

Forest Encounters

- 1 By a clearing in the forest, you come upon a helpless looking woman standing next to a broken down cart loaded with barrels and crates.
- 2 A man stands watch over his pasturing animals, the cart is full of produce and he wears a nervous smile.
- 3 The dismembered body of a man rests against a tree stump, offerings of fruits and blood are laid before him.
- 4 The peaceful quiet of the forest is disturbed by the sound of axes hacking at wood, among fallen trees you come upon a camp of woodcutters.
- 5 Howling, squealing and the sound of flesh being torn from bone leads you to a clearing in the forest, a pack of wolves are feasting on something.
- 6 By a clearing in the forest a gruesome scene unfolds, shambling corpses are feasting on the bodies of unlucky traveler.
- 7 An elaborate sacrifice has been prepared, offerings of bone and offerings of fruits, the ancient ones must be appeased.
- 8 A family of three are harvesting wild fruits and grazing their animals, they seem to be travelling and are carrying goods in their cart.
- 9 Two carts at the edge of the forest, laden with wares and goods travelling the wilds towards civilization.





Forest Encounter

By a clearing in the forest, you come upon a helpless looking woman standing next to a broken down cart loaded with barrels and crates....



Interpret the image or roll for a suggestion

- 1 Bandits luring travelers into an ambush. The woman waves passerby and pretends to need help fixing the cart.
- 2 Robbers are coercing a travelling merchant into acting as bait. If rescued she will offer payment for escorting her the rest of the way.
- 3 Looters are going through an abandoned cart. What happened to its owner and what is inside all those crates and barrels?
- 4 Outlaws are robbing a traveler on the road. If you act immediately, you might take them by surprise and save her.
- 5 The woman is a witch and has two charmed soldiers protecting her. Save the soldiers by killing the witch or hear her offer of reward for performing a task.
- 6 The woman is a merchant on her way to the nearest town; her guards are hiding in order to surprise any bandit that attempts to rob her.





Forest Encounter

A man stands watch over his pasturing animals, the cart is full of produce and he wears a nervous smile....



Interpret the image or roll for a suggestion

- 1 A farmer on his way to the market to sell his produce. He is willing to sell you anything from his cart at a lower price.
- 2 The man is fleeing from his burned farmstead; marauders killed his family and took everything they could carry. He promises to tell you the location of an ancient ruin if you help him avenge his family.
- 3 The old man begins to speak in an inscrutable tongue, his eyes decay as he turns toward you and a piercing darkness emanates from the empty sockets. You are facing a powerful undead sorcerer and his two undead minions.
- 4 The farmer is on his way to pay "tribute" to a band of outlaws that have been terrorizing his settlement. He is willing to give you everything if you get rid of the outlaws for good.
- 5 The man invites you join him, as he is getting ready for lunch you notice that the cart is full of human arms and legs and that the man's face transforms to the ghastly visage of a ghoul.
- 6 A bruised and beaten old man leans against a cart and winces in pain. Something attacked him and took one of his animals; he offers a recompense for recovering it.





Forest Encounter

The dismembered body of a man rests against a tree stump, offerings of fruits and blood are laid before him....



Interpret the image or roll for a suggestion:

- 1 A body has been laid in a ritualistic fashion against a tree stump, what person or creature might have done this and for what reason?
- 2 The singing and giggling of Nymphs can be heard among the trees, this man desecrated the forest and paid the ultimate price.
- 3 As you approach the body, a female voice can be heard coming from the trees: "Beware the fate of the desecrator, have you come to give or to take from the forest?"
- 4 In the clearing and among the stumps of fallen trees you come upon a Nymph consuming a human body. She turns toward you with animalistic hunger in her eyes.
- 5 A Nymph glares angrily at the dead man; she fought the man and won but was gravely wounded. She asks you if you would hunt the other "desecrators" that were with him, she offers the "gift of the forest" if you aid her.
- 6 The man's rotten face comes to life as you approach; he offers to answer any question you pose to him in exchange for the sacrifice of a forest Nymph.





Forest Encounter

The peaceful quiet of the forest is disturbed by the sound of axes hacking at wood, among fallen trees you come upon a camp of woodcutters....



Interpret the image or roll for a suggestion:

- 1 The woodcutters are willing to sell you all the timber they have gathered. Selling this at a town or city would net you almost double the price they are asking, even more if you turn it into lumber first.
- 2 The men are cutting wood without the permission of the owner of this land; they are wary of strangers and rather attack first and ask questions later.
- 3 Nymphs have been threatening the woodcutters for their desecration of the forest, they fear that an attack is imminent and ask for your help in defending their camp tonight.
- 4 These men are outlaws and there is a bounty on their head. The nearby town is offering to double the bounty if they are brought alive.
- 5 As you pass by the camp a massive bear burst from the trees and attacks the woodcutters, will you aid them?
- 6 As you register the sound of axes hitting wood in the distance a Nymph appears before you and offers you "The gift of the forest" if you kill the woodcutters.





Forest Encounter

Howling, squealing and the sound of flesh being torn from bone leads you to a clearing in the forest, a pack of wolves are feasting on something...



Interpret the image or roll for a suggestion:

- 1 A desperate man stands at some distance from the carnage, a pack of wolves are eating his pigs. He asks for your help.
- 2 Wolves are devouring a sounder of wild pigs. Wolf pelt is very valuable, and these wolves seem to be quite distracted.
- 3 A Dire Wolf leads the pack, this fearsome animal has great cunning and strength. The fangs of a Dire Wolf can be used to make charms and amulets that confer a measure of the wolf agility to whomever wears it.
- 4 The wolves seem to be friendly towards you, before leaving the leader of the pack looks at you as if waiting for you to follow them.
- 5 As you get closer you realize that these are not ordinary wolves, their paws seem more like hands with claws, their body more suited for walking on two legs and there is an almost human intelligence in their gaze.
- 6 Bodies of wolves and pigs are strewn about forming a rough circle around a pile of blood and entrails. The blood is warm... whatever did this must still be nearby.





Forest Encounter

By a clearing in the forest a gruesome scene unfolds, shambling corpses are feasting on the bodies of unlucky travelers....



Interpret the image or roll for a suggestion:

- 1 A pack of zombies are feeding on dead bodies, they all turn towards you in unison; behind them you see a hooded figure raising his arms, an unholy aura surrounds him as the corpses on the ground begin to rise.
- 2 A scream pierces the eerie silence, a woman fights desperately to wrestle free from the rotten embrace of a shambling corpse.
- 3 One of the zombies is wearing an ancient and exquisite breastplate, what forgotten ruin did this monster shamle from and what disturbed his hundred-year rest?
- 4 These monsters seem to act with purpose and direction; they are lifting the bodies from the ground and carrying them somewhere.
- 5 A hooded figure hides among the trees; a Necromancer is controlling these zombies. He is unaware of your presence and his focus is taken by controlling the undead.
- 6 The Necromancer spots you as you approach; he waves at you casually as the zombies devour the corpses beside him. He needs your help in procuring more bodies for his growing band of undead.





Forest Encounter

An elaborate sacrifice has been prepared, offerings of bone and offerings of fruits, the ancient ones must be appeased....



Interpret the image or roll for a suggestion:

- 1 A pair of satyrs laboriously arrange the dismembered extremities of a man around the trees; they paint strange figures with blood and place fruits in stone bowls.
- 2 A wounded man sits against a tree stump, he winces in pain and cries for help as he sees you approach. The Satyrs turn their attention towards you and prepare to attack.
- 3 The Satyrs are the guardians of this sacred place, they will attack anyone who enter the pond. A strange figurine is cradled on the statue, what bizarre power does it have?
- 4 While bizarre, the Satyrs are not aggressive towards you. They offer mystic knowledge in exchange for aid in recovering the sacred figurine stolen from the pond. They point to the dead man and explain that the others that came with him took it.
- 5 The Satyrs are chanting to the stars, they are celebrating the sacrifice they just made to the elder trees. Interrupting their ritual would be met with violence.
- 6 A gravely wounded man is being tended by a pair of Satyrs, they ask you to find the creature that attacked him and bring one of its fangs so they can make an antidote for the poison.





Forest Encounter

A family of three are harvesting wild fruits and grazing their animals, they seem to be travelling and are carrying goods in their cart....



Interpret the image or roll for a suggestion:

- 1 The family is on their way to the city to trade the season's harvest. The man offers to sell you some of his produce much cheaper than what it costs on any market.
- 2 The mother tells how barbarians raided their village a few nights ago. They barely survived and are fleeing to the nearest city, who are these barbarians and what are they doing here?
- 3 The man tells you that they've been on the road for several days, they had a run in with bandits the night before and he fears that they will strike again. He offers to pay you in coin if you escort them to the nearest town.
- 4 The woman is a fugitive from the Sisterhood of Xephyr, fanatic worshipers of the goddess of fertility. Her father helped her escape but inquisitors are hunting her, she asks for your help in defeating them.
- 5 The child turns into a ghoulish creature every night and must feed on human flesh. The father kindly offers you to spend the night by their fire.
- 6 The man is a slaver and the woman and the child belong to him. You can buy them and set them free or make them fugitives by killing the man.





Forest Encounter

Two carts at the edge of the forest, laden with wares and goods travelling the wilds towards civilization....



Interpret the image or roll for a suggestion:

- 1 A caravan headed for the closest city, they are stopping on every settlement, village and hovel on the road there. The merchant offers you a place as a helper during this trek.
- 2 The caravan has stopped for the rest of the day, the animals are grazing, the guards are sharing stories and the merchant is willing to sell you anything from his varied collection of wares.
- 3 A pair of bandits are robbing a caravan; the woman sees you passing by and cries for help. One of the guards smacks her in the face and turns towards you... "This is not your problem stranger, keep walking..."
- 4 The man is a local noble who is traveling to one of his states in the region; his wife and two loyal retainers accompany him. The man is curious about your story, if you impress him you could gain a powerful patron.
- 5 The caravan has stopped for the day and you are offered to spend the night by their fire. During the night, a band of outlaws will descend upon them.
- 6 The couple is distraught over the abduction of their child, they are willing to pay you if you can find him. He was taken the previous night, and the two guards claim to know nothing about it.

