

# THE DARK COVEN BY ISAAC GOMEZ

Take a journey deep into the old forest where ancient elven ruins sit hidden from the world. These ruins are rumored to hold riches beyond measure and magical artifacts of great power. Many adventurers have been lost to the lure of these treasures. Unbeknownst to those who venture here; the forest is plagued by the decay brought by the dark coven that calls this forest their home. Three hags have transformed the ruins and the surrounding forest into a twisted and cruel tangle of death and torment, an image of their dark hearts.

## DENIZENS OF THE RUINS

### DIRE WOLVES

A vicious pack of dire wolves have made the ruins their home and hunt the area for prey. These dire wolves have been touched with madness and are extremely violent. They will attack in groups of three or four and often drag wounded victims to the coven's lair.

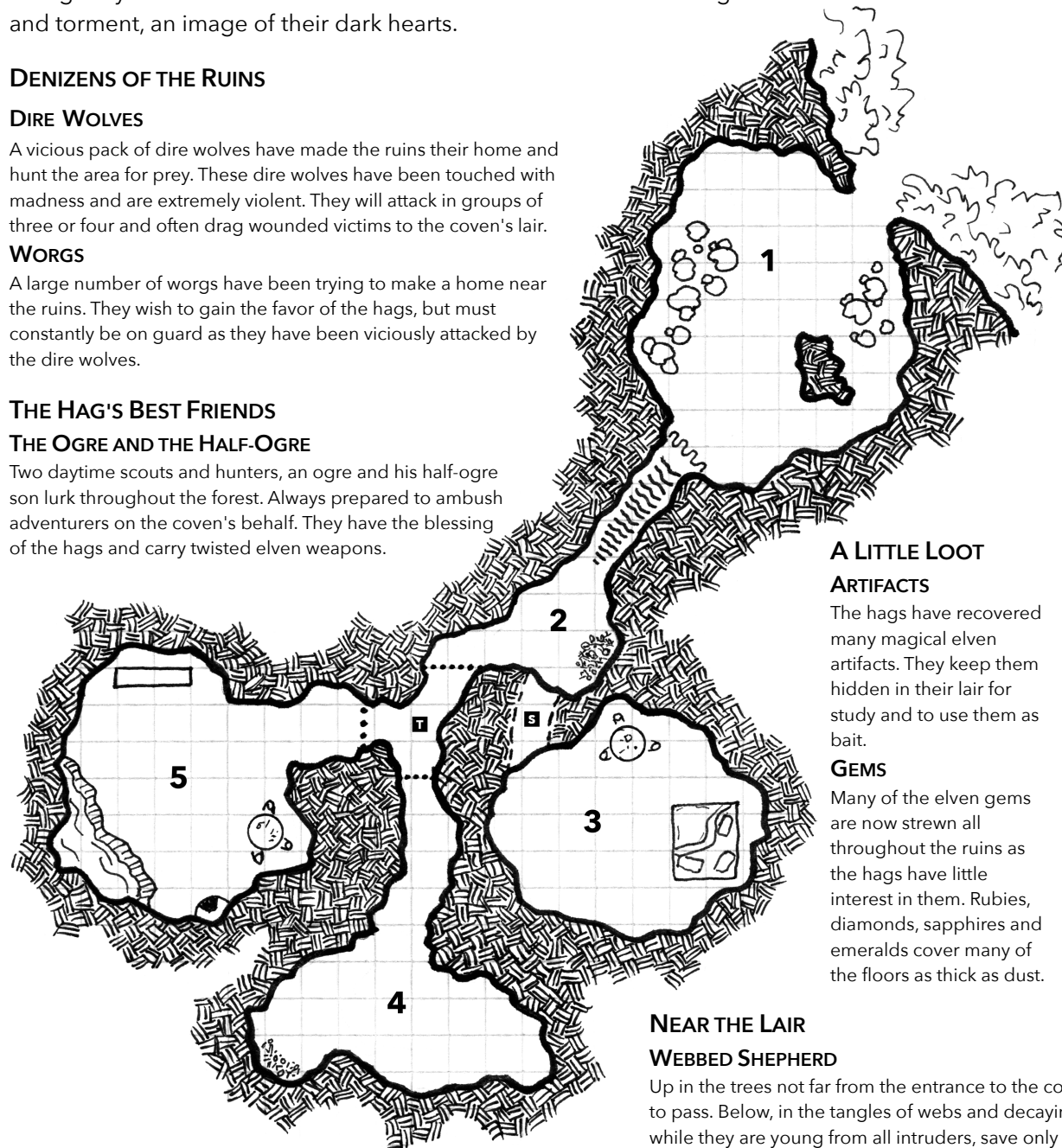
### WORGs

A large number of worgs have been trying to make a home near the ruins. They wish to gain the favor of the hags, but must constantly be on guard as they have been viciously attacked by the dire wolves.

## THE HAG'S BEST FRIENDS

### THE OGRE AND THE HALF-OGRE

Two daytime scouts and hunters, an ogre and his half-ogre son lurk throughout the forest. Always prepared to ambush adventurers on the coven's behalf. They have the blessing of the hags and carry twisted elven weapons.



## THE COVEN'S LAIR

Near the ruins, nestled in a deep tangle of thorn covered bushes sits the entrance to the coven's lair. From here the three hags; two sisters and one daughter rule over this area and all its inhabitants.

**1) THE ENTRY** to the coven's lair is a cavern that reeks of death and decay. The floor and walls seem to be rotting away as if they were flesh. Poisonous mushrooms grow throughout here, waiting to release their deadly toxins.

**2) A SMALL** cavern with a pile of rubbish and bones in the corner awaits adventurers that have crossed through the tattered curtain in the entry.

**S) A SECRET** passage leading to the sleeping chamber of the hags sits here awaiting their touch to open.

**3) THE SLEEPING** chamber of the coven is a dark and foreboding room. Many incantations have filled it with unholy darkness and evil.

**T) TRAPS** are triggered here by a stone located in the center of the floor. Stepping on the trigger drops three sets of wooden spikes from the ceiling to the floor. These are not meant to hold captives for long. The hags will be here soon!

**4) AN EMPTY** cavern seems to have been recently used for some bloody ritual. The remains of an unknown creature are piled up in the far corner.

**5) THE COVEN'S** workroom and study. The heart of the coven's dark experiments and magical artifacts. Here they keep their documents, journals, books and material ingredients. At the far end of this room is a large pit in the floor which seems to be filled with a bubbly putrid sludge. Next to it is a small furnace.

### A LITTLE LOOT ARTIFACTS

The hags have recovered many magical elven artifacts. They keep them hidden in their lair for study and to use them as bait.

### GEMS

Many of the elven gems are now strewn all throughout the ruins as the hags have little interest in them. Rubies, diamonds, sapphires and emeralds cover many of the floors as thick as dust.

### NEAR THE LAIR

#### WEBBED SHEPHERD

Up in the trees not far from the entrance to the coven's lair, an ettercap has made its home. From above he waits for his next meal to pass. Below, in the tangles of webs and decaying undergrowth live giant spiders. The spiders are protected by the ettercap while they are young from all intruders, save only the hags who use them in their dark concoctions.