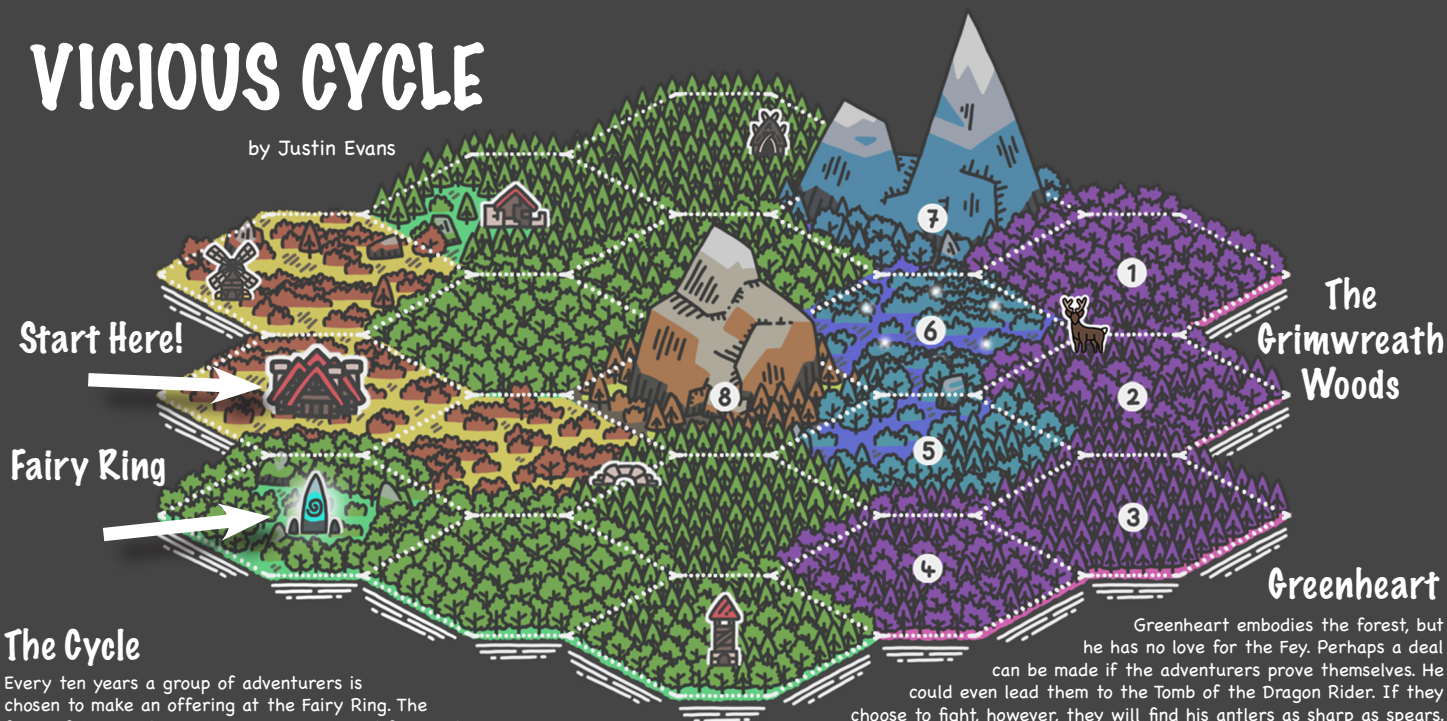


# VICIOUS CYCLE

by Justin Evans



## The Cycle

Every ten years a group of adventurers is chosen to make an offering at the Fairy Ring. The favor of the Fey keeps the village protected from a dragon named Grondelmere who hunts these lands. But, the Fey are fickle and only the antlers of Greenheart, the mythical stag, will convince them that you are worthy of their blessing. You must find Greenheart deep within the Grimwreath Woods and convince him to part with his antlers one way or the other. With the dragon circling overhead, can you hunt down Greenheart and make it back to the Fairy Ring before the dragon finds you? Or is there some other way to break this vicious cycle?

## Grondelmere

Grondelmere is almost godlike in his strength and power ... and with that arrogant. Encountering him is a challenge of skill to outwit or outrun him as the wilderness explodes into flame. If the adventurers have the Sunderhorn then Grondelmere will pause if it is sounded, remembering his glory days. Perhaps a bargain can be struck or a new rider can be chosen?

## The Quest

The adventurers start in the village hex and each day:

### Grondelmere hunts

Roll d8 and place him in the numbered hex

### Greenheart moves

Roll d4 and place him in the numbered hex

### The adventurers move to an adjacent hex

When entering a hex without Grondelmere or Greenheart in it, roll for each:

#### A Threat: d8\*

- 1 No threat but you're being watched
- 2 No threat but troubled sleep
- 3 Dragon's fire burns the area
- 4 Goblins also hunting Greenheart
- 5 A crazed and paranoid druid
- 6 Sticky webs ... alert the spiders
- 7 A troll flees a swarm of bees
- 8 A witch twists the wilderness around you into a maze
- 9+ Grondelmere moves d4 hexes toward the adventurers

#### A Discovery: d8\*

- 1 Roll another Threat
- 2 A hound, lost and hungry
- 3 A knight seeks to slay Grondelmere
- 4 An abandoned pack with something useful
- 5 A spring glows faintly, offering healing
- 6 A standing stone carved with ancient glyphs
- 7 One of the Fey interested in the hunt
- 8 The entrance to the Tomb of the Dragon Rider
- 9+ The wilderness awakens

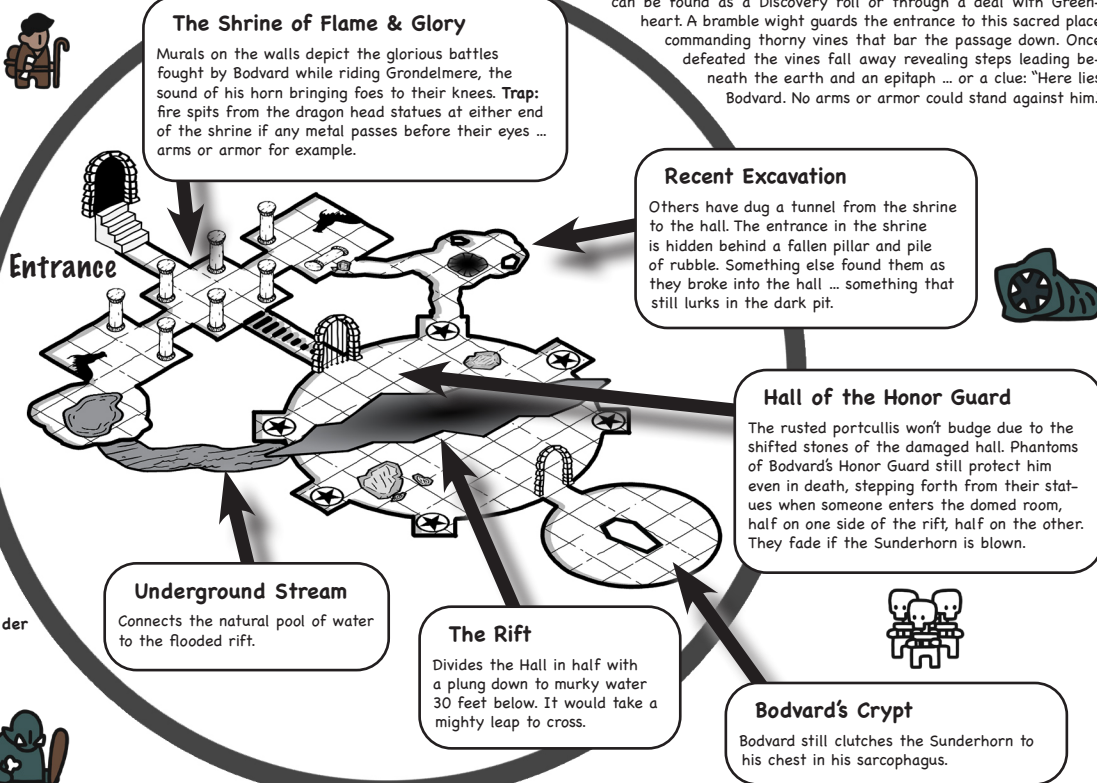
#### The Mood: d8\*

- 1 Calm or dying down
- 2 Oblivious or slow moving
- 3 Oblivious or slow moving
- 4 Curious or steady
- 5 Curious or steady
- 6 Suspicious or unpredictable
- 7 Suspicious or unpredictable
- 8 Violent or raging
- 9+ Violent or raging

\* For a roll of 1-8 cross off each result that is encountered. If you roll a number that is crossed off, use the next higher number instead.

## The Tomb of the Dragon Rider

The Tomb of the Dragon Rider does not start on the hex map but can be found as a Discovery roll or through a deal with Greenheart. A bramble wight guards the entrance to this sacred place commanding thorny vines that bar the passage down. Once defeated the vines fall away revealing steps leading beneath the earth and an epitaph ... or a clue: "Here lies Bodvard. No arms or armor could stand against him."



### The Shrine of Flame & Glory

Murals on the walls depict the glorious battles fought by Bodvard while riding Grondelmere, the sound of his horn bringing foes to their knees. **Trap:** fire spits from the dragon head statues at either end of the shrine if any metal passes before their eyes ... arms or armor for example.

### Recent Excavation

Others have dug a tunnel from the shrine to the hall. The entrance in the shrine is hidden behind a fallen pillar and pile of rubble. Something else found them as they broke into the hall ... something that still lurks in the dark pit.

### Hall of the Honor Guard

The rusted portcullis won't budge due to the shifted stones of the damaged hall. Phantoms of Bodvard's Honor Guard still protect him even in death, stepping forth from their statues when someone enters the domed room, half on one side of the rift, half on the other. They fade if the Sunderhorn is blown.

### Underground Stream

Connects the natural pool of water to the flooded rift.

### The Rift

Divides the Hall in half with a plunging down to murky water 30 feet below. It would take a mighty leap to cross.

### Bodvard's Crypt

Bodvard still clutches the Sunderhorn to his chest in his sarcophagus.

## Credit and Licensing

Map created using Dungeon Scrawl Open Beta v1.5.1 CCO  
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Clip to track on the hex map

