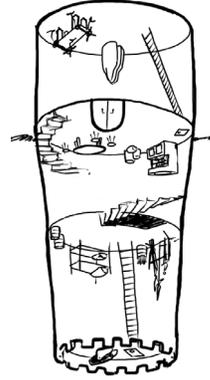


- Konrad is also authorized to offer smaller rewards (about half the price of a horse) in exchange for fresh wolf pelts.
- There's a heretic being kept in stocks in the dungeon. He's been there for a week and still hasn't confessed to witchcraft; the mayor and the priest are both getting impatient with Konrad's interrogation methods.
- The heretic knows about the hermit & the lake.



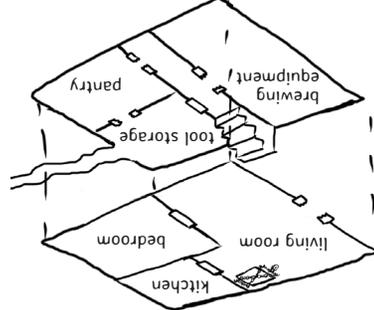
- Occupants: Sgt Konrad and 2d4+4 militiamen with pikes, muskets, crossbows, and a canon.
- Konrad only knows the bandits have been seen in the forest; he hasn't had enough men to go hunting them.
- He's authorized (by the mayor) to offer a reward, enough to advance a lvl 1 party, to anyone that brings back the bandit leader's head.

Watchtower

- ### Town: Brinewald
- Mayor Heinrich Hoffman
 - Gunsmith: Gregor Meiers
 - Blacksmith: Geoff Brineberger
 - Storekeep: Jakob Guttenberg
 - Church of St. Hubert (Catholic)
 - Father Hans Dopkenn
 - Weisehase (White Rabbit) Gasthaus
 - Inkeep: Markus Borfeld
 - Barmaid: Aneke Croger
 - Town Drunk: Arndt Berman
- Rumors
1. No one's seen Franz Heuber lately
 2. There's a reward for dealing with the bandits
 3. Demon fish with legs in the lake
 4. Pagan ghosts in the forest
 5. Late shrooms & saw the face of Jesus
 6. FUCKING GIANT ANTS MAN HOLY SHIT
 7. The local wolves have been attacking humans
 8. There's a crazy old heretic living in the woods
 9. An old tree near here speaks to witches
 10. The Swedes are fucking unstoppable
 11. Sgt. Konrad caught a heretic last week
 12. Safe haven for witches in a town west of here
- DM: Pick someone to be a werewolf. No one else in town knows about it. The next full moon is in 1d4+1 days (unless you already keep track).

Town: Brinewald

- Living room: front door (smashed), trap door (chained up), Franz Heuber-sized bloodstain, reasonably valuable grandfather clock.
- Bedroom: journal of Franz the insect cultist, which describes the hive's rest cycle.
- Kitchen: Isabel Heuber (mad with grief & fear) with baby, barricaded door.
- Basement: ¼ chance of a bug encounter each round (1d4-2 ants).
- Tunnel in basement leads to giant ant colony.
- There are 3 kegs of the town's favorite beer in the basement.

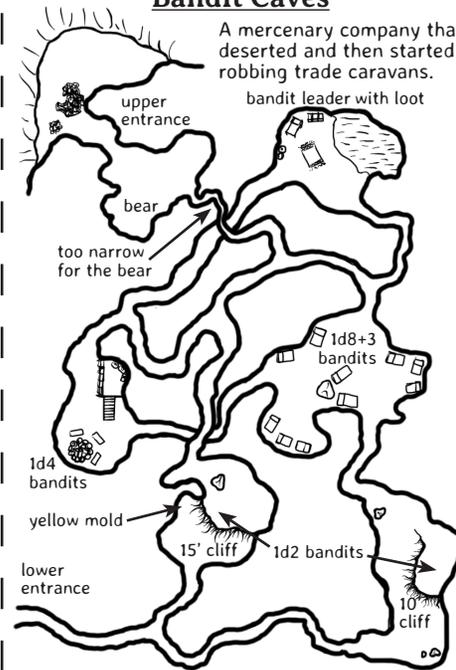


Heuber Farmhouse

CUTTING & FOLDING INSTRUCTIONS @ <http://www.pocketmod.com/howto/>

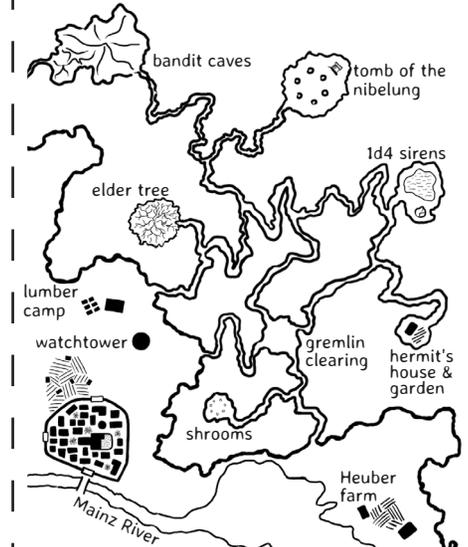
Bandit Caves

A mercenary company that deserted and then started robbing trade caravans.



Forest Encounters

1. thieving gremlin
 2. 1d4+1 wolves
 3. bear
 4. 3d4 murdercrows
 5. 1d4+1 bandits
 6. shroom addict
 7. hermit's great owl familiar
 8. lake creature
- 4 amphibious bipeds live in the lake. They are smart & hungry, as tough as a 5th level fighter, and they have scales as hard as chain mail.
 - The hermit knows a ritual to summon them. He will perform it if he learns the command ritual — or at least thinks he learns it.
 - He spends most of his time producing random spell scrolls, and will trade them for giant ant eggs or other mysterious objects.
 - Anytime the PCs leave the gremlin clearing in any direction, roll 1d4 to see which way they are actually headed.
 - The elder tree is sentient and knows most of what's going on here, but is extremely distrustful of humans until they somehow prove themselves to be allies of the forest. It sees werewolves as champions of nature against civilization.



Brinewald 1631

A sandbox for first level PCs set during the 30 Years War

Christian Kessler | popularenchanting.blogspot.com
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Tomb of the Nibelung



•A barbarian hero's ghost, who wants her son's remains retrieved from the bottom of the nearby lake.

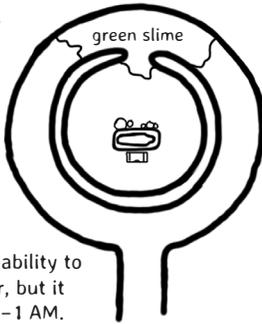
•The PCs can tell they can't take her in a fight.

•She can grant the ability to breathe underwater, but it only works from 12-1 AM.

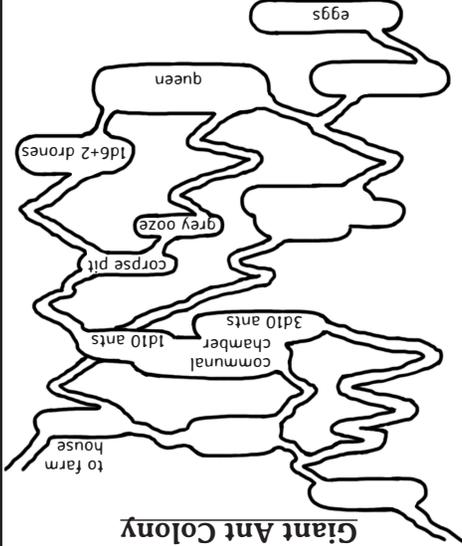
•Reward: her burial hoard (enough to advance a lvl 2 party). Also a set of three well-preserved silver weapons (dagger, spearhead, axehead).

•She's sent adventurers to the lake before, and has no idea why none of them have returned.

•She has been cooped up in here a long time & only knows about the elder tree and her son.



- 2 rest periods per day (8:00AM and 8:00PM), 1d6x30 min. long, during which the ants are dormant but twitchy. The queen doesn't rest.
- 1d12+2 ants in each unmarked chamber.
- The queen controls the ants' hive mind.



Giant Ant Colony