

the shields of Baegrum

a one-page dungeon for
denis gerfaud's



by Colin Heine ©2011 Malcontent Games

Rêve: the Dream Ouroboros is ©2002 Hieronymous and is an authorized edited translation of Denis Gerfaud's French role-playing game.

This adventure is designed for any party of Journeymen. The Dream Keeper (DK) can adapt its dangers to the PC's.

the forest

After a deep period of grey dream, the Journeymen awaken in a gloomy forest, near the remains of a campfire. The place is dark and dangerous, with deep ravines, thick undergrowth and fierce predators (centibeasts, furlongs, sanguinoxes): it has a general survival difficulty of -6, and its terrain is considered difficult. The trees are tall and old, with vines hanging from their tortured branches. Sunlight barely reaches the ground. If they look for healing or other useful herbs, the Journeymen can find some. If they climb a tree, they see smoke rising in the distance, at the base of a long cliff. The DK should make them feel (perhaps with the attack of a wild animal) that the forest is lethal and the Journeymen will probably go towards the smoke.

the statue

On their way, they stumble upon a very old statue representing a fisherman, standing purposelessly amongst the trees. Some scattered square stones on the ground indicate that it must have been paved ages ago. The next night, the Journeymen all have the same dream: they are standing as guardsmen on the street of a large, Second Age city; they know it is called Baegrum. They all wear the same equipment, including shields. Each shield bears the heraldic symbol of the city: a squirrel. As they awake, they know that they just dreamed of a past life and that they have to finish their dream in order to remember their former existence. In game terms, holding a shield from Baegrum with a squirrel drawn on it, exactly like in their dream, will enable them to continue the dream and, therefore, to partially fulfill their archetype. If they search, however, they will not find any old shields.

the tribe

When they reach the cliffs, they are greeted by a friendly tribe. Its members wear simple loincloths, hold wooden spears and speak Journeymen's tongue, although not fluently. They will help the PC's if asked, but they know nothing of Baegrum or squirrels. Let the disappointed PC's stay with the tribe as long as they like. One of the Journeymen will notice some children playing with old tin coins. Each coin has the same squirrel stamped on its face. Asked about this, the tribesmen say that one of them, a young hunter, found the

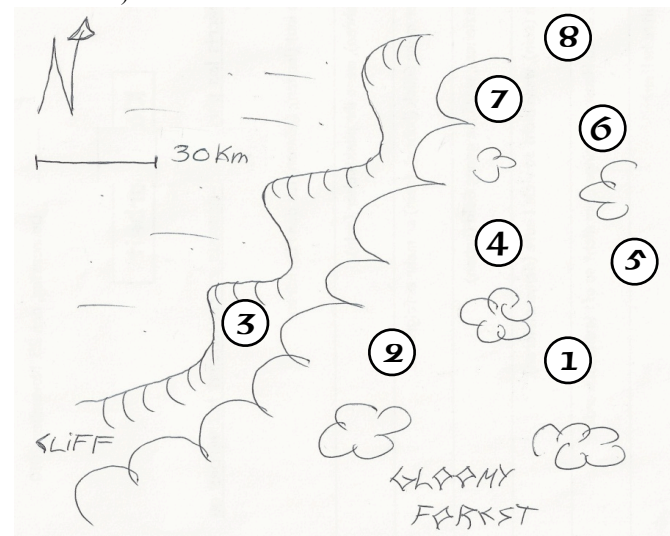
coins in the forest. He is willing to bring the Journeymen there, in spite of all the wild and dangerous creatures lurking in the shadows...

the journey

The DK can orchestrate the rest of the journey depending on the strength, health and resources of the PC's. They should be careful though: if they aren't, the DK should strike without mercy. The young hunter leads the group through the forest until they reach the old statue of a wealthy merchant. Nothing is to be found in the vicinity (except for a few more tin coins on the ground), but that night, the Journeymen dream of Baegrum again: they are on patrol in a wealthy district and come across the very same statue, and then they take a street on its right. The next day, if they go approximately in the same direction, they find from time to time ancient remnants of the same paved street; they are on the right track. Eventually (after some Survival rolls to not lose the trail), they come to a statue of a blacksmith. Again, they have to sleep there to dream of the corresponding district in the Second Age city and discover in which direction they must go next. They then come to a statue of a peasant, one of a weaver statue, and finally one of a warrior. No dream leads them further. But if they check the surroundings near the statue of the warrior, they find a hole in the ground leading to what must have been a cellar. A flider lives here, but after they defeat it, the Journeymen discover old (and totally unusable) weapons, among which is a shield bearing the squirrel of Baegrum.

conclusion

Wearing the shield will trigger the conclusion of their Second Age dream and, on the following night, each Journeyman will receive 50 stress points, which will be automatically converted in 50 experience (these points cannot be spent on skills already at their archetypal maximum).



1. Campfire
2. Statue of fisherman
3. Friendly tribe
4. Statue of merchant
5. Statue of blacksmith
6. Statue of peasant
7. Statue of weaver
8. Statue of warrior