

THE EGG OF HAWK

An Advanced Fighting Fantasy adventure for 3-5
novice adventurers in the Blackmoor Living World

For Directors' eyes only!



SACHA ALLIOT



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We welcome your feedback about your Advanced Fighting Fantasy adventures in the Blackmoor Living World and about this humble publication. That is the main thing that pushes us to publish more and, if we can, better.

Please contact us at: chimeraehobbygroup@yahoo.it

This adventure is dedicated to Rick Johnson and to the inhabitants of Oresia.

This adventure is designed for the Blackmoor Living World campaign and is suitable for three to five novice adventurers, i.e. adventurers with 0 XPs. However, it can be adapted easily for low-experience adventurers (i.e. with up to 300 XPs) by adding one point of SKILL to all opponents.

Typical Blackmoor Living World adventures require a single gaming session between two and four hours of play and this adventure should be among those a little shorter, as recommended for all novice adventures, to allow more time at the beginning of the game to learn the rules (if necessary) and create new characters to play.

ADVENTURE BACKGROUND

The Peaks of Booh are famous, on top of the presence of Halflings and Docrae, also for a multitude of birds of prey and, first of all, hawks.

In particular there is a peak, called Hawk's Peak, where young adventurers sometimes go in search of a hawk's egg to be donated to King Uther Andahar, because his emblem depicts a hawk and in the past he liked the gift of such eggs, to be hatched in captivity to have some hawks to be trained for hunting.

The problem is that near Hawk's Peak there is a Docrae village that for some time has been hit by a curious misfortune, if not by a curse, which progressively impoverishes the land, once very rich, up to causing trees and other plants to turn into stone. The village is rapidly depopulating and there are only a few inhabitants left, mostly elderly, so there are just about twenty hunters and warriors capable of effectively defending the village, plus a wise woman, Sibna Shmee, and the Village FreeKeeper and Tilla priest, Frovan Fiefer, both very old.

The petrification is caused by Frovan Fiefer's magic staff, who took it away from Vektar Kuna at the end of a fight, when both were still young and Vektar still venerated Id (something he's not doing anymore).

This is a staff +1 to hit rolls, but it also has a magical effect: one side of the stick (the green one) can cure people (1d6) and make the earth fertile, while the other side (the dry side) causes damages (1d6) and petrification. Every time the staff is activated to damage or turning to stone, the number of charges is increased by one point and each time the staff is activated to cure, the number of charges is reduced by one point. The staff can have up to 20 charges, but now it has 18. If the number of charges goes to 0 or exceeds 20, for a month the stick loses its power and then, when it reactivates, it resets to 10 charges.

Frovan Fiefer does not know the magic effect of the staff and for many years he has leaned on its green tip, helping to make the village flourish by activating the staff randomly. Some time ago, after a nap on the bank of a stream, Frovan, who recently had a loss of sight, picked up the staff in reverse, leaning on the dry tip, which has similarly caused the progressive petrification of all the places that the old man visits most often (mainly the village center and the surrounding fields).

ADVENTURE HOOK

In the village where you were born and breed they say that, a few years ago, one of the local youths, when it become an adventurer, went to the Peaks of Booh and found a hawk's egg. Knowing that the royal coat of arms of the Aandahar is in fact a hawk, he gave the egg to the king to make the small hawk grow and train for hunting. The King was very pleased with this gift and rewarded the novice adventurer both with gold and, above all, with his esteem. Following his footsteps could be the ideal start of your career as an adventurer!

For this reason, you went to Tower of Booh, which is the most important town in the area, an ideal starting point for your search. In this place, you met other adventurers who had your same idea and, as usual in Blackmoor, you decided to join forces in this adventure: you will give the King a hawk's egg all together.

Obviously, this is the opportunity for players to describe their characters and for characters to shake hands with each other. It is also a good opportunity for shopping, for example on climbing gear, at standard Village prices.

CHAPTER 1: CLIMBING INTERRUPTED

At Tower of Booh you have been kindly indicated Hawk's Peak, the steep mountain on which hawk's eggs are usually found. The road that separates Tower of Booh from Hawk's Peak is a pleasant walk and finally you arrive at the rocky wall that you have to climb in search of an unguarded hawk's nest where you may safely collect an egg.

Let the characters get ready and start their climb without problems, then interrupt them:

Suddenly, when you are about twenty paces high, from the trees and the surrounding bushes fly out about twenty arrows, which strike very close, but without actually hitting any of you:

"Stop! This year no one can violate Hawk's Peak! Our village needs as much luck as possible!"

The characters will quickly learn that not far from the rock face is a Docrae village that has been hit by some curse, so the Docraes will not allow anyone to collect hawk eggs freely because they are convinced that the hawks bring them luck. If the characters want to know more about the stone forest, perhaps with the prospect of possibly helping out, go to Chapter 2.

If the characters instead give up, or attack the Docrae (which avoid the battle, but take the opportunity to hit with arrows and rocks the characters, if they try climbing again, preventing them from progressing) go to Conclusion A.

CHAPTER 2: THE STONE FOREST

Eventually, you decide to follow the Docrae to their village to understand better what's happening and you are surprised and bewildered: in front of you there are pinnacles of stone in the shape of trees. You touch them and find them cold under your hands, extremely rough and with very sharp edges.

Show the players Handout 1.

As you look at the stone trees, slowly, several dozens of Docrae approach: the warriors in the front row, with arrows and spears pointing in your direction, then, behind them, all the others: elders, women and children. One thing you notice right away: several of them are very thin and limp around, as if they had no energies left.

An old man comes slowly towards you, he's wrinkled, but he radiates authority and looks at you with interest. It rests on a staff made of dry wood, but with the top still green, to the point that there grows a leaf. "Sorry for the treatment not really hospitable, but here we live in dark times. My name is Frovan Fiefer and I am the FreeKeeper here. For many years I have protected Hawk's Peak from all dangers, ensuring that the forest always produced abundant fruit and, over the years, we allowed passing adventurers to collect sometimes some hawk's egg, even if everyone knows that the hawks bring luck to the village, because we could afford to share our luck with others, but now no longer: as you have seen, for some time the nature around us became sterile, and then gradually turn into stone." While the old man pauses, you see tears running from the eyes of many bystanders. "I used all my knowledge and skills to avert this scourge, but I failed. Indeed, the petrification seems to proceed more quickly in the places I love most, where I used to walk after lunch, and in the center of the village, which almost

everyone has now abandoned. Many will never come back, frightened by the curse and hunger: once this was an opulent village, now no more. Come, come and visit what little is left of the village!"

Your "guests", always keeping the tips of their spears "casually" in your direction, come along as you follow the old man and what you see around leaves you astonished: you go through a village built in the forest and with the forest. The houses are integrated with the vegetation and very difficult to spot, high up you can glimpse suspended bridges and you guess that the tortuous approach you are making allows you to avoid traps. Many villagers are lying on mats and complaining. They look sick or maybe just too weak due to hunger.

"Now you can clearly understand that we can not really let you take hawk eggs: we absolutely need as much luck as possible!"

The Characters at this point can propose to help the village (continue reading this chapter), or they can leave (Conclusion A). It makes no sense to ask for a reward, because the reward is the permission to pick up a hawk's egg (one!).

If the Characters want to sell their food to the villagers, they will be paid with silver bracelets for a value equal to three times the standard price of the Villages (see AFF2, pages 106-108).

The characters interested in helping the village will probably begin to ask for more information and detail, or for the suspicions of the Docrae. There are basically four possible ways to follow in the investigation:

- 1) Frovan Fiefer is sure that the culprit is old Vektar Kuna, his rival since when they were both young, with whom he had many fights after he became a follower of Id. Vektar Kuna has lived in exile for long time, but he returned many years ago. Now, he lives like a hermit in a gorge near the village and during this time he always kept a low profile, almost never being seen and everybody fear him. To explore this option, go to Chapter 3.
- 2) The wise woman Sibna Shmee suspects that the culprit is Ara the Mad, once a witch and suspected follower of some obscure demon, now considered by everyone just mad. She still lives in the stone village. To explore this option, go to Chapter 4.
- 3) There may be clues in the stone village that no one else has noticed. To explore it, go to Chapter 4.

- 4) Near the village there is an old, abandoned silver mine. It was covered with earth and fruit trees grow on it, but everyone knows that in the cave under the fruit trees are the ghosts of the slaves who died digging in the mine for many years, before the Docrae arrived in this village, which was originally a village of Thonian miners. These ghosts spend their time spying on the village and they certainly know what happened, but it is said that when someone asks them questions, they put them to the test with a kind of game and, if the questuant fails, it could be obliged to join them for eternity or, at least, return distorted and aged to the surface. It is obviously a desperate option. To try this course of action anyway, go to Chapter 5.

The Characters can choose one of the options mentioned to investigate and then, if they are not lucky, they can try others. If they can figure out where the curse comes from, go to *Conclusion B*, otherwise, if they abandon their search, go to *Conclusion A*.

CHAPTER 3: OLD VEKTAR KUNA

The villagers willingly accompany the characters to the gorge (see Handout 2) where the old Vektar Kuna has lived for years as a hermit, but, as they fear him, they let the Characters approach him alone.

Vektar Kuna (see details in Appendix 1) is an old priest of Tilla, who in the past, when he was a follower of Id, did many wrongdoings and now only wishes to end his life as a hermit, meditating on his past and atoning. For this reason, he went to live in an isolated place and fiercely protects his privacy. You can reach his hermit cell by descending to the third level along a stone staircase on the side of a gorge. More details in Appendix 2.

Level 1: the Characters are accompanied up to here by the villagers. As soon as they set foot on this upper level, a swarm of black birds concentrates in a single spot, creating an anthropomorphic vision made of black feathers that warns anyone approaching, saying: "Attention, this is where Vektar Kuna the Hermit lives. He does not want to be bothered by anyone. Go away, while you can!" It's just a harmless vision. Note that this spell consumes the daily charge of Vektar's Staff of Illusion (see Appendix 1).

Level 2: in the middle of the descent towards the bottom of the gorge there is a sort of terrace with a large oak chest. If someone approaches, the chest turns into a Wooden Golem (see OotP, page 61-62), ready to attack by surprise. The Golem never leaves this level.

Level 3: the lower terrace on the gorge is apparently empty, but the entrance to Vektar Kuna's cell is simply hidden by a secret door in the rocky wall and can be found with a Perception test with a two-point penalty. If the Perception test fails while looking for the secret door, you run into a small trap made of poisoned spines that cause the loss of two points of STAMINA..

Vektar Kuna will not try to kill the Characters but will use his unarmful priestly powers (see Tilla) to deter them from bothering him. Vektar Kuna knows the powers of his old staff, so he suspects the cause of the curse and may communicate it to the Characters if they prove particularly stubborn in their altruistic desire to do good to the village.

CHAPTER 4: IN THE STONE VILLAGE

When they tell you that they will take you to the village, you feel confused, because you thought you were already in the village. In reality the village is almost completely turn to stone and so far you have only been in a nearby area where the inhabitants who have not left have moved. You come to a veritable vegetable wall of vines, roots and tangled branches that have been grown in this way over many years to hide and defend the village itself. A hidden door is opened and suddenly you are in front of the village center: almost all the tree-houses are now stone and only a few gaps have been saved from the curse, providing you with a kind of green corridors that you can cross, surrounded by stone pillars and walls, sharp and practically impossible to pass on foot.

As it is unlikely that any Character can make a reconnaissance flight (however, see Handout 3 for an aerial view), the Characters will have to follow the few open corridors (which are marked in yellow in Appendix 3, which, if desired, can be handed over to the players as well). In Appendix 4 the Director will find the map of the encounters, keeping in mind that the entrance to the stone village is at number 1.

The Characters will be able to visit the village as they like and if, at the end of this Chapter, the Characters understood the cause of the petrifications and successfully communicated it to Frovan Fiefer and / or the other villagers, go to *Conclusion B*. If on the other hand,

the Characters prefer giving up the quest and just walking away, go to *Conclusion A* and add this note to the character sheets: *Docrae Despisal*.

Encounters at numbers 2-16 – roll for wandering monsters: if the Characters get to these locations, roll 1d6: if the result is 4, 5 or 6, there is no encounter, if the result is 3, there is an encounter with a Rock Grub (OotP, pages 98- 99), otherwise (1 or 2) roll the dice again for a random encounter according to the table "Forests" on page 126 of OotP.

Encounter at number 17 - old Ara: old Ara, when she was young, left the village as an adventurer. She became a witch and also a follower of Phellia, forgetting Tilla. But now she's just an inoffensive crazy old woman who still lives in the stone village, talking almost always alone. If the Characters ask her a question, among many senseless phrases, she will say, sneering: *"Old Frovan Fiefer searches everywhere for the cause of petrification and does not realize he has the solution under his lumpy nose!"*

Encounter at number 18 - the Stouten family: *You get to a green spot and a man with a hallucinated look approaches, wielding a spear, as if to defend his family crouching behind him: "More thieves! It's never enough for you!!! Leave us alone! Our garden is now all stone: there is nothing left to steal!"*

The Stouten family had the garden that produced by far the best fruits of all Hawk's Peak and all the inhabitants of the village, including even old Frovan Fiefer, used to steal them at every opportunity. While their beloved garden has turned to stone, the area of their home has for now been saved from the curse. Nothro Stouten, the head of the family (see his scores in *Appendix 1*), is half crazy and has decided to stay in the village, even though his fruit trees have turn to stone. He is prey to the paranoia of thieves and it will not be easy to get useful information from him. His wife and children have adapted to remain in the now abandoned village and the children have covered the petrified trees that surround them with colorful drawings. They have drawn all the inhabitants of the village. Observing well, one can see that the old Frovan Fiefer's staff is drawn with the green part towards the ground.

CHAPTER 5: THE GHOSTS OF THE ANCIENT MINE

You descend into an underground cavern that was part of the complex of ancient silver mines and immediately feel an unnatural cold penetrate your bones. Around you you hear strange rustling and you have intuition of movements, but you see nothing. Finally, a shuffling voice: "We were waiting for you... we know what you are looking for and we also know how you can get to know it..." in mid-air a golden branch appears on which opens a splendid golden flower, about a span long, in the shape of a very tapered trumpet that extends into large and graceful petals. A penetrating aroma comes from the flower. "If you can follow the appropriate path in the forest to this golden flower and smell the nectar gathered around its ovary, you will know why the village is turning into stone. Be careful, however, because the flower is poisonous to the touch... of mortals!" As soon as the silence in the underground is back again, you see a ray of light showing the way out.

Show the Players the *Handout 3*, that represents the ray of light showing the way out.

The ghosts of the old mine will not add anything else, will not answer other questions and, if somehow attacked or turn, they simply will not be heard by the characters anymore. The only possibility to continue the adventure is to go out and follow the "game" of the spirits of the old mine in a kind of dreamlike dimension where there is no edible food (both the rations of the characters that any fruit or other food found for the road will be rotten or in any case inedible) and magic does not seem to have any effect, including magical items.

When the Characters get out, they will no longer recognize the village: they are in the middle of an extremely dense forest teeming with insects and animals of all kinds. The Director will describe the extremely tortuous path that winds with difficulty between steep climbs, slippery slopes, swampy areas, rivers to wade, quicksands, and then trees, plants, fruit, flowers, insects, birds and other animals... in a very short time the characters will lose their orientation and the thick vegetable curtain will not allow much light to filter, leaving them in a strange semi-darkness. Occasionally, the path followed will cross another one and the Director will describe the three options to continue the route: among the various descriptions of land, plants, flowers and animals, there will be a path that refers to animals that can reach the nectar at the base of the golden flower without touching the petals (for example bees or other insects) and to continue along this path (which is the correct one) will not cause any damage. If the characters carefully observe these (correct) animals and pass an Awareness test with three penalty points, they will notice

that one of them is completely golden in color. The other possible paths will not have animals suitable to suck the nectar of the golden flower (such as crocodiles, monkeys, centipedes, snakes, vultures, bats, squirrels...) and following these paths will result in damage depending on how much "off center" is the description: from the best case (for example follow a path where bats flutter) to the worst case (for example wading a river where a crocodile swims), the consequence (in addition to the consequences of the possible fight) will be the loss of a STAMINA point (due to fatigue...), or an SKILL point (due to a twisted ankle...), followed by a LUCK test. In the event of bad luck, the loss of the aforementioned points will be permanent.

The "obstacle course" in the forest will continue until the Characters will choose four consecutive correct options, with the only alternative of dying of fatigue.

Once they find the branch with the golden flower (with a swarm of bees buzzing all around) the Characters will have to inhale its nectar without touching it and they will see clearly in their head the reason why the forest is progressively turning into stone (see the Adventure Background, at the beginning). Then, they will lose their senses to wake up again in the cave, but this time without any problem to return to the village on the surface (go to *Conclusion B*).

CONCLUSIONS

Conclusion A

Unfortunately, this quest turned out to be a waste of time. Happens, but...

The Characters get 0 Experience Points from this adventure.

Conclusion B

Frovan Fiefer and the rest of the village are amazed at how you managed to solve the case so quickly and are, above all, embarrassed by the fact that, in the end, it all depended on them and their poor observation skills. One of them quickly picks up a hawk's egg and gives it to you.

In short, you deliver the hawk's egg to the King, who praises you in public and gives each of you a bag of gold.

The Characters get 50 Experience Points, three points of Social Status and 50 gold coins.

All surviving characters, whatever conclusion they reached, can restore their LUCK, STAMINA, MAGIC and MAGIC POINTS scores to their initial levels before taking on new adventures.

CHARACTER SHEET NOTES

Here are the consequences of the note that may have been added to the character sheets.

Docrae Despisal

In a short time, the news of the Character's cowardy spread among all the Docrae. Their contempt causes a three-point penalty to any social interaction with Docrae and villages with a Docrae majority population.

Handout 1: the Stone forest



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Handout 2: Vektar Kuna's hermitage



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Handout 3: The village map



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Handout 4: The old mine



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Appendix 1: encounters at Hawk's Peak

FROVAN FIEFER

SKILL 5, STAMINA 20, LUCK 10, MAGIC 8

Talents: Holy

Special Skills: Leadership (2), Religion Lore - Tilla (3), Staves (2), Magic Priestly - Tilla (3), Forest Lore (2)

Weapons and objects: The Staff of the Elder that is at the centre of this adventure (see more detail in the Adventure Background). It isn't actually a wooden staff, but a metal bar with ultratechnologic characteristics and with a chargeable battery inserted half way through. It is however covered with lichens and dry moss that give it the appearance of a normal wooden staff.

Background and behavior: Frovan Fiefer protected Hawk's Peak for many years and now he feels confused and humiliated because he can't solve the problem. When he was Young, he fought also with other Docraes of the village, and among them the most dangerous was Vektar Kuna from whom he took the staff mentioned above.

VEKTAR KUNA

SKILL 6, STAMINA 22, LUCK 11, MAGIC 10

Talents: Dark Seeing, Light Sleeper

Special Skills: Hiding (3), Sneaking (3), Swords (2), Staves (2), Throws (2), Unarmed Combat (3), Dodge (2), Swimming (2), Awareness (2), Magic Priestly - Tilla (4), Religion Lore - Tilla (2), Religion Lore - Id (2)

Weapons and objects: Staff of Illusions (as *Illusion* (1) Wizardry Spell, once a day), Necklace of Ivory Skulls (3 skulls, see AFF2, page 146), Blue Candle (see AFF2, page 146)

Background and behavior: Vektar Kuna knows he made dire mistake when he was young and just waits to be left alone, meditate and atone. He knows that Frovan Fiefer still suspects about him, but he bears no grudge against him.

NOTHRO STOUTEN

SKILL 8, STAMINA 20 (10), LUCK 8 (5)

Talents: Light Sleeper

Special Skills: Spear (3), Farming Lore (3), Awareness (2)

Weapons and objects: a Spear

Background and behavior: Nothro Stouten is half crazy and lives in the paranoia that everybody is a thief trying to steal from him. He is tired and sad, so that his *current* scores of STAMINA and LUCK are below the *initial* level.

Appendix 2: Vektar Kuna's Hermitage with indications for the Director



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Appendix 3: The village map with paths



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Appendix 4: The village map with paths and with indications for the Director

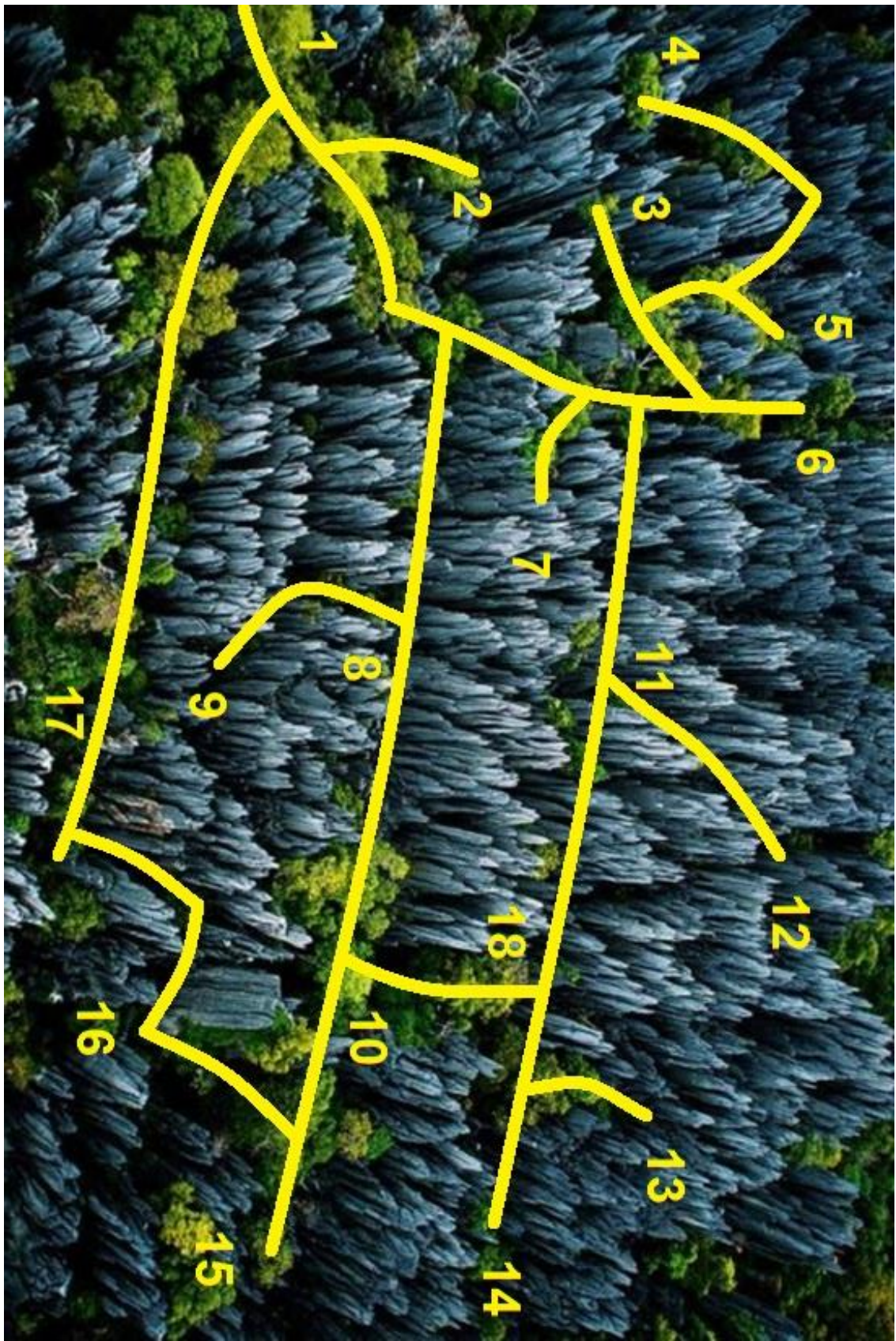


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In the village where you were born and breed they say that a few years ago, one of the local youths, when time came to become an adventurer, went to the Peaks of Booh and found a hawk's egg. Knowing that the royal coat of arms of the Aandahar is in fact a hawk, he gave the egg to the king to make the small hawk grow and train for hunting. The King was very pleased with this gift and rewarded the novice adventurer both with gold and, above all, with his esteem. Following in his footsteps could be the ideal start of your adventuring career!

