

# MAP OF THE TOWER OF ISP

GREENWOOD OF THE FEY SOVEREIGN • WRITTEN & ILLUSTRATED BY C. AARON KREADER

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**T**his is a DCC RPG adventure designed for 4 to 8 players. Each player should run either 2-4 0-level characters or a single 1st level character. This adventure plays well with a mix of 1st level and 0-level characters. Add up all the levels (counting 0-level as 1/4th of a level) and try to get as close to 4 total levels as possible. Such as, 4 players with 4 0-level characters, or 8 players with 2 0-level characters. If any player loses all their characters, it is easy to assume in the context of the story that other villagers have found their way to the group or were captured in the area the group enters next.

## ADVENTURE BACKGROUND

The dynast Earl of Nanch has nursed an all-consuming envy towards the neighboring kingdom of Greenwood—a collective of faerie folk ruled by the Elf King Leaprilox (Leap-rell-lox). The Earl's mad jealousy has consumed his spirit; opening his living soul to forces of shadow and corruption.

The Demon Lord Seshullouk, patron of the Earl's sage, is influencing the Earl. For 12 years, Seshullouk has fed the Earl a torrent of lies and half-truths—convincing him that Greenwood is the source of all his woes. These rumors have been spread so that anger festers in the people of Nanch. It is suggested that prior to starting the game, you copy these rumors and give one to each player:

*For years, children near Greenwood have gone missing. Some say it's the seduction of enchanting melodies from the woods; others say the Earl has sent them to appease the Elf King's endless hunger for human children.*

*Greenwood's King Leaprilox is arming his people to launch an assault and take the lands of Nanch! The Earl's sage reports they will plant an elven bloodtree on the body of every man, woman, and child to expand their vile woods.*

*The Earl of Nanch sent gifts to the elf court for Queen Leaprilox. But the return gift, wrapped in spider silk cloth, was the severed head of the messenger—the only nephew of the Earl! Now Nanch has no heir.*

*Tax collectors report that merchants from Greenwood make deals so shrewdly that Nanch's business has withered! The Earl is forced to double taxes as a result.*

The Earl has mustered his army and is now on the march—conscripting every able-bodied gong farmer and scribe in his wake! For glory, gold, and vengeance, the masses arise and clamor for fey blood!

The fey King Leaprilox is no saint—he'd sooner slay filthy iron-bearing humans and dwarves than look at them—but his reputation has been greatly exaggerated. He is aware of the massing army, and seeks to lure the Earl's force deep into Greenwood by feigning initial defeat. As the adventure plays out, the party will soon realize there is no benevolent sovereign to hide behind.

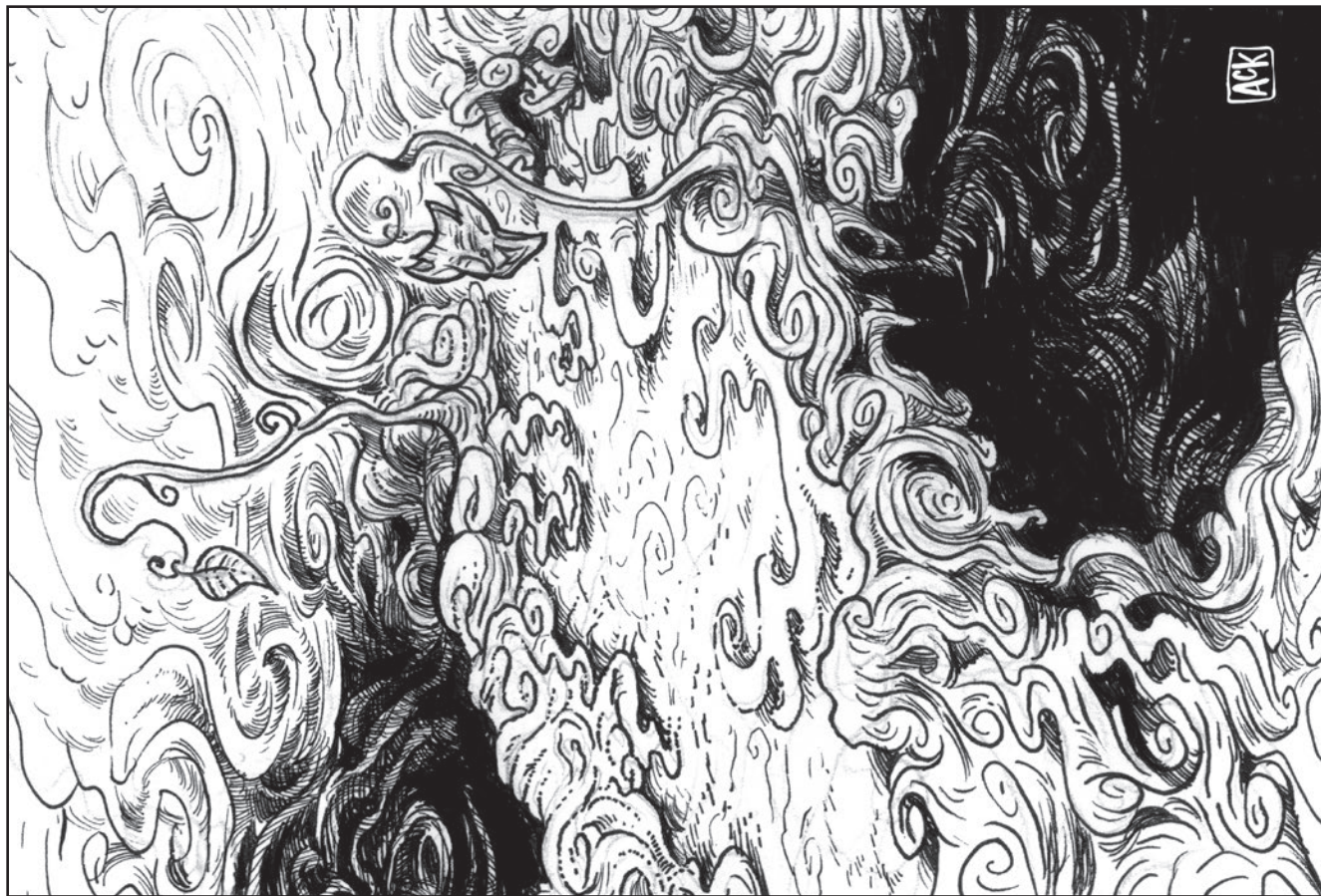
## GREENWOOD

Greenwood is a place outside of time and space, with laws so capricious that attempting to predict them proves fruitless. Far from the delightful and cheerful depiction of a sophisticated, homogeneous elf race, Greenwood is chaotic and malicious, full of sinister fey whose rules are so alien that merely entering Greenwood is a potentially fatal act. The inhabitants are held in check by a balance of powerful magic and cunning, which typically abates internal violence. Those who wander in are the subjects of pernicious and merciless caprice escalating into deadly mischief.

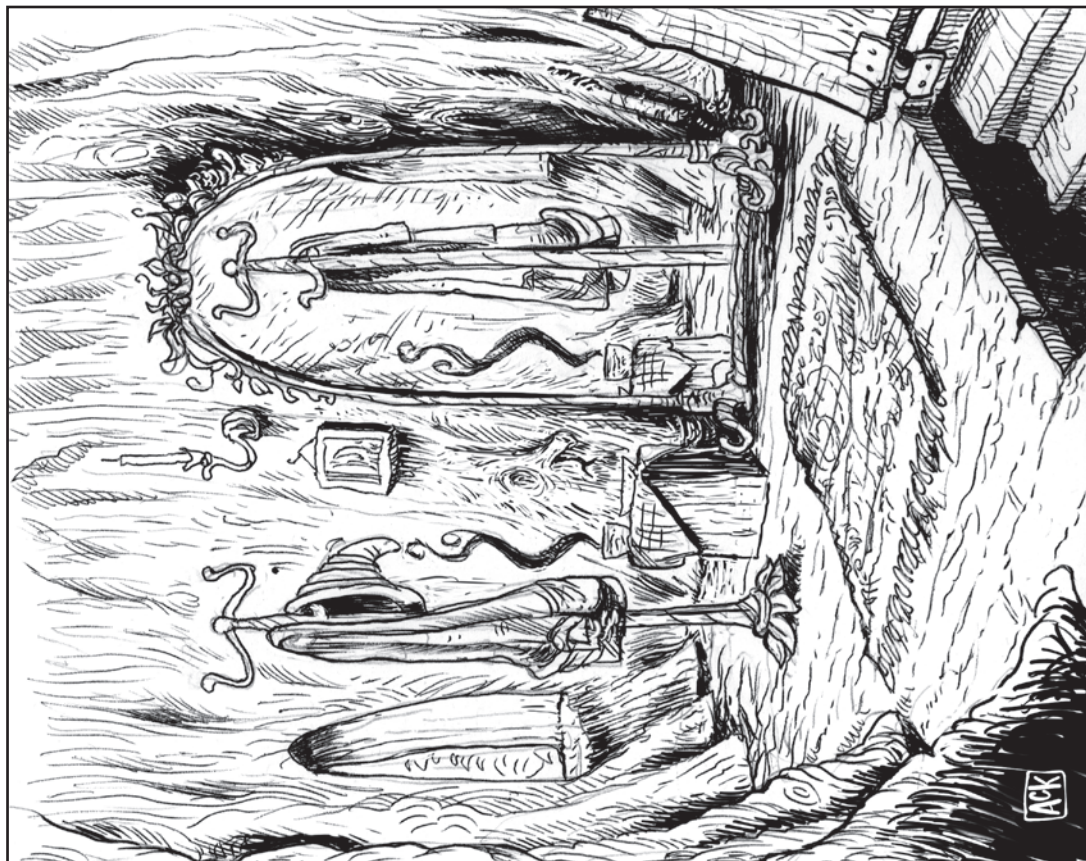
**Judge note:** The creatures of Greenwood are not easily identified—what man calls elf is actually a vast collective of diverse and distinct creatures including (but not limited to) pixies, brownies, goblins, demons, wild elves, and devils. There is no common elf here. To rubes, the crea-



# HANDOUT A



# HANDOUT B



COMPATIBLE WITH  
**DCC  
RPG**

This module was tested by these foolish mortals: Johnny Cornyn, Brian Brown, Shea Munion, Lisa Blecker, Brian Beasley, Drew Kersner, Taylor Simms, Audrey Cunningham, Adrian Fullmer, Heidi Parsons, Lucia Pane, Mike M., Mike Urbano, Albert E. Gough Jr., and Nabil Spann.

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**Publisher:**  
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(COPY AND CUT)



# PERTRUB FOOTMAN & PRESSMAN OF THE EARL

ACK

(FOLD AND PLACE OVER JUDGE'S SCREEN)

## PERTRUB

Name: **SOLDIER**

Occupation: **SOLDIER**

STR: **14** MOD **+1**

AGI: **5** MOD **-2**

STA: **16** MOD **+2**

PER: **6** MOD **-1**

INT: **9** MOD **0**

LUCK: **10** MOD **0**

## PRESSMAN

Title: **FOOTMAN**

CLASS: **FOOTMAN**

Alignment: **25**

Speed: **2**

Initiative: **2**

Level: **1**

XP: **10**

Armor: **old smelly chainmail**

Hit Points: **10**

REF: **-1**

FORT: **+3**

WILL: **-1**

Languages: **Common, drunken mumble**

Lucky sign & Class Luck Bonus: **Born in a barn: +0 to manners**

Combat Basics:

Action Dice: **d20**

Attack: **+0**

Crit Range: **20**

Crit Die/Table: **d8/III**

Fumble Die: **d12**

Weapons:

Weapons	ATK Mod.	Damage	Notes
Crappy Longsword	+1	d7+1	-1d dam on nat 1
Dagger	+1	d4+1	

Equipment:

Equipment	Location
Wooden Shield + Helm	Arm + Head
Purse w/ Flask (5sp)	Hip belt
Golden Rabbit Foot (5sp)	Hip belt Purse
Sack of Food	Shoulder Belt
Grey Tabard w/ golden goose	Chest

Treasure: **10sp (in purse)**

CLASS ABILITIES:

**+2 on skill checks to bully or persuade vs. anyone of lower level**





# HANDOUT C





Name

Title

Occupation

Class

Alignment

LAW ☐ NEUTRAL ☐ CHAOS ☐

XP

LEVEL

MOD ☐ DIE ☐

Initiative

Speed



Armor shield ☐ helmet ☐

Class

WORN Armor:

STR

AGI

STA

PER

INT

LUCK

HD/LVL

MOD

MOD

MOD

MOD

MOD

MOD

REF

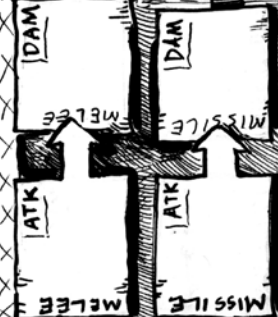
FORT

WILL

Languages:

Lucky Sign & Class Luck Bonus:

Action Dice: \_\_\_\_\_  
Attack: \_\_\_\_\_  
Crit Range: \_\_\_\_\_  
Crit Die/Table: \_\_\_\_\_  
Fumble Die: \_\_\_\_\_



NOTES

Equipment

Location:

Treasure:

CLASS ABILITIES: