



# Sickness at Daraton

## A Talespinner Adventure

Adventure module  
for 3-5 players

This is the main document for this adventure module.  
It comes with a number of Appendices containing  
supplementary material to run this adventure.

This document does not need to be printed if you  
can view it on a tablet or laptop. If you do print,  
start at page 2.

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# Sickness at Daraton

Welcome to *Sickness at Daraton*, a Talespinner adventure module. This kit contains everything you need to run a game for 3-5 players. You will take the role of the Narrator and guide the players through the story. The quest depends on the choices of the players and their characters.

**The Narrator's job:** You are the person keeping everything together. You narrate the story, describe the things characters see, and take the role of people or creatures the characters interact with. You also have the responsibility to tell the other players what dice rolls to make and to use the rules appropriately. Yours is the final say in matters pertaining to the rules.

**The player's job:** A player's primary task is to play the role of their character, speaking as the character would and deciding what actions the character will take. The player's primary objective is to successfully complete the adventure.

## Required equipment:

- Copies of all the appendices, which contain character sheets, cards, map tiles and tokens for player use.
- 6 dice of the six-sided variety.
- pencils, erasers and scrap paper for the players to make notes and changes during the session.
- any props the players want to use to enhance the game experience.

## Playing on a budget

While printing all the maps, tokens and character sheets in full colour is a great way of enjoying *Sickness at Daraton*, it does take a lot of printing, cutting and setting up. Understandably, you may want to avoid any unnecessary printing and preparation if you can. You don't need to print out all pages in this module in order to use it. Some can be viewed on a device like a laptop or tablet (a phone is possible but due to its small size, not ideal). Here is a breakdown of each document:

**Sickness at Daraton adventure module:** Printing unnecessary. Make sure you can view it on a device.

**Appendix A - Sample Characters:** Printing necessary. If you know which characters are going to be used just print out their sheets.

**Appendix B - Rules:** Printing unnecessary. Make sure you can view it on a device.

**Appendix C - Maps & Tokens:** Printing recommended. Using the maps is a great way to play Talespinner. However, since the maps use a lot of ink and require plenty of cutting out, you can

alternatively draw maps for your players on sheets of paper, copying down all the relevant scene elements. It might not look visually impressive but it gets the job done. See the instructions on page 2 of the appendix for an overview of the contents.

**Appendix D - Cards & Handouts:** Printing recommended. Again, this will require a lot of ink and cutting out. There are a variety of different types of cards and handouts included in this appendix. Some are recommended to print (or to create your own stand-ins out of paper). Others can be read out or you can use alternative means to utilise them. See the instructions on page 2 of the appendix for an overview of the contents.

## The adventure structure

*Sickness at Daraton* is told in two chapters. *Chapter One: Journey* follows the characters' adventures on their way to Daraton. *Chapter Two: Daraton* delves into the investigation of the sickness and resolving the adventure.

Each chapter is further broken up into scenes. There are two main types of scenes:

- **Narrative scenes** are relaxed, rules-light scenes where the emphasis is on roleplaying, solving puzzles or doing other casual tasks. There is less dice-rolling in narrative scenes and players should be encouraged to play up their characters' personalities.
- **Encounters** have an emphasis on action, adventure and rolling dice (or completing player challenges), using quick decisions, daring heroics and the characters' abilities, to overcome the challenge.

For each scene, the module will detail the characters' surroundings, any people or creatures nearby, as well as any required checks, including which Attributes and Skills to use. Attributes are colour coded with an icon for quick reference, while relevant skills are in brackets. For example, to lift a heavy object, the Narrator might ask a player to "make a  **Strength** check (Lifting)".

Encounters are structured so that players feel they have fine control over their actions. Their tactics will allow them to use their characters' abilities to the best effect. See *Appendix B: Rules* for information on using the Talespinner game system.

On the next page is an overview of the story structure and a breakdown of each chapter and scene.

## Story overview

*Sickness at Daraton* runs in as little as 3 hours, though players may want to take extra time and explore the game in more detail, which could stretch out play time to over 4 hours. The Narrator is encouraged to break up the game into multiple sessions of 1 or 2 hours since some younger players may have difficulty staying focused on one activity for too long.

The story is split into two chapters, each chapter is broken up into several scenes. Below is an overview of how the story is told. Beneath each scene entry are one or two ways the story can progress, indicated by a ↪ symbol. Note that some scenes may not be used, depending on the players' choices, much like a Choose-Your-Own-Adventure® story.

**Pre-game preparation (30 min).** Players select their characters and the Narrator describes the setting, explains how to play, and answers any questions.

### Chapter 1: Journey (1-2 hours)

**Scene 1: Falcon Point.** The characters are sent on a mission of mercy by the Reeve of Falconhall.

↪ Scene 2: Mistress Willow

↪ Scene 3: Halfling refugees

**Scene 2: Mistress Willow.** *Optional.* The characters can visit a herbalist's shop for supplies and advice.

↪ Scene 3: Halfling refugees

**Scene 3: Halfling refugees.** On the road to Daraton a halfling family needs rescuing.

↪ Scene 4: A fork in the road

↪ Chapter 2: Daraton

**Scene 4: A fork in the road.** The characters come to a junction and must decide which way to go.

↪ Scene 5: Kobold troubles

↪ Chapter 2: Daraton

**Scene 5: Kobold troubles.** *Encounter.* A group of kobolds launch an ambush in the forest.

↪ Go to Chapter 2: Daraton

### Chapter 2: Daraton (1-2 hours)

**Scene 6: The sickness.** The characters arrive at Daraton and investigate the sickness.

↪ Scene 7: Waiting

↪ Scene 8: Into the tunnels

**Scene 7: Waiting.** Time passes, perhaps to await aid from Mistress Willow, as the situation worsens.

↪ Scene 8: Into the tunnels

↪ Scene 10: Daraton in peril

**Scene 8: Into the tunnels.** *Encounter.* The characters delve into secret tunnels and discover a vile plot.

↪ Scene 9: Daraton restored

↪ Scene 10: Daraton in peril

**Scene 9: Daraton restored.** The village is restored to health, but troubles are brewing.

↪ Ending the Adventure

**Scene 10: Daraton in peril.** The goblins are poised to take a weakened Daraton by force.

↪ Ending the Adventure

**Ending the Adventure.** The adventure wraps up with Daraton in danger of being raided, but the villagers may well be prepared to defend themselves. The adventure ends here and continues with future modules.

**Post-game wind-down (15-30 min):** The Narrator answers any questions the players may have. The players can relax and talk about the adventure and make plans for future games.

## Setting: the realm of Telanya

Telanya is a land of ancient mysteries, wild dangers and forgotten lore. Magic is a fact of life for the people who dwell in Telanya, who call themselves the Freefolk. Arcane services, mystic tomes and magical artefacts are traded side by side with other mundane wares in the markets. The Freefolk are civilised, plying their trades in their cities, villages and settlements. The world is at peace, but it was not always so.

An ancient calamity has left Telanya scarred but healing. The Elder Wars almost brought the realm to ruin. Now, centuries later, old wounds and the corruption of the Gloom still scar the land here and there, but the world continues to return to the peace and prosperity once enjoyed by the Freefolk before the rise of the Gloom. The Eldertimes have been all but forgotten and the ancient tales have been reduced to legends and stories to scare listeners around the tavern fire.

For the Freefolk, magic is a part of life. A natural force called Etheria can be harnessed by skilled sorcerers and woven into spells, or alchemically infused into materials to create wondrous items and magical potions. Etheria was used in the weaving of the Bright Song, a powerful realm-spanning enchantment unleashed at the end of the Elder Wars, turning the withering corruption of the Gloom back upon itself, reducing the once-terrible enemy to a shadow of its former menace.

The Bright Song still holds true today. To commit violence or cruelty will invite the Gloom to mar a person's flesh with the grey markings of Stain. Most people showing signs of Stain are shunned, and some are driven out of their communities to live as pariahs. Some victims of Stain are given the chance to atone for their crimes, but this is rare. More often the afflicted flee to live solitary lives, and many of the Stained are never seen again.

Even as Telanya continues to heal, the realm is not without its perils. Gloomspawn, creatures who once served the Gloom, now hide away from the civilised world in their lairs, occasionally venturing out to raid remote settlements or to vie with one another for territory. Goblins, ogres and other creatures of cruel and mischievous natures are a regular danger and nuisance to outlying settlements but are not considered a real threat since the fall of the Gloom, thanks to the power of the Bright Song. And against those dangers that test the greatest defences of Telanya, the Order of the Wardens remains ever-vigilant.



## Wardens

The First Wardens appeared at the end of the Gloom Wars and were instrumental in unleashing the Bright Song and defeating the power of the Gloom. They were once venerated as heroes but as memories of the ancient times fade, the Wardens enjoy less esteem than they once did. Where once **acrobats** used their incredible agility to evade and bewilder the Gloomspawn, now they travel the realm thrilling crowds. **Bards** too, once the very voice of the Bright Song, now live as celebrated entertainers. **Champions**, peerless in physical might against the Gloom, spend their days representing their communities in the Circuit, to the cheers of their fans. **Crafters** and **mages**, the ancient wielders of artefacts and sorceries, serve as artisans and village sorcerers. **Monks** have all but faded into obscurity, living simple lives in their remote sanctuaries, when in times past they were healers, teachers and speakers of wisdom. The wandering **rangers**, it is said, have never ceased being what they always were: the watchful eyes of the Freefolk. They remain secretive and ever-vigilant against the movements of Gloomspawn.

# Sickness at Daraton

## A Talespinner adventure

### Pre-game preparation

Before you jump into *Sickness at Daraton*, there are some last-minute preparations to complete. First, familiarise yourself with the contents of this adventure kit, including the setting and rules. *Appendix B: Rules* has a list of all the rules you will need. The other Appendices contain sample characters, printable play tiles, ability cards and other play elements. You will need to print these ahead of time and cut out the cards, counters, character minis and map tiles.

Next, your players should select their characters. There are seven sample characters to choose from (found in *Appendix A*), each with their own skills, equipment and special abilities. Players should read their character sheets and information before they start.

Finally, when everyone is ready, players should introduce themselves and their characters. Invite them to ask any questions they might have about the rules, the setting or their characters' background or abilities. Allow the players to settle in for a story of mystery and adventure.

You are now ready to play *Sickness at Daraton*.



# Chapter 1: Journey

In this chapter, the characters travel to Daraton but unforeseen trouble comes their way. There are five scenes in this chapter.

## Scene 1: Falcon Point

### Narrative scene

The Narrator should read out the following:

*"This story begins in Falcon Point, a town perched on the edge of the Grey Cliffs, overlooking the Bay of Runes and the rolling plains of Anaran. The town does not see many travellers come through these parts, so you are the focus of some curiosity and whispering from the townsfolk. The locals are respectful but remain a little suspicious of you.*

*"You have been travelling together for a number of weeks in the beautiful Rimmald Valley at the end of summer. You have just completed a mission together and are enjoying a few days of rest and relaxation in Falcon Point. You have rented rooms at a comfortable inn called the Blue Hawk. You intend to begin the journey home to the village of Cossellfell in the morning. But fate has something else in store."*

The innkeeper is a stout dwarf woman called Halka, whose two sons are busy serving the tables. Halka takes the characters' orders (see Halka's Menu in *Appendix F: Cards and Tokens*).

The characters are enjoying their meal but conversation is interrupted when a well-dressed dwarf enters the tavern and looks around. He spots the characters, hurries over and makes a small bow. "Greetings, I am Fasik, reeve to Lord Orrin of Falconhall. I have come to ask for your assistance."

Any player can make an  **Intelligence** check (Lore: Culture), difficulty 10, to know that a reeve looks after a noble's lands and makes sure everything runs smoothly. Fasik explains that a village called Daraton, at the edge of Lord Orrin's lands, has been struck by a terrible sickness. The villagers have asked for aid but Lord Orrin does not want to risk any of his own people catching the illness and spreading it further. He has heard that Wardens are in town and wishes to hire them to find out what has happened, and if anything can be done for the people of Daraton. He offers 40 wyverns (silver coins) each for this service.

Fasik tells the party that a road leading northeast will take them to Daraton, and he can draw them a simple map. If the characters are worried about the illness, he suggests they should visit Mistress Willow before they leave. Mistress Willow is a herbalist who lives on the edge of town and might have some valuable advice. If the characters do not wish to go to Mistress Willow, skip the next scene and continue on to *Scene 3: Halfling Refugees*, page 7.

## Scene 2: Mistress Willow

### Narrative scene

Use the handout found in *Appendix D - Cards and Handouts*, page 13.

On the outskirts of Falcon Point lies a stone cottage with a thatched roof. On the eaves hang a number of herbs drying in the sun. There is a wide bench outside with more drying herbs and assorted potted plants. Rows of flowers and vegetables are planted at the side of the house. The door is open and from within comes the sound of someone humming a song. The place has a rich, homely aroma.

Inside is a small space for customers to stand. There is a counter with a clutter of pots, pouches, vials and small bowls containing a number of mysterious compounds, but there are no labels of any kind. As the characters enter, an elderly gnome turns toward them, wiping her hands and smiling. She has blue-green eyes that twinkle good-naturedly, and her pale purple hair is tied back under a kerchief. She wears a red and yellow dress with a white apron. The tips of her fingers are stained all sorts of colours. She clasps her hands together.

“Welcome, welcome, good people! My name is Willow. I sell all kinds of cures, remedies and medicines, all manner of preventatives, preservatives, poultices and positive humours, as well as a wide range of oils, ointments, incense, vapours, waters, powders, dyes and teas. I also make an excellent gooseberry jam. What is your pleasure?”

When the characters have explained their business, Mistress Willow tells them that she has remedies for many different ailments and maladies, but she must know which one it is, for a cure can easily become a poison if used unwisely. Since they don't know what the illness is, she suggests purchasing Oil of Erukai to help diagnose the malady. She has a range of other remedies available for sale.

Characters can attempt to haggle down the final price for all purchased items by making a ☹️ **Personality** check (Negotiation or Influence), difficulty 14. Only two haggling attempts by the party are allowed. Any further attempts automatically fail and Mistress Willow gets a little annoyed. The haggled prices are listed under each item. You can find a list of available items opposite.

Willow also has some advice to give. “Question people carefully about their symptoms and what they are eating and drinking. Study the victims’ symptoms yourself. Also, do not eat any food or drink any water from that town. It could be contaminated with illness. Once you have enough information, come back and tell me what you have learned and I may be able to prepare a medicine that will help them. Good luck!”

Go to *Scene 3: Halfling refugees*, page 7.

### Mistress Willow’s Shop

**Special Herbal Tea:** Discard this item to add 1 BD to 🟢 **Endurance** check for three hours.

**Price:** 5 silver wyverns, or 4 if haggled.

**Lesser Cure-All:** Discard this item to allow an 🟢 **Endurance** check, difficulty 8, to cancel the effects of illnesses. You must make the check once against each illness. This cure-all takes 10 minutes to work.

**Price:** 50 silver wyverns, or 40 if haggled.

**Greater Cure-All:** Discard this item to automatically remove the effects of all illnesses. This cure-all takes 10 minutes to work.

**Price:** 100 silver wyverns, or 80 if haggled.

**Lesser Preventative:** Discard this item to add 2 BD to any 🟢 **Endurance** check to resist illness for 1 day.

**Price:** 30 silver wyverns. Haggling reduces the price to 24 wyverns.

**Greater Preventative:** Discard this item to make you immune to all illnesses for 1 day.

**Price:** 40 silver wyverns, or 32 if haggled.

**Oil of Mariol:** Discard this item to diagnose an illness. Rub the oil on the afflicted person and watch to see what colour it changes to and how deep a colour it is. See the chart below for details:

*Green: respiratory infection*

*Blue: gut infection*

*Orange: fungal reaction*

*Purple: spoiled food or polluted water*

*Black: Gloom-influenced malady*

*Clear: No infection detected*

**Price:** 10 silver wyverns, or 8 if haggled.

**Gooseberry Jam:** Has no special effect, but it’s delicious.

**Price:** 1 silver wyvern per jar. There is no haggling with the jam.

## Scene 3: Halfling refugees

### Narrative scene

The characters set out on the road to Daraton. The countryside near Falcon Point is a peaceful land of rolling pastures. Farm workers, men and women of all races, look up occasionally and wave as the party passes them. After an hour the party crosses an old stone bridge with a dwarf woman and her son, fishing. If questioned, they have heard that Daraton has suffered some illness, but have no useful details. “I hear it’s getting worse,” she says, shaking her head sadly. “They say people are going to sleep and never waking. Terrible.”

After three more hours the farmlands give way to wilder country. The ground turns hilly and the road starts to wind. Trees become thicker and before long the road is passing through a light wood. The character with the keenest senses, such as Ellomayne or Jobell, hears a sudden cry for help in the distance. A small, dark-skinned halfling girl of ten summers runs out of a stand of trees and waves them down. “Please, hurry! My father is trapped under our cart!”

The girl leads the party a little way down the road. The path passes close to the edge of small rocky ravine where a cart has tumbled, spilling a number of boxes and bags across the ground. A halfling man lies trapped and moaning beneath the cart, scraped and bruised from the fall.

The man explains: “We were pulling the cart but a stone slipped and I fell sideways. The cart pulled to the right and started going down the embankment. I could do nothing to stop it. It rolled over onto me. We have been here for an hour. Theriss is very brave to get help.”

The cart is heavy. A  **Strength** check (Lifting), difficulty 14, can be made to lift it, with **1 ND** due to the cart’s awkward angle and bulk, and the halfling can be dragged out. Getting a Bane on the check will result in the character getting an *Injured Condition* for one day. Each person of at least Strength 8 helping to lift the cart adds **1 BD** to the lead lifter’s check. A makeshift lever can be made from a fallen branch, which adds a further **1 BD**. Alternatively the party can spend 15 minutes taking the cart apart enough so the man can be pulled free (if Magrun is helping, the job only takes 5 minutes). Once free the halflings thank the Wardens for their help. They introduce themselves as Belker and his daughter Theriss.

Belker is a dark-skinned, middle-aged halfling with short hair, dressed in colourful, weathered clothes that are torn from the accident. He appears tired but relieved to be rescued. Theriss is small even for a halfling girl of her age, standing no more than 60 cm in height, dressed in sensible leggings

and a colourful jerkin, with her hair plaited in an elaborate design around her head. Her eyes are a bright twinkling hazel and she is keen to talk to her rescuers. If Theriss finds out she is speaking to Wardens, she will instantly become an avid fan, wanting to hear stories of their adventures. Encourage the players to make up some tall tales for the girl’s entertainment.

The cart is damaged and the halflings cannot resume their journey with all their possessions. They begin to pick up a few small items. “We must be going,” says Belker. “We must leave here.” When asked why, he says, “The sickness. Theriss is young, I do not want her to become ill. We are going to my sister’s farm in Veriton, two days journey to the north.”

If the party tell him they have been sent by Lord Orrin to investigate the sickness, the man looks much relieved. “I was afraid the Lord of Falconhall had forgotten us.”

There is no way the halflings can carry all of their possessions and most of it will be left behind. They could be convinced to return to Daraton with a  **Personality** check (Influence or Negotiation), difficulty 12. If the roll fails, the halflings will thank the party and continue on with their few possessions. If the check succeeds, the party can help carry the boxes and bags to Daraton. The cart could be repaired with three successful  **Intelligence** checks (Craft: Repair or Carpentry), difficulty 8. Each check takes 10 minutes of work. If Magrun is in play he can use *Knuckle Down* to make each check take only 3 minutes instead.

### If the halflings leave

If the halflings go their own way and leave Daraton behind, go to *Scene 4: A fork in the road*, page 8.

### If the halflings go with the characters

Belker knows the way to Daraton. As the characters pass a particular junction in the road, he notes that the sign pointing the way to Daraton is missing. The halflings didn’t notice the missing sign when they passed by earlier because they were facing the other direction.

If the characters investigate the missing sign, go to *Scene 4: A fork in the road*, page 8.

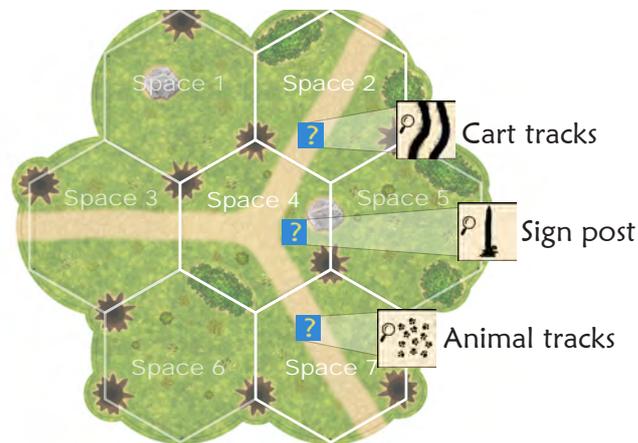
If the characters press on without investigating, go to *Chapter 2: Daraton*, page 13.

## Scene 4: A fork in the road

### Narrative scene

Note: The Narrator should set up the scene with map elements found in Appendix C - Maps & Tokens. You'll need the following play elements:

- Page 3-4: The play map.
- Page 7-8: Three clue tokens (cart tracks, sign post and animal tracks). They are double-sided.



The path continues northeast through the forest, which has become strangely quiet. Only the occasional sound of a bird is heard, and other scurrying creatures are all but absent. The characters round a turn in the path and come abruptly to a fork in the road. A signpost is driven into the soft earth under a tree but the sign itself has been lost.

The characters have a decision to make. They can choose a path to continue on, or they can investigate further to see if they can find clues.

Searching for clues is simple. Using an action will automatically reveal all clues within the character's own space. To search an adjacent space, make an **👁️ Awareness** check (Search). Place the appropriate clue token face-down (blue side up), using the map (top right) as a guide. Consult the table opposite to see what clues you have found.

Once clues have been located, they can then be investigated. Enter the clue's space and use an action to turn the clue token over. Each clue entry has requirements for investigating the clue to reveal more information. Investigating clues is the key to determining the right direction to go.

Once they are happy with the information they have gained, the characters can now make a decision about which way to go.

If the characters take the left-hand trail, go to *Scene 5: Kobold Troubles*, page 9.

If the characters decide to follow the right-hand trail, go to *Chapter 2: Daraton*, page 13.

### Space 2



**Cart tracks (difficulty 10):** The cart tracks lead along the left-hand trail. It looks like this is the way the halfling refugees came. But something is strange.

**Investigate:** An **🧠 Intelligence** check (Survival) result of 10 reveals that the cart appeared to be fairly light, and there are no accompanying horse tracks or footprints. A result of 12 reveals them to be less than twenty minutes old and too shallow for the weight of the halflings' cart. They are also not quite even, as if one wheel was going a slightly different direction. The "cart tracks" are likely fake.

### Space 4



**Signpost (automatic):** The signpost is missing its sign, so there is no way of telling which path leads to Daraton.

**Investigate:** An **🧠 Intelligence** check (Investigate), difficulty 10, reveals marks on the post indicating the sign only recently went missing, possibly in the last twenty minutes. No amount of searching will locate the missing sign.

### Space 7



**Animal tracks (difficulty 10):** Some animal tracks are found on the right-hand path.

**Investigate:** An **🧠 Intelligence** check (Survival), difficulty 10, will determine the animal tracks to be those of a hunting cat. Getting a result of 12 will tell the character that something is wrong. The tracks suggest the animal was running erratically, as if it had been senseless or panicked. Also, it appears that the paw prints are almost identical, as if it had been hopping about on one foot.

## Scene 5: Kobold troubles

### Encounter, optional

*Note: The Narrator should set up the scene with map elements found in Appendix C - Maps & Tokens, as well as the enemy status sheet in Appendix D - Cards & Handouts. You'll need the following play elements:*

*Appendix C:*

- Page 5-6: the **play map**.
- Page 7-8: the **flood tile, treetop tiles, 6 clue tokens** (boulder, broken branch, squirrel, beehive, hedgehog, nest), and **six kobold minis**.

*Appendix D:*

- Page 7-8: the **kobold enemy sheet**.
- Page 11: The **enemy status sheet**.

### Start the scene

The cart tracks lead some distance along the left hand trail before fading away. The forest grows very quiet. Something is wrong. The most perceptive character in the group thinks they hear a whisper of voices up ahead. The group can make a collective Search action (use the highest Awareness in the group). The difficulty is 10.

- **Success:** sounds and hints of movement indicate that a number of figures hide in the tree branches. They do not appear to be aware of the group yet. Place the six enemy tokens in Space 6 as indicated in the layout guide on the next page. Remember to place the treetop tiles where the enemies are sitting as well.
- **Failure:** the characters fail to detect exactly where the danger lies. Don't place any enemy tokens yet.

The characters can now move and act as they wish. Encourage to them to explore their surroundings, looking for clues and hidden enemies. Use the player cheat sheet handouts to give players some ideas on what to do.

**Move:** You can get around the map by moving. Remember than moving more than one space in a round will draw attention.

**Sneak:** Use the sneak action to increase your stealth rating for the round. This might slow you down but it is worth it to avoid notice. Remember to use cover to remain concealed.

**Searching an area for clues:** You can use an action to search the space you are in for clues. Make an  **Awareness** check (Search). Any result is compared to the difficulty of each clue in the space. If the result is equal to or higher than the clue's difficulty, it has been discovered.



**Trigger an event:** If a clue contains a trigger, it can be activated. Some triggers require a check to be made. Consult the clue entries on page 11.

### Turning the tables

*Note: If the characters detect the kobolds before the ambush, use this section. If the characters remain unaware of the kobolds, skip to the next section.*

The characters have detected the kobolds and can now plan an ambush for the creatures. Allow the players to come up with any ingenious plan they wish. The kobolds are not expecting to be ambushed themselves. The kobolds should suffer **1 ND** to any actions on their first action due to surprise.

The best method is to sneak around looking for ways to gain an advantage. There are hidden clues scattered around the map that could be used to trigger small events. If events are triggered in the right order, they can cascade and create havoc for the kobolds.

Other options are available. Agile characters like Ellomayne, Bink or Jobell could act as a lure for the kobolds and, while the creatures throw their nets, have the other characters spring from hiding in the branches to capture or scatter the terrified creatures. If Bink is in play, she can use spells like *Entanglement* or *Unseen Grasp* to make short work of the kobolds, while Magrun can construct traps or items that will thwart the kobolds' ambush. Whatever the outcome, the kobolds will try to flee immediately if things go badly for them.

### If the kobolds see the characters

If the kobolds become aware of the characters they launch their attack. If they need to they will move through the branches into the same space as the characters. They will drop nets on the characters. After the nets are thrown, the kobolds will each throw a dart tipped with a special toxin that causes sleep. If there is a fairy, they also have a special powder that mimics the darts' effects.

## Scene 5: Token layout guide

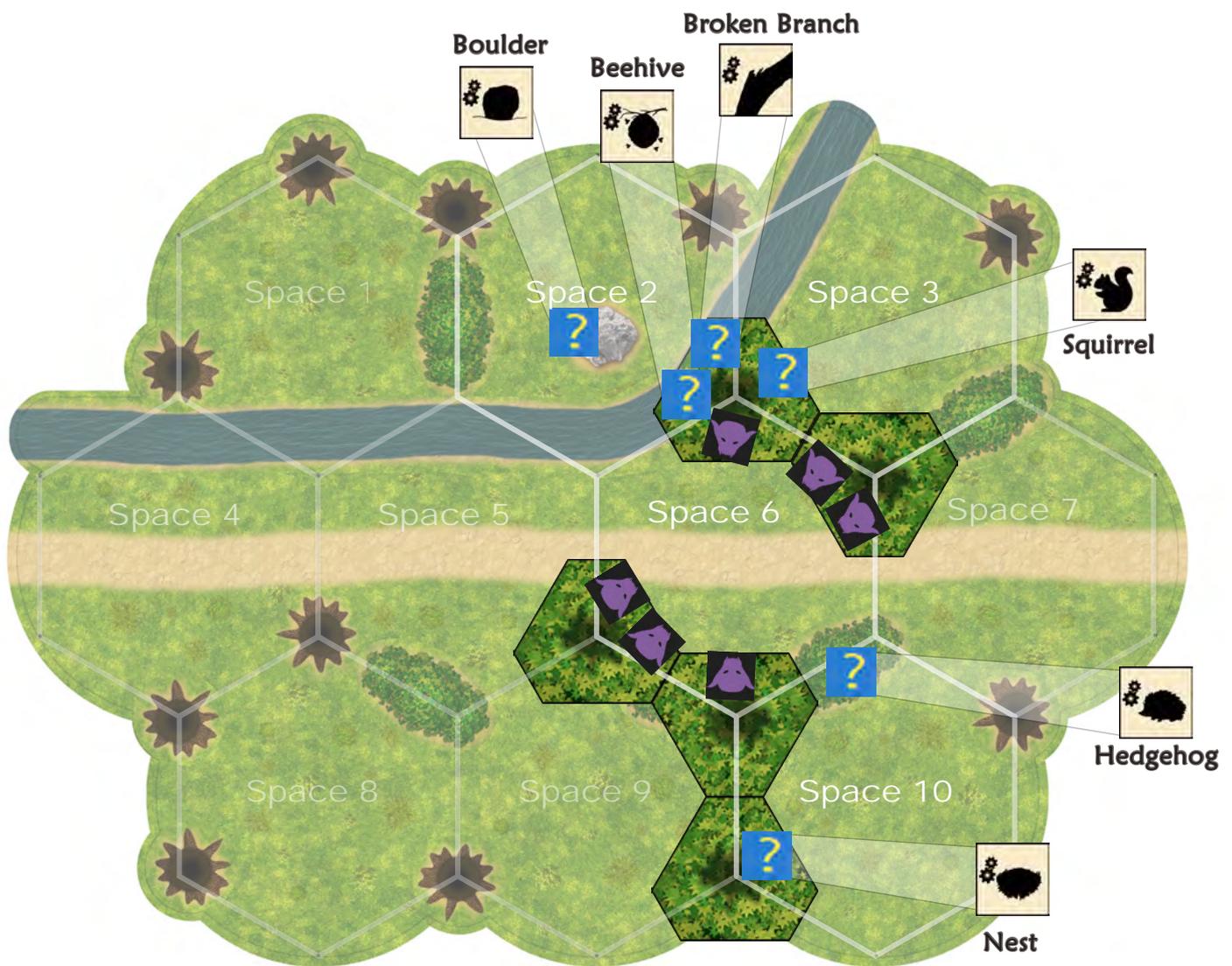
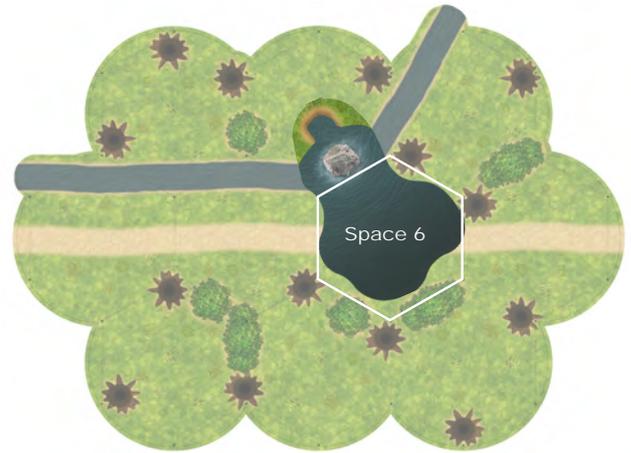
**Before you start:** make sure you have all the necessary tokens ready. Initially the map will have no tokens on it. Clue tokens and enemy tokens will be placed on the board as the characters discover them. Some will need to be placed on treetop tokens. See details below and use the guide to place each token.

**Clue tokens:** blue tokens with a yellow question mark. Place clue tokens on the map when characters have detected them (see clue entries for individual search difficulties). When placing them, remember to place them face down, question mark up. If a character uses an Investigate action on a clue it is turned over and the Narrator can reveal information about the clue. Some clue tokens are placed on treetop tokens.

**Enemy tokens:** kobolds are represented by black and purple enemy tokens. Initially you won't place these on the board until they have been detected. When the characters discover them, place the enemy tokens on treetop tiles (see diagram below for placement), surrounding and overlooking Space 6.

**Treetop tiles:** These are placed as needed wherever there are trees on the map. They are only used if anything is in the treetop level, like a character mini, a clue or an enemy. Leave treetop tokens off the map if they're not being used.

**The flood tile:** This special tile is used if the boulder event is triggered (see page 11). See the guide below to place the flood tile.



## Scene 5: Clue token information

See the Scene 5 layout guide (previous page) for advice on where to place each clue and enemy.

### Space 2



**Boulder (difficulty 8):** A boulder is teetering on a small rise and can be pushed into the creek. This will cause the area in Space 6 to flood. Make a  **Strength** check (Lift), difficulty 12.

**If triggered:** Place the Flood tile in Space 2 and 6 (see previous page). The flooded area is considered difficult terrain, and anyone caught in the mud suffers the *Clumsy* Condition as long as they remain there.



**Broken Branch (difficulty 10; treetop):** A tree branch is in danger of breaking. Make a  **Strength** check (Lift), difficulty 8. The branch will knock the beehive as it falls, coming to rest across the creek. This will allow the creek to be crossed more easily. This event is triggered by the **Squirrel**.

**If triggered:** Leave the token where it is to indicate the branch resting across the creek between space 2 and 3, allowing you to cross without having to make a Strength check. This event automatically triggers the **Beehive**.

### Space 3



**Squirrel (difficulty 10):** The squirrel is climbing the trunk of a tree in Space 3. If startled it will dash upward. One of the kobolds will jump in surprise, causing him to fall into the creek. He will catch a rotten branch close by, but it is weakened and will not save him. To trigger the squirrel, throw a stone or acorn nearby ( **Agility** check (Throw), difficulty 10), or flash a light at it, or move close to it.

**If triggered:** The kobold closest to Space 3 will fall (remove the treetop token) and land in the creek. This event will automatically trigger the **Broken Branch**.

### Space 6



**Beehive (difficulty 12; treetop):** The beehive is hanging from a branch, with bees flying in and out. If knocked off the branch, the angry bees would swarm in the space for a few seconds. A thrown rock would dislodge it using an  **Agility** check (Throw), difficulty 10.

This event is triggered by the **Broken Branch**.

**If triggered:** Space 6 is filled with angry bees. Anyone in the space must make an  **Endurance** check (Resist Hardship), difficulty 12, or suffer the *Shaken* Condition. Kobolds in that space are automatically Defeated. Water is the only hope to avoid the bees. Anyone in a treetop space who is affected by the bees will fall.



**Hedgehog (difficulty 12):** A hedgehog hides in a bush. Should anyone try to move through the bush, they will stub their toe. The hedgehog will be startled and roll into a ball but will be unharmed. There is no action required to trigger the hedgehog.

**If triggered:** Whoever triggers the hedgehog will suffer the *Clumsy* Condition for one round as they hop about.

### Space 10



**Bird Nest (difficulty 12; treetop):** A nest sits in a tree with a number of sleepy chicks. Anyone straying too close will awaken the chicks, who will chirp loudly for a few seconds before quieting down again. Entering Space 9 without sneaking, or making noise near the tree is enough to trigger the birds.

**If triggered:** The Kobolds become suspicious and use the Watch action on Space 9 for three rounds. See the full rules for the **Watch** action in *Appendix B: Rules*, page 5.

## Confronting the kobolds

Kobolds are not especially good in direct confrontation. See the NC card for the kobolds in *Appendix D: Cards and Handouts* for the kobolds' traits. Remember that while scaring and wrestling kobolds is fine, actually harming them in any way invites the Gloom into the souls of the Wardens. Anything that causes injury will earn the wrath of the Silver Geas.

Kobolds are very easy to defeat. They make Defeat Tests for triggering their Weaknesses, and they are automatically Defeated if the beehive event is triggered in their space.

## Resolving the scene

The scene will end when the kobolds are Defeated (see page 9 in *Appendix B: Rules* for how to Defeat opponents in a scene). Any kobold who escapes is likely to avoid capture, since kobolds can create false trails with illusion. If any captured kobolds are questioned, they will say that they were lying in wait for travellers to rob them of any valuables. They acquired the toxin at a goblin-market two days ago. The goblin they traded with suggested where they could go to loot, since many refugees from Daraton would be passing by. They have only just set up the ambush. It was the kobolds who stole the sign and created the false tracks using illusion and crude tools.



The kobolds whine piteously and promise they won't ambush anyone again. Of course, kobolds are notorious liars and are likely to be up to their old tricks within a day if left to their own devices. The characters have a choice:

- Let the kobolds go, hoping they don't cause more mischief.
- Tie up the kobolds and leave them for the rangers. Jobell can use her raven to call her people, or a message can be sent once the characters return to Falcon Point.
- Bind the kobolds into a Silver Oath. This requires that the kobolds make a promise, which is then mystically sealed by a Warden. One Inner Quality or Talent per kobold must be Exhausted in order to seal the oath. Any character can contribute in this way, so the cost can be shared by the group. Once the oath is sealed, the kobolds will be under a magical imperative to never break the oath, lest they invite a terrible fate. The legends of the Wardens are enough to terrify the kobolds into never breaking faith.

After this the characters can investigate the road ahead if they wish, but all they find is an abandoned woodsman's cabin with nothing worth taking. The cabin makes a fairly good shelter to rest in, perhaps even to make camp to catch some sleep. After that they can retrace their steps to the fork in the road and continue down the other path toward Daraton.

This concludes *Chapter 1: Journey*. Continue on to learn about the mysterious sickness afflicting the villagers in *Chapter 2: Daraton*.

# Chapter 2: Daraton

In the second part of this adventure, the characters investigate the village of Daraton to determine what sort of illness the villagers suffer from. They may find themselves face-to-face with a band of goblins deep underground.

## Scene 6: The sickness

### Narrative scene

Two hours later the characters emerge from the forest and travel another three miles through gently rolling grasslands. To the north-east lies a settlement, the village of Daraton. A small river crosses under a stone bridge, where a female troll and a male gnome are waiting next to a wagon and pony. They introduce themselves as Klorri (the troll) and Ralto (the gnome). Both are farmers of Daraton. They stop the party and warn that a dangerous illness has struck the town and they are turning back all visitors unless they are healers or have medicine. They are relieved to hear about the Wardens' mission from Lord Orrin. They escort the party into the village.

Daraton is a small township of farmers and traders. A stone trade-house sits at the centre of the village overlooking a large square of smooth flagstones. There are several pavilions for trading wares set up but the stalls have been closed for days. A stone well sits at the centre of the square, with a winch for pulling up a pail. The nearest buildings are of stone or wood construction, including an inn, a smithy, a granary and a town hall. The other buildings in the village are wooden houses for wealthier townfolk, and wide fields surround Daraton to the north. On the outskirts of town are a number of storehouses for traders and farmers to store their wares during winter and for market time.

The villagers, some of whom appear ill, are at first interested in the newcomers but have tired, hollow expressions on their faces. All races of Freefolk are represented. The villagers watch the party warily but some look with hope at the visitors. Many of the people appear weak and frail, including some fairies too weak to fly. A couple of children wave timidly and join a game with their friends.

Klorri leads the party to the village elder, a tall elf woman by the name of Erinara. She welcomes them to Daraton and warns them that an illness is currently spreading through the village. When she learns of their mission, she smiles in relief and thanks them for coming. Erinara leads the Wardens to the town hall. Inside, several beds have been set up and around thirty people are either sitting or lying on them. They all appear ill, and some are unconscious.

Erinara explains that the sickness began just over a week ago. They have had to set guards at the road to turn people away, which has disrupted trade. Sick farmers are unable to work the fields. She says their situation is getting desperate, and hopes the Wardens can get to the bottom of it.

Erinara will then introduce the Wardens to other village leaders and invites the characters to speak with them.

**Berkal** (human, male), the industrious head merchant who oversees the village's trade. He is worried that word of the illness will spread and traders will stop coming to Daraton.

**Targ** (troll, male), the glowering village blacksmith, whose wife is sick and in a coma. Targ is angry and looking for someone to blame. He believes that their village has been cursed by an artefact of the Eldertimes currently being displayed in Erinara's home, and that they should ask her about it. "The Gloom's within it, I'll wager," he mutters.

**Fara** (halfling, female), the no-nonsense leader of the local farmers' guild, who is extremely worried that vital work is being delayed by the illness and that Daraton will suffer a great loss of produce.

**Mercan** (dwarf, male), the gentle village healer, who was among the first to fall ill. He has gone mostly blind but can aid the Wardens with advice. He has some useful information:

- The illness strikes without warning. The first symptoms are tiredness and trembling. Within a day the victim becomes weak and feverish. After the third day the victim is too weak to stand and must remain bedridden. Their eyes become pale and they cannot see.
- Around fifty people are currently showing signs of the illness, at various stages. That accounts for a third of the people of Daraton. An average of four people have fallen ill per day since the first cases were discovered.
- Five people, among the earliest to show symptoms, have fallen into unconsciousness, from which they cannot be roused.

If Erinara is asked about the artefact, she insists that it is not connected to the sickness. She will bring it out to show them. The item is a goblet carved of grey stone, with arcane symbols etched into the rim. A silver spider is embedded on one side of the goblet, and an obsidian spider on the other. Any character can make an  **Intelligence** check (Appraise) to determine that it is many hundreds of years old, perhaps even an Eldertime relic, but the details of the artwork have not worn with age.

The arcane script is reminiscent of Eldertime arcane language. Much of the knowledge of Eldertime lore was lost in the Elder Wars. Discovering its secrets will be a challenge.

## Using magic

The spell *Ethereal Senses* can look for traces of magic on the goblet. Make an 🌀 **Awareness** check (Sorcery). Refer to the results below:

- *Result of 10-11:* The cup emanates a faint aura of Etheria, indicating it is a Wonder.
- *Result of 12-13:* The aura is the misty green pattern of transmutation, but the exact purpose is indistinct.
- *Result of 14-15:* The aura clearly reveals that the goblet affects whatever is poured into it.
- *Result of 16 or more:* There is a faint aspect of the Gloom about the aura, but the magic of the goblet has been dormant for a very long time. Whatever the sickness is, it likely has nothing to do with the goblet.

If the patients in the hall are observed, they show some or all the symptoms described earlier. The five unconscious victims have milky eyes and remain unresponsive. An 🧠 **Intelligence** check (Lore: Medicine), difficulty 10, will identify the symptoms as common to a number of illnesses. Getting 12 on the check will narrow it down to three possibilities (black bog-fever, Gloomtick bites, or greywort rot). Getting a result of 14 or more will determine that the exact nature of these symptoms are not of any illness known to the Freefolk.

If the characters purchased *Oil of Mariol* from Mistress Willow they can use it now. It remains clear when applied to a patient. The oil does not recognise the illness.

There is a possibility that the sickness is not a disease at all. It could be poison or a curse. Curses are notoriously difficult to diagnose, unless you have the spell *Ethereal Senses*. This will reveal no presence of magic or curse.

To test for poison, a character can make an 🧠 **Intelligence** check (Lore: Medicine or Lore: Science), difficulty 12, to test the food and water for signs of contamination. The food appears safe, but the water is contaminated by an unknown substance.

The characters can contact Mistress Willow by sending a runner to Falcon Point, who can carry samples of the food and water to her. A runner will take three hours to reach Falcon Point. Jobell's raven can fly a small sample to her in two hours (Morrigan is considered Exhausted for as long as she is on this errand). Keep in mind that if the message carried by Morrigan does not contain directions back to Daraton, Willow may become lost (or worse, captured by kobolds). Mistress Willow will probably take around five hours to reach Daraton by cart with her supplies.

If the Wardens discover that the water is the source of the illness, they may want to investigate the well in the centre of town. They can either wait to see who might be poisoning the well, or they can climb down the well to investigate if there is anything suspicious in the water.

If the characters decide to wait, go to *Scene 7: Waiting*, page 15.

If the characters climb into the well, continue with this scene.

## Investigating the well

The characters can investigate the well to see if it has been tampered with. The well shaft goes downward for several metres and gets dark very quickly. The walls are rough stone, damp from moisture. Make an 🏃 **Agility** or 🦊 **Strength** check, difficulty 12, suffering **1 ND** due to the slippery rocks, to climb down. Using a rope negates the need for a check. Bink can easily fly down instead.

The bottom of the well is very dark so a source of light (or dwarven eyes) are required to see clearly. To anyone who can see, it becomes obvious that there is a hole in the side of the well about a metre above the water level. The hole reveals a dark roughly-dug tunnel which delves deep into the wall. Other than this discovery, the well is empty of anything but water, though there is a faintly sweet odour in the air.

On the lip of the tunnel is a sweet-smelling greenish stain like tree sap. The residue is only a few hours old. Something has been spilled here, allowing it to drip into the water below. Swallowing any of the residue will inflict the same symptoms as the illness within only an hour of ingestion.

The characters must now decide whether to venture into the tunnel or return to the village. They have time to prepare or make any plans they wish.

If the characters remain in the village above, go to *Scene 7: Waiting*, page 15.

If the characters enter the hole in the well, go to *Scene 8: Into the tunnels*, page 16.

## Getting them into the tunnels

While giving the players the option to simply wait is fine, it means they will be missing out on an exciting adventure in the tunnels. You may want to give them good reasons to investigate the well and venture into the tunnels. Perhaps the villagers plead with them, or they might hear noises coming from inside the well. Perhaps the urgency of Daraton's plight will urge them to cast aside caution in favour of timely heroics.

## Scene 7: Waiting

### Narrative scene, optional

Waiting to see who is poisoning the well reveals little. If the villagers have been warned about the water, they avoid going to the well and instead get their water from the creek just outside town. No-one approaches the well.

If the villagers *have not* been warned about the poison, only three people go to the well for water. Anyone watching these people can make an  **Awareness** check (Alertness), difficulty 10. If successful, it is certain that no-one tampers with the well in any way.

If the villagers find out that their water is poisoned they become angry and accusations begin to fly between neighbours. The sickness causes tempers to flare and they soon devolve into arguments as old resentments and rivalries begin to surface.

Characters can attempt to manage the situation. It takes some effort to calm the villagers down. Anyone can make a  **Personality** check (Empathy or Influence), difficulty 12, requiring three successful checks. Each check takes one minute of interaction, using comforting words or honest reasoning. For each failed check, a fight breaks out. If Hallig is in play, he can use his *Silver Tongue* special ability to automatically succeed in breaking up a fight, even one that resulted from a failed check.

Fights can be stopped by the Wardens by using an  **Endurance** check (Resist Hardship) to interpose themselves without injury, a  **Strength** check (Wrestle) to physically stop fights, or an  **Agility** check (Tumble) to avoid being struck until the combatants tire themselves out (within 3 rounds for those who are ill). All these checks are difficulty 12:

*Success:* You manage to stop the fight without anyone getting hurt.

*Fail:* You are inadvertently struck in the incident and suffer the *Dizzy* Condition for one round.

*Bane:* You are struck heavily and suffer an *Injured* Condition.

If the characters sent for Mistress Willow, she will arrive before nightfall and confirm that the water is indeed poisoned, but the specific nature of the toxin is unfamiliar to her. She believes she can make a remedy using a mixture of ergroot and red nettleflower nectar, but in order to make the medicine properly she will need an good amount of undiluted poison. Of course, the well is the obvious choice for further investigation, but the characters may remain cautious about that.

If the characters decide to check out the well, go to *Investigating the well* in the previous scene, page 14. Otherwise, continue on with this scene.

### Next day

The following day is uneventful until evening. If the villagers have discovered that the water is poisoned, suspicion and resentment continues to simmer but no more fights break out under the Wardens' watchful eyes. Further investigation can continue but the victims don't reveal anything else. Any character who drank polluted water or tasted the green sap in the well is now suffering the sickness in its first day. If they haven't investigated the well yet, they can do so (go to *Investigating the well* in the previous scene, page 14).

If the characters have not investigated the well or gone into the hidden tunnels, the future of the village looks grim. With no end of the sickness in sight and no way to cure it, eventually the goblins will launch their raid, taking everyone by surprise.

Go to *Ending the Adventure* on page 22.

## Scene 8: Into the tunnels

### Encounter

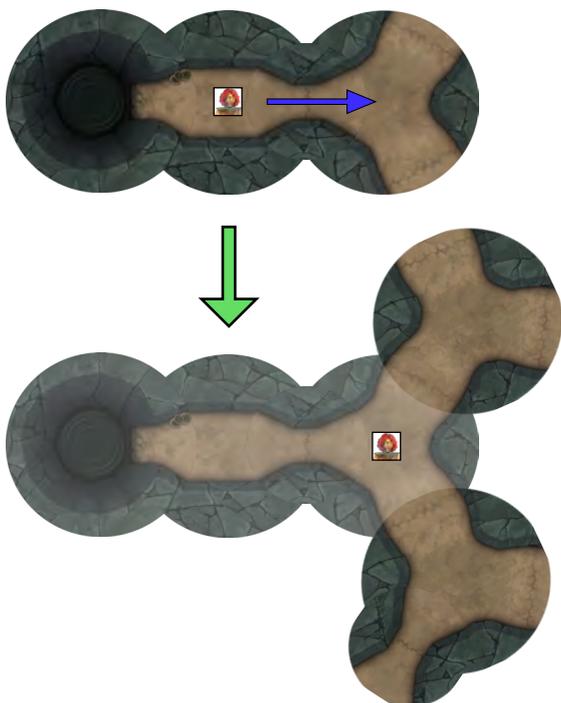
**Notes on running this scene:** You will be running the following scene with map elements found in Appendix C - Maps & Tokens. Unlike previous scenes, the play tiles will be laid out as the characters encounter them. Players won't know the entire layout until they've mapped it out completely. A layout guide can be found in *Appendix C*, page 19 for the Narrator to better ensure an accurate map. The first tiles laid down are the Well tile, a Straight tile, and a Narrow tile (see the Well entry in Places of Interest, page 18).

There are more than 40 map tiles in total, creating a play area that will cover just under a metre square, so you may want to find a large table or some floor space to run this scene. There are also a number of scene elements, such as clue tokens and enemy minis, to place on some tiles, which are described room-by-room.

Pages 18-20 of this document contain information about the tiles and any clues or enemies encountered there. Use these for reference in layout and descriptions.

**Note on tile placement:** When a character moves to a new space, the Narrator should place new tiles adjacent to that space. Narrows and doors don't count as spaces, but should be included at the edges of new spaces. Closed doors block the characters' view to the next space so only place the adjacent space once the door is opened.

**Example:** if the characters decide to move from the first chamber into the Y-junction space, the Narrator should lay out the next tiles, and so on, like in the diagram below:



### What's really happening?

The tunnels below Daraton are home to a band of goblins who are after one thing: the goblet held in the elder's cottage. The goblins are taking no chances, however. No-one in their band is very good at thievery, so they plan on taking Daraton by force. They have concocted a poison to mimic the effects of a mysterious illness and have added it to the village's water supply. Once the villagers are weak enough, the goblins will emerge from their lair, take the goblet by force, and capture as many villagers as they can to sell as slaves.

The attack on Daraton will happen the following evening. The goblin chief is in the main hall, giving a speech to her band. Almost all of the goblins are there with her, except for two guards on patrol, and the warlock in his laboratory.

### Start the scene

The characters enter the small opening in the wall of the well, just above the waterline. It is completely dark. Light is needed to see by everyone except Magrun, whose dwarf eyes can see in the dark. Refer to the Well entry (page 18) for details about any clues there.

The entrance to the tunnel quickly widens into a small chamber about 3 metres wide and 5 metres long. Just inside the entrance to the chamber are several discarded pots. Investigating these pots requires an  **Intelligence** check (Lore: Medicine), difficulty 16. If successful, the character notices that the same residue is left at the bottom of each pot. Several small splatters are found here as well.

Characters are now free to explore further into the tunnels. Beyond the first chamber are tunnels leading off in two directions. Goblins normally occupy these tunnels but most of them are now gathered in the main hall ready to hear their leader's speech. A couple of goblins are patrolling the tunnels but they aren't really expecting trouble and can be avoided if the characters are careful.

Lay out play tiles as the characters venture further into the tunnels, using the Tunnel Layout Guide (*Appendix C*, page 19), round by round, with the characters walking or sneaking one space at a time. They can make an  **Awareness** check (Alertness), difficulty 8, each round to listen for sounds of movement. For every 2 levels of threshold (2 above the difficulty) anyone gets on the check, they can hear movement one extra space away. Therefore, if someone gets 14 on their Awareness check, they can hear movement from 3 spaces away. The Narrator should warn players that something is moving closer or further away, and approximately how many individuals there are.

**Guards on patrol:** When the characters first enter the tunnels, take your Tunnel Layout Guide (*Appendix C: Maps and Tokens*, page 19) and place two Enemy tokens in the guide's Hall. Every round, secretly move each goblin token one space in opposite directions, doing a circuit through the tunnels using the path indicated in the guide. Each guard has a torch, which grants clear light in their space and poor illumination in adjacent spaces (granting concealment). If the guards get close, characters can look for places to hide, such as hovels (if characters duck inside these rooms, the guards pass by unaware). If a guard spots a character they will run to the main hall to raise the alarm (see *Raise the alarm!* below).

### Raise the alarm!

If the characters are discovered and the alarm is raised, the goblins will split up into three **packs** of five goblins and attempt to find and capture the characters (see *Appendix B - Rules*, page 10, for rules on packs). It is possible to avoid capture since the goblins cannot be everywhere. There are a couple of weak points in the tunnels that can trigger collapses to block the way, and there are a number of rooms to hide in. Hopefully the characters will be resourceful enough to avoid capture.

### A hall full of goblins

Fifteen goblins are packed into the main hall, some standing on tables and benches. At one end of the hall, near the kitchen, stands a fierce goblin with mismatched clothes, brandishing a carved black sceptre set with a dull grey rock. She is delivering a speech to her goblin band, who listen with rapt attention.

*"Tomorrow, we seize victory and reclaim what is rightfully ours! The fools living above us are weakened from the poison we gave to them. For too long have we lived in the shadow of the Freefolk. In reclaiming the Chalice of Shadows we will have another weapon in the coming war against the hated Freefolk!"*

*"Tomorrow night, under cover of darkness, you will surround the village. At the signal, overpower the sick and the weak. Bring me the Chalice and take as many slaves as you can drag off. Then burn that wretched place to the ground!"*

The characters can use chief's speech as a distraction to move past the hall. They will automatically be successful if they come from behind the crowd (the far end from the chief). If they come into view at the tunnel behind the chief, the goblins' alertness rating is 11. The doorway and dim lighting provide +2 concealment each. See the rules for stealth in *Appendix B*, page 5.

### Resolving the scene

There are several objectives which can be completed to resolve this scene:

- **Escape with a poison sample.** This will enable a skilled healer to create a cure for the sickness, saving the village. The residue at the entrance to the tunnels is not enough; fresh samples will be needed. The warlock's laboratory contains three pots and a cauldron of freshly-made poison. This can be done by stealth or by force, but the warlock is a dangerous opponent so care should be taken.
- **Collapse the tunnels.** At two places in the tunnels the rock is in danger of caving in (see the entry for *Unstable Rock* on page 19). Collapsing the tunnels would seriously compromise the goblins' plans. The rumbling from the collapse will startle them and they will flee. Characters should be careful not to become trapped on the wrong side of the cave-in with a pack of angry goblins.
- **Subdue the chief.** Defeating Malakan won't be easy (at least 2 goblins are with her at all times), but it is a good way to scatter the rest of the goblins.

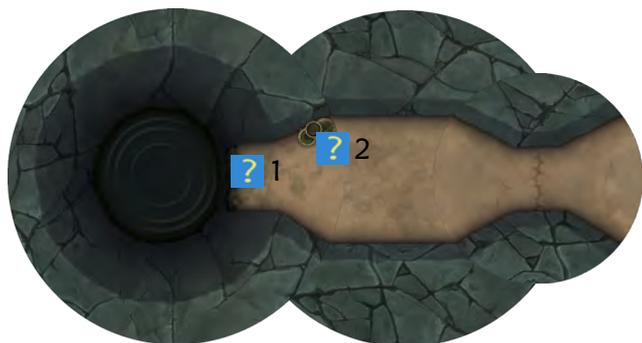
Ideally, the characters will escape the tunnels with a sample of the poison. Fleeing through the tunnels with angry goblins at their heels will be an exciting but hazardous way to conclude the scene so it's fine if the characters merely sneak out of the tunnels with or without a sample, as long as they know what is behind the sickness. The goblins will not follow anyone up the well-shaft. They will flee the tunnels if they know invaders have escaped, since they don't want to face a large force from Falcon Point.

If the characters get out with a sample of the poison, things are looking good. Go to *Scene 9: Daraton restored*, page 21.

If the characters escape the tunnels empty-handed, there may be troubles ahead. Go to *Scene 10: Daraton in peril*, page 21.

## Into the tunnels: Places of interest

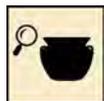
There are many places of note to investigate in the goblin tunnels. Each entry contains coordinates on the Tunnel Layout Guide (*Appendix C: Maps & Tokens*, page 19), an overview of the area, and details of any clues.



**Well (F2):** The starting point. This is where the goblins pour the poison into Daraton's water supply. Nothing much of note here other than some **Residue (1)** and discarded **Pots (2)**.



**Residue (1):** The dark substance found at the entrance to the tunnel smells faintly sweet. If anyone ingests even a small amount, they will begin to develop the first stage of the sickness.



**Pots (2):** A number of discarded ceramic pots are stacked against the wall. They contain the same odd residue found at the tunnel entrance. They are worn, chipped and stained from long use.



**Hovels (B7, B14, E6, M7):** These small, cramped chambers are for higher-ranked goblins to sleep in, while the rest of the goblins sleep in the main hall. The hovels each contain three beds of straw. These rooms make good hiding places to avoid notice from the patrolling guards.



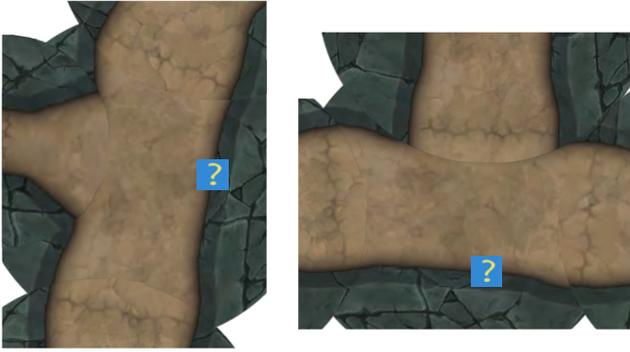
**Alcove (K5):** An alcove in one of the corridors contains a large **Pile of junk**, most of it broken and unusable. Crates, mining gear, old sacks, rope, barrels and other junk allow for one or two characters to hide.



**Pile of junk:** While the junk itself provides hiding space (enough to hide two moderate-sized characters; a fairy can easily hide anywhere in the junk), an **Awareness** check (Search), difficulty 12, also reveals a crack in the wall behind a stack of crates. Moving the crates requires a **Strength** check (Lift), difficulty 12. In addition, the junk has 5 reserves of crafting materials that can be scrounged, no searching required.

**Triggered:** The gap in the wall is revealed, which leads to another large room, full of dust and rubble, with enough space to fit all the characters. The goblins have no idea this room exists. It is a perfect hiding place and provides full cover from the tunnel outside. Place the Secret Room tile as shown below:





**Unstable rock (E8 & M11):** There are two places in the tunnels that are unstable and in danger of collapse. The rock is held up by thick timbers and rope but this reinforced shoring was never meant to be permanent.



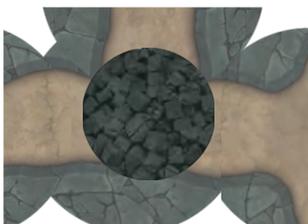
**Unstable rock:** A safe collapse of the tunnel can be triggered using knowledge of stone. Make an **Intelligence** check (Engineering or Craft: Stone), difficulty 12.

**Success:** A few small rocks begin to fall and the walls rumble. The collapse happens the following round, giving everyone time to escape the fall into adjacent spaces. Anyone caught in the space during the collapse can make an **Agility** check (Tumbling) to escape. Failure means they suffer the Conditions *Injured* and *Trapped*. Place a Rubble tile on the space. All goblins on adjacent spaces make a Dismay Test at **2 ND**.

**Failure:** You trigger a collapse as above but it occurs immediately. Make the Agility check as above to avoid getting buried.

**Bane:** As a failure, above, but you must make a luck test for each adjacent space. On a 1 or 2 that space also suffers a collapse. Everyone in that space can attempt to escape as above, but at **1 ND**.

*Place the Rubble tile as shown below:*



**Warlock's room and Laboratory (I11):** This is where the warlock creates the poison causing the sickness. The middle of the room contains a large **Cauldron** in which bubbles more of the sickly-sweet substance over a greenish flame. A goblin warlock is busy stirring the substance and muttering to himself. The room has three exits, one of them barred with a rough wooden door. A number of shelves line the wall, with a **Cat** sitting on one of them. There is a small **Mouse-hole** near the door to the store-room.



**Cauldron (1):** This heavy iron pot is sat on loose rocks on the ground and looks like it could be tipped fairly easily. Make a **Strength** check (Lift), difficulty 8.

If the **Cat** is triggered, this event is automatically triggered.

**Triggered:** The cauldron tips over, creating a slippery mess across the entire room. Moving in the room requires an **Agility** check (Balance), difficulty 10, with **2 ND**. All enemies will immediately fall down, losing 1 Resolve, and must struggle to stand up with the Agility check.



**Cat (2):** A cat is sitting on the top shelf looking down lazily. It could easily be startled into movement by throwing something nearby, causing the Warlock to turn sharply, knocking the cauldron. You can trigger the Cat by making an **Agility** check (Throw), difficulty 10.

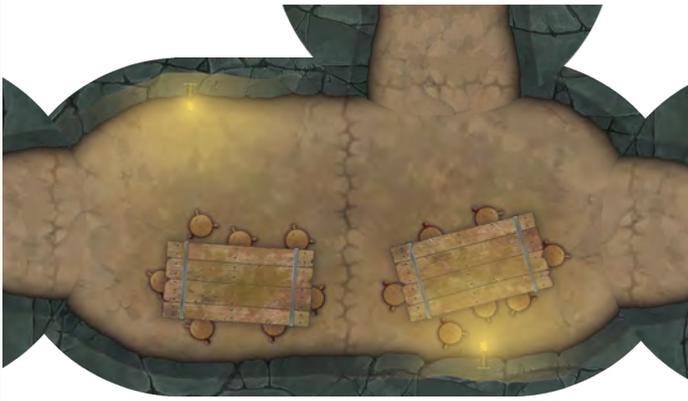
If the **Mouse-hole** is triggered, this event is automatically triggered.

**Triggered:** The cat leaps off the shelf. The Warlock turns sharply. This will automatically trigger the **Cauldron** event.



**Mouse-hole (3):** A mouse is sniffing hopefully just inside the hole. The mouse can be lured out if a scrap of food is thrown into the room. This trigger requires no check and automatically triggers the **Cat**.

**Triggered:** The mouse darts out to get the food. The cat (if still on the shelf) leaps down, triggering the **Cat** event. The mouse will escape back to the hole to enjoy its food.



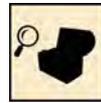
**Hall (F14):** This tile is actually made of two spaces, with a border marker (the cracks) splitting it down the middle. Moving from one side of the hall to the other takes a Move action. The hall contains two tables, several stools and is lit with torches. When the characters first come to the hall, it's likely to be packed with goblins listening to their chief making a speech (see *A hall full of goblins* on page 17).



**Kitchen and Pantry (F17):** These rooms adjoin the Main Hall, and contain two benches for preparing food, a stone basin filled with dirty water and three barrels. A cauldron sits on a cooking fire in the centre with a small opening in the roof to let out smoke. A roughly-constructed door bars the way to the pantry to stop thieving goblins stealing supplies. The cook has the key, but there is little of use or interest in this place.



**Chief's room (M17):** The goblin chief has the best room to sleep in. It has a door which remains locked at all times, and contains a small firepit, a sleeping pallet with woollen blankets, and a **Chest**. There is also a small shrine dedicated to the Gloom, which the chief uses to store her sceptre when she is not using it.



**Chest:** The chest is locked and requires a key to open it, which is held by the chief. It can be picked open with an **Agility** check (Lockpicking) or forced open with a **Strength** check (Force), both difficulty 14. Inside are a few pouches containing coins worth 53 silver wyverns and 73 copper serpents. There is also a detailed map of the area surrounding Daraton, as well as a map to a nearby goblin city called Rottskaal. In addition, there is a scrap of paper written in a strange script. An **Intelligence** check (Lore: History or Lore: Sorcery), difficulty 14, will reveal the script to be Old Coblek, an ancient language from the Eldertimes.



**Main Entrance (K19):** The goblins use this hidden entrance to get into and out of the tunnels. A cave lies hidden by bushes, rocks and tree roots in the side of the hill Daraton sits upon. The tunnels were once an old mine which has been closed for over a hundred years. There is little of interest here except for a tough wooden door, which lies about 10 metres inside the entrance to block further access to the tunnels. The door is barred on the characters' side and can be opened by them if they wish.

## Scene 9: Daraton restored

### Narrative scene

The characters emerge from the goblin tunnels with a sample of the poison in their possession. Mistress Willow (or somebody trained in the Medicine skill) has the ability to make a cure and can be sent for (if she is not already here). As detailed in *Scene 7: Waiting* (page 15) it will take several hours for Willow to arrive. Once she has arrived, she can get to work.

The cure takes an hour to make and will cure 15 people. A further three hours are required to make enough for the rest of the village. The cure takes only an hour to restore someone. People are getting back on their feet, though still a little weak and shaky. It will take a few days rest to recover completely.

The villagers are overjoyed to have their health back. They thank the characters again and again. Children play in the sunlight, fairies frolic in the air, and everyone has smiles on their faces. The characters are heroes.

### If the goblins are still active

If the characters did not drive the goblins out of their tunnels, there is a possibility that the goblins will invade the village while they have the chance. The elders call for a plan of action and defences around the village are constructed from barrels, crates, carts and pieces of wood. The villagers look to the characters to help with their defences, but there may be another way to protect the village.

Go to *Ending the Adventure*, next page.

### If the goblins are scattered

Whether the goblin chief was subdued or the tunnels were collapsed, the goblins are in disarray. Daraton is safe for now. But the matter of the Chalice of Shadows still remains. Do the characters work to protect Daraton from future raids by goblins seeking this relic, or do they take it with them in the hopes of drawing the goblins away from the innocent villagers?

Go to *Ending the Adventure*, next page.

## Scene 10: Daraton in peril

### Narrative scene

The characters have failed to cure the village and the sick continue to worsen. The outcome depends on how the goblins were dealt with.

### If the goblins are still unknown

If the characters never discovered the goblin tunnels beneath Daraton, the raid will come as a complete surprise. The adventure ends here in disappointment, but the real trouble is only beginning. The Narrator could use this ending as a cliff-hanger for the next adventure.

Go to *Ending the Adventure*, next page.

### If the goblins are discovered but still active

If the characters went into the tunnels but did not scatter the goblins, the goblins plan to raid the village for the goblet and any slaves worth carrying off that evening. The villagers are too sick to defend themselves. The goblins have Daraton at their mercy. The characters have their work cut out for them, but perhaps there is a way to protect the village. This ending leads onto the next adventure.

Go to *Ending the Adventure*, next page.

### If the goblins are scattered

While the characters did not find a cure for the sickness, all is not lost. The planned raid of Daraton is in tatters and the goblins will take time to regroup and plan another raid in a few days. This time, however, Daraton will have warning. Reinforcements can be brought in from Falcon Point to protect the village. Perhaps there is a way for the characters to save the village after all.

Go to *Ending the Adventure*, next page.

## Ending the adventure

The adventure is concluded, either in success or defeat. Where to go from here? Although *Sickness at Daraton* is designed as a stand-alone adventure, it can also be used as the first of a three-volume story featuring Daraton and the surrounding lands. This adventure may only be the beginning. The next adventure is called *Shadows Over Daraton*.

### Character rewards

Any items or treasure the characters gained are theirs to keep. Record these on the character sheets. In addition, each character who was part of this adventure gains a Quest Achievement card, which can be used to gain bonuses in future adventures. Sample Quest Achievement cards for each character are included in this kit.

Full rules for giving out Quest Achievement cards, as well as character creation rules and guidelines for creating your own adventures, are found in the *Talespinner Corebook*, coming out soon.

## The Chalice of Shadows

The primary goal of the goblins was to weaken the villagers in order to take the goblet by force. The goblins will likely try to seize the goblet again, either in a few hours (if the goblins are still fully active in the tunnels) or in a few days (if the goblins are scattered). Daraton remains in great danger as long as the goblet stays there.

The Chalice of Shadows is the main focus of the next adventure module, *Shadows Over Daraton*. The characters' decision about the fate of the relic will shape the outcome of that adventure.

### The maps

If any maps were recovered from Malakan's room in the tunnels, they serve as evidence of goblin expansion into Freefolk lands, as well as the presence of a previously-unknown goblin stronghold. This is valuable information for the Wardens, and the rangers will certainly want to see them. The news of goblin expansion should concern every Freefolk, especially Lord Orrin, on whose lands Daraton lies.