore stayed in the village and set up the inn. It does not see many travelers, but the locals use it for all kinds of celebrations, and a place to meet and relax when work is done. He has done well for himself, considering the circumstances. He will take orders from the characters and go into the kitchen to get them ready, advising the characters to get out of their outdoor-clothes and gear, and make themselves comfortable. He will also fix them something to drink while he and his wife Rosinta prepares the food.

As the characters eat their food Mahar will sit by their table, and tell them a little of the village.



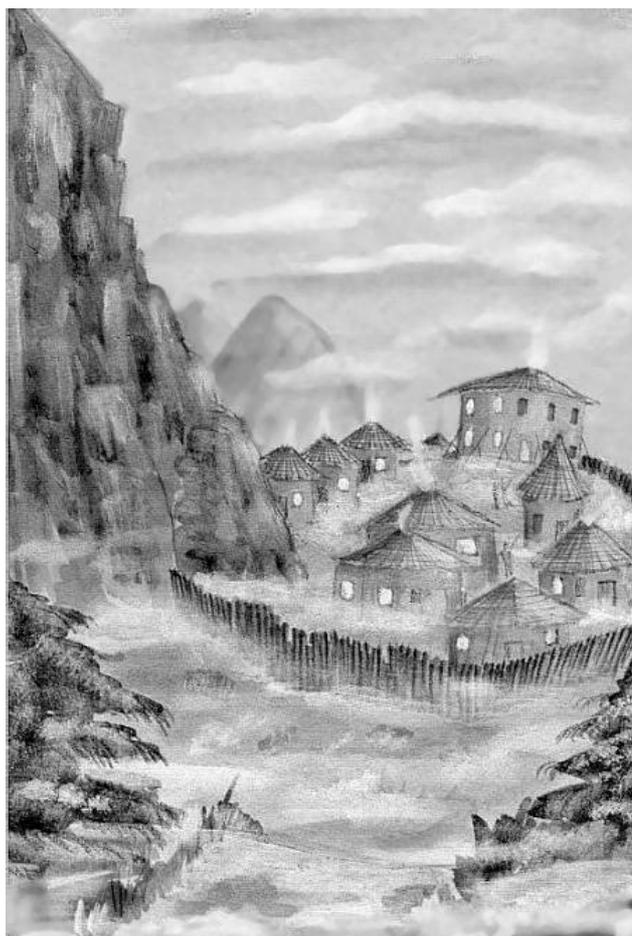
## Lost Roads of Lociam

"Our village used to be so nice. We had all the water we could use, and the lands all along the slopes of the mountain gave us harvest after harvest of good grains. We didn't have the palisade then; we didn't need it, and as soon as someone wanted to build a new house, or a new stable, they just built it. But now times have changed.

A few months back a man came to our village. He took a room here at my inn and paid in silver. He introduced himself as Rarek, and was very polite. He then sought out the Elderman; Golgirem, and threatened him that he would burn the village down unless he was paid a monthly ransom. Golgirem refused and Rarek left. However, a few days later he came back, with a band of thugs, and they set fire to the Olsman's farm, and to the Jonne farmstead, and to the Monor house here in the village. They then dropped a bag of foul-smelling dung in the well and said they would be back in five days, and that we would pay or all burn. Golgirem gathered all the men and women of the area and held a meeting. We decided to build the palisade, but to wait until the men had gotten paid. It was obvious they would come back again, so we would have to hurry. So we prepared the building of the palisade in secret, and after five days Rarek came back with his bandits, and demanded to get paid. Golgirem tricked him into thinking he had gotten paid in silver, when there were just rocks in the bag. When the bandits left we moved quickly, and within a week the entire palisade was up, and the gate built. When Rarek returned, furious that he had been fooled, and found the palisade blocking his way. He tried setting it on fire, and swore we would all pay for this before it was over. Since then he has not been around, but he has been at the farms outside the village; killing livestock, burning some houses and trying to kidnap some children for ransom later. We are hiding behind this palisade, but in the end someone will have to go out and look for the bandits.

We have prayed that brave adventurers such as you would appear. Adventurers that could drive the bandits from our lands. You, dear friends, are obviously it. I will summon Golgirem tomorrow morning, and he will reward you for your help, I am sure. For now food is on the house, and your board as well. Sleep well tonight, for you have traveled far, and you will be called upon to do a little more, before this is over."

The characters are shown to rooms out back, rooms that stand up against the wall of the palisade itself, and left alone to sleep as darkness quickly descends on the small village by the foot of the mountains.



**Alertness - Difficult:** The characters can wake and hear singing in the middle of the night. It is impossible to tell what language the song is sung in, or where exactly it is coming from, and the melody is unfamiliar. However, it is sung by someone or something with a mighty voice indeed, to be heard like this.

**Alertness - Critical:** Over the singing, which the character can hear (as above) there is another noise as well. Like that of a grasshopper, only many times stronger, and as the song stops, the sound stops as well.

### Meeting Golgirem

The next morning, as you eat your breakfast, Mahar looks somewhat anxious, and as soon as you finish your meal he leads you across the small square of the village to a dark-brown house with a copper-reinforced door. He slams the door-knocker once, and after a few moments the door opens, and a wrinkled old man looks out at you. He squints at you, and then speaks, leading you into the house as Mahar departs.

## Lost Roads of Lociam

Alertness - Easy: The man appears to be over 80 years old.

Alertness - Difficult: The man appears 80, but there is something youthful about him.

Alertness - Critical: The man is disguised, looking a lot older and frailer than he is. He looks like a formidable warrior or pathfinder, honed over many years of hard life to a perfection rarely seen among younger people.

Fathom - General: There is magic around here.

Fathom- Focused on the man: He has some sort of magical object.

*"Welcome friends! Mahar has told me that you are the adventurers we seek. As Mahar has no doubt told you, at great length, we are plagued by a band of thugs lead by a man named Rarek. We believe that he has a camp somewhere nearby, and I would like for you to seek him out and drive him from this land. We wish to live in peace here, and that is impossible as long as he is harrying us, attacking farms and even threatening our own village. We do need you help, and if you should accept this charge you can take whatever loot Rarek has already stolen from other villages, as well as sleep and eat here at our expense for as long as you wish.*

*So what say you, friends? Will you accept this mission?"*

The characters can decline, in which case they are free to leave the village, and the story. There is nothing Golgirem can offer them further to convince them. If they accept, however, Golgirem will be delighted, clap his hands and ask them to sit while he spreads a map on the table before them.

*"We are here. The village is here, and here are the farms of our lands. Here is a system of caves, and we know that Rarek has visited them, but there is nothing which points to that he should live there with his bandits. A pathfinder has reported light in this patch of denser forest, and he might well live in there somewhere. We know he has at least ten or eleven bandits in his gang, and this land is big enough for them to hide in. Your first task is therefore to hunt for Rarek, and find his camp. Once you find him you can either attack him and his gang, if you feel you can master them in combat, or you can use whatever ploys or deception you like to convince them to leave, permanently. I wish you the best of luck, and if you need anything further you can always return here to rest or resupply. We can offer you no solders, no reinforcements, for we are but simpler farmers. In this martial affair you are on your own."*

The characters can then leave, and start their hunt for Rarek.

### Hunting Rarek

Finding Rarek is not too tricky. There are essentially three ways to go about this.

The first is to examine the caves in the north-east, and try to find Rarek there. In this case the characters advance to the chapter called "Muma's Caves". The walk from the village to the caves is about four days and the characters can get provisions from Mahar before they leave.

The second way is to examine the patch of dense forest where Golgirem thought Rarek was hiding. The journey there takes about two days on foot. The assumption that this is Rarek's hidingplace is indeed correct, but unless the characters are careful they can easily walk into a trap. If the characters travel to the forest read on in the chapter "Rarek's Camp".

The third way is to try to track Rarek's men from the village, and see where they have gone. The tracks are not fresh, but numerous enough and heavy enough to still follow. With four successful Tracking-rolls in a row the tracks will lead them to the far side of the dense patch of forest and the adventure proceeds on to the chapter "Rarek's Camp". This takes two days on foot.

The map given to the characters by Golgirem also points out four farms; two destroyed and two inhabited. The characters can visit these if they want to. The destroyed farms offer nothing but a burned foundation, a stone chimney and the possibility of finding some tracks towards the denser forest in the south. The inhabited farms are the homes of scared farmers, who have tried to barricade themselves against the bandits after the raids on the village. The bandits have not raided these farms yet, but they will, eventually. For now their focus is on the caves in the north-east.



# Lost Roads of Lociam

## Rarek's Camp

The forest which Golgirem has pointed out is indeed the hidingplace of Rarek and his band of thugs. However, they have chosen this spot for the two reasons that it is easy to hide in and that it is easy to trap attackers in. They have spent some time making their camp as invisible as possible, and set up traps and defences all along the possible ways where an attacker could approach. These last few weeks the men have grown somewhat more relaxed, and are not at their fullest alert, but the forest is still a very dangerous place.

If the characters came on the way from the village and straight into the forest they will find a walkable path winding its way through the forest, and unless they specifically announce that they will avoid it they will be walking on it. This path is beset with traps, as they will soon discover.

If the characters tracked Rarek's men here, they will be coming in from the far side of the forest, and will not be on a path which is booby-trapped. This is the safe route and takes about two hours.

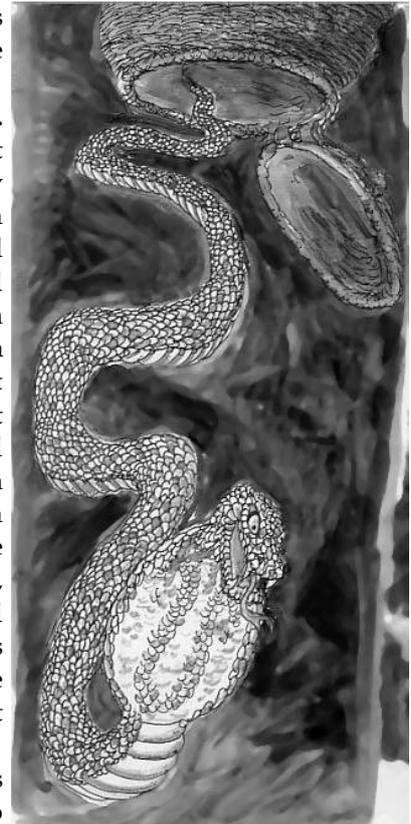
The booby-trapped path is very dangerous. Traveling along it will mean continuous Alertness-checks, or creeping along slowly, using Search all the way. If a character walks normally, using Alertness only, they have to pass several checks not to get trapped, and possibly injured. The walk will then take a little under an hour. If the characters walk slowly, continuously using Search, the same walk takes five hours. They can only use Search if they declare it beforehand. Otherwise they have to rely on their Alertness. There are five traps along the way.

**1. The hole.** This is discovered through a successful Search modified by -10 or Difficult Alertness-check. A hole has been dug across the path and covered with branches, leaves and dirt to become invisible. Unless detected the first character who steps to it falls through and will plummet some two meters down into the hole. If the characters walk tightly together the next person in line must make an Easy DEX-roll not to fall in as well. The fall is somewhat more dangerous than other falls since it is so unexpected, and has AS 2 Pain 2 C-class damage.

**2. The spikes.** This trap is discovered through a successful Search or Easy Alertness-check. It is a group of sharpened wooden stakes mounted on an arm of sorts, pulled behind a tree and rigged with a tripwire. The first person goes unharmed through it, but activates the trap unless detected. The second person, however, is swept into by the arm and suffers a AS 5, Pain 2 S-class attack. The arm needs to be reloaded manually and is harmless once sprung.

**3. The snakes.** This trap is reset every morning by a bandit from Rarek's gang, and is discovered through a successful Search or a Difficult Alertness-check. It has a small tripwire and a basket hung from a tree above the wire. If tripped, the basket will open and 1D10 (as many as could be caught that morning)

venomous snakes fall out and onto the character or character's underneath. There is a 45% chance a snake falls on each member of the group below, starting with the first character and checking until there are no more snakes. If there should be more snakes than members of the part, begin from the first character again and check if another snake lands on him/her. The snakes are very agitated, and will automatically attack if they land on a character. If they miss normal combat will start between the characters and the snakes. If a snake lands on a character and wins the initiative for the first turn it will automatically hit with its bite and this can not be Evaded or Blocked. These snakes are venomous with a poison-strength of 30. If the character gets bitten (no damage, and any S-protection protects from it (roll for armour)) then the victim suffers 1D10/3+1 points of damage at Pain 3 after 2+CON/2 minutes.



## Lost Roads of Lociam

**4. The trip rope.** This trap is set more as an alarm than anything else. Unfortunately (for the bandits) it is tripped by animals all the time, and is not very reliable. It can be discovered through a successful Search or Difficult Alertness-check. It is a tripwire tied to a branch with some brass bells, and if the wire is tripped the branch is freed, and the bells ring out, loudly. Within 4D10 Rounds the bandits (see below) arrive at the scene to investigate. If the characters are there the most likely event is that it will result in a violent confrontation, but if the characters manage to hide (successful Camouflage) the bandits will think that an animal tripped the wire, again. They will reset the trap and go back to their camp.

**5. The net.** The final trap is set at the opening of the clearing (see below) and can be detected with a successful Search or Difficult Alertness-check. Unless noticed, the trap will spring when anyone enters the clearing, and steps on a concealed wire under the dirt. This will release a heavy net from above. When this is released all members of the group can make a SPD-roll to get out of the way before struck by the net. Those unable to avoid the net will be trapped in it, and must roll a Critical STR or DEX-roll to get out again. If they get help they will receive +25% of the helper's STR as a bonus for whichever roll they are attempting. Each attempt takes 1D10+1 Rounds. A person can also be cut from the net from the outside with a DEX-roll, but it is much more difficult to cut from within, a Critical DEX-roll with an axe or sword, or a Difficult DEX-roll with a knife, dagger or shortsword. Cutting someone out takes 1D10 Rounds. If the trap is sprung the bandits will be alerted, and arrive within 1D10+2 Rounds.



At the end of the trail (whichever the characters attempt) there is a small clearing, and here are three tents. One is bright yellow and quite small, the other larger and grey and the third looks ready to collapse, worn out, and a graying brown in color. There is a small fireplace in the middle of the formation of tents, and a few logs have been dragged in to sit on. The yellow tent is for Rarek, the larger grey one for the rest of the bandits, and the worn-out one for supplies and loot.

When the characters enter the clearing (or spring the net above) roll on the table below to see how many of the bandits are there. The rest are at the cave.

### 1D10 Bandits

|     |                            |
|-----|----------------------------|
| 1   | A single bandit            |
| 2-4 | 1D10/3+1 bandits           |
| 5-8 | 1D10/2+2 bandits and Rarek |
| 9-0 | 1D10/2+5 bandits and Rarek |

Unless the characters has advanced through the night, or successfully use both Sneak and Camouflage they will be noticed as they enter the clearing. Unless the characters have some ploy to pull or bluff they care to make then a combat will ensue. This combat could be very much for or against the characters, depending on how many bandits there are in the camp and how the characters have prepared themselves for the upcoming battle. If Rarek is killed during this combat without a single character being incapacitated (unconscious or otherwise unable to fight) the bandits will flee. If the characters outnumber the bandits and Rarek is not with them they will flee if any one of them falls without a character having fallen first. Otherwise they will fight until only a single one is left or they are all defeated. The last bandit, seriously wounded, might surrender depending on if he thinks he can defeat the enemies.

Once the combat is over the characters are either prisoners to be traded for more money at the village, or have driven the bandits off, and can examine the camp. One question remains though; where are the rest of Rarek's men?

The camp is not very impressive. In the tent of the bandits there are some details of suits of armor, but nothing worth carrying around, some 30 arrows for shortbow and another 12 for longbow, as well as some knives and daggers of poorer quality. There are also some clothes (unwashed and rather filthy) as well as some scraps of food and such.

## Lost Roads of Lociam

In the supply-tent holds food for some 30 rations (fresh rations) as well as 10 iron rations. It also has some barrels of wine and ale, but these can not be carried with any ease, nor rolled out through the forest. There are also some stolen farm-equipment here, as well as bundles of clothes, fabric and blankets that the bandits have stolen from the farms.

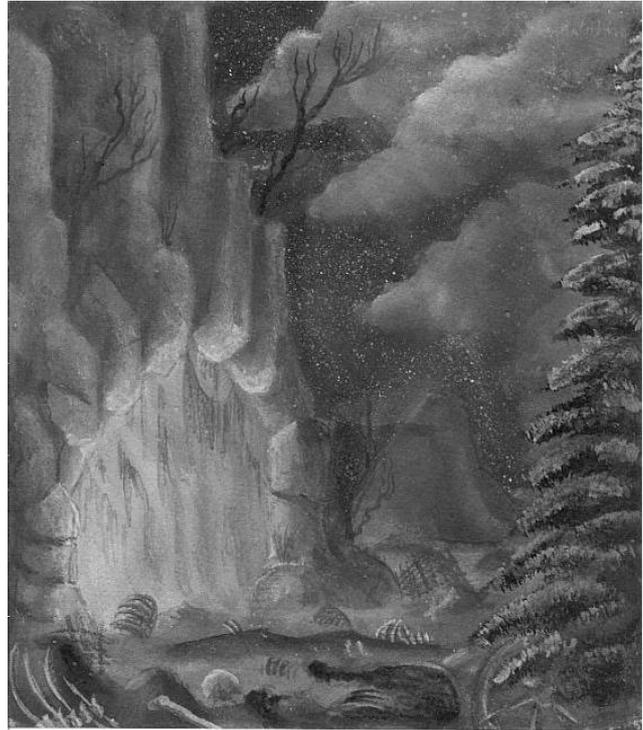
Rarek's tent contain a nice bed, three chests (which are all locked) and a table. On the table is a map of the countryside, with the cave clearly marked out, with a ring around it and several scribbled words. "Gold", "Dragon", "Riches" and "Danger" are among them. However, more focus is on the paths leading to the cave than on the village which the characters came from.

The chests require a successful Pick Locks each to open, or some 40 points of damage from H- or O-class weapon (80 for C-class damage, 120 for S-class damage) to open. Inside one chest is 1D10 Gold coins, 4D10 Silver coins, as well as 45 Bronze coins, and some glass-jewelry (which looks nice but has no real value. However, if no character in the group has Appraise - Jewelry, Appraise - Gems or Appraise - Jewelry they look stunning, and very very expensive.) The second chest contains some 1D10 bottles of wine, three fine crystal glasses and some nicer food wrapped up in cloth; tender meat, cheese and some sweet fruits. The third chest contains folded-up clothes and a hat. They are worth about 9 silver, all and all, but without Appraise - Clothes this may not be apparent.

### The rest of Rarek's men

There are 11 bandits in the gang plus Rarek. They are not primarily interested in the village anymore, as it has proven too difficult, and the farms too poor to raid. However, the bandits have stumbled across something far more interesting. This thing is hidden in a cave five days walk from the camp, and all who are not in the camp (Rarek included) at any given time are at the cave. Therefore, any bandits not in the camp are found at the cave (simply subtract the number of bandits in the camp from 11 to see how many are at the cave, and unless Rarek is in the camp he is also at the cave). If the characters investigate the cave first use the table below, and then the remaining bandits (and possibly Rarek) will be at their camp instead. If the bandits are routed and flee they will go wherever they are not; the cave if they ran from the camp and vice versa.

They will do so slowly and the characters can easily get from one place to another before them. However, if the characters delay or take long detours, for instance to the village to rest and rearm, the bandits will reinforce the place they have fled to.



### Muma's Caves

The cave which both Golgirem and Rarek have taken an interest in is actually the dwelling of a huge troll. The troll found the old complex of caves blocked up some four months back, and has cleared it of all obstructions and other living things, and moved in. It has been hauling its belongings to the caves from its distant former home. The troll is called Muma and has a rather special prisoner as well, but more about that later. The caves are about four days walk from the village, and five days from the camp.

If the characters approach the caves they will do so through a thinning forest, and as they get even closer, the stench will be apparent. There is a foul rotting smell all about the cave-entrance, and things strewn around it. Among these things are four dead horses in various stages of decay, two carts, one wagon, what appears to be the roof of a small house, debris from some sort of mining-operation and dead animals everywhere. There is also a make-shift palisade here, and hiding behind it is a group of Rarek's men.

## Lost Roads of Lociam

If the characters have been in Rarek's camp and defeated or routed the bandits there, then those who remain are stationed here (see The rest of Rarek's men above). If they have not, then consult the table below to see how many are present. The rest are at the camp.

### 1D10 Bandits

|     |                            |
|-----|----------------------------|
| 1   | A single bandit            |
| 2-4 | 1D10/3+1 bandits           |
| 5-8 | 1D10/2+2 bandits and Rarek |
| 9-0 | 1D10/2+5 bandits and Rarek |

The characters can sneak up on whatever bandits are here, if they make successful use of Sneak and Camouflage (or some form of magic, as seen fit by the gamemaster). The element of surprise will work in their favour here, and if the fight is a successful one, and the characters are victorious, they can either return to the village or explore the caves. The bandits are there night and day, sleeping in shifts and circulating back to the camp, keeping a constant vigil. They are very interested in this place and don't want to miss an opportunity to explore it. This combat could be very much for or against the characters, depending on how many bandits there are at the cave and how the characters have prepared themselves for the upcoming combat. If Rarek is killed during this combat without a single character being incapacitated (unconscious or otherwise unable to fight) the bandits will flee. If the characters outnumber the bandits and Rarek is not with them they will flee if any one of them falls without a character having fallen first.

Once the combat is over the characters are either prisoners to be traded for more money at the village, or have driven the bandits off, or killed them. If they capture any of them, even Rarek, he can be forced to tell the characters about what little he knows of the caves. For each successful roll (see Natural Charms in chapter 3) a piece of information can be extracted from the bandit through intimidation. Each attempt will take about fifteen minutes.

- The cave holds a great treasure.
- The bandits have staked out the cave for a long time.
- The caves are protected by a monster.
- The monster has a magician-slave which protects it.
- The bandits are waiting for the monster to leave so they can sneak in and steal the riches without having to fight the monster.

The caves themselves are not very complex. There used to be a mining-operation here a generation back, but the veins of ore ran dry and the mine was abandoned. Much of the material from the mine was left behind, and some has been thrown out by Muma, some used in the "home" made inside. Muma has also preyed on some passersby, and some nearby farms, stealing supplies and material. She does this because she is very lazy. She is fully capable of hunting for her own food, but simply does not want to.

If the characters make too much noise, by tripping something over (with a botched Search), by being careless, by talking too loud or shouting, Muma may notice that her cave is being overrun by pesky smaller things. She will storm out and try to find the source of the disturbance, and unless the characters manage to hide she will fight them as soon as she finds them. This then overrides the description that Muma is at "Slavepit" above.

Below are some descriptions of the different spaces in the cave, and what can be found inside.

### 1. Entrance

*The mouth of the cave smells as foul as the ground outside, and for good reason. Inside there are mountains of rotting cloth, carcasses, debris and garbage everywhere. There is a large opening in the far left wall, and another in the near right wall. The smell from the right is overwhelmingly horrible. A huge portable wall is propped up against the side of the cave, but there is nothing behind it. It seems to function like a door for the cavemouth.*



## Lost Roads of Lociam

Search - Successful: There are some small articles belonging to farmhouses here, and it seems that parts of fencing and other things have been thrown in here as well.

If the characters attempt to enter through the right opening, they have to pass a Cool-roll (see Fear) not to retch and throw up at the incredible stench which issues from the opening. If they do become ill, Muma can hear them and will prepare herself if she passes a difficult Alertness-check.

### 2. Storage

*This room is filled from floor up to the high, rough ceiling with barrels, sacks, boxes and crates, part of some old supply for a mine, from the look of it. Some of the crates and sacks are torn open, and its contents, mostly smoked or dried meats, stale bread and piles of age-old fruit, is collected in droves on the cave-floor. There is an opening in the far wall, and some light is coming from it.*

Search - Successful: The food in here is not fit for humans, but with a bit of work enough edible food can be collected for 1D10 x characters days of hard, stale, iron rations.

### 3. Living-pit

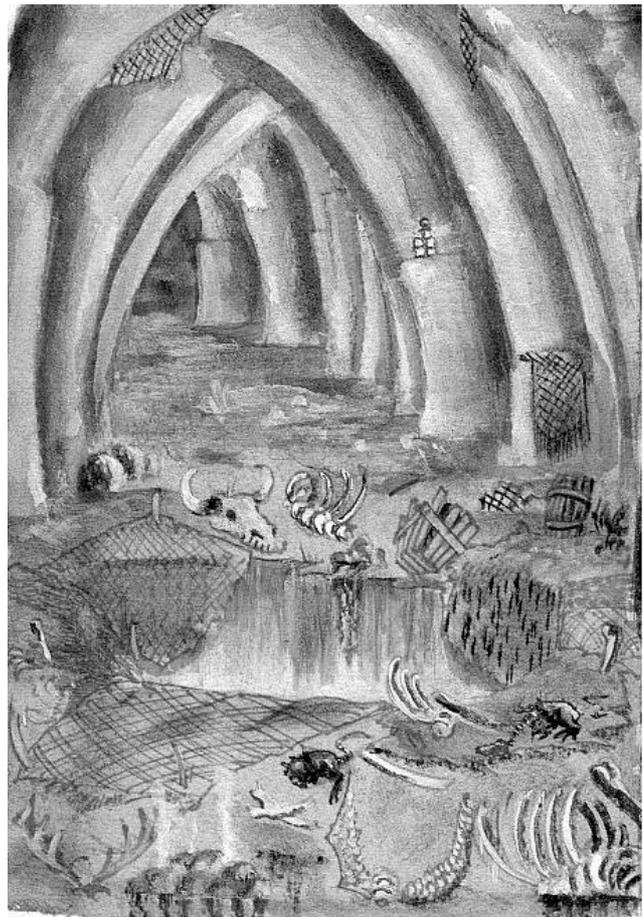
*This room smells of old dirt, some sort of salt and mucous. It is repulsive to smell and look at, and has only an elongated floor with a circular depression four meters wide at its center. Around the depression there are things strewn about; half-eaten carcasses of animals, smashed wooden objects, one is a sled, clearly, as well as a host of other, less recognizable objects. In the depression itself there are collections of rags, blankets and some sort of heavy curtain. There is also a log down there.*

This place also smells terrible, and anyone wishing to investigate further or climb into the pit has to pass a Cool-test (see Fear) to manage it.

Alertness - Easy: There are scores of rats among the rags at the bottom of the depression.

Search - Successful: From the edge of the depression there is gold visible among the rags in the pit.

If anyone climbs into the depression, which is Muma's sleeping-pit, they will be attacked by 24 good-sized rats. If these are fought, or if extreme speed is utilised, a collection of nine gold coins can be retrieved. A character can clamber out of the pit with a successful Activity-roll, but for each failed attempt 1D10 rats can attack with -20 to their rolls.



### 4. Garbage-heap

*The stench in here is beyond compare. The air is heavy with the odor of dead things, rotting wood, rust and dirt, and far worse things. The room is an enormous garbage-heap, divided in two by a path which leads through it, trampled up by something heavy walking back and forth over and over. The path is a few feet over the floor of the cave itself, and is composed of trampled and smoothed garbage. At the other end of the path there is an opening in the corner of the room.*

To move through this room the characters have to make a Cool-roll not to gag/ choke, or throw up at the stench in this room. If they do so they might alert the troll with their noise, and if she passes an Easy Alertness-check she will rush out into the room and attack the characters immediately. If they fight or otherwise exert themselves in this room they will have to make a Cool-check every CON Rounds not to be overwhelmed with the stench again.

## Lost Roads of Lociam

### 5. Slavepit

*In this room here is a flickering, powerful light coming from a wagon-wheel hanging from the high ceiling, overhung with flammable things as a giant wreck-like chandelier. The room is bare except for a single large three-legged stool right at the edge of a depression, some 5 meters in diameter, circular and centered in the room. From this depression a curious sound can be heard, like that of a cricket, but a lot louder.*

Unless the characters have previously roused the troll's attention, she is still in here, and the following description is added to the one above.

*As you enter you can see that on the stool something huge and heavy is sitting, and as you make your way into the room it rises, huge and terrible, grabbing a menacing and heavy weapon standing next to the stool and taking a giant step towards you, bellowing a challenge.*

If the troll is here it will attack and fight until all characters are either dead, driven into the pit in the center of the room or the troll has chased them from the caves, out to the rubble outside. It will attempt to throw badly wounded characters into the pit itself, so if any character nears unconsciousness from Cool-loss it will make a Brawl-attack with +20 to the roll, and if it succeeds the characters is dumped in the pit.

If the characters are either killed off or driven away, the troll will put up the huge wall-like obstruction blocking the main opening of the cave and go to rest. It will sleep for about 4 hours, during which time anyone outside or hiding in the cave can attempt a rescue of the characters or the other prisoner in the pit.

### The prisoner of Muma

*In the pit, which is bare and contains just scarps of dead animals and rags, there is a strange creature. It is vaguely insect-like, huge as an insect goes, standing over two and a half meter tall, covered with chitinous plates, with two huge multifaceted eyes, dark as the night, and clad in some strange rags. It has been nailed to the floor of the pit with three nails through each of its four feet, immobilizing it completely. It has been in some sort of fight, and bears the marks of badly healed broken limbs. It does not seem initially violent, but regards you with a measure of suspicion.*

The creature is an insect-man, brought along on a journey with a scout as a carrier of burden, but Muma attacked, killed and ate the scout, and its two warrior-escorts, and dragged the unconscious worker here. She has then kept it here, amusing herself by throwing this and that at it and hearing it wail, and torturing it with fire, nooses and other things, as well as denying it food for long periods of time. If released it will break for freedom and disappear, but have second thoughts and hide outside the cave, and approach the characters as they leave.



*From out of the debris the strange creature now appears, walking cautiously, diagonally towards you, looking both at you and all around it, obviously fearful of an attack.*

Unless attacked the insect-man will heal any and all characters as well it can, and then bow, make some strange noises and be off, into the rocks behind the cave, heading home.

This ends the adventure, and the characters are now free to move on, or return to the village to restock, rest up, and then continue their travels.

### Bonus-experience

|  |      |
|--|------|
| For good roleplaying                                   | +1-3 |
| For cunning plans that work                            | +1-3 |
| For general combat-experience                          | +1-3 |
| Tracking Rarek's men to the forest                     | +1   |
| Killing Rarek  | +1   |
| Capturing Rarek alive and handing him over to Golgirem | +3   |
| Letting Rarek get away                                 | -2   |
| Defeating Muma   | +2   |
| Freeing Muma's Prisoner                                | +1   |

# Lost Roads of Lociam

## Dramatis Personae

### Joonas

Village-guard of Ashes' Hope

Race: Liniek

Age: 57

|     |    |     |    |
|-----|----|-----|----|
| STR | 14 | WIS | 9  |
| DEX | 12 | PER | 11 |
| SPD | 10 | CHA | 10 |
| CON | 13 | MAN | 7  |
|     |    | INT | 10 |

**Notable skills:** Axes 65%, Search 55%, Battle-hardenedx2 (for total initiative of 4), Read/write/speak Deepspeak - 2

**Notable equipment:** Halberd, Full Padded Studed Leather armour which he wears unhindered. Leather arm- and leggreaves

**Appearance:** Joonas is tall and straight even though he has suffered many losses these last years. His hair is black and straight with some grey specks in it, and he is aging well.

**Demeanor and personality:** Joonas is a jovial and cheerful person now that he has found a calling other than farming. He is not a suspicious man, but will defend the village against any threat.

### Golgirem

Elderman of Ashes' Hope

Race: Kooger

Age: 64

|     |    |     |    |
|-----|----|-----|----|
| STR | 13 | WIS | 17 |
| DEX | 15 | PER | 15 |
| SPD | 13 | CHA | 13 |
| CON | 16 | MAN | 12 |
|     |    | INT | 13 |

**Notable skills:** Search 65%, Tracking 55%, Lore - 2, Speak, read and write Leafspeak - 3, Wilderness-survival - Child of Nature

**Notable magic:** All lower magic for Leader, Warrior and Pathfinder up to Discovering-magnitude.

**Notable equipment:** The Amulet of the Last Heartbeat. Golgirem bought this from a trader for most of the village's gold, as a last-ditch defence against Rarek. It contains two runes of Spontaneous Combustion and one of Raging Inferno, enough to make sure that Rarek catches fire and then actually explodes.

**Appearance:** Golgirem looks over 80, and has disguised himself well to this effect. He looks frail and old, and has cultivated this so that others may underestimate him. His hair has greyed with age adding to this effect, and his eyes are beginning to lose their once so brilliant green, turning to a more faded colour. He wears his clothes much like a man would wear a tent, adding to the impression that he cannot move or fight.

**Demeanor and personality:** Golgirem is calm and collected. He fears very little and knows he will kill Rarek if he ever appears here again. However, as he is uncertain how many others would be lost he is keeping this a secret.

### Mahar

Innkeeper of The Last Spyre

Race: Obdin

Age: 44

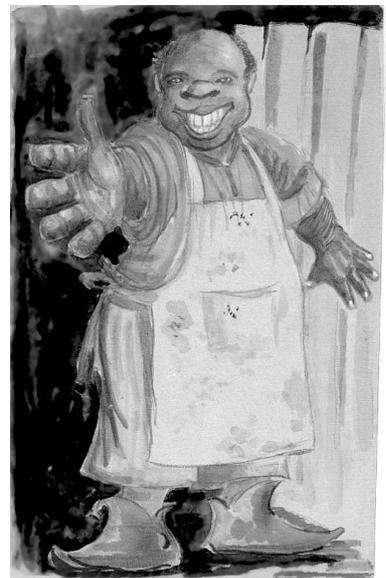
|     |    |     |    |
|-----|----|-----|----|
| STR | 9  | WIS | 11 |
| DEX | 14 | PER | 11 |
| SPD | 11 | CHA | 15 |
| CON | 15 | MAN | 8  |
|     |    | INT | 12 |

**Notable skills:** Appraise Food, Appraise Foodstuff, Cooking, Speak, read and write Sandtongue - 3.

**Appearance:** As an Obdin Mahar's skin is dark and his hair black as night. He has a mighty belly and is dressed in an apron and otherwise thick brown clothing. He has a slim mustache and bright deep eyes.

**Demeanor and personality:** As an

innkeeper meeting new guests Mahar is charming and welcoming, and will share stories and memories easily and with great fervor.



## Lost Roads of Lociam



**Rarek**

**Banditchief**

**Race:** Bamfyver

**Age:** 34

**STR** 14      **WIS** 11

**DEX** 15      **PER** 14

**SPD** 15      **CHA** 13

**CON** 13      **MAN** 15

**INT** 12

**Notable skills:** Activity 45%, Escapology 55%, Evade/Dodge 25%, Fast-Draw 30%, Search 55%, Shield - Medium 45%, Sword 65%, Tactics 45%, Appraise Jewels, Battle-hardenedx2 (for a total initiative of 5), Contacts - local bandits, Counting - 1, Guard-duty, Read/write Merchanttongue - 2, Sign-language - thieves, Speak Merchanttongue - 3, Wilderness-survival - Hunter

**Notable magic:** All lower magic for Leader and Warrior up to the Discovering Magnitude.

**Notable equipment:** Broadsword, Medium metal shield, Full hardened chainmail which he wears unhindered, Metal helmet, Leather armgreaves and leggreaves

**Appearance:** Rarek is not a pretty man by any standard. He has a large scar over his face and does not care much for washing or bathing. His hair is unkempt and wild, and his clothes and armour are dirty and greasy. The only thing he does keep impeccably clean is the pair of leather boots he wears.

**Demeanor and personality:** Rarek is a hard and cold man, interested in amassing wealth and power. He has gathered some men around him to do this, but know that he will abandon them and get other men if need be.

### The bandits

The bandits are a mottled lot, but these are the basic statistics for them.

**Health:** 12

**Cool:** 12

**Weapons/armour:** see below

**Skills:** Combination 45%, Dodge 15%, Evade 20%, Shield 45%, Weapon 65%. They all wear their armour unhindered.

**Movement:** 22

**Alertness:** 35

**Initiative:** 4

**Intelligence:** 7-10

**Appearance:** Unkempt and dirty, armed and armoured, and ready for a fight. Not a pretty lot at all.

### Weapons and armour:

Roll on the table below to determine the equipment of any single bandit.

#### 1D10 Gear

- |    |  |
|----|--|
| 1  | Short sword and Handaxe, half Hard leather armour                                |
| 2  | Broadsword and small metal shield, full Fur armour                               |
| 3  | Two rapiers, metal plate armour, Leather armgreaves                              |
| 4  | Short bow and short sword, half Studded leather armour                           |
| 5  | Great-sword and half Hardened chainmail armour, Metal helmet                     |
| 6  | Longbow, handaxe and full Studded leather armour, Leather leggreaves             |
| 7  | Staff-mounted sling, broadsword and no armour                                    |
| 8  | Longsword, full padded double chainmail armour, Metal helmet, Leather armgreaves |
| 9  | Longspear, half oil-cooked leather armour  |
| 10 | Two broadswords, half padded metal rings on leather armour, Leather armgreaves   |

## Lost Roads of Lociam

### Muma

Muma is big even for a troll, and will defend the cave to the death.

**Health:** 37

**Cool:** 55

**Weapons/armor:** Fist, C, 6, 2, 65%  
Stomp, C, 6, 2, 45% (only usable on opponent laying down)  
Massive club, C, 8+4, 2, 1, 55%

**Natural armor:** Thick cracked leather-like hide (3/2/2/2), 8

**Skills:** Club 55%, Search 25%, Troll-speak - 2

**Movement:** 12

**Alertness:** 20

**Initiative:** 1

**Intelligence:** 5

**Appearance:** As a troll, a huge towering mass of fat and muscle, standing over 3 meters high and "dressed" in some rags. The club Muma uses is half a tree ripped out by the roots.

**Notes:** She has the same regenerative powers as a normal troll and is affected by sunlight, resulting in it staying "indoors" during the day and only venturing forth at night.

### Pit-rats

These are oversized rats that have lived well on the waste of the troll and are very aggressive.

**Health:** 5

**Cool:** 10

**Weapons/armor:** Teeth, S, 2, 1, 70%

**Movement:** 10

**Alertness:** 32

**Initiative:** 3

**Appearance:** Huge hungry rats, with coats coarse and greasy. They have nasty yellow teeth and even nastier fleas.



### The Prisoner of Muma

This poor insectman was part of a scouting party now lost, and has been a prisoner in this pit for weeks now, and is really in bad shape.

**Health:** 2 (normally 6)

**Cool:** currently 10 (normally 30)

**Weapons/armor:** as Insect-man (see Core Rulebook)

**Skills:** Lower magic for Healer and Craftsman up to Discovering Magnitude-level.

**Movement:** 7

**Alertness:** 12

**Initiative:** 1

**Intelligence:** 7

**Appearance:** Broken chitinous armor, scarred and battered.

**Other notes:** Mana (and Sway) 17

## Lost Roads of Lociam

### More equipment

Below is a small list of additional equipment available for purchase. They are listed by the craftsman (or category of craftsmen) who makes it, and the list has Price, Rate (R.) and weight (W.) as the equipment-lists in the rulebook. The entries in the list below replace, where applicable, those in rulebook.

| Item              | Price | R.   | W.  | Notes                               |
|-------------------|-------|------|-----|-------------------------------------|
| <b>Blacksmith</b> |       |      |     |                                     |
| Builder's tools   | 1S    | 50   | 3   | House-, Boatbuilder                 |
| Carpenter's tools | 1S    | 40   | 2   | Wood-work                           |
| Cook's spices     | 2B    | 60   | 0.2 | Salt, pepper, garlic and others     |
| Miner's tools     | 1S    | 30   | 4   | Stone-work                          |
| Mattock/Pickaxe   | 1S    | 50   | 2   |                                     |
| Noose             | 2B    | 60   | 0.1 | Iron wire, for traps                |
| Plummet w string  | 6B    | 70   | 1   | Used to measure depths down to 45 m |
| Sledgehammer      | 4B    | 70   | 1   | Not for combat, will break          |
| Spade             | 1B    | 80   | 1.5 | Iron                                |
| Woodcutter's axe  | 1S    | 80   | 1   | Not for combat, will break          |
| <b>Carpenter</b>  |       |      |     |                                     |
| Bucket            | 6T    | 65   | 1   | Wood                                |
| Flute             | 6C    | 65   | 0.1 | Bone                                |
| Flute             | 4C    | 75   | 0.1 | Wood                                |
| Lute              | 4B    | 35   | 1   |                                     |
| Pitchfork         | 4B    | 50   | 2   | Wood                                |
| Religious symbol  | 4B    | *-85 | 0.1 | Bone, As per religion               |
| Religious symbol  | 2B    | *-85 | 0.1 | Wood, As per religion               |
| Shovel            | 4C    | 85   | 1   | Wood                                |
| Tankard           | 6T    | 55   | 0.5 | For drinking                        |

### Finesmith

|                  |      |      |     |                         |
|------------------|------|------|-----|-------------------------|
| Bell             | 1C   | 45   | 0.1 | Musical                 |
| Cloakclasp       | 1B2C | *    | 0.1 | Bronze, decorated       |
| Cloakclasp       | 1S2B | *    | 0.1 | Silver, decorated       |
| Compass          | 4B   | 10   | 3   | Magnetic                |
| Compass          | 6B   | *    | 2   | Astronomical            |
| Cymbal           | 4C   | 30   | 0.5 | Copper                  |
| Mirror           | 2S   | 20   | 1   |                         |
| Religious symbol | 2S   | *-85 | 0.1 | Silver, As per religion |

|                |    |    |     |                           |
|----------------|----|----|-----|---------------------------|
| Tailor's tools | 1S | 50 | 0.1 | Needles, Scissor, Thimble |
|----------------|----|----|-----|---------------------------|

### Tanner

|                   |    |    |     |  |
|-------------------|----|----|-----|--|
| Bucket            | 1B | 50 | 0.5 | Leather                                |
| Cookingskin       | 4C | 45 | 0.5 | Acts as pot, but will wear out faster  |
| Drum              | 7C | 45 | 1   | Musical                                |
| Fisherman's tools | 1S | 70 | 0.3 | Hooks, lines, lure, all bone and sinew |
| Windwall          | 4B | 45 | 5   | Collapsible and folds into a package   |

### Jeweler

|          |         |    |     |                                    |
|----------|---------|----|-----|------------------------------------|
| Ring     | 2B      | 45 | -   | Bronze                             |
| Ring     | 2S      | 20 | -   | Silver                             |
| Ring     | 2G      | 10 | -   | Gold                               |
| Necklace | 4B      | 20 | -   | Bronze                             |
| Necklace | 4S      | 10 | -   | Silver                             |
| Necklace | 4G      | *  | -   | Gold                               |
| Bracelet | 1S      | 10 | 0.1 | Bronze                             |
| Bracelet | 1G      | *  | 0.1 | Silver                             |
| Bracelet | 10G     | *  | 0.1 | Gold                               |
| Earring  | 1B      | 30 | -   | Bronze                             |
| Earring  | 1S      | 15 | -   | Silver                             |
| Earring  | 1G      | 5  | -   | Gold                               |
| Torque   | 2S      | *  | 0.2 | Bronze                             |
| Torque   | 2G      | *  | 0.2 | Silver                             |
| Torque   | 20G     | *  | 0.2 | Gold                               |
| Tiara    | 2S      | *  | 0.1 | Bronze                             |
| Tiara    | 2G      | *  | 0.1 | Silver                             |
| Tiara    | 20G     | *  | 0.2 | Gold                               |
| Crown    | 2G      | *  | 0.3 | Bronze                             |
| Crown    | 20G     | *  | 0.3 | Silver                             |
| Crown    | 200G    | *  | 0.3 | Gold                               |
| Jewel    | +1S-10G | *  | -   | adds to any piece of Jewelry above |

## Lost Roads of Lociam

### Armourer

|                  |        |    |     |   |
|------------------|--------|----|-----|---|
| Additional piece | 1-3S   | *  | 0.5 | Helmet,<br>Armgreaves,<br>Leggreaves. See<br>*** below.                                       |
| Custom-fitting   | x2     | *  | -   | Doubles initial<br>prize. Only same<br>STR/DEX/CON<br>can wear it. +1 to<br>Roll. +2 Sustain. |
| Repair armour    | **/sus | ** | -   | Repairs lost<br>Sustain armour  |

If R. (Rate) is '\*' that means the item has to be especially ordered, and not usually kept in stock. This may take as short as a few days (bronze Torque) and up to several weeks (Astronomical compass).

\*\* Same as the original armour. 1B/sus for leather armor, 2B/sus for metal armor.

\*\*\* Additional pieces of armour This is an additional rule, and optional.

### Other craftsmen

|             |    |    |     |   |
|-------------|----|----|-----|---|
| Quill       | 5T | 45 | -   |   |
| Ink         | 1C | 55 | 0.1 |   |
| Parchment   | 4T | 65 | -   |   |
| Blank book  | 2S | 10 | 1   |   |
| Foodstuff   | 4C | 90 | 0.3 | Requires<br>Cooking,<br>produces one<br>Ration, holds for<br>twelve days. |
| Comb        | 1B | 45 | -   | Bone  |
| Comb        | 4C | 45 | -   | Wood  |
| Perfume     | 1B | 25 | 0.1 |   |
| Perfume     | 4C | 45 | 0.1 |   |
| Ricepowder  | 1C | 65 | 0.1 | Basic makeup  |
| Soap        | 2C | 75 | 0.1 |   |
| Handcart    | 2B | 30 |     | Dragged behind<br>someone, can<br>hold 20 Enc                             |
| Wheelbarrow | 3B | 45 |     | Pushed before<br>someone, can<br>hold 10 Enc                              |
| Cart        | 7S | 45 |     | For single horse  |

| Piece              | H | S | C | O | Roll | Sus | Price |
|--------------------|---|---|---|---|------|-----|-------|
| Leather Hood       | 2 | 2 | 1 | 2 | 1    | 9   | 1S    |
| Leather armgreaves | 2 | 2 | 1 | 2 | 1    | 9   | 1S    |
| Leather leggreaves | 2 | 2 | 1 | 2 | 1    | 9   | 1S    |
| Metal helmet       | 4 | 2 | 2 | 1 | 1    | 11  | 3S    |
| Metal armgreaves   | 4 | 2 | 2 | 1 | 1    | 11  | 3S    |
| Metal leggreaves   | 4 | 2 | 2 | 1 | 1    | 11  | 3S    |

Up to three additional pieces of armour may be added to a suit, forming up to three "mini-armours". If the Roll for the main suit of armour fails then a second roll must be made for the first additional piece, and if this fails then for the second piece and then for the third, if there is such a piece. The order to roll in is always main suit, helmet (if applicable), armgreave (if applicable), and finally leggreave (if applicable).

All need to be made especially for the wearer (STR/DEX/CON has to be exact matches to fit someone else), and cannot be padded, metal-reinforced, custom-fitted (as above), combined or repaired. It takes between 1-3 weeks to get a piece tailor-made.

*Example: Barraphet is wearing a half-suit of studded leather, but also a leather hood, leather armgreaves and metal leggreaves. In combat he rolls for his armour protection, but rolling a 6 this fails. He then rolls for his leather hood, but rolls a 2, and this fails as well. He then rolls for the armgreaves and rolls a 1. The leather armgreaves protects him from the hit using the protection of the leather armgreaves and removing sustain from it as any other armour. He does not roll for the leggreaves as one piece of his armour has now taken effect, and no further rolls for it is made.*

### Animal-wrangler

|            | Buy | Rent/day | Rate |
|------------|-----|----------|------|
| Guarddog   | 2S  | 1B       | 30   |
| Lapdog     | 2S  | -        | 55   |
| Wardog     | 5S  | 4B       | 10   |
| Huntingdog | 2S  | 2B       | 25   |
| Chicken    | 4C  | -        | 55   |
| Cow        | 5S  | -        | 35   |
| Goat       | 8B  | -        | 45   |
| Sheep      | 7B  | -        | 65   |
| Ass/Mule   | 4S  | 5B       | 40   |

# Lost Roads of Lociam

## Maps

