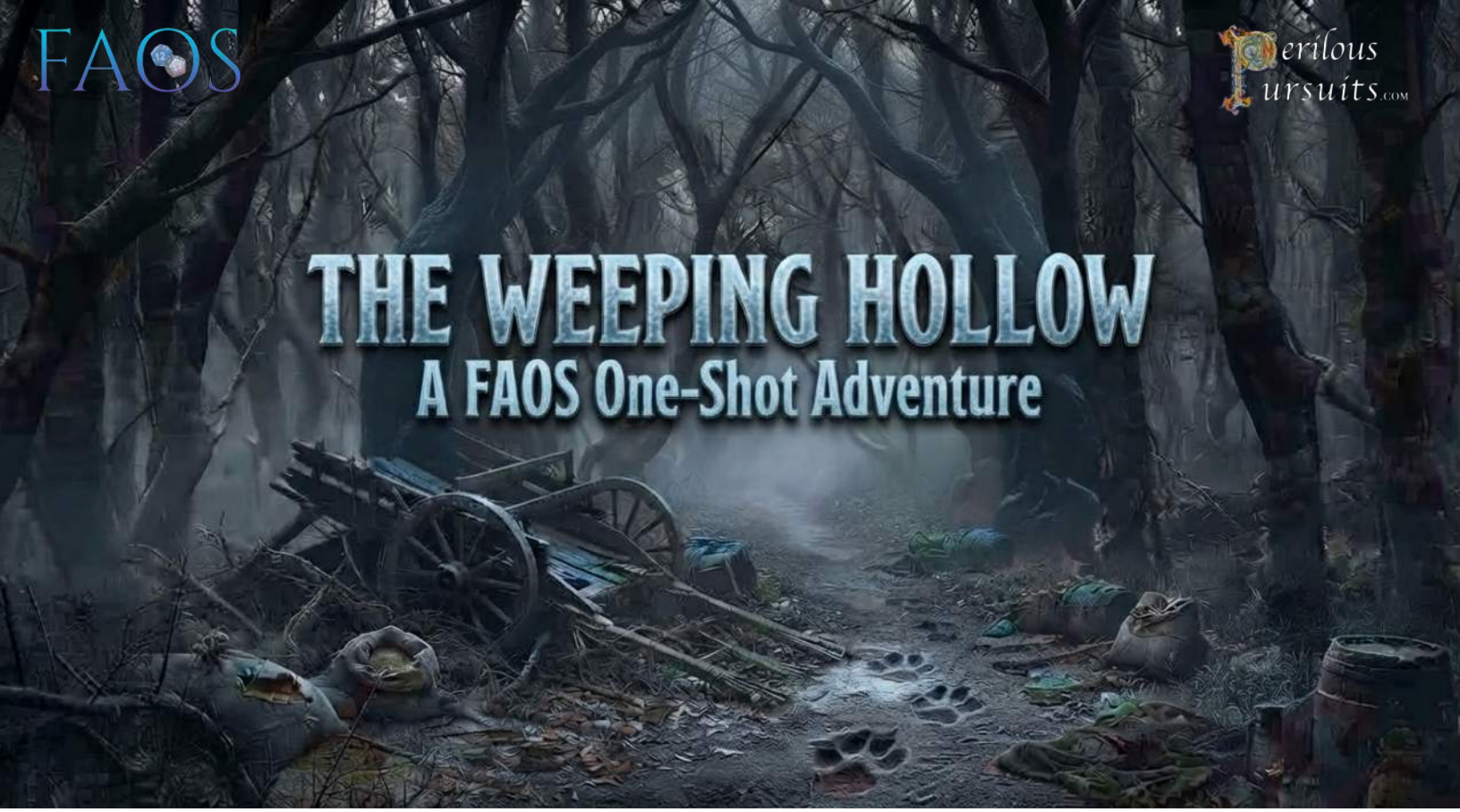


The Weeping Hollow

FAOS One-Shot
V1.7 (2026-10-24)

System: FAOS (Fantasy Adventure Operating System) Version 3.0+

Target: 4-5 Players at Level 1, progressing to Level 2 upon completing the adventure.

Style: Forest wilderness exploration and tactical combat.

Adventure Background

Bordering the town of Oakhaven lies an expansive, dense forest known as **The Whisperwood**. Recently, the atmosphere around the woods has turned unnaturally ominous, marked by a bitter drop in temperature and an unnatural, thick fog that clings tightly to the forest floor.

A local forester named **Darult** ventured into the woods and failed to return. Unknown to the townsfolk, Darult's path led him into the clutches of a corrupted wilderness where a malevolent evil has taken root.



Act I: Into the Mist

The adventure begins as the characters leave the town of Oakhaven which borders on an expansive forest called **The Whisperwood** to discover the fate of a missing Forrester named Darult. The town mayor has offered each player 10GP to recover Darult's body or discover his fate. He offers 20GP to each player if they can bring Darult back alive.

The air grows noticeably colder, and a thick, unnatural fog clings to the forest floor.

- **Environmental Check (Each Hero):** Navigating the dense fog requires a **Survival or Focus Check**.
    - Success: The Hero spots signs of a struggle early and avoids hazards.
    - Failure: Heroes that fail separate from the party and wander into the fog and difficult terrain with toxic flora. If remaining in the toxic flora, the party starts feeling woozy. A second failed Survival Check results in the Drained Condition for 1 hour after they leave the toxic flora area.
- **The Clue:** Half a mile in, the party finds an abandoned timber camp. A splintered cart lies overturned, provisions are scattered, and unusually large canine tracks lead deeper into the tree line.



Act II: The Alpha's Trap

As the characters follow the tracks, the forest falls deathly silent—the birds and insects stop chirping entirely.

Encounter Setup

- **Enemies:** 3–4 **Normal Wolves** and 1 **Dire Wolf**.
- **Tactics:** The wolves use hit-and-run tactics, leveraging heavy fog for cover to flank characters.
- **The Twist (Round 2):** A massive **Dire Wolf** bursts from the mist, letting out a chilling Death Howl that triggers a Willpower Check. Characters that fail are frightened.

Aftermath

A break in the fog reveals wolf prints going towards some trees with gnarled roots. Searching the Dire Wolf's den (a hollowed-out root system nearby), the characters find the forester's satchel, containing a bloodied journal, a jewelled dagger (magical +1) and a heavy iron key.



Act III: The Weeping Hollow

The journal mentions a hidden shrine deeper in the woods and includes a roughly drawn map on one of the pages. Following the map, the characters reach a ring of dead, twisted trees surrounding a crumbling stone altar. Shadows move from the corners of your eyes but when you turn to look, there is nothing there.

- **The Atmosphere:** The temperature plummets below freezing. Frost coats the grass, and breath billows in white clouds from the Hero's mouths.
- **The Forester's Fate:** Tied to the altar, the party finds the missing forester Darult (barely clinging to life, requiring a successful **Survival Check** to stabilize) but talking in a strange tongue or growling like a beast.
- **The Encounter:** A Wraith has possessed the man as he starts to growl and laugh at the Heroes when they question him. Have fun roleplaying the man possessed with the Wraith. Anyone getting close has the Wraith leaping out of Darult's body to try to possess the Hero.
- **Tactics:**
    - The Wraith is incorporeal. Heroes attacking it with non-magical weapons do so at Disadvantage.
    - The Wraith tries to possess a Hero with a Willpower Check and make them attack each other. The possessed hero gets to do a Willpower Check each round to try to force the Wraith out of their body.
- **Resolution:** Defeating the Wraith causes the mist to lift instantly, warm sunlight to break through the canopy, and the unnatural chill to fade from the woods.

Conclusion & Rewards

- **Altar Rewards (Unlocked with the Heavy Iron Key):**
    - **Potion of Restoration:** Removes any Conditions a Creature may have except for Death's Door, Grappled, Obscured, Prone and Restrained.
    - **Dreamcatcher:** A valuable relic of driftwood, string and feathers that the village elders used to ward off evil spirits. (Provides Advantage on Willpower Checks against undead Creatures)
    - **Village Standing:** Permanent gratitude of Oakhaven, granting free lodging, secure supplies, and future quests.
- **Level Up!**
    - Returning to Oakhaven with Darult or news of Darult has the Heroes levelling up to level 2.

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Images

As a free TTRPG, FAOS was created as inexpensively as possible with a lot of love and long hours. All the artwork was created using either artificial intelligence image generators or a combination of many other images.

GM Combat Sheet

Creature Name	Tier	Type	Action Tokens	Head HP AP	Arms HP AP	Legs HP AP	Torso HP AP	Mana Points	Grit Points	Attacks & Items
Dire Wolf	2	Large Beast	3	OOO	OOO	OOO	OOOO OOOO O			10' Free Movement in First Round, Bite (3 Damage), Pack Tactics, 40' Movement. Death Howl All Heroes with 30' from Dire Wolf must do a Willpower Check. On a fail, the Hero is Frightened.
Wolf	1	Medium Beast	3	OO	OO	OO	OOOO O			10' Free Movement in First Round, Bite (2 Damage), Pack Tactics, 40' Movement. Pack Howl (once per day), causes 1d4 additional wolves to appear.
Wolf	1	Medium Beast	3	OO	OO	OO	OOOO O			10' Free Movement in First Round, Bite (2 Damage), Pack Tactics, 40' Movement. Pack Howl (once per day), causes 1d4 additional wolves to appear.
Wolf	1	Medium Beast	3	OO	OO	OO	OOOO O			10' Free Movement in First Round, Bite (2 Damage), Pack Tactics, 40' Movement. Pack Howl (once per day), causes 1d4 additional wolves to appear.
Wolf	1	Medium Beast	3	OO	OO	OO	OOOO O			10' Free Movement in First Round, Bite (2 Damage), Pack Tactics, 40' Movement. Pack Howl (once per day), causes 1d4 additional wolves to appear.
Wraith	3	Medium Humanoid	3	OO	OO	OO	OOOO OO			10' Free Movement in First Round, can pass through solid objects, Possess a Hero by touching it and spending an Action. The Hero must do a Willpower Check. On a fail, the Wraith enters into the body of the Hero now has the Madness Condition. On a success, the Wraith is expelled from the Hero. Attacks against the Wraith with non-magical weapons are done at Disadvantage. Attacks on a possessed Hero do damage to both.