

- **Road Encounter:** tax farmers from a local clan
 - **Dilemma:** *“A few men sit beside the road near a campfire; one watches you lazily with a shortbow and a quiver of arrows resting against a tree. Their leader stands and casually picks up an axe. ‘There’s a toll on this road,’ he calls, showing an imperial badge of silver around his neck. ‘One Lunar a piece.’”*
 - **Choices:** The players could fight, or they could pay, or they could try to backtrack and take another road. There are four men, use the thane template for the leader and the huscarl template for the others. They are armed with a sword & shield (leader), shortbow & axe, axe & shield, long axe. They wear no armor.
 - **Consequences:** A fight is always risky; if they drive off their opponents, they will have succeeded, but if they are defeated they will be taken prisoner and sold into slavery or held until ransomed. If they pay, they will be allowed through without comment. Trying to backtrack will be unsuccessful unless they bolt and outrun the tax farmers.
 - **Rooting Interest:** The players must make it to Old Man Village to help their mother.
- **Clearwine Encounter:**
 - **Dilemma:**
 - **Choices:**
 - **Consequences:**
 - **Rooting Interest:**
- **Apple Lane Encounter:** dragonewt ritual
 - **Dilemma:** *“Four strange creatures are standing in the crossroads. They are short and slender, with long necks and tails; their skin is smooth and scale-less, giving them an appearance similar to newtlings. Even stranger, all four are frozen in place and completely motionless, without any sign of life. Above each reptilian head, a huge mass of bees buzzes and swirls.”*
 - **Choices:** There aren’t too many significant choices here. The goal of this is to introduce the players to the dragonewts and to give them an idea of just how weird they are. They could try to disturb them, or they could simply leave them be.
 - **Consequences:** Disturbing them will prompt a local villager to appear and rush forward, urging the heroes not to disrupt the ritual. Leaving them alone will do nothing, but may earn the initial beginnings of goodwill among the Apple Lane populace, and may result in later contacts with the same dragonewts. Harming them will cause them to be shunned by the Apple Lane populace, who fear the anger of the dragonewts. No retribution will come to such belligerent PCs... yet.
 - **Rooting Interest:** The heroes just want to get to Apple Lane to get some sleep. The dragonewts are only an oddity, not an obstacle.
- **Weather:** rain, wind, and moonshine* (Sea Season) Roll 3d6, one for each category and apply results
 - 1: heavy rain (-2 Vision/Hearing) / heavy wind (-2 Hearing) / full moon (+4 Vision)
 - 2: light rain (-1 Vision/Hearing) / light wind (-1 Hearing) / full half moon (+3 Vision)
 - 3: light rain (-1 Vision/Hearing) / light wind (-1 Hearing) / empty half moon (+2 Vision)
 - 4: clear skies (No Penalty) / light wind (No Penalty) / crescent-coming moon (+2 Vision)

*The rules found on the following page give a suggested penalty of -7 to vision checks for a starlit night with no urban glow. With that as a baseline, modifiers from moonlight were derived from the chart linked below.
<https://sites.google.com/site/anthonysgurps/lightdark>

- 5: clear skies (No Penalty) / clear skies (No Penalty) / crescent-going moon (+1 Vision)
- 6: clear skies (No Penalty) / clear skies (No Penalty) / black moon (+0 Vision)
- **Greydog Wyter:** ghostly grey wolfhounds which warn the Greydogs of intruders
 - **Dilemma:** *“From far in the distance you hear the sounds of many howls: you know that these are the guardians of the Greydog tula, out for their nightly patrol.”*
 - **Choices:** Pressing on requires a Fright Check at -4^{*}; turning back is not an option. Resolve the results of that roll before continuing. The players should roll their worst Stealth skill opposed by Per-4.[†] A failed roll results in the dogs catching their scent and beginning pursuit. A further Stealth Check may be made to lose the dogs, opposed by Tracking-15.
 - **Consequences:** If the heroes avoid the dogs or if they are able to throw the dogs off their scent, they may proceed to Snorrinstead in relative safety, but have an increased chance of running into a Greydog Patrol if the dogs caught their scent and then lost it. If the heroes fail to evade the dogs completely, the dogs will hound and harry them, but will not attack – their purpose is to lead the Greydog Patrols to the intruders. A reinforced Greydog Patrol will soon find the heroes.
 - **Rooting Interest:** Avoiding the ghost dogs preserves the element of surprise, and will allow the heroes to approach Snorrinstead undetected.
- **Ghosts on the Ridge (Lost Girl):** a young girl, alone on the Starfire Ridges, calls for help
 - **Dilemma, part 1:** *“The wind brings with it the sounds of voices, high and indistinct. The wind suddenly calms and you hear a small girl’s desperate voice: ‘Help! Please, someone! Please help us!’”*
 - **Choices:** Failing to answer the girl’s cry is unrealistic, but possibly justifiable if the heroes are hell-bent on revenge. If they search for her, they find a young Sartarite girl of about four years old who flees and hides in the rocks as they approach. If the heroes calm her down, she plaintively asks *“My mother and father are dying. Won’t somebody please help them?”*
 - **Consequences:** Ignoring the little girl’s plea results in targeted attacks by ancestral ghosts on their mother’s stead. Livestock are slain and crops are ruined. Agreeing to help has the girl lead the heroes to another part of the Starfire Ridges, one rarely crossed, and into **Ghosts on the Ridge (Vengeance)**.
 - **Rooting Interest:** The players will most likely want to continue with their mission, but their heroes are real people, and have a responsibility to protect others, particularly children.
- **Ghosts on the Ridge (Vengeance):** ghosts of the destroyed Vostang Clan demand vengeance
 - **Dilemma:** *“The girl leads you along the ridge, and slowly you begin to recognize your destination: a place called Watchpost Ridge, an area your clan members rarely venture and actively avoid. Chill creeps up your spine, and thick mist swirls around you, tendrils of it seeming to reach out and touch you, only to dissipate on contact. Ahead, you see simple huts of a small village – in a place where there should be none. Silent figures suddenly appear around you, stepping from the swirling mist. Their spectral eyes stare accusingly at you, their forms ravaged by disease and death. One steps forth and points a finger at you: ‘Betrayer!’”*

^{*} -2 for unnatural occurrence (howling), -2 for “many” creatures (~10 in this case), +1 for distance (more than 100 yds), -1 for night

[†] The dogs have a base Perception-12, unmodified by wind, rain, or moonlight, but the distance from the heroes and the ground they must patrol gives them a -8 penalty. The GM should not be afraid of giving the players a bonus to their Stealth for clever plans, distractions, or innovative routes of approach.

She shouts. 'You failed us. The Soul Shadows took us and you did nothing. Now the Soul Shadows shall take you and your kin.' The spirits then move to attack, but are stopped when the Lost Girl shouts: *'You must save my parents! Please! You must promise to help us!'*

- **Choices:** A fear check is required at the first sight of the angry ghosts, after which the heroes must decide whether or not to help them.
- **Consequences:** Refusing offers only one choice: flight back across the Starfire Ridges pursued by the ghosts. They will follow only until they reach the edge of Watchpost Ridge, but will plague the heroes and their mother's stead with ill-luck.
- **Rooting Interest:**
- **Greydog Patrols:**
 - **Dilemma:** *"The jangle of tack and weaponry, and the pounding of hooves cuts through the air around you; mounted warriors are nearby."*
 - **Choices:** While our heroes are not afraid of a Greydog patrol, they might be well-advised to avoid it. They could intentionally attack the patrol, or simply try to bypass it.
 - **Consequences:** Attacking the patrol results in an encounter with three mounted Greydog warriors, six if the heroes have been detected by the ghost dogs. One of their number is a thane. The combat gives the ghost dogs another opportunity to pick up the heroes' scent. If outnumbered, or beaten off, the warriors will retreat and return with reinforcements. Attempting to evade the patrol requires a Stealth Check against Per-2, with a further Stealth Check opposed by Tracking-11 modified for Vision penalties to shake the patrol once detected.*
 - **Rooting Interest:**
- **Snorrstead Guards:**
 - **Dilemma:** *"Snorrstead is expecting trouble, or perhaps they are always watchful this close to the Starfire Ridges. As you look down, you catch sight of a few men standing guard, their eyes turned warily into the landscape around them."*
 - **Choices:** The Greydogs are keeping the stallion inside the stead, meaning that it will take a serious effort of stealth, or an assault to recover it. If they haven't planned for this, it will be difficult.
 - **Consequences:** Assaulting the stead can be done with fire and sword, but will result in consequences for them and their clan. It is defended by ten men of fighting age, including "Killer" Branduan and Hengall Hodirson – both will be difficult targets, and will be accompanied by four skilled fighters, and four carls. If the fight goes on for long, the ghost dogs and patrols will start to converge on the heroes. The result will either be victory and flight back across the Ridges, or defeat and flight, capture or death.
 - **Rooting Interest:**

* Tracking defaulted to Per-5 plus 6 for tracking a group of men.