

Sky Featherbeak

Sky Featherbeak is a young apprentice cartographer looking for adventure in the world.

From a young age, she's always wanted to become an adventurer and explore all of Wrenwood. She discovered she could make a living by making maps of her journeys.

She has been in her apprenticeship until now and is ready to make her mark on the world.

Is she prepared for what's beyond her village?



Blue Jay Cartographer

Artist: Jay French

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Ivy Bushtail



Ivy Bushtail has never been genuinely suited for most jobs but has always known that he would eventually need to find a place in life.

He stumbled upon the idea of becoming a cartographer when he saw another map maker enjoying a meal under a willow by the river one sunny afternoon. They were simply eating lunch and drawing. That seemed like an easy job.

Ivy has been apprenticing until now and will soon start on his own. Is he ready to take on the world?



Galago Cartographer

SKY FEATHERBEAK

Cartographer

Level: 1



TRAITS

Str

-2

Int

-1

Dex

+2

Wis

+1

Con

0

Cha

+1

VIRTUE

-10

-5

+5

+10

STATS

HP

Max

7

Atk

+2

Def

+1

DmG

D6

ABILITIES

Survivalist

Add +2 to all rolls to endure long journeys.

Wind Gust

Once per Page: Add D4 to a single Defense roll.

Wing Bash

Once per Page: Add your Dexterity to a single Damage roll.

weapon:

TALONS

AMBER:

2

EQUIPMENT

IVY BUSHTAIL

Cartographer

Level: 1



TRAITS

Str

-1

Dex

+1

Con

-1

Int

+2

Wis

+1

Cha

-1

VIRTUE

-10

-5

+5

+10

STATS

HP

Max

7

Atk

+1

Def

+2

Dmg

D6

ABILITIES

Investigator

Add +2 to all rolls to search and investigate.

Analyze

Once per Page: Add your Intellect to a single Attack roll.

Spring Tail

Once per Page: Add D4 to a single Damage roll.

weapon:

CLAWS

AMBER:

3

EQUIPMENT

You stand before your mentor, Master Elric Quillshot, the world-famous cartographer.



"Sky and Ivy, you have shown outstanding dedication and progress in your studies. Your final task is to create an accurate and comprehensive map of the uncharted areas within the Lost Woods. Remember, precision and attention to detail are paramount. Be observant, document any peculiarities, and return with a map that will stand as a testament to your skills.

I will equip you with some supplies, but first, I present a small test: Demonstrate your knowledge of map symbols by drawing a detailed map key that includes at least five essential symbols commonly used in cartography. This will test your ability to communicate information effectively through symbols, a vital skill for any cartographer."

Draw the map key.
[roll d20 + Wisdom



Cartographer's Quest

Day 1

Artist: Jay French

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Draw the map key. [roll d20 + Wisdom]

If the result is 7 or less:

Despite your efforts, your map key lacks clarity and fails to represent the intended symbols accurately. Master Elric offers constructive criticism, emphasizing the need for precision and standardization in map symbols. He advises you to study and practice further to improve your understanding of this fundamental aspect of cartography.

Add 1 Meal Ration to your inventory.

If the result is between 8 and 14:

Your map key demonstrates a basic understanding of standard symbols used in cartography, but there are inconsistencies in the design and interpretation. Some symbols may be misleading or confusing. Master Elric provides guidance on refining your symbols and encourages you to delve deeper into the subject matter to enhance your skills.

Add 1 Meal Ration and 1 Health Potion to your inventory.

If the result is 15 or more:

Your map key showcases a clear and concise representation of essential symbols used in cartography. Each symbol is accurately depicted and conveys its intended meaning effectively. Master Elric examines your map key satisfactorily, acknowledging your grasp of symbolization techniques. He commends your attention to detail and assures you that your knowledge in this area will serve you well during your mission in the Lost Woods.

Add 2 Meal Rations and 1 Health Potion to your inventory.

Narrative

Master Elric bids you a good journey. *"May your compass guide you, and your observations shape the map."*

Meal Rations

Consumed on use. Used when traveling if you can't find food and water.

Health Potion

Consumed on use. Restores d4 Health.



Harkenrun

Ardenstone

You set out with your companion and fellow apprentice. The Lost Woods are close to your town of Ardenstone. A well-traveled road will take you to Harkenrun, a nearby city that is halfway there. It is likely the safest route. A path along the coast might offer a more rewarding view, but it is risky.


Choose a path:

A) Take the road.

[roll d20 + Wisdom] Reminder: Survivalist

B) Take the coastal route.

[roll d20 + Wisdom] Reminder: Survivalist.



Cartographer's Quest

Day 2

Artist: Thomas Bedran via Wonderdraft

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A) Take the road. [roll d20 + Wisdom] Reminder: Survivalist

If the result is 6 or less:

As you traverse the road, you stumble upon a large group of bandits lurking in the shadows. They demand your belongings and threaten you if you don't comply. Try to talk them down. [roll d20 + Charisma]

If the result is 10 or less: Overwhelmed, you cannot defend yourself or escape. They rob you of all your meal rations and your amber. Remove them from your inventory.

If the result is 11 or more: You convince the bandits that you have nothing of value. They begrudgingly let you go, sparing you harm.

Your travels were slowed. You must consume 2 Meal Rations when you stop at night to camp.

If the result is between 7 and 11:

Your journey to the Lost Woods was pleasant but uneventful. The weather was excellent, and the travels were quick. You must consume 1 Meal Ration as you stop to make camp for a night.

If the result is 12 or more:

Along the road, you come across a group of weary travelers seeking directions and assistance. The travelers shared a meal with you that evening. You must consume 1 Meal Ration along your journey. They ask for your guidance in finding a nearby settlement. [roll d20 + Wisdom]

If the result is 6 or less: Despite your best efforts, you give them incorrect directions, leading them astray. They express their frustration and disappointment, and you feel a sense of guilt.

If the result is 7 or more: With your knowledge of the area, you confidently guide the travelers to their intended destination. They express their gratitude and reward you with a small sum of 2 amber.

B) Take the coastal route. [roll d20 + Wisdom] Reminder: Survivalist

If the result is 9 or less:

Your travels were slowed. You must consume 2 Meal Rations when you stop to camp at nights. You encounter a treacherous stretch of cliffs with strong wind gusts. Crossing this dangerous path requires balance and agility. [roll d20 + Dexterity]

If the result is 10 or less: Unable to maintain balance against the forceful winds, you lose your footing and fall from the cliffs. Reduce your health by 1.

If the result is 11 or more: Navigating the treacherous cliffs cautiously, you successfully cross the hazardous path and proceed unscathed.

If the result is between 10 and 13:

The path along the coast contains beautiful scenery. It was a more pleasant route than the road could have been. It is a lower route but worth the experience. As you camp for a night, you practice your drawing skills as you sketch the beautiful coastline. You must consume 2 Meal Rations for the nights you stop to camp.

If the result is 14 or more:

You stumble upon a hidden cove with a chest washed ashore along the coastal route. Excited to open the chest, you trigger a trap mechanism. [roll d20 + Constitution]

If the result is 14 or less: The chest releases a cloud of noxious gas. Reduce your health by 1.

If the result is 15 or more: The chest releases a cloud of noxious gas, but you avoid breathing it in.

The chest contains 2 amber and a bottle of Combat Tonic. Add these to your inventory. Excited about your discovery, you make excellent timing on the remainder of your trip. You consume 1 Meal Ration when you make camp for a night.

Rules for Traveling and Meal Rations

Meal Rations are used to stave off starvation while traveling. If you ever need to consume one or more Meal Rations and do not have enough, reduce your Health by 1 for each ration you do not have.

Combat Tonic : Consumed on use. Add d4 to a single Attack roll.

While exploring the Lost Woods, you hear unusual noises in the distance. Deciding to check it out, you hike up a small hill and discover a deep ravine. Dangerous insects are working to haul up unrefined amber. What did you stumble upon?

1) What do you know about insects? [roll d20 + Intellect]

2) What do you know about amber? [roll d20 + Intellect]

3) Do you take some amber?

Choose one:
4-A) Hide and observe. [roll d20 + Wisdom]

Reminder:
Investigator

4-B) Leave the area. [roll d20 + Dexterity]



Cartographer's Quest

Day 3

Artist: Yie Carillo

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1) What do you know about insects? [roll d20 + Intellect]

If the result is 10 or less: You've never seen one in person and have only seen pictures. But every critter learns from a young age that insects are dangerous and should be avoided. There shouldn't be any in this part of the forest.

If the result is 11 or more: Insects have always been considered dangerous but have permanently been banished to the volcanic ash lands west of Wrenwood. There shouldn't be any in this part of the forest.

2) What do you know about amber?

If the result is 10 or less: Amber is the currency of the realm of Wrenwood. It appears they are mining it. But why?

If the result is 11 or more: With amber being the currency of Wrenwood, its collection is under strict control by the Queen. This is an illegal mining operation. But what would insects want with amber?

3) Do you take some amber?

Yes: You spot something shining nearby. You pick up a piece of amber from the ground. There are many reasons to take it: evidence to show the royal guards, a souvenir for your first adventure, or resell on the market. You decide to keep the shiny piece. Note down "Chunk of Amber" for future reference.

Choose to either:

4-A) Hide and observe. [roll d20 + Intellect] Reminder: Investigator

If the result is 10 or less: You find a nearby spot to get a good view of the operation.

If the result is 11 or more: You find a spot nearby to get a good view while remaining well-hidden. Gain a +2 Bonus to your rolls on the next page.

You discover other critters are working below in the ravine with the insects. They have chained up the insects like slaves and are forcing them to do their mining.

4-B) Leave the area. [roll d20 + Dexterity]

You can sense the danger and decide to leave quickly.

If the result is 10 or less: You make lots of noise while trying to move away from the area. You might have given away your position. Take a -2 Penalty on your rolls tomorrow.

If the result is 11 or more: You move like the wind to escape this scenario. No good can come of it. Your lives are in danger by being here.

"Well, well, what do we have here? A trespasser in our little operation? You've stumbled onto something you shouldn't have, my friend. We've worked hard to secure these riches and can't let you interfere. Get them!"

Roll for each: Insect 1 Insect 2

d20 + Attack : **ATK** **ATK**

Damage : **DMG** **DMG**

d20 + Defense: **DEF** **DEF**

Engage in combat. Roll the dice indicated on the table. Be sure to add your modifiers to your rolls. Check the hero sheet for these numbers and look for abilities you can use in combat.







Cartographer's Quest

Day 4






Artist: Jason DeLeon

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You will only engage each enemy in a single round of combat. Use the numbers next to each enemy below for their combat stats.


ENEMY 1: =10, =4, =11, = 2, =1


The insect swings at you with his large pickaxe.

ENEMY 2: =12, =3, =9, = 1, =0




The insect thrusts his sharpened shovel into your abdomen.

Combat:

If your Attack roll equals or exceeds the enemy's Defense , you HIT. Otherwise, you MISS.

If you HIT and your Damage roll equals or exceeds the enemy's Health , the enemy DIES.

If you MISS or the enemy does NOT DIE, it attacks you.

If your Defense roll equals or exceeds the enemy's Attack , reduce your Health by the enemy's partial Damage . Otherwise, reduce your Health by the enemy's full Damage .

If you killed 1 enemy, collect 1 amber.

If you killed 2 enemies, collect d4 amber.

The leader lets out a roar and calls more insects to deal with you. They rush forward. With too many to fight off, your companion flees. You follow their lead and take off as the insects pursue you both.

- 1) Get down the hill. [roll d20 + Dexterity]
- 2) Dodge the rocks thrown at you. [roll d20 + Defense]



Cartographer's Quest

Day 5

Artist: Miguel Pineda

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1) Get down the hill. [roll d20 + Dexterity]

If the result is 10 or less:

Turning quickly to flee, the loose soil gives way to unstable ground. You lose your balance as you slip on the hill. You reach out to grab ahold of your companion in an attempt to stabilize yourself. Instead, you cause them to tumble and fall. Do you turn back to help them?

Yes: You help your companion to their feet and continue. Your companion is grateful. Gain 1 Virtue. Write down "Grateful Companion" somewhere for future use.

No: You continue onward while the insects close in on your companion. Lose 1 Virtue. Gain a +2 bonus to dodge the attacks (#2 below)

If the result is 11 or more:

You turn quickly to flee. Loose soil from the hill begins to slide under your feet. You crouch down to lower your center of mass as you slide down into the ravine.

2) Dodge the rocks thrown at you. [roll d20 + Defense]

Some insects stand at the top of the hill throwing large stones at you as you run away.

If the result is 10 or less:

You get pelted by rocks of all sizes. One strikes you squarely on the back of your head. Reduce your health by 1.

If the result is 11 or more:

You dodge all the rocks thrown at you as they zoom past or land at your feet.

You've temporarily lost your pursuers, but they are patrolling the river in search of you. Navigate through the mining operation to find a way out.



Begin at the 'X' and navigate around the map. Visit each numbered area along your path. Explore and resolve each area you visit before you choose your next.



Cartographer's Quest

Day 6

Artist: Thomas Bedran via [DungeonAlchemist](#)

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Area 1

You find a cluster of mining equipment you can hide near while you put together a plan. You could set up the equipment in a way as to cause a ruckus that will distract others while you find a way out. [roll d20 + Intellect]

If the result is 10 or less: You cause some equipment to fall over while you are there, making a loud noise. This alerts others to your location. Take a -2 penalty on all other rolls on this page.

If the result is 11 or more: You manage to set up a chain reaction that will push a cart down a hill once you have moved a bit away. Gain a +2 bonus on all other rolls on this page.

Area 2






You find a tall cliff that might lead to an exit. You try to climb it. [roll d20 + Strength]


If the result is 12 or less: You get halfway up before losing your grip and crashing down. Reduce your health by 1.


If the result is 13 or more: While it is a struggle, you reach the top only to discover the operation's leader you encountered earlier. He is looking over some weapons he intends to use to hunt you down. Without being spotted, you quickly climb back down.

Area 3




You are caught by one of the workers. She raises her axe and swings hard to chop your head off.

ENEMY:  =9,  =2,  =8,  = 2,  =1

If your Attack roll equals or exceeds the enemy's Defense , you HIT. Otherwise, you MISS.

If you HIT and your Damage roll equals or exceeds the enemy's Health , the enemy DIES.

If you MISS or the enemy does NOT DIE, it attacks you.

If your Defense roll equals or exceeds the enemy's Attack , reduce your Health by the enemy's partial Damage . Otherwise, reduce your Health by the enemy's full Damage .

Area 4

You approach a dark tunnel in hopes of finding a place to hide. You hear footsteps nearby and must run inside to avoid being spotted. [This is the final area. Stop here or continue to explore before returning.]

Area 5

You come across a group of critters taking a break to eat. They are distracted by their meal and were never alerted to your trespassing. They look at you inquisitively. You can try to blend in as a fellow worker. [roll d20 + Charisma]

If the result is 11 or less: They catch on that you don't belong, and you run for it. They choose to finish their meal instead of pursuing you.

If the result is 12 or more: They acknowledge you and continue to eat. You spot a dropped vial of Warding Ointment by the food table. You pick it up.

Warding Ointment: Consumed on use. Add d4 to a single Defense roll.

The tunnel you went in leads to another mining area. Other workers are here digging at a massive cache of amber, and they haven't spotted you yet.

Choose to either:

1-A) Cause a distraction.

[roll d20 + Wisdom]

1-B) Try to time their movements.


[roll d20 + Intellect]

Reminder: Investigator

Then:

2) Sneak past in the shadows.

[roll d20 + Dexterity]



Cartographer's Quest

Day 7

Artist: Andrea Baylon

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Choose to either:

1-A) Cause a distraction. [roll d20 + Wisdom]

If the result is 11 or less:

There is too much noise and activity for the preoccupied miners to be fazed by your attempts at a distraction.

If the result is 12 or more:

You dislodge an amber piece that falls to the miners below. Worried about a cave-in, several of them go to investigate. Gain a +2 bonus to sneak past (#2 below)

1-B) Try to time their movements. [roll d20 + Intellect] Reminder: Investigator

If the result is 11 or less:

There is too much chaos and sporadic movement to predict what will happen at any given moment accurately. You will have to take your chance.

If the result is 12 or more:

After observation, you discover a rhythm to their movements and work. One of the miners works to chip away at the amber while another loads a cart. Once the cart is loaded full, it is hauled away, and the workers switch positions. You can get passed if you go at the right time. Gain a +2 bonus to sneak past (#2 below)






Then:


2) Sneak past in the shadows. [roll d20 + Dexterity]


If the result is 13 or less:

A miner spots you and attacks.




If you have "Grateful Companion" written down from earlier: Your friend taunts the miner and distracts them while you fight. Gain a +2 to your combat rolls.

ENEMY:  =10,  =4,  =13,  = 1,  =0

If your Attack roll equals or exceeds the enemy's Defense , you HIT. Otherwise, you MISS.

If you HIT and your Damage roll equals or exceeds the enemy's Health , the enemy DIES.

If you MISS or the enemy does NOT DIE, it attacks you.

If your Defense roll equals or exceeds the enemy's Attack , reduce your Health by the enemy's partial Damage . Otherwise, reduce your Health by the enemy's full Damage .

If the result is 14 or more: You get by without being spotted.

You leave the cavern and spot some dense undergrowth up ahead where you can lose your pursuers. Escape is close at hand if you can make it beyond the water.

- 1) Flee. [roll d20 + Constitution]
- 2) Cross the river. [roll d20 + Dexterity]
- 3) Navigate the terrain. [roll d20 + Wisdom]



Cartographer's Quest

Day 8

Artist: Sleight

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If you have "Chunk of Amber" written down from earlier: The leader doesn't want you to escape with evidence. "The one who brings them to me gets to take the rest of the day off!" The insects have a stronger will to pursue you harder. Take a -2 penalty to all rolls on this page.

You will need 3 successful rolls to finally escape.



1) Flee. [roll d20 + Constitution]

You have a head start trying to escape, but getting away isn't just about being quick. It would be best if you pace yourself as well.

If the result is 10 or less: You burst from the scene with a quick pace that you soon discover you won't be able to maintain. You grow tired quickly as the insects close the distance.

If the result is 11 or more: You turn about face and run for it. You are already ahead of the insects; you need to maintain the lead you have. You achieved 1 success and need a total of 3 to get away successfully.

2) Cross the river. [roll d20 + Dexterity]

There is no solid footing in the riverbed, which is full of rocks, creating a hazardous environment.

If the result is 8 or less: You slip on a rock and fall into the water, slowing you down.

If the result is 9 or more: You dart across the water with grace and enough caution to avoid getting hurt by your surroundings. You achieved 1 success and need a total of 3 to get away successfully.

3) Navigate the terrain. [roll d20 + Wisdom]

As you make your way through the dense undergrowth, the sound of pursuit intensifies behind you. The leader's angry shouts grow louder. "Find them!" Bushes around you rustle as the insects search for you. You need to continue to move. [This action is repeatable. Do this again until you have enough successes (3) to escape.]

If the result is 11 or less: You stumble upon an insect that scratches at you before you duck back into the shrubbery. Reduce your health by 1. Retry this action until you have 3 total successes.

If the result is 12 or more: You put more distance between you and the enemy and grow closer to freedom. You achieved 1 success and need a total of 3 to get away successfully. Retry this action until you have 3 total successes.

Once you have 3 successes:

You've finally escaped, and you eagerly continue onward, embracing the unknown that lies beyond the Lost Woods, knowing that every step takes you closer to fulfilling your apprenticeship and discovering what lies beyond the next horizon.

You take solace in the fact that you've overcome this obstacle and shown resilience in the face of danger. The road ahead may still hold challenges, but with your newfound sense of adventure, you can continue mapping uncharted territories with renewed vigor and enthusiasm.