

THE OGRESS IN THE WOODS

an adventure for the

Realms of Wonder

Role-Playing Game

Release 2

Suitable for a group of beginning player characters

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Introduction

Children are disappearing from the village of Ostley. The town elders suspect the Ogress who lives in the dark forest. Do you have what it takes to bring an end to her reign of terror?

*The material below is for the eyes of the Game Master only.
If you might be playing in this adventure, please, look no further!*

Beginning the Adventure

This adventure is intended for a group of beginning player characters. In order to avoid the rather overused "you meet in a bar" beginning, it's recommended that at least one character be a Human resident of the town of Ostley. Any characters who are locals will be encouraged by others in the town to seek out the Ogress and put an end to her, and rescue the children if they still live. That character may then round up any other characters who might reasonably be in town. Arimaspi characters may be visiting the town or they may be met on the river road, and Fae characters might be met there or in the forest.

What's Going On Here

Once upon a time, a young Fae woman dallied with a wandering warrior, and when he had gone she discovered she was with child. The ways of the Fae are not those of Men, and so the young mother felt no shame when in due time her daughter was born. She named the girl Glissandra, and she loved her very much.

But the other Fae were not so kind to the girl. The children laughed at her clumsiness, and her size, and how quickly she grew up, and she heard the adults say that she was little better than a human. Finally in her sixteenth year she could no longer bear the taunts and smirks of her peers, and she wrote a note to her mother and ran away from home.

She found her way to the river road, and chanced to meet a farmer on his way to market in the nearby town of Ostley. She knew only a little of the tongue of the men of the land in which she found herself, but he knew a smattering of Fae and so they got on well enough. She went with him to the town, and traded some of the silver ornaments she had with her for enough money to keep herself for a time. She learned to speak the language of the country, and found work in the local tavern.

Glissandra was happy for the first time in her life. Her figure, which the Fae called big and fat and even misshapen, was considered buxom and curvaceous by the young men who now courted her. Her crystal blue eyes and pointed ears added an exotic spice to her womanly beauty. Enjoying the attention of men for the first time in her life, she delayed in choosing one for the sheer joy of seeing them compete for her.

But the young woman had a secret even she did not know. A year passed, and as it did she continued to grow taller; soon it was obvious to all that her father was not a Man, but rather a Giant. The women of the town, angry that she had distracted their young men for so long, began to speak ill of her behind her back. Soon even the young men who had vied for her attention came to believe that she was a monster, and she was driven out of the town.

Heartbroken, Glissandra fled deep into the forest until she came to a ruined tower, the last bit of a once-mighty fortress. There she stayed, living off of the forest's bounty and what she could trade to those humans who would still speak with her. But she was Fae, after all, and knew a little magic; so she traded what she could for books and scrolls of ancient knowledge, and as time passed her knowledge of the art grew. Her father's people were long lived, and her mother's longer still, so though she has lived more than half a century she is not yet old. The locals call her the Ogress; her name is largely forgotten, even by those who have met her.

When children begin disappearing from the town, almost everyone believed she was the culprit. Only a single young servant in the house of the mayor of the town believed Glissandra was innocent. That servant, a girl named Milla, was the granddaughter of one of the young men who had loved Glissandra. He stood with the townspeople when she was driven out, but he always felt guilty for doing so; on his deathbed, he told his son of his shame, and Milla overheard. She met the Ogress in the forest and befriended her, never telling her who her grandfather was. If she can find a way to do so, she will tell any adventurer she thinks might believe her that the Ogress must be innocent.

But if the Ogress isn't taking the children, who is?

Boggarts. A pair of these horrible little monsters built a lair in the forest about a mile from the tower of the Ogress, and kidnapped the first child. When that child completed its transformation, the three of them returned to the town and took another, but this time as soon as they completed wrapping her up they came back the next night for a third. There is, thus, still time to rescue the last two children taken, though of course there is no help for the first.

NPCs of Ostley

The town is not detailed extensively herein, but a representative group of local NPCs with whom the characters might speak is provided below, along with their opinions of the situation.

Mayor Kenrick: The Mayor's father came to Ostley after Glissandra left the town. His only knowledge of the Ogress is the stories he's been told by the townsfolk; as a consequence, he is convinced of her guilt and only too happy to offer a reward of 500 silver centums to whomever slays her, with a promise of double that if any of the children are rescued.

Elder Godwin: Godwin was one of those men who courted Glissandra. Now he is chief among the town elders, who together make the ordinances of the town and decide on matters too important to leave to the Mayor. He firmly believes that the Ogress (he will not call her by name) is responsible for the disappearances, and is one of those who will recommend the player characters seek her out and slay her. He will play on their honor and on any craving for glory he can discover.

Syward, the town blacksmith, and Sunniva, his wife, parents of the first child to disappear: Sunniva is inconsolable, and will have great difficulty in talking to anyone. Her husband Syward presents a stony face; he will say that he has accepted that the Ogress has already done away with his son **Wat**, and that he wants only vengeance. Unfortunately, he has a maimed leg which he knows will prevent him from making his way through the woods to the tower of the Ogress. He is not a weapon-maker, but does have a number of swords he has received over the years which are serviceable, and which he will supply at no charge to anyone who promises to pursue the vengeance which he cannot.

Cuddie, the innkeeper, father of the second child taken: Cuddie's wife died a few years ago; **Gelenna**, his daughter who was abducted, is his only child and, in his words, his only reason for living. He doesn't care what becomes of the Ogress... all he wants is his daughter back.

Donston, the baker, and Eden, his wife, parents of the third child taken: Donston is a portly man, known for his jolly disposition and tasty sweetbreads; his wife Eden works with him in the bakery and is equally portly and pleasant. Neither one has smiled since the abduction of their son **Dederic**. If the adventurers search their residence, they will find a tuft of stiff, prickly black hair stuck in a crevice between the stones of the window sill of the upstairs room where Dederic and his younger brother **Serle** slept. Serle is four years old, and slept through the abduction of his older brother.

Milla, a servant girl in the Mayor's house: As noted above, Milla does not believe the Ogress is guilty. If she sees any chance to do so, she will try to convince one of the adventurers that Glissandra is innocent, or at least to give her a chance to speak before killing her outright.







Leofwin, a farmer the adventurers might meet on the road: Leofwin is an old, white-bearded man, hale and hearty for his age but more than a bit eccentric. He lives alone on a farm which he and his older brothers worked; they grew old and died one by one, until at last the farm was his alone. He has traded from time to time with Glissandra and, while he will not admit to liking her, will say that he doesn't believe she would abduct children. If asked, he will say that the forest is full of fell creatures, and any of them might have taken the children.

The Search

Moving Through the Wilderness

The wilderness map is marked in 1/2 mile hexes. Unencumbered characters are able to move 24 miles, or 48 hexes, per day on the trail shown on the map (it is not a paved road, and so does not increase the character's movement rate). Instead of trying to keep track of remaining movement, use the following method:

Each character begins with 96 movement points, or 48 points if he or she is encumbered (and thus reduced to half movement). For each hex entered, deduct the number of points indicated below:

Symbol	Type	Movement Cost
	Trail	2
	Grassland	3
	Forest	4
	Hills	4
	Dense Forest	5
	Swamp	6

Note that entering a trail hex from a side to which the trail does not connect counts as whatever other terrain type is marked in that hex. If a hex is marked with two different terrain types, use the least favorable to determine movement costs.

Wilderness Encounters

For each hex entered, there is a chance that some creature will be encountered. Use the following table to determine whether an encounter occurs:

Terrain Type	Chance of Encounter	
	Day	Night
Trail	25%	25%
Grassland	15%	25%
Forest	15%	20%
Hills	20%	30%
Dense Forest	25%	25%
Swamp	25%	35%

If an encounter is indicated, consult the subsection below which is relevant to the terrain type. For hexes marked with two symbols, the GM should choose whichever table he or she wishes. Statistics for the encounters are given following the tables.

Some map locations are marked with letters; those locations will be detailed in the following section.

Trail

Trail encounters by day will almost always be NPC parties, such as farmers going to or from the market, locals traveling on business, and so on. The GM is encouraged to make up encounters as he or she sees fit. However, the first such encounter should always be with Leofwin, who was described above in the **NPCs of Ostley** section. 1 in 10 trail encounters by day will be more notable, perhaps a merchant caravan or a noble's carriage.

By night, use the Grassland encounters below.

Grassland, Hills

Day:

1. Hunting Party

Night:

1. Barghest
2. Goric Raiding Party
3. Wolves

Forest

Day:

1. Goric Raiding Party
2. Wolves

3. Hunting Party

Night:

1. Barghest
2. Goric Raiding Party
3. Wolves

Dense Forest

Day:

1. Barghest
2. Goric Raiding Party
3. Wolves

Night:

1. Barghest
2. Goric Raiding Party
3. Wolves

Swamp

Day:

1. Hunting Party

Night:

1. Barghest
2. Goric Raiding Party
3. Wolves

Encounter Statistics**Barghest**

A single barghest stalks the forest. It will only be encountered by night, or in dense forest hexes.

Barghest: DR 15 (20 vs. non-magical weapons), Mv 15

Physical 15, Mental 4

Bite AR +3 Dam 2d4

HP 14 □□□□□ □□□□□ □□□□□

Goric Raiding Party

This raiding party has wandered far from their usual territory while scouting for a place for their tribe to resettle. While they will rob the player characters if possible, what they really want is information. The goric leader, Shivsaw, speaks passable Shorin with a rather thick accent.

Shivsaw, Goric Leader: DR 18 (16 + armor), Mv 12

Physical 9, Agility 16, Mental 12

Shortsword AR +5 Dam 1d6

HP 11 □□□□□ □□□□□ □

6 Goric Warriors: DR 15 (13 + armor), Mv 12

Physical 8, Agility 14, Mental 8

Spear AR +2 Dam 1d6

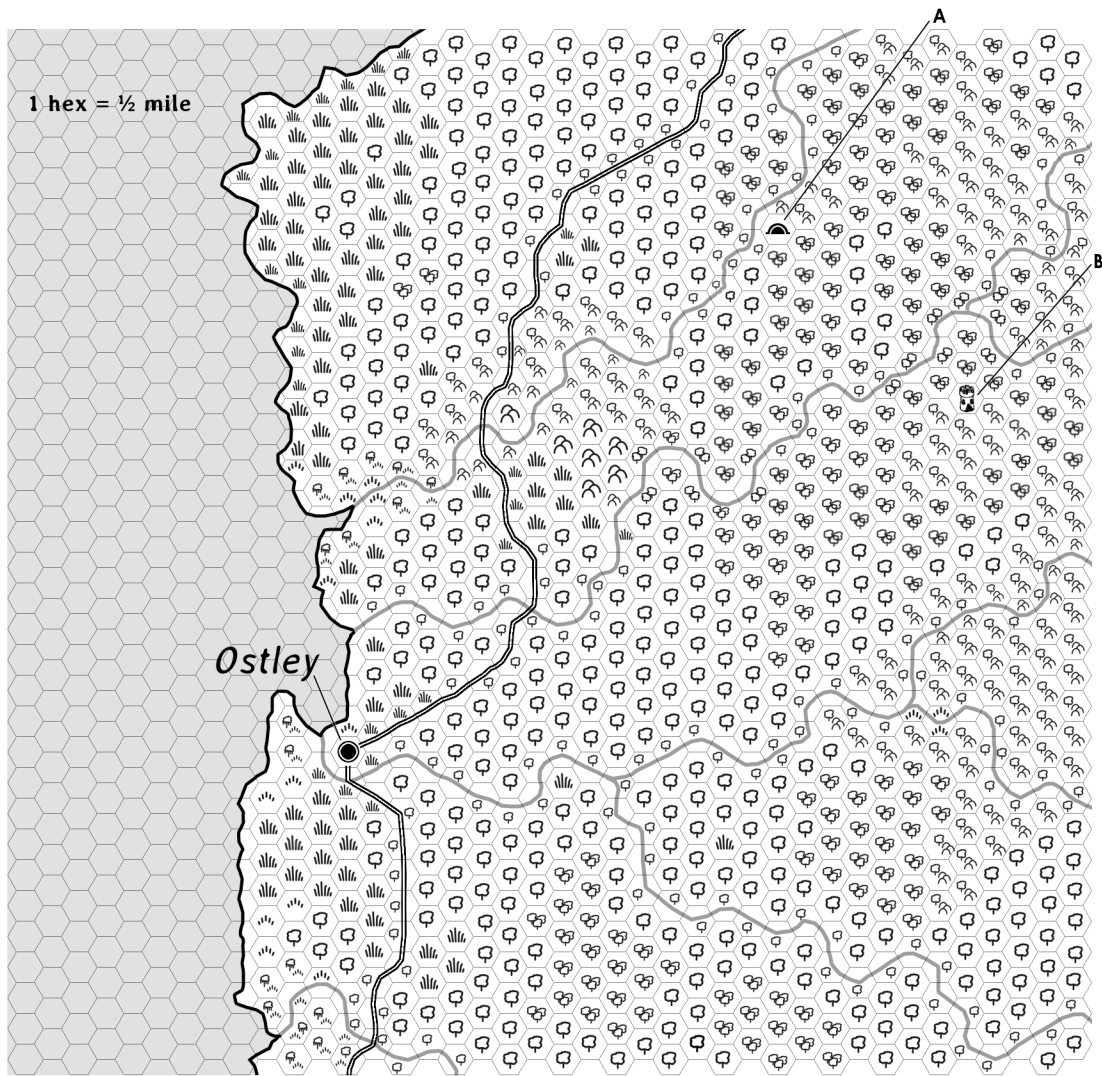
HP 7 □□□□□ □□
 9 □□□□□ □□□□□
 6 □□□□□ □
 7 □□□□□ □□
 7 □□□□□ □□
 6 □□□□□ □

Hunting Party

This group of men is hunting for the Ogress. They are brusque and unpleasant, especially if the adventurer party includes any obvious non-Human characters.

Wolves**Boggarts****Glissandra the Ogress**

Wilderness Map



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Credits

