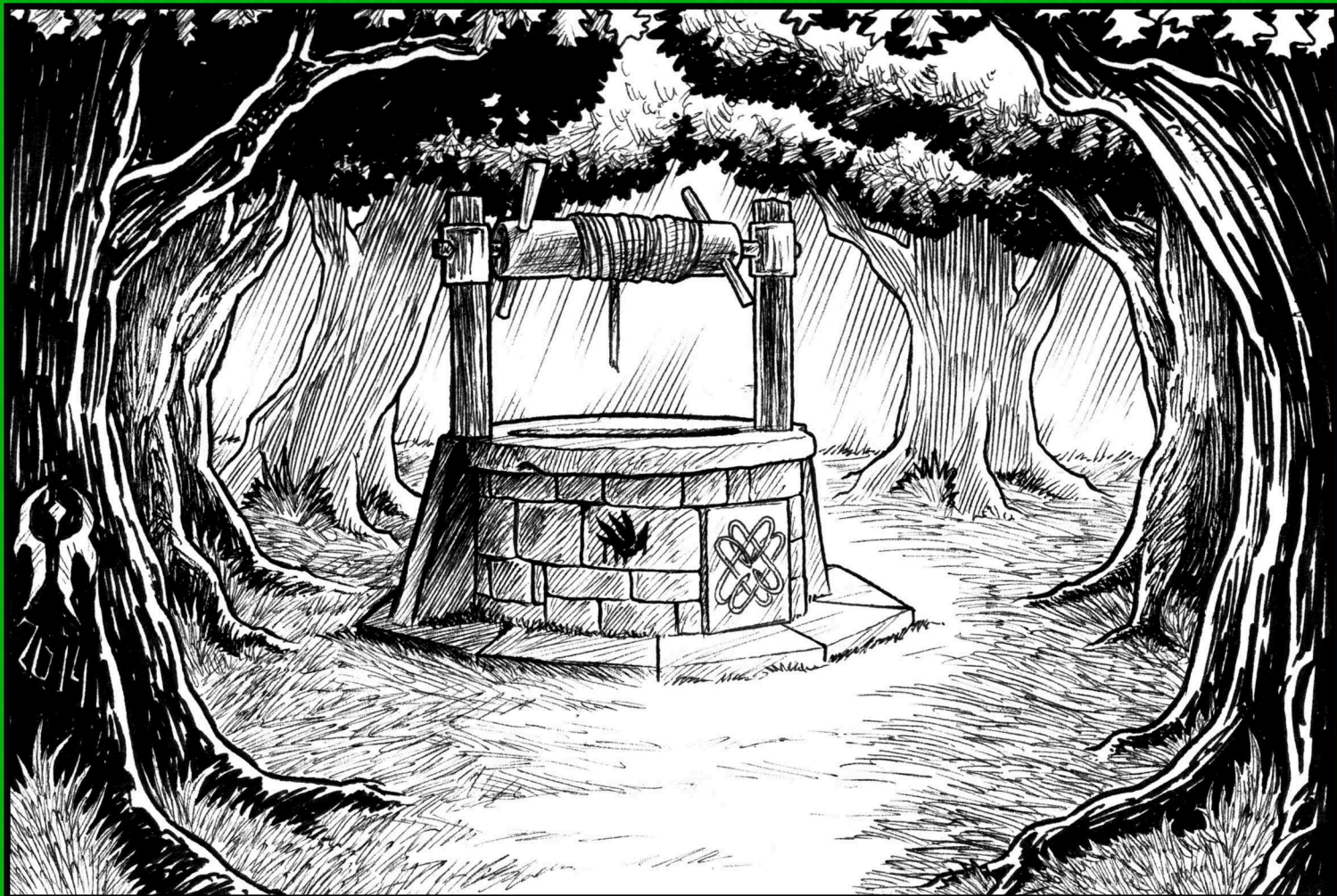


oak grove whispers



A Labyrinth Lord™ adventure designed for
3-6 characters of 1st-3rd level



Labyrinth Lord
Compatible Product



OAK GROVE WHISPERS

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OAK GROVE WHISPERS

"You cannot kill me, any more than you can kill the land. For my blood, my flesh, my bones, are part of this land, just as it is a part of me. As long as the winds blow, the birds fly, and the wolves run free, I shall endure. And I shall *remember*. Do now as thou wilt."

—last words of Morwen the Druun at the hour of his execution

Oak Grove Whispers is a *Labyrinth Lord*™ adventure designed for 3-6 characters of 1st-3rd levels (about 10 levels total). The adventure is broken up into three chapters that take place in a small neighborhood located in the capital city of Dolmvay (the *Labyrinth Lord* is free to substitute any medium- to large-sized city from his own campaign world).

Oak Grove Whispers involves a mixture of roleplaying, investigation, and dungeon crawling, so a diverse range of classes is recommended. As the adventure is set in a civilized city, the characters must also be careful their interaction with NPCs does not land them on the wrong side of the law.

City of Dolmvay

The City of Dolmvay, also known as the White City and the City by the Sea, is the shining capital of the Duchy of Valnwall and a bastion of light in the civilized world. It is the largest city in the Duchy of Valnwall with a population of approximately 70,000 citizens, with half as many visitors present on any given day. The Church of Law and Order is the dominant religion in Dolmvay and plays an active role in the lives of every citizen.

Note: The City of Dolmvay is fully detailed in the free *Small Niche Games* supplement *Guidebook to the City of Dolmvay*. Although *Oak Grove Whispers* can be run without consulting the *Guidebook*, the *Labyrinth Lord* is encouraged to read over that product to get a better feel of the city and its inhabitants.

Adventure Background

Ages ago, a religious order known as the Druun (see pg. 27) practiced rituals from inside sacred oak groves, ceremonial pools, and stone henges. In time, the Church of Law and Order suppressed the Druunic teachings, and the ancient holy sites were lost, forgotten, or converted to other uses.

One such former site is located in the capital city of Dolmvay in the center of a small neighborhood known as Whiteoak Square. This neighborhood has recently been experiencing a strange phenomenon: At night, small dancing lights have been seen floating throughout the neighborhood. The residents were afraid of this sorcery at first, however, the lights seem to exude a feeling of peace and contentment, and the locals have grown used to them.

How it Started

A few weeks ago, a butcher named Walton Brand was clearing out his cellar when he stumbled upon a secret underground passage that led to an ancient Druun hall. This hall was filled with lost relics, arcane lore, and forgotten treasures of the Druun.

Walton told his friends, Loomis the Baker and the chandler Stefan of Walsbury, and the three men began sneaking away from their wives at night to dress in Druun finery and pretend to be men of wealth. A harlot named Red Kirsten was hired to attend them as they drank, feasted, and cavorted in the sacred hall.





Unbeknownst to the revelers, the Druun hall still retained some of its magical powers and their merriment awakened the ancient guardian spirits of the grove. These creatures, known as faerlings, are the lights that have been seen dancing throughout the neighborhood. The faerlings were given life by the revelers' glee, and they project that joy and happiness onto the other residents of the neighborhood. This glee, however, is about to turn to horror. . .

Managing the Adventure

Oak Grove Whispers is divided into three chapters. The first chapter involves a foray into the manor home of a guild master who has become ensorcelled by an ancient Druun relic. The second chapter involves a showdown with a broklaw gang named the Hounds of Camber. The third and final chapter involves exploration of the underground Druun hall.

All three chapters are intertwined. They are presented in sequential order, with each one leading to the next. However, it is entirely possible the characters prefer not to get involved with the various plot hooks presented.

If this happens, a number of predetermined events take place, some of which lead to plot hooks for the next chapter of the adventure.

Oak Grove Whispers presents a "world in motion" with a lot of things go on behind the scenes regardless of whether or not the characters decide to get involved. The Labyrinth Lord is encouraged to read over the plot hooks to see which ones would appeal most to his or her group.

Interacting With the Locals

The characters have many opportunities between chapters to interact with the residents of Whiteoak Square. This is a good way for the party to obtain valuable information, create friendships, and get a feel for the sense of community in Whiteoak Square. There is ample opportunity to interact with, and even work alongside, officers of the City Watch. Most residents welcome adventurers, and Whiteoak Square could possibly become a future "home base" for the characters when they are not adventuring.





WHITEOAK SQUARE

"Halaw, good sirs. You look to have just returned from a glorious adventure! I see your cloaks are weathered, your shirts torn, and your breeches stained beyond the skill of a washerwoman to cleanse. Come, tell me of your latest deeds while I measure you for new clothing that is worthy of your station."

—Bengard the Tailor

Whiteoak Square is a small District of Commons neighborhood located at the end of Oak Street and Boot Street. The neighborhood takes its name from the grove of strange oak trees that surrounds a freshwater well at the center of the square.

Whiteoak Square is a bustling neighborhood made up mainly of poor laborers. The characters may or may not be familiar with the square and its residents, and the Labyrinth Lord may wish to give the characters time to interact with the locals and perhaps see the faerling lights for themselves before the actual adventure begins.

Whiteoak Square Shops and Other Places of Note

The following shops and businesses are located in and around Whiteoak Square

1. Whiteoak Grove

Whiteoak Square was once the location of a Druunic temple compound centered around six tall oak trees known as Whiteoak Grove. The ancient buildings and stone henges have long been dismantled, but the grove remains. The grove provides shade to the neighborhood residents, and children can often be seen laughing and playing in the trees. The oak trees have a pale gray bark and are of a type that is unknown to anyone living.

2. Whiteoak Well

This stone well is used daily by the residents of Whiteoak Square. The water is cool and

clean. The shaft extends down to the Central Hall (area 2.) and further down to the Grotto of the Druun (area 9.) in the Hall of the Druun (see pg. 19).

3. Brand's Meats

Brand's Meats is a butcher shop owned and operated by the master butcher Walton Brand. The shop consists of a display room in front with a butchering table in the rear. The upstairs contains quarters for Walton and his demanding wife Talia. The cellar below the shop is always dank and cool and serves as a storeroom for meats waiting to be processed. A secret door in the cellar opens onto a narrow, twisting tunnel (area 1.) that leads to the Hall of the Druun (see pg. 19).

4. Loaf and Pastry

This bakery is owned and operated by Loomis the Baker Porton and his overbearing wife Meredith. The shop consists of a display room in front with ovens in the rear and a cellar below. Loomis and Meredith live upstairs along with their three children. The shop and the apartment always smell of freshly baked bread.

5. The Burning Light

The Burning Light is a small chandler's shop owned and operated by a seedy candlemaker named Stefan of Walsbury. The first floor contains a display room in front with a workroom in the rear and a cellar below. Stefan and his shy wife Danelle live in the second-story apartment.





6. The Gray Mule

This one-story tavern caters mainly to locals. The first floor contains a common taproom, private meeting chambers, and kitchens, with a cellar below. The Gray Mule is owned and operated by the one-legged Dannod Harven.

7. Tailor Shop

This simple tailor shop is owned and operated by Bengard the Tailor. The first floor contains a display room in front with a workroom full of mirrors in the rear. The second floor contains Bengard's private living quarters.

8. Church of the Builder

This small church is dedicated to St. James the Elder, Patron Saint of Laborers. Church services are given by Father Nial Dendry on Son's Day at the end of the work week. Father Nial lives in a small cottage behind the church. The church grounds are surrounded by a six-foot-tall rock wall made of stacked stone.

The church's main fireplace is located behind the altar. Father Nial has been hearing voices and laughter coming from the fireplace lately. This is because the floor of the fireplace is a concealed door that connects to a natural vent leading to the Hall of Feasts (**area 3.**) in the Hall of the Druun (see pg. 19). Father Nial is reluctant to talk about the sounds when sober, but may confide in a Lawful cleric or fighter character when drunk (at the Labyrinth Lord's discretion).

9. Shoehaven Manor

Shoehaven is the name of a modest manor home that belongs to the master cobbler Ethan Galenar. The manor is surrounded by a six-foot-tall rock wall made of stacked stone. Shoehaven Manor is more fully described on pg. 7.

10. Cobblers' Row

Cobblers' Row consists of a line of journeymen cobbler's shops that borders Whiteoak Square.

11. Slanted Tenement

Tenement buildings house the majority of the residents of Whiteoak Square. The tenements

are overcrowded and poorly maintained. The Slanted Tenement is particularly dilapidated and looks as if it is about to collapse. It is a five-story structure with six apartments on each floor. The apartment doors open onto a narrow balcony that faces the square.

12. Red Door Tenement

The Red Door Tenement is a five-story structure with six apartments on each floor. The apartment doors open onto a narrow balcony that faces the square.

The apartment doors are painted red to ward off evil. The Red Door Tenement is further described on pg. 13.

13. Ethela's Place

Ethela Stonsen is an elderly woman who loves children. She has turned her small, cramped two-story apartment into an orphanage. Ethela's Place is always overcrowded, with two dozen children living there at any given time. These children have no other place to go. Ethela relies mainly on the goodwill of the church, the kindness of the residents of Whiteoak Square, and the gratitude of orphans who have moved on to feed and clothe herself and the children.

14. Short Hammer

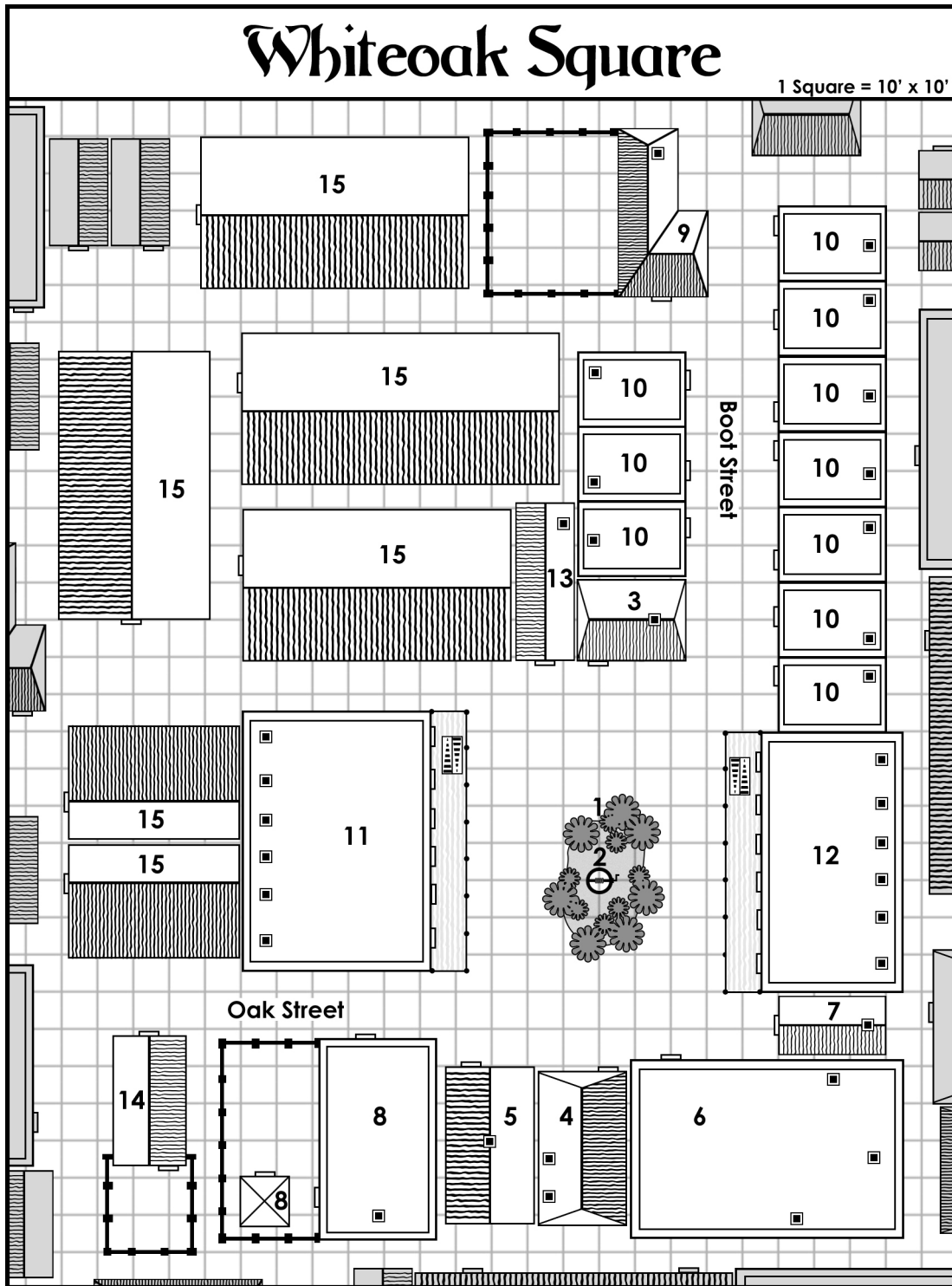
The Short Hammer is a stonemason's shop owned and operated by a dwarf named Dirk the Chiseler. The shop consists of a display room in front, Dirk's apartment in the rear, and a work area out back. The work area is surrounded by a six-foot-tall rock wall made of stacked stone.

15. Warehouse

These warehouses are used to store cloth, spare sails, lumber, and other mundane items. They are owned by guild masters and wealthy merchants who do not reside in Whiteoak Square. The doors are kept locked at all times. There is a 50% chance that two guards are present inside.

Warehouse Guard (2): treat as 0-level human with AC 8 (leather armor), 2 hp, spear (Dmg 1d6), dagger (Dmg 1d4), XP 5, and 1d4 cp.







CHAPTER ONE: GALENAR'S FOLLY

"Good evening, sirs. I fear Master Galenar has taken ill and cannot entertain guests. I blame the trout purchased from Dean the Fishmonger. I shall tell the master that you were kind enough to call."

—Bernard Drumley

The first chapter of *Oak Grove Whispers* takes place about two weeks after Walton Brand first invited the harlot Red Kirsten to the Hall of the Druun. Kirsten was blindfolded and led to the hall where she was amazed by the amount of treasure found there. Walton Brand and his friends thought to buy her secrecy with baubles and trinkets, however, Red Kirsten decided to steal some of the more valuable ancient treasures for herself.

Kirsten planned to sell the items on the black market. She knew that she had to be careful, though, because the City Watch might start asking questions and agents of the Church of Law and Order would not take kindly to someone spreading relics of other religions.

Red Kirsten decided to approach one of her regular "clients", a wealthy master cobbler with a checkered past named Ethan Galenar. Kirsten told him about the hall and explained what she intended. Master Galenar agreed to help her find a buyer for the treasures.

The next time Red Kirsten was led to the Druun hall, she smuggled a ceremonial bronze crown out beneath her dress. This crown was actually a magical item named the Crown of Dreams (see pg. 34). Kirsten gave Galenar the crown and agreed to check back with him in a few days.

Once Kirsten left, Galenar could not resist donning the crown. He instantly fell under its

spell and nightmarish dream projections have now taken over his manor home.

Realizing something was wrong, Galenar's live-in manservant Bernard Drumley decided to lock the house down. He turned the cook and maid away with the story that Master Galenar had taken ill in order to avoid gossip, and is hoping that whatever has happened to the home is only temporary. Drumley is afraid to seek outside help. He knows that Galenar's reputation is at stake and does not want him to get into trouble with the guild or the church.

Beginning the Adventure: Chapter One

The Labyrinth Lord may use any of the following plot hooks to get the characters into Shoehaven. The hook should be introduced at night.

1. The harlot Red Kirsten has tried to visit Galenar several times over the past few days, but Drumley has refused her entry. She knows something is wrong and suspects it may have something to do with the bronze Druun crown. Kirsten is looking for a discrete band of adventurers to check on Master Galenar. She offers the characters 100 gp to make sure that he is well. Kirsten informs the characters that Drumley is turning away visitors, but does not mention anything about the Druun crown.





2. Drumley believes Master Galenar has been cursed and fears for his life. He contacts the PCs and offers a diamond-studded brooch (worth 500 gp) if they agree to discretely investigate. Drumley explains that Master Galenar has several enemies who would take any opportunity to tarnish his reputation. Drumley has not left the front of the home since the strangeness began, but believes Master Galenar is on the second floor. Drumley knows that the trouble began soon after Red Kirsten's visit, but does not want to mention Galenar had been with a harlot.

3. The characters see faerling lights floating around the top level of the manor. A few seconds later, they hear crashing sounds and a wail of pain from within. This is Drumley getting stabbed by the Nightmare Butcher as he tries to rescue his master. If the characters investigate, they find him lying unconscious in a pool of blood at the foot of the main stairs in the Main Hallway (**area 5**).

If the characters decide not to enter Shoehaven Manor, skip to Not Interested (see pg. 11).

Shoehaven Manor

Master Ethan Galenar lives in a modest three-story manor home with white brick walls covered in creeper vines. The locals named the home Shoehaven Manor after he moved in, and the name stuck. Galenar is a man of moderate wealth and status. His house is fully furnished with several items of value located throughout the home.

Nightmare Manor

The entire house has been drawn into Galenar's nightmare. A thin layer of mist hovers just above the floor and a sense of menace hangs in the air. Unless otherwise noted, the house is dark and the characters must carry their own light source. The light creates strange shadows that bounce off the mist and flicker eerily at the corner of one's vision. The Labyrinth Lord should have the characters make one or two "fake" rolls after seeing one of these apparitions in order to keep the players guessing.

Gaining Access

There are several ways to gain access into Galenar's home. The following methods assume the characters were not hired by Drumley.

The front and rear doors are locked. The locks may be picked or the doors forced open normally. The windows are shuttered and locked. The locks may be picked or the shutters may be forced open normally.

The glass windows do not open so the glass must be broken. If the characters make a lot of noise breaking in, there is a 1 in 6 chance that two City Watchmen (see pg. 32) arrive in 3d4 rounds to investigate. The Watchman do a quick survey of the outside of the house. As long as the party makes some effort to conceal themselves, they should go unnoticed.

If the characters climb the walls, they may gain entry through any of the windows or the third floor solarium. Because of the vines, a Thief character may climb the walls without having to make a roll. Other characters must make a Strength check. Failure means the character makes it halfway up the wall before losing his grip and falling, suffering 1d6 hit points of damage. The door to the solarium is locked and the characters must contend with the oak apparition lurking in the chamber.

The most obvious way to gain entry is to simply knock on the front door. Drumley refuses to let anyone in, but he is hardly capable of stopping a band of determined adventurers. If pressed, he threatens to call for the Watch, however, this is an empty threat. If Drumley realizes the PCs cannot be turned away, he tells them what he knows of the nightmarish apparitions. Drumley is afraid for his master's life and begs the characters for help.

Cellar (Not Shown on Map)

The cellar runs the length of the house. It is used to store food, wine, and old furniture. The wine rack contains several bottles of aged Leandra's Cherry Wine (50 gp each) and an expensive Dionoso wine from Guildeland (500 gp). The entrance to the cellar is located in the Pantry (**area 10**).





First Floor

The first floor contains reception rooms, dining rooms, and kitchens.

1. Entrance Hall

The brass knocker on the front door resembles a pair of nobleman's shoes. The front door opens onto the Entrance Hall.

2. Reception Room

This furnished reception room is used to entertain casual visitors. The furniture here is decorated with a shoe motif. Drumley has been sleeping here on a pallet of blankets since the nightmare began. There is nothing of value in the room.

3. Drawing Room

This furnished room doubles as a master cobbler's workspace. Galenar has not accepted a commission in several years, but he keeps his tools and work area tidy. The room contains cobbler's tools as well as several pairs of finely crafted footwear on display. A portrait above the fireplace depicts the current headmaster of the Cobbler's Guild.

4. Washroom

This small washroom contains a mirror, washbasin, and garderobe.

5. Main Hallway

This hallway runs from the Entrance Hall to the Kitchens (**area 9.**). It is decorated with portraits of famous guild cobblers. A staircase here leads up to the Main Hallway on the second floor (**area 15.**).

6. Library

This library contains book-lined shelves and comfortable furniture. The books are non-magical in nature and mainly cover subjects such as cobbling, trade guilds, and commerce.

7. Dining Room

This dining room is used to entertain dinner guests. The six person dinnerware set is inlaid with silver and gold and engraved with a shoe motif. It is worth 600 gp as a set.

8. Sitting Room

This private sitting room is where dinner guests may retire for a drink and a smoke. The ashtrays are shaped like various types of boots and shoes.

9. Kitchen

This kitchen is clean and well maintained. It contains normal kitchen utensils, pots, and pans.

The nightmare oven is embedded in the west wall. When the PCs enter, it detaches itself from the wall and attacks. The oven loses initiative on the first round of combat as it breaks free. It pursues the characters as long as they remain in the house, but has difficulty negotiating stairs as noted in its description on pg. 35.

Nightmare Oven: AL C; MV 90' (30'); AC 2 (natural); HD 3; hp 15; #AT 1; Dmg 1d10 (fists) or special; SA fire blast (Dmg 3d6); SV MU3; ML 12; XP 80.

10. Pantry

This well stocked pantry contains non-perishable foodstuffs, herbs, and spices. 7 days of preserved rations and 3 days of trail rations can be collected from the food here. A trapdoor in the floor provides access to the Cellar Level.

Second Floor

The second floor contains private sitting rooms and sleeping chambers.

11. Servant's Quarters

These quarters belong to Bernard Drumley. They are simply furnished and decorated. A portrait of Drumley's mother hangs on one wall and the two share a striking resemblance.

12. Servant's Washroom

The servant's washroom contains a small bathtub, washbasin, and garderobe.

13. Guest Washroom

This washroom contains a small bathtub, washbasin, and garderobe.

14. Green Bedroom

This fully furnished bedroom is used for overnight guests. The drapes, linens, and upholstery are all colored various shades of





green or have green designs. Paintings on the walls depict forest creatures and woodland scenes.

15. Main Hallway

This hallway runs the length of the second floor. The nightmare butcher is lurking near the servant's quarters. It squeals and charges to attack anyone who enters the hall. The nightmare butcher fights to the death, pursuing the characters as long as they remain in the house.

Nightmare Butcher: AL C; MV 120' (40'); AC 6 (natural); HD 3; hp 18; #AT 2; Dmg 1d6 (cleaver)/1d4+1 (butcher knife); SA charge attack; SV F3; ML 12; XP 80.

16. Blue Bedroom

This fully furnished bedroom is used for overnight guests. The drapes, linens, and upholstery are all colored various shades of blue or have blue designs. Paintings on the walls depict sailing vessels and ocean scenes.

17. Master's Bedroom

This comfortably furnished chamber is Ethan Galenar's bedroom. A bearskin rug on the floor is worth 90 gp. A large mirror in a gold and silver frame is worth 350 gp. A small chest hidden among other boxes beneath the bed contains four small scroll tubes.

The first tube contains a roll of 100 gp, the second contains a roll of 100 sp, and the third contains a roll of 100 cp. The last scroll tube contains Galenar's Will, leaving Shoehaven Manor and all of his possessions to Kirsten and her friends Molli and Jennan. None of the harlots know this document exists.

18. Master's Washroom

This washroom contains a full size bathtub, washbasin, and garderobe.

19. Sitting Room

This sitting room contains comfortable furniture. A bookshelf contains cobbling-related books as well as several texts on demihuman equality and anti-nobility sentiments. An open book resting on a table next to a plush reading chair contains a series of controversial quotes by the late philosopher Artemus of Forentsii.

Ethan Galenar is sitting in the chair with his eyes rolled back in their sockets showing only the whites. The Crown of Dreams is on Ethan's head and the emerald stones embedded in the bronze oak tree pulse with green light.

The room is filled with lit candles. When the PCs enter, the candles begin to dissolve and come together into the wax nightmare. The wax nightmare loses initiative on the first round of combat as it forms. It fights to the death, pursuing the characters as long as they remain in the house.

Wax Nightmare: AL C; MV 90' (30'); AC 8 (natural); HD 3; hp 16; #AT 1; Dmg 1d6 (hot wax); SV MU3; ML 12; XP 80.

Master Ethan Galenar: see pg. 29 for statistics.

Third Floor

The third floor consists of a rooftop solarium.

20. Hallway

The staircase in this hallway leads down to the Main Hallway on the second floor (**area 15.**).

21. Solarium

This peaceful solarium is a small greenhouse filled with plants, stone benches, and a shallow fish pond. Master Galenar often sits and surveys the neighborhood from here.

The oak nightmare rests in the middle of the solarium and is capable of uprooting itself in order to attack. The solarium is in disarray with roots from the oak nightmare extending throughout the room.

Oak Nightmare: AL C; MV 30' (10'); AC 4 (natural); HD 3; hp 24; #AT 2; Dmg special; SA noose attack (Dmg 1d4); SV F3; ML 12; XP 95.

Breaking the Spell

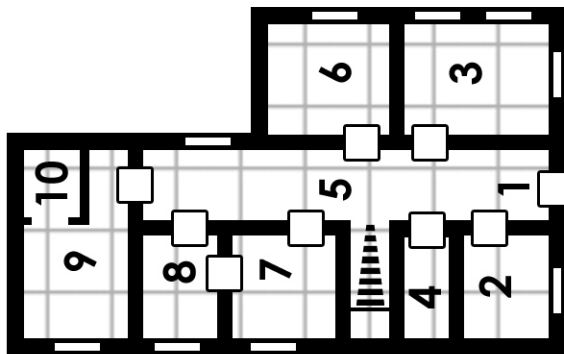
There are two ways to break the spell. The first is to damage the Crown of Dreams. This can be done in a number of ways including bending or chopping off the oak tree or prying out the emeralds. This immediately breaks the spell and turns the crown into a nonmagical item.



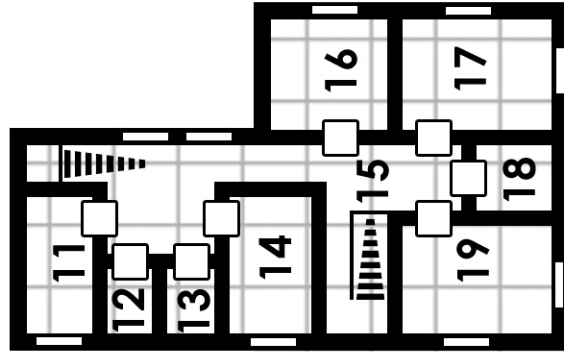


Shoehaven Manor

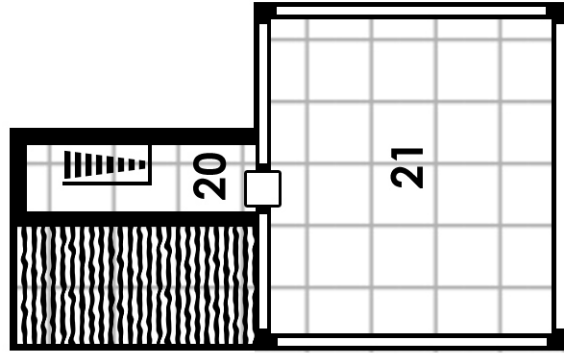
1 Square = 10' x 10'



First Floor



Second Floor



Third Floor





The second way to break the spell is to kill Ethan Galenar. The murder of a guild master is likely to have future consequences for the PCs, especially when the Lawguardian Sister Aliss begins investigating recent events in the neighborhood (see Interlude #2). The Labyrinth Lord may have to adjust some encounters later, if Galenar is killed.

Concluding the Adventure: Chapter One

Once the spell is broken, the nightmares disappear (although any injuries or damages they caused remain). Ethan Galenar is disoriented and barely remembers anything from the past few days. He knows Red Kirsten gave him the crown, but cannot remember where she got it or why she gave it to him. Galenar is extremely grateful to the party. In addition to any fees Drumley or Kirsten may have promised, Galenar pays them 150 gp each. He also asks for their discretion in the matter.

If the characters are unable to break the spell, Galenar's home is consumed by a strange fire as outlined in Not Interested (see below). The characters may still be drawn into the second and third parts of the adventure, however, the Labyrinth Lord may have to adjust some of the descriptions.

Not Interested

This chapter of Oak Grove Whispers assumes the PCs accept one of the plot hooks, enter Shoehaven Manor, and rescue Master Ethan Galenar. It is possible, for whatever reason, that the characters may ignore the given plot hooks and decide not to get involved at this time. The Labyrinth Lord should give the PCs time to interact with the locals and perhaps even witness Red Kirsten leave the Gray Mule tavern with Walton Brand as outlined in Interlude #1: Kirsten's Doom (see below).

If the characters do not enter Shoehaven Manor, a day later the home succumbs to a mysterious fire that kills Ethan Galenar and his manservant Bernard Drumley. The characters may still be drawn into the second and third chapters of the adventure as outlined in the various hooks given for those sections.

INTERLUDE #1 KIRSTEN'S DOOM

"I say they're up to something. They've all been too happy of late. You ladies come with me tonight and I assure you we'll get to the bottom of this."

—Talia Brand

Red Kirsten is at the Gray Mule tavern (possibly awaiting the party's return from Shoehaven Manor) when the butcher Walton Brand approaches her for another tryst. Kirsten accepts, thinking she might be able to learn more about the bronze crown after the men have had their fun. She meets Brand and the others inside the butcher shop where she is blindfolded and led down into the Druun hall.

Unbeknownst to Brand and the others, their wives have grown suspicious of their nighttime disappearances. They secretly follow the men into the hall where they angrily confront Kirsten. The argument turns physical and Kirsten is subjected to a barrage of insults, punches, and hair pulling. Overmatched, Kirsten attempts to flee the beating, but the women corner her in the Ritual Drowning Chamber (pg. 22) and, in a fit of blind rage, drown the harlot in the sacred pool.

This drowning serves as a sacrifice that appeases some of the ancient forces worshipped by the Druun. The women are bathed in a glow of white light and suddenly look and feel years younger. Talia convinces the horrified men to hide the murder, and Kirsten's lifeless body is unceremoniously dumped down the well shaft in the Central Hall (pg. 19).

Kirsten's body is absorbed into the roots of the Grotto of the Druun (see pg. 23). This improper ritual causes the glowing white lights of the faerlings to disappear as the faerling queen becomes a bloodling queen (see pg. 37).

Note: If, for some reason, the PCs stop Kirsten from entering the hall with Brand, he approaches her friend Molli, and Molli is murdered in the same fashion.





Adventurers at Rest

The Labyrinth Lord should allow a day or so to pass after the events at Shoehaven Manor. The characters should be given plenty of time to equip themselves and/or pursue their own interests outside the neighborhood.

If they elect to remain in Whiteoak Square, the Labyrinth Lord can roleplay encounters with the other residents and shop owners, using Gossip Table #1 as a guide. Red Kirsten has disappeared and the characters may be interested in finding out what happened to her. Her friends Molli and Jennan are also nowhere to be found.

Astute players may have recognized the clues in Shoehaven Manor leading to Brand, Loomis, and Stefan, and decide to question them. The men are terrified of being implicated in Kirsten's murder and deny any knowledge of her whereabouts. Their wives are even more tightlipped, and become angry if pressed. This behavior may seem suspicious, but the characters should be unable to learn the truth of what is happening without the aid of magic such as a *charm person* or *ESP* spell.

If the players realize the oak grove is a mystical site and manage to locate and enter the Hall of the Druun, skip ahead to Chapter Three: The Hall of the Druun.

Gossip Table #1

1. Camber and his Hounds were up all night drinking and keeping everyone in the neighborhood awake again. I guess we should be thankful they weren't out robbing and stealing from us.
2. First it was Kirsten. Then she brought her wanton lady friends Molli and Jennan. Before you know it, they'll be fat with children and ready to settle down here. A pox on all harlots. This neighborhood doesn't need their kind.

3. Have you seen that shrew Talia, the butcher's wife? I saw her this morning and she looks younger by a decade, even though she's still just as unpleasant to deal with. No wonder Walton keeps her locked away above his shop. Can't have a pretty thing like that walking around.
4. I hear Master Ethan Galenar recently visited Plague Town and is now recovering from a strange sickness. If you're smart, you'll make an offering to St. Callor like I did.
5. I prefer to use Kevan Bawler when I need my shoes repaired. He's not the easiest person to deal with, but his skills are top notch.
6. I saw a cluster of those dancing lights around the Widow Bron's apartment last night. A few minutes later Old Man Walkirk came sneaking out of the apartment grinning ear to ear. I don't even want to think about what those two oldsters have been up to.
7. I saw the cobbler Anden Woodrow paying Murrn the Bull and his thugs for something. Anden didn't look pleased at all, so I hope he got his money's worth.
8. Just a friendly warning, don't touch any of those filthy mongrel dogs unless you want to fight Camber and his Hounds. They treat those animals better than they treat people.
9. The owner of the Slanted Tenement is a greedy miser who cares little for the welfare of his tenants. Not surprising he lives far away in the City Center District.
10. Those dancing lights are an evil omen, if you ask me. Nothing good ever came of such magic.
11. Whiteoak Grove is a good place to relax during the day.
12. Who's going to help Father Nial get home tonight? Last I saw he was deep in his cups and talking about strange voices coming from the church fireplace again.





CHAPTER TWO: AGAINST THE HOUNDS

"I've been stabbed seventeen times and I'm still standing here to tell you about it. If you move against me, you will die."

—Camber Ironskin

The second chapter of *Oak Grove Whispers* involves the characters confronting Camber Ironskin and his thugs in their tenement hangout. The Hounds of Camber are a broklaw gang that has recently moved into the neighborhood and begun extorting the shop owners and businessmen of Whiteoak Square. The guild cobblers of Cobbler's Row have attempted to complain to Master Galenar several times, but were turned away by his manservant Bernard Drumley. Having no other recourse, the cobblers signed and delivered a petition stating they are about to take their complaint directly to the guild.

Beginning the Adventure: Chapter Two

The Labyrinth Lord may use any of the following plot hooks to get the characters to move against the Hounds of Camber.

1. If the characters saved Master Ethan Galenar, he attempts to hire the PCs to retrieve a strongbox containing all of the money Camber's gang has extorted from the cobblers and other neighborhood shop owners. Galenar offers half the contents of the strongbox as payment. He does not know how much the box contains, but suspects it to be several hundred gold pieces.

2. If Galenar died in the fire mentioned in *Not Interested*, a group of cobblers led by Master Marten Forester contact the PCs directly with the same offer.

3. The City Watchmen Josep and Jana Arrel approach the PCs for help. They have received a tip that the broklaw gang known as the Hounds of Camber have kidnapped two young girls. The Watchmen want to investigate, but know the Hounds have no respect for the law and the Watchmen could use the party's help.

If none of the hooks appeal to the PCs, skip ahead to *No Thanks* (see pg. 16).

Red Door Tenement

The Red Door Tenement is a five-story apartment building with six apartments per floor. The front doors of each apartment are painted red to ward off evil.

The door is located on a narrow balcony that runs the length of the floor. Fighting on the balcony is dangerous. Any combatant that takes greater than 5 hit points damage must make a saving throw vs. wands or else be knocked over (or through) the flimsy waist-high railing and take standard damage from the fall.

A narrow staircase on the north corner of the building provides access to the upper floor balconies. Anyone who has the "high ground" on the staircase receives a +1 bonus to-hit against those beneath them.

Entering the Red Door Tenement

The Labyrinth Lord may need to remind the PCs that they are not entering some random dungeon where the inhabitants can just be





slaughtered at will. Most of the residents of the Red Door Tenement are law-abiding citizens who have been intimidated by the Hounds of Camber. These tenants are willing to help adventurers in need, so long as doing so does not put them in immediate danger.

Help may take the form of hiding a character who is being pursued, binding the wounds of an injured PC, or even alerting the Watch that the party has been captured. The characters should not expect the residents to join the fight against Camber's gang, unless the Labyrinth Lord wishes to change the scope of the chapter into a "Rally the Residents" type of adventure.

Encountering the Hounds of Camber

The Hounds of Camber have taken over three of the six apartments on the third floor. They like to drink, hang out on the front balcony, and generally be loud and boisterous throughout all hours of the night. The City Watch has once responded to the apartments because of a noise complaint. The next day, the Hounds retaliated by beating several random tenants, and no one has complained since.

The majority of the Hounds of Camber wake around noon. During the day, 1d6 Hounds may be found in each apartment and there is an 80% chance Camber and/or Murrn are present in their rooms. At night, 1d4 Hounds may be found in each apartment (the rest are committing crimes in other parts of the city) and there is only a 30% chance that Camber and/or Murrn are present.

The thugs are lounging on the balcony or drinking and gambling inside the apartments. In addition, 1d3 mongrel dogs are always wandering the tenement. The dogs are trained to attack anyone fighting Camber's thugs.

Mongrel Dog (1d3): AL N; MV 150' (50'); AC 7 (natural); HD 1; hp 3; #AT 1; Dmg 1d4 (bite); F1; ML 7; XP 10.

1. Guard Post (Ground Floor)

Two thugs are always posted on the ground floor, near the staircase. The thugs stop and question anyone who does not live in the apartment. If the party is accompanying City Watchmen, the thugs do not stop them, however, they do sound the alarm by barking loudly as the Watchmen climb the stairs. This

gets all the tenement dogs barking which alerts Camber and Murrn.

If Camber and/or Murrn are present in the apartments, they prepare the men for a possible fight, and then meet the Watchmen on the balcony. If Camber and/or Murrn are not present, they arrive at the tenement in 2d6 rounds to investigate.

Thug (2): treat as 0-level human with AC 8 (leather armor), 3 hp, XP 6, club (Dmg 1d4), dagger (Dmg 1d4), and 1d4 cp. The thugs are skilled streetfighters and gain +1 to-hit with clubs, daggers, and other makeshift weapons (such as chairs, bottles, etc.)

2. Tenement Apartments

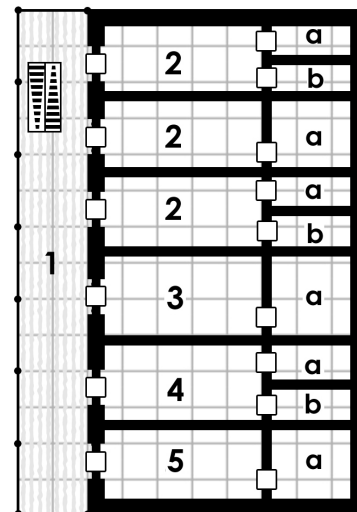
These cramped apartment consists of one to three simple rooms occupied by a family of 2d6 people. The Labyrinth Lord is free to decide the makeup of each family.

3. Mastiff Apartment

This apartment consists of a sitting room in front and a bedroom in back (**area a.**). It is furnished with battered furniture and littered with dirty clothes, broken bottles, and scraps of uneaten food.

A dead thug is partially concealed behind the sofa. The thug drank too much last night, passed out, and choked on his own vomit. The

Red Door Tenement



1 Square = 5' x 5'





thug has 3 cp hidden inside his smelly left shoe. Otherwise, there is nothing of value inside the room.

Thug: treat as 0-level human with AC 8 (leather armor), 3 hp, XP 6, club (Dmg 1d4), dagger (Dmg 1d4), and 1d4 cp. The thugs are skilled streetfighters and gain +1 to-hit with clubs, daggers, and other makeshift weapons (such as chairs, bottles, etc.)

4. Bloodhound Apartment

This apartment consists of a sitting room, a small spare bedroom (**area a.**), and Murrn's bedroom (**area b.**). It is furnished with battered furniture and littered with dirty clothes, broken bottles, and scraps of uneaten food. A painting hanging from one wall depicts a mongrel dog pack prowling the city.

A gold necklace with a distinctive ruby pendant is concealed in the back of the painting. The necklace was stolen from the house of a noble and the thugs are waiting to sell it. It is worth 1,500 gp, however, there is currently an 80% chance the City Watch investigates anyone who sells it.

If Murrn is present, he attempts to use his size to intimidate the PCs (and/or the City Watchmen) into leaving. Murrn may let the Watch inspect the apartment (70% chance), but refuses to allow the PCs to enter. If threatened, Murrn flies into a rage and attacks, attempting to slam characters into walls or hurl them off the balcony.

Murrn the Bull: see pg. 32 for statistics.

Thug: treat as 0-level human with AC 8 (leather armor), 3 hp, XP 6, club (Dmg 1d4), dagger (Dmg 1d4), and 1d4 cp. The thugs are skilled streetfighters and gain +1 to-hit with clubs, daggers, and other makeshift weapons (such as chairs, bottles, etc.)

5. Wolfhound Apartment

This apartment is tidier than the others. It consists of a sitting room in front and Camber's bedroom in back (**area a.**). The strongbox is located in Camber's bedroom. It contains 154 gp, 203 sp, 75 cp, and a bronze Woodsman's bracelet embedded with sapphires and covered in Druunic runes (worth 550 gp).

The young harlots Molli and Jennan are also located here, bound and gagged on the floor. When Kirsten disappeared, the girls took the bronze bracelet from Kirsten's hidden cache and attempted to hire Camber and his Hounds to find her. Instead, Camber tied the harlots up and demanded they tell him where they acquired the bracelet. The women have been beaten, but are still alive.

If Camber is present, he refuses to let the PCs (or the City Watch) into the apartment. If pressed, he and his gang attack. This is an all out fight to the death. Camber is no stranger to run-ins with the law and knows he is in big trouble if the harlots are allowed to talk. If reduced to 5 hit points or less, Camber attempts to flee by leaping off the balcony. The fall does 3d6 hit points of damage, which almost certainly means his death.

Camber Ironskin: see pg. 31 for statistics.

Thug: treat as 0-level human with AC 8 (leather armor), 3 hp, XP 6, club (Dmg 1d4), dagger (Dmg 1d4), and 1d4 cp. The thugs are skilled streetfighters and gain +1 to-hit with clubs, daggers, and other makeshift weapons (such as chairs, bottles, etc.)

Stolen Strongbox

If the characters raid the tenement and steal the strongbox without confronting Camber and/or Murrn, the gang leaders figure Molli and Jennan were also rescued and do not want to wait around to deal with the City Watch. Camber and/or Murrn quickly round up the remaining thugs and move out of the neighborhood. The gang leaders may reappear at a later date to take revenge on the party, at the Labyrinth Lord's discretion.

Watch Response

If fighting breaks out between the PCs and the Hounds of Camber, the residents of Whiteoak Square are quick to realize what is happening. If the characters cause a huge commotion (setting fires, blasting away with magic spells, etc.), two City Watchmen arrive in 2d4 rounds. Neighborhood residents quickly inform the Watchmen that adventurers are taking on the broklaw gang. The Watchmen attempt to evacuate and protect the residents.





If the combat lasts for an extended period of time, twelve Watchmen arrive as backup and attempt to restore order. If magic is obviously being used, one of the Watchmen runs off to get the Lawguardian Sister Aliss Brimball.

Concluding the Adventure: Chapter Two

If all goes well, the characters rescue Molli and Jennan, recover the strongbox, and drive Camber and his gang out of the neighborhood. Galenar (or the cobblers) happily pay the reward for recovering the strongbox.

The City Watch is called in to investigate the trouble (if they weren't already) and the characters are eventually questioned by a Lawguardian named Sister Aliss Brimball. The characters are cleared of wrongdoing once the truth of the kidnapping comes to light. Residents of the neighborhood even come forward to thank the PCs for ridding them of the Hounds of Camber.

If the Druunic bracelet is recovered, Sister Aliss instantly recognizes the markings and opens a new investigation into the strange events that have been taking place in Whiteoak Square (see Interlude #2).

Molli and Jennan are extremely grateful if rescued. If asked about the bracelet, they know only that Red Kirsten stole it from a client who lives in the neighborhood. The girls last saw Kirsten a few nights ago talking with the butcher Walton Brand. They remain hopeful that Red Kirsten can be found and may even ask the party for help locating her.

If Walton is questioned, he vehemently denies any type of relationship with Red Kirsten. His beautiful wife Talia can confirm his whereabouts for the past few nights, although she seems extremely distracted and aloof.

No Thanks

If the characters refuse to get involved, the City Watchmen Josep and Jana Arrel confront Camber at the tenement. After a brief, one-sided battle, the Watchmen are killed and their bodies disposed of in the nearby sewer. Molli and Jennan suffer the same fate.

Camber and his thugs then pack up and move to another part of the city. Tracking them down is beyond the scope of this adventure, but the Labyrinth Lord may allow it if the PCs seem determined.

INTERLUDE #2 MURDER IN THE DARK

"A red-haired harlot with a friendly way about her. Goes by the name of Kirsten. Have you seen her?"

—Sister Aliss Brimball

After Red Kirsten's body is dumped into the Grotto of the Druun, the bloodling queen turns her corpse into a bloodling avatar and sets out for revenge on those who have defiled the ancient Druun holy site. The first bloodling murders occur soon after. (The Labyrinth Lord can insert this event whenever there is a lull in the action.)

The victims are none other than Loomis the Baker, his wife Meredith and their children, the chandler Stefan of Walsbury, and his wife Danelle. The bodies have been torn apart by sharp claws and teeth. Arcane symbols are painted in blood on the walls near the mutilated bodies. These are Druunic markings that are similar to those found upon the Crown of Dreams and the stolen bronze bracelet.

The City Watch is called in to investigate the murders and the Lawguardian Sister Aliss Brimball instantly recognizes the symbols as Druunic. If the characters participated in either of the adventures outlined in Chapter One or Chapter Two, Sister Aliss contacts them. She is compiling information for her report and wants to make note of any other strangeness that has occurred over the past few weeks. Sister Aliss has learned of the faerling lights and is angry that no one reported them to the church sooner. She suspects the lights may have had something to do with the murder.





If the characters tell her about their experience with the Crown of Dreams, she immediately goes to confront Master Ethan Galenar. Galenar's memory is just beginning to return. He knows that Red Kirsten stole the crown from someone in the neighborhood, but cannot say who. There is still no sign of Red Kirsten.

Sister Aliss and two City Watchmen spend the next day going door to door, talking with residents and shop owners, and trying to locate Red Kirsten. At the end of the day, she travels to the Valenon for a meeting with a holy magic-combating faction named the Order of Truth to discuss these events. Sister Aliss welcomes any help the characters provide. If they offer to assist with the investigation, she may even ask them to keep an eye on the neighborhood while she is away at the Valenon (depending on her relationship with the party).

The residents of Whiteoak Square are shaken by the brutal murders. At night, doors and windows are locked and few people dare to venture out into the streets. Only a few patrons can be found at the Gray Mule tavern trying to drink their fears away. If the PCs interact with the locals, the Labyrinth Lord may use Gossip Table #2 as a guide to determine their responses. Most of the talk is about the murders.

Gossip Table #2

1. Does anyone know what happened at Master Galenar's the other night? I wonder if it has anything to do with the murders.
2. Have you noticed the dancing lights are gone? I bet they had something to do with the murders.
3. I feel a lot safer with adventurers around. If you need a place to stay for the night, let me know. I'm sure I can make room.
4. I saw blood on some of the trees in Whiteoak Square. Makes me wonder if someone else has been murdered.

5. I saw something the other night. I almost fear to speak of it. It looked like a robed woman and I thought at first she was a harlot, but there was something strange about the way she walked. It's hard to explain, but I don't think she was human at all.
6. I'm glad Camber and his Hounds are gone. Does anyone know all the details of what happened?
7. My cousin said Sister Aliss is investigating the murders. That means it's *something*, not *someone* that's doing the killings.
8. Sister Aliss was angry that no one told her about the dancing lights. I saw her yelling at poor Father Nial.
9. The cobbler Masen of Kingsgarden has strange visitors at all hours of the night. Makes me wonder if he knows more about the murders than he's saying.
10. There's a murderer on the loose. It could be anyone. I'm locking my doors and windows as soon as I get home.
11. They say the bodies were torn apart. If it was a monster, I bet it came from the sewers. But where is it now?
12. Walton Brand looks like a beaten man. Loomis and Stefan were his best friends. I wish he'd come out one night so I can buy him a drink. Poor guy.



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CHAPTER THREE: LEGACY OF THE DRUUN

"My husband drowned that filthy whore in the pool. I had nothing to do with it. He's a monster, I tell you. A monster!"

—Talia Brand

The third and final chapter of *Oak Grove Whispers* involves the PCs entering the Hall of the Druun.

After murdering Red Kirsten in the sacred pool, Talia Brand fell under a powerful *quest* spell and became obsessed with unlocking the other secrets of the Hall of the Druun (see pg. 19). She spends most of her time in the hall, dressed in Druun finery and poring over Druunic rituals. Her husband Walton Brand is fearful of being implicated in Kirsten's murder. After his friends are killed, he realizes that they have awakened something that was best left undisturbed. Walton fears for his own life and is even willing to betray Talia to protect himself.

Meanwhile, rumors have begun to circulate about a pale woman, dressed in bloody red robes wandering the streets of Whiteoak Square at night. This is Red Kirsten as a bloodling avatar looking for revenge upon the defilers. Talia has started wearing a magical Druun pendant known as the *medallion of warding* and Red Kirsten cannot get to her or Walton. If Red Kirsten is not stopped, she vents her wrath on the other residents of Whiteoak Square.

Beginning the Adventure: Chapter Three

The Labyrinth Lord may use any of the following plot hooks to get the characters to explore the Druun hall. The hook should be introduced at night, after Sister Aliss Brimball

leaves for the Valenon. If the characters ignore these hooks, skip ahead to Guardians of Law (see pg. 24).

1. The butcher Walton Brand secretly contacts the characters. He claims that his wife has been acting strangely lately. He says that tonight she disappeared into the cellar of the butcher's shop and he suspects she may have left through a secret door. Brand leaves the secret door ajar so that the characters easily find it (no roll necessary).

2. The characters see a robed and hooded Red Kirsten stalking the streets and alleys of Whiteoak Square. Characters who take a moment to observe Kirsten notice she is leaving a trail of bloody footprints. If confronted, Kirsten unfurls her robes, unleashing her bloodlings to attack.

Otherwise, the PCs see Kirsten attack a laborer named Jona Sturts on his way home from the Gray Mule. If "killed", Kirsten and the bloodlings dissolve into a mass of steaming, bloody roots, offal, and entrails that oozes up and over the sides of Whiteoak Well and drops down into the Grotto of the Druun.

Red Kirsten (Bloodling Avatar): AL C; MV 120' (40'); AC 7 (natural); HD 2; hp 12; #AT 2; Dmg 1d4/1d4 (whiplike appendages) + special; SA whip appendages cause paralysis for 1 turn; SV MU2; ML 12; XP 47.

Bloodling (4): AL C; MV 90' (30'); AC 7 (natural); HD 1d4 hit points; hp 2; #AT 3 or 1;





Dmg 1d3/1d3/1d3 (claw/claw/bite) or special; SA barbed tongue causes paralysis for 1d4 rounds; SV MU1; ML 10; XP 9.

3. Characters wandering around Whiteoak Square at night see a bright red glow coming from Whiteoak Well. If they investigate, they see bloody claw marks along the edge of the well.

Entering the Hall

There are three ways to enter the Hall of the Druun. The first is through Whiteoak Well. If the characters examine the well at night, they see bloody claw marks and footprints left by Red Kirsten and her bloodlings.

The second way to enter the Hall of the Druun is through the cellar of Brand's Butchers. This requires locating the secret door, however, the door has been used so much lately that it may be detected on a roll of 1-3 on 1d6.

The third way to enter the Hall of the Druun is through the chimney vent located in the Church of the Builder. This vent twists and turns, but eventually leads to the chimney in the Hall of Feasts (area 20). This entry point is the most unlikely of the three, so the characters should each receive a bonus of 500 experience points for discovering it.

Hall of the Druun

This underground complex was designed by Druunic priests for one of their most sacred sacrificial rituals, the Threefold Death. The first death involved ritual drowning where the sacrifice was held under the waters of a sacred pool until he ceased struggling. The victim was then revived by manually expelling the water from his lungs.

The sacrifice was then taken to the ritual hanging chamber where he was hanged until life left him. The victim was then cut down and revived by forcing air into his lungs and repeatedly striking his chest with a ritual club.

The final part of the sacrificial ritual involved crucifixion and ritual torture where Druunic symbols were carved upon the sacrifice's flesh. When all symbols had been carved, the sacrifice's throat was slit and his body

ceremonially interred in the sacred Grotto of the Druun.

Queen's Defenses

The bloodling queen senses the characters when they enter the Hall of the Druun and moves to protect itself from them. The hall is carved directly from stone and its walls are decorated with ornate bas-relief carvings and Druunic inscriptions. The walls of each chamber are threaded with white roots from the strange oak trees of Whiteoak Square. These roots pass over the carvings and extend down to the Grotto of the Druun through cracks in the stone walls and floor.

The roots serve as mystical conduits through which the queen can dispatch bloodlings and animated skeletal warriors. There is a 30% chance bloodlings and skeletons appear each time the party enters a new chamber. The monsters lose initiative on the first round of combat as they break free of the roots. They know no fear and fight to the death.

Bloodling (1d2): AL C; MV 90' (30'); AC 7 (natural); HD 1d4 hit points; hp 2; #AT 3 or 1; Dmg 1d3/1d3/1d3 (claw/claw/bite) or special; SA barbed tongue causes paralysis for 1d4 rounds; SV MU1; ML 10; XP 9.

Skeleton (1d4): AL N; MV 60' (20'); AC 7 (armor scraps); HD 1; hp 4; #AT 1; Dmg 1d8 (sickle sword); SA immune to *sleep*, *charm*, and *hold* spells; SV F1; ML 12; XP 13. The skeletons wear scraps of ancient Druunic armor and carry curved, sickle-like swords.

1. Passages

These passages connect the various chambers of the hall. A narrow shelf is dug into the walls lining each side of the chamber. Hundreds of skulls occupy these shelves and Druunic markings are carved into each skull.

Passages marked with a "c" once led to other exits (in cellars, sewers, etc.). They have since collapsed, and clearing them is beyond the scope of this adventure.

2. Central Hall

This domed hall contains six stone oak trees carved of white stone and arranged evenly around a central well shaft. The stone trees act





as support columns, with their upper boughs carved into the ceiling. The well shaft leads to the Grotto of the Druun (see pg. 23).

The walls of this chamber contain elaborate bas-relief carvings of Druun priests conducting each of the Threefold Death rituals (see pg. 19). Touching the sacrificial victim on each carving opens the secret door leading to the ritual chamber beyond.

3. Hall of Feasts

This chamber contains a large fireplace, antique oak table, and a twelve piece serving set made of bronze and inlaid with gems (worth 3,000 gp as a set). The table is carved with woodland scenes and Druunic symbols. The chamber's walls contain bas-relief carvings depicting feasting Druun priests. The fireplace is connected to a natural vent that leads to the fireplace in the Church of the Builder. The walls of this chamber are threaded with white roots from the oak trees of Whiteoak Square.

The Druun celebrated their most important rituals with lavish feasts where they consumed drinks and potions designed to induce spiritual visions. It is said the Druun also practiced cannibalism to enhance visions and absorb the strength and memories of their enemies, however, some say this is simply propaganda started by the Church of Law and Order.

Walton and his friends have stocked this chamber with choice cuts of meat, fruits, pastries, and bottles of wine. Before Red Kirsten's murder, they spent most of their time feasting here and bathing in the Ritual Drowning Chamber.

A dusty, forgotten cask in the corner of the chamber contains three doses of a *potion of astral projection* (see pg. 34). This potion is likely to be extremely dangerous for low-level characters. The Church of Law and Order may be interested in a trade for *potions of healing*, or the characters may keep the potion for future use.

4. Hall of Treasure

The walls of this chamber are threaded with white roots from the oak trees of Whiteoak Square. This chamber contains an assortment of treasure that once belonged to the Druun arranged around a carved wooden throne. The

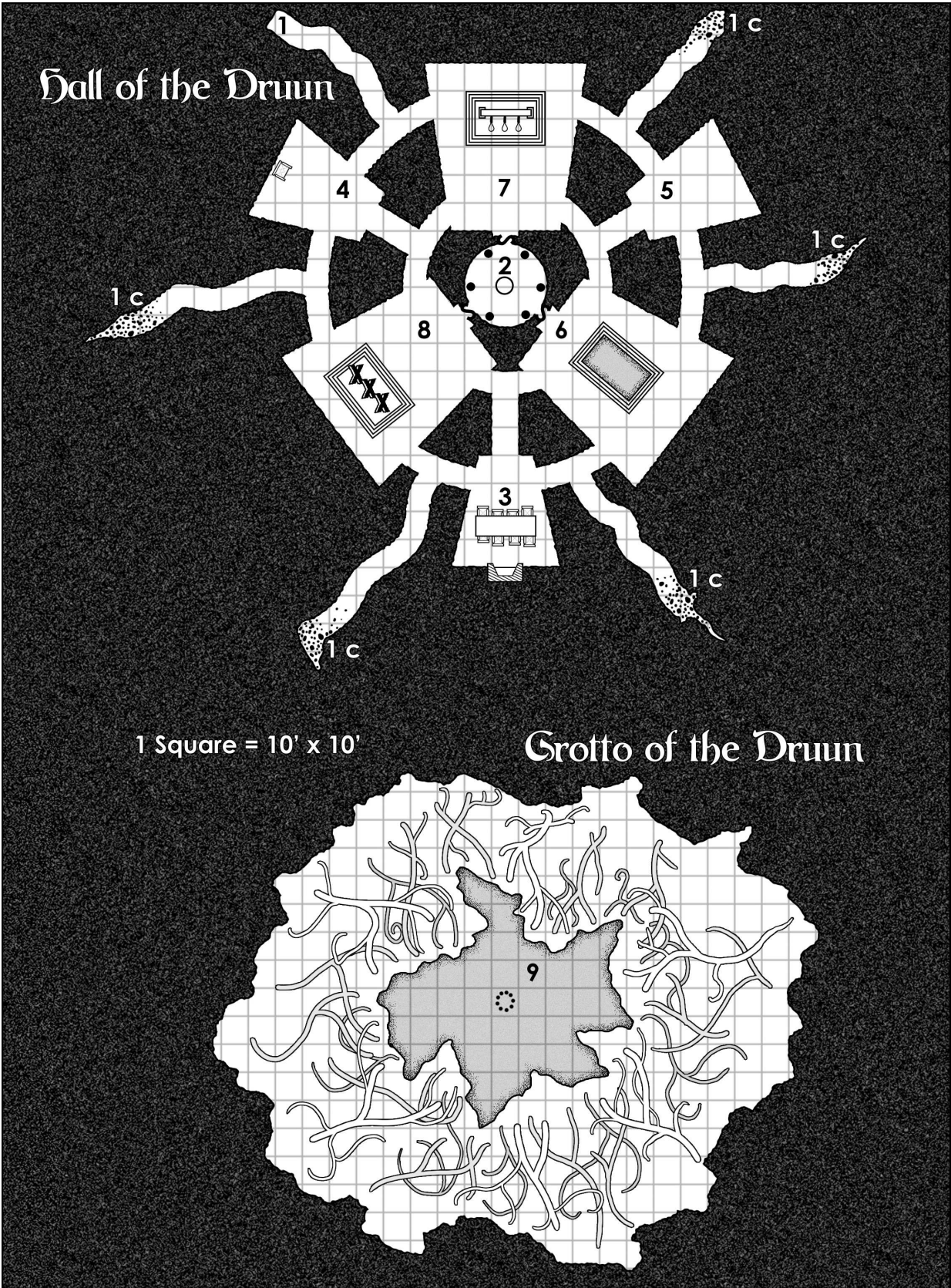
chamber is enchanted to preserve its contents, so the wood has not rotted, silver remains untarnished, and bronze is free of verdigris.

A withered corpse hangs to the right of the throne. The corpse is dressed in a suit of antique *chain mail armor+1* with a surcoat bearing the crest of the Dukes of Dolm. The corpse is that of a nobleman from the Kingdom of Might who was captured during a battle with the Druun and suffered the Threefold Death. If the characters think to return the corpse to the Duke of Valnwall, the Duke treats the party as honored guests. The corpse is given a lavish funeral and interred by the church. The characters earn the favor of the Duke and can expect to be called upon in the future.

The other treasures in the chamber include:

- the wooden throne, carved with woodland scenes and a bearded Woodsman's face (500 gp)
- six ceremonial Druunic robes (100 gp each) one of which is a *woodland robe*
- a bronze helmet decorated with a bearded Woodsman's face (25 gp)
- three bronze sickles (45 gp each), one of which is a *holy sickle*
- a *spear of thorns*
- six white wooden quarterstaves (50 gp each) with heads carved into the shapes of animals (bear, ram, hawk, stag, wolf, and dragon)
- a bronze shield with a bearded Woodsman's face in the center (30 gp)
- a bronze circlet worked into a wreath of oak leaves (150 gp)
- a bronze armband inlaid with silver and gold (250 gp)
- seven necklaces made of interlinked bronze and silver discs (150 gp each)
- three gold knotwork rings (50 gp each)
- a locked chest containing 578 gp, 771 sp, and 230 cp.







5. Hall of Lore

The walls of this chamber are threaded with white roots from the oak trees of Whiteoak Square. Skulls, bones, and skins of humans, animals, and monsters are carefully arranged in nooks and alcoves throughout the roots. These remains are covered with ancient runes.

A *comprehend languages* spell is needed to understand the runes. Those who spend several weeks studying the runes gain a working knowledge of Druun prayers and rituals, as well as the location to several sacred Druunic sites (including one that lies beneath the Son of Sons monument overlooking the City of Dolmvay).

Talia Brand is in this chamber, studying a human skull with three *cause fear* spells engraved onto the back (treat as a magical cleric spell scroll). Talia has learned just enough of the Druunic script to be able to use the scroll. When the characters enter, she leaps to her feet and draws her ceremonial dagger.

Talia believes the characters have come to arrest her for the murder of Red Kirsten. Without being asked, she says it was her husband Walton and his friends Loomis and Stefan who killed Red Kirsten and dumped her body down the well shaft. Talia claims to have had nothing to do with the murder.

Talia demands the PCs leave. If the characters refuse, she casts *cause fear* up to a maximum of three times. Once all three spells have been cast, she attempts to flee. Talia defends herself with her dagger if attacked.

Other magical treasures in the room include:

- a mummified hand with a *protection from evil* spell inscribed upon it
- a rolled up human skin with the spells *delay poison*, *resist cold*, and *resist fire* inscribed upon it
- one dose of pinkish spinal fluid in a glass bottle that allows the drinker to cast a *command* spell
- six eyeballs floating in a ceramic bowl. When crushed, the eyeballs produce a *find traps* effect
- a mummified elven corpse inscribed with three *speak with animals* spells

- a club made of a human thigh bone. The club has a *striking* spell inscribed upon it, but the spell only affects the club

These items should be treated as magical clerical spell scrolls. All spell effects are cast at the 9th level.

Talia Brand: treat as 0-level human with AC 9, 2 hp, dagger (Dmg 1d4), Cha 15, and XP 12. Talia is wearing a *medallion of warding* (see pg. 34) that protects her from the bloodlings.

6. Ritual Drowning Chamber

This chamber contains a sacred pool used for a number of Druunic rituals. The sacred pool is magically supplied by water and is lined with Druunic symbols for youth and vigor. The walls are covered with bas-relief carvings depicting the drowning ritual of the Threefold Death.

The pool is magical. Once per day, anyone who drinks the water is healed 1d4 hit points. The water loses its curative properties if removed from the pool.

Anyone standing in the pool during a drowning sacrifice becomes younger by 1d4 years. In addition, the person must make a saving throw vs. spells. Failure means the character is compelled to learn the teachings of the Druun as per a *quest* spell cast by a 12th level cleric. The character thinks of little else while under the effects of the spell and spends most of his time studying ancient texts or searching for Druunic holy sites. (this is what happened to Talia Brand after murdering Red Kirsten).

7. Ritual Hanging Chamber

Three nooses dangle from an arched beam over a raised stone dais. This ancient gallows is carved with Druunic symbols for strength and power. The walls are covered with bas-relief carvings depicting the hanging ritual of the Threefold Death.

The dais is magical. Any character who touches one of the nooses feels a surge of strength run through him. The character receives a bonus of +1 to damage for the next day.

Anyone standing on the dais when a sacrifice is made receives the benefits of a *strength* spell. The effects last for one day. In addition,





the person must make a saving throw vs. spells. Failure means the character is compelled to learn the teachings of the Druun as per a *quest* spell cast by a 12th level cleric. The character thinks of little else while under the effects of the spell and spends most of his time studying ancient texts or searching for Druunic holy sites.

8. Ritual Torture Chamber

Three stone crucifixes in the shape of an "x" occupy a stone dais in the center of this chamber. The crucifixes are carved with Druunic symbols for health and vitality. The walls are covered with bas-relief carvings depicting the torture ritual of the Threefold Death.

The dais is magical. Any character who touches one of the crucifixes feels a wave of warmth wash over him. The character receives a +1 bonus to saving throws vs. poison for the next day. This may come in handy later if the characters confront the bloodling queen.

Anyone standing on the dais when a sacrifice is made receives the benefits of a *heal* spell. In addition, the person must make a saving throw vs. spells. Failure means the character is compelled to learn the teachings of the Druun as per a *quest* spell cast by a 12th level cleric. The character thinks of little else while under the effects of the spell and spends most of his time studying ancient texts or searching for Druunic holy sites.

9. Grotto of the Druun

A well shaft is located in the ceiling of this domed chamber and a natural spring in the center of the floor supplies Whiteoak Well with clear, fresh water. The walls and floor are threaded with white roots from the oak trees of Whiteoak Square. These roots are slimy with blood and ichor. The bones of thousands of sacrifices are scattered throughout the chamber.

A few dozen translucent bloodling pods lie amidst the roots, pulsing with a soft red glow. The characters can see the horrific bloodlings, twisting and turning inside, waiting to be released. The bloated bloodling queen is also present here and is currently in the process of birthing more pods.

When the characters enter, the queen snarls a warning. Red Kirsten, four bloodlings, and eight skeletons then rise from the roots and muck and attack. 1d4 more bloodlings burst from their pods every three rounds to join the fight. Since this is the bloodling birthing chamber, warding spells such as *protection from evil* do not prevent the bloodlings from making physical attacks against the protected character.

If the bloodling queen is killed, the animated skeletons collapse, and Red Kirsten and the bloodlings dissolve into piles of blood, roots, and offal.

Red Kirsten (Bloodling Avatar): AL C; MV 120' (40'); AC 7 (natural); HD 2; hp 12; #AT 2; Dmg 1d4/1d4 (whiplike appendages) + special; SA whip appendages causes paralysis for 1 turn; SV MU2; ML 12; XP 47.

Bloodling (4): AL C; MV 90' (30'); AC 7 (natural); HD 1d4 hit points; hp 2; #AT 3 or 1; Dmg 1d3/1d3/1d3 (claw/claw/bite) or special;





SA barbed tongue causes paralysis for 1d4 rounds; SV MU1; ML 10; XP 9.

Skeleton (8): AL N; MV 60' (20'); AC 7 (armor scraps); HD 1; hp 4; #AT 1; Dmg 1d8 (sickle sword); SA immune to *sleep*, *charm*, and *hold* spells; SV F1; ML 12; XP 13. The skeletons wear scraps of ancient Druunic armor and carry curved, sickle-like swords.

Blooding Queen: AL C; MV 30' (10'); AC 5 (natural); HD 3; hp 18; #AT 1; Dmg special; SA breath weapon causes paralysis for 1d6 turns; SV MU5; ML 12; XP 95.

Guardians of Law

If the characters do nothing, Sister Aliss and priests of the Order of Truth quietly locate the Hall of the Druun. The bloodling queen is killed and the Hall is systematically dismantled, with the artifacts removed and transported to the Valenon Vault. The priests then cleanse the hall with a series of ritual blessings and prayers before sealing it up.

Concluding the Adventure: Chapter Three

If all goes well, the characters enter the Hall of the Druun, kill the bloodling queen, and make off with a bit of hard-earned treasure.

If the characters do not kill the bloodling queen, Sister Aliss and the Order of Truth eventually locate the Hall of the Druun and destroy it (see Guardians of Law, above). Any recovered magic items are taken to the Valenon Vault for storage.

If Walton or Talia survive, each tries to blame the other for the murder of Red Kirsten. The Order of Truth uses magic to discover the truth and both are incarcerated to await punishment. Agents of the Druun may break Talia free and she may become a rallying point

for followers of the ancient religion (even as a martyr).

The church demands the characters hand over any Druunic treasure or artifacts found inside the hall. Although they appreciate the party's help, they cannot allow such blasphemous items to taint the faithful. The church offers to buy these treasures for their full value. If the characters are not interested in gold, Sister Aliss offers the characters a *potion of healing* for every 500 gp worth of treasure they agree to exchange.

If the characters refuse to part with the treasure, they are marked by agents of the Church of Law and Order. The characters can expect to have a difficult time obtaining help from the church and may even have to suffer penance in order to attend church services.

If the characters secretly withhold items, the church may or may not find out about the deception later, at the Labyrinth Lord's discretion.

Details of the adventure are passed on to the City Crier's Guild and the party's deeds are shouted out in other parts of the city. The characters may be surprised to hear the adventure recounted in songs, stories, or poems. They may even be invited to attend a play reenacting the adventure at a new theater in the District of Scholars.

The residents of Whiteoak Square treat the characters as heroes, offering them fresh fruit, homemade dishes, and custom-made items such as garments and shoes. The characters can, at the very least, expect free room and board from the poor residents of Whiteoak Square whenever they are in the area.





RANDOM ENCOUNTERS

"Ah, my children. Come, sit, and have a drink with me. The Gray Mule is the finest tavern in all of Dolmvay!"

—Father Nial Dendry

The following random encounters can take place any time the characters interact with the locals of Whiteoak Square.

Random Encounters (Day)

1. Citizen
2. Dog Pack
3. Performer
4. Thug
5. Vendor
6. Watchman

Citizen

The characters encounter 1d4 residents of Whiteoak Square. The residents are happy to exchange gossip with adventurers and hear news from other parts of the city. There is a 60% chance the characters are asked if they have come to investigate the faerling lights.

Citizen: see pg. 27 for statistics.

Dog Pack

1d3 mongrel dogs approach the characters looking for food. The dogs growl, sniff at their belongings, and tug on the characters' packs. One of the dogs even lifts its leg and attempts to pee on the largest character's boot. The dogs are accustomed to having free run of the neighborhood. If shooed away or harmed, the dog pack retreats with a yelp. This immediately prompts a **Thug** encounter (below).

Mongrel Dog (1d3): AL N; MV 150' (50'); AC 7 (natural); HD 1; hp 3; #AT 1; Dmg 1d4 (bite); F1; ML 7; XP 10.

Performer

The characters see a crowd of people gathered around a skilled street performer such as a juggler, sword-swallower, or acrobat. Whiteoak Square is not a wealthy neighborhood, so only 1d6 cp are left on the tired performer's blanket. The performer is actually a "finder" who reports wealthy patrons to the Thieves' Guild. If the characters make a generous donation, they may be targeted at a later date.

Performer: treat as 0-level human with Dex 13 and 1d6 cp.

Thug

1d4+1 of Camber Ironskin's thugs are lounging around a shop entrance as the characters pass by. The largest thug steps forward to block the lead character's path. If the character walks around him, the thugs snicker and return to what they were doing. If the character confronts the thug, the thugs attack with their fists. If the characters draw weapons, the thugs retreat. Camber hears about the fight, but wants to learn more about the characters before retaliating.

Note: If this encounter happens after the events of Chapter Two, the thugs belong to a broklaw gang named the Vicious Licious who are thinking of moving in on the neighborhood.

Thug (1d4+1): treat as 0-level human with AC 8 (leather armor), 3 hp, XP 6, club (Dmg 1d4), dagger (Dmg 1d4), and 1d4 cp. The thugs are skilled streetfighters and gain +1 to-hit with clubs, daggers, and other makeshift weapons (such as chairs, bottles, etc.)





Vendor

A street vendor approaches the characters and tries to sell them a useful item. The vendor starts out by complimenting the characters' style of dress, weapons and armor, etc. before attempting to make the sale. He swears that his item cannot be found anywhere else in Dolmvay at a better price. Roll 1d6: 1 (bottle of Guildeland wine for 2 gp), 2 (cloak for 3 sp), 3 (dagger for 2 gp), 4 (leather belt for 3 sp), 5 (50' silk rope for 7 gp), 6 (trained hawk for 25 gp).

Vendor: treat as 0-level human with 1d4 sp and 1d6 cp.

Watchman

The characters encounter Stewart Manders and Taren Blunt patrolling the neighborhood. Taren is happy to stop and chat with adventurers, however, Stewart just wants to make sure they are not starting trouble or causing him extra work. If asked about recent troubles, Taren mentions the faerling lights, but Stewart downplays their significance.

Watchman (2): see pg. 32 for statistics.

Random Encounters (Night)

1. Bloodling Sign
2. Citizen
3. Dog Pack
4. Harlot
5. Thug
6. Watchman

Bloodling Sign

The characters come across a mongrel dog that has been ripped apart by claws and teeth. Bloody claw marks and footprints surround the dog's carcass. Characters who make a Wisdom check notice a scrap of bloody red hair that appears to have been ripped out by its roots lying on the street. This clump of hair fell from Red Kirsten's decaying flesh.

Citizen

The characters encounter 1d4 residents of Whiteoak Square on their way to or from the

Gray Mule tavern. The residents are polite, but prefer not to remain on the street for long.

Citizen: see pg. 27 for statistics.

Dog Pack

1d3 mongrel dogs cower in a darkened alley or doorway and growl at anyone who comes near. The dogs are terrified of Red Kirsten and her bloodlings and remain in hiding until dawn. They attack if provoked, but flee after 1d2 rounds of combat.

Mongrel Dog (1d3): see above.

Harlot

The characters encounter a robed woman walking the streets of Whiteoak Square. This is a harlot named Myra Doolun. Myra is not from the neighborhood and knows nothing of recent events. She is getting creeped out by the lack of people on the streets and feels as if she is being watched. Myra is glad to see adventurers and asks if they would accompany her to the nearest tavern.

Myra Doolun: treat as 0-level human with Cha 12 and 1d6 cp.

Thug

2d4+1 of Camber Ironskin's thugs rush out from a darkened alley or doorway and attack the party with clubs. If two of the thugs are killed, the rest retreat. This may be a simple robbery attempt or it may be retaliation for an earlier confrontation. If the fight lasts longer than 3 rounds, 1d3 mongrel dogs arrive to help the thugs.

Note: If this encounter happens after the events of Chapter Two, the thugs belong to a broklaw gang named the Vicious Licious who are thinking of moving in on the neighborhood.

Thug (2d4+1): see above.

Watchman

The characters encounter Bredon of Dolmsbridge and Lorrence Moss patrolling the neighborhood. The Watchmen are happy to stop and chat with adventurers. If asked about recent troubles, they are quick to mention problems with the Hounds of Camber.

Watchman (2): see pg. 33 for statistics.





MAJOR FACTIONS AND NPCs

"It's my wife, Talia. She's been acting strangely for the past few days. The other night, she came home with blood on her dress. I'm not trying to say she's a murderer or anything, I just want to know what's going on."

—Walton Brand

The following factions and NPCs may be encountered in Whiteoak Square.

The Church of Law and Order

The Church of Law and Order is the dominant religion in the City of Dolmvay. It is based in the Valenon, a sovereign city-state whose territory consists of a walled enclave within the city. The church is active in city politics and plays a prominent role in the lives of Dolmvay's citizens.

Druun (pr. DREW-un)

The Druun was a nature-worshiping religion once widely practiced throughout the lands that are now known as the Duchy of Valnwall.

Druun priests were philosophers, prophets, and spiritual leaders who rose to power and guided the people in the dark times following the fall of the Thirteen Cities. Druun priests wore brown robes and tended sacred groves (usually oak), hidden pools, ancient stone henges, and other holy sites. The symbols of the Druunic Order included sickles, mistletoe, and oak.

The Druun were known to practice animal sacrifice to appease the forces of nature. On certain holy days, it is said they also practiced

human sacrifice. Druunic teachings have been repressed by the Church of Law and Order.

Whiteoak Square Residents

The residents of Whiteoak Square are generally poor, but honest hardworking citizens who dwell in the neighborhood tenements. Most men spend the day at work while women take care of the children at home. They are typically active in the church and friendly towards adventurers.

Man: treat as 0-level human with 3-4 hit points and 1d4 cp.

Woman: treat as 0-level human with 2-3 hit points and 1d2 cp.

Child: treat as noncombatants with 1 hit point.

Lecherous Husbands

Walton Brand, Loomis the Baker, and Stefan of Walsbury are three friends who own shops in Whiteoak Square. The men once spent most of their free time drinking at the Gray Mule tavern until Walton located a secret passage to the Hall of the Druun. Their revelry in the sacred hall started a chain of events that can only end in blood.





Walton Brand

Walton Brand is a big-bellied, balding butcher who owns and operates Brand's Meats in Whiteoak Square. Walton inherited a sizable sum of money from his late father, however, a bad investment in a slaughterhouse guildworks left him with nothing. Walton dreams of becoming a man of wealth and status. He married his wife Talia for her beauty, not knowing how vain and demanding (or expensive) she could be. He cares only for himself.

Walton Brand: treat as 0-level human with Str 15, cleaver (Dmg 1d6+1) or butcher knife (Dmg 1d4+2), 1d3 sp, and 1d4 cp.

Loomis "the Baker" Porton

Loomis the Baker is a tall, gangly man with buck teeth and wispy hair. He is entirely henpecked and afraid of his overbearing wife Meredith. Loomis owns and operates the Loaf and Pastry bakery with help from Meredith and their children.

Loomis "the Baker" Porton: treat as 0-level human with Cha 8.

Stefan of Walsbury

Stefan of Walsbury is a chandler who owns and operates the Burning Light in Whiteoak Square. Stefan is a short, wiry man with an oily black mustache and goatee. He can often be found in the company of harlots or frequenting the brothels of the River District. It was Stefan's idea to hire Red Kirsten to attend the men in the Hall of the Druun.

Stefan of Walsbury: treat as 0-level human with AC 8 (Dex), Dex 13, and 1d4 sp.

Jealous Wives

Talia Brand, Meredith Porton, and Danelle the Chandler's Wife are three married women who dwell in Whiteoak Square. These women grew suspicious of their husbands' nighttime activities and decided to see what they were up to.

Talia Brand

Talia is an attractive middle-aged woman who was extremely beautiful in her youth. She

is vain, greedy, and dissatisfied with her marriage. Talia likes to dress in expensive clothing and jewelry. She married Walton Brand when he was part owner of a slaughterhouse guildworks and expected to live in wealth and comfort for the rest of her life. Talia refuses to bear children, afraid they would damage her figure.

After murdering Red Kirsten, Talia falls under the effects of an ancient *quest* spell (see pg. 22) and spends most of her time in the Hall of the Druun, trying to unlock its secrets.

Talia Brand: treat as 0-level human with AC 9, 2 hp, dagger (Dmg 1d4), and Cha 15. Talia is wearing a *medallion of warding* (see pg. 34).

Note: If the *Chronicles of Amherth*[™] campaign setting is being used, Talia Brand is a latent spellcaster whose magical ability was awakened by the sacrifice of Red Kirsten.

Meredith Porton

Meredith is the matronly wife of Loomis the Baker. She is a domineering woman who often physically abuses her husband in front of their three young children. Meredith idolizes the younger Talia and would do anything she asks.

Meredith Porton: treat as 0-level human with Cha 9, 1d2 gp, and 1d4 sp.

Danelle the Chandler's Wife

Danelle is shy and mousy and prefers to stay indoors away from people. She married Stefan for his ability to provide, but has grown to care for him in her own way. Danelle has difficulty talking to strangers and wishes she could be more outspoken like Talia.

Danelle the Chandler's Wife: treat as 0-level human with Cha 10.

The Harlots Three

The harlots Red Kirsten, Molli Purser, and Jennan Haldrige have lived in the area of Whiteoak Square for over a year. The women rent a small apartment on the first floor of the Slanted Tenement where they also entertain their clients. They spend most of their free time at the Gray Mule tavern.





Red Kirsten

Red Kirsten is a vibrant, saucy redhead with clients all over Whiteoak Square. She is more kindhearted than she lets on, and often helps those in need. Kirsten dreams of building a better life for herself and her friends. She has amassed a small amount of wealth with which she plans to buy a nice home in the City Center District and retire. Unfortunately, Kirsten does not live to see this dream come true.

Red Kirsten: treat as 0-level human with Cha 13, 1d3 gp, 1d6 sp, and 1d4 cp.

Molli Purser

Molli is an attractive young blond who was orphaned at an early age and forced to grow up on the streets of Dolmway. Red Kirsten took her in a few years ago and the two are like family. Molli is a skilled singer and her songs often entertain the crowds at the Gray Mule.

Molli Purser: treat as 0-level human with Cha 15 and 1d4 cp.

Jennan Haldridge

Jennan is a young brunette who once practiced her trade for a Market District broklaw gang named the Brick Moles. Jennan suffered routine abuse at the hands of the Brick Moles and finally left after stabbing their leader in the throat. Jennan is the least attractive of the three harlots in Whiteoak Square and always seems to land the most repulsive clients. She secretly despises men.

Jennan Haldridge: treat as 0-level human with Cha 10 and 1d4 cp.

Shoehaven Manor Residents

Master Ethan Galenar and his manservant Bernard Drumley are the only permanent residents of Shoehaven Manor.

Master Ethan Galenar

Master Ethan Galenar is a master cobbler in charge of the journeymen cobblers of Cobblers' Row. Galenar is an elderly man with a checkered past. He is a widower whose wife died from a rare coughing sickness. Galenar broke ties with the Church of Law and Order

years ago after they refused to cure her in time. Over the years, he has been a major player in several guild power struggles and has made many enemies in the guild and church. Galenar is one of the harlot Red Kirsten's main clients, and has actually grown to care for her.

Master Ethan Galenar: treat as 0-level human with Int 13, Cha 13, and gold master cobbler signet ring (50 gp).

Bernard Drumley

Drumley is a tall, fit elderly man with a professional bearing that sometimes makes him seem cold and uncaring. He has proudly served as Galenar's loyal manservant for the past twenty years and would gladly give his life for him. Drumley disapproves of Galenar's trysts with the harlot Red Kirsten and would like to see him married to a woman of status.

Bernard Drumley: treat as 0-level human with ML 10 when defending Ethan Galenar or Shoehaven Manor.

Other Shop Owners of Whiteoak Square

The following NPC shop owners and businessmen may be encountered throughout Whiteoak Square.

Dannod Harven

Dannod is the owner and proprietor of the Gray Mule tavern. He is a chubby, friendly man who lost his right leg to an infection. Dannod usually sits behind the bar on a specially made wheeled stool designed by a dwarf named Dirk the Chiseler (see below).

Dannod Harven: treat 0-level human and 1d4 sp.

Bengard the Tailor

Bengard is the owner and proprietor of the Tailor Shop in Whiteoak Square. He is a slender, adroit man who was born and raised in Guildeland. Bengard always carries measuring string and shears. When dealing with adventurers, he likes to take their measurements, point out threadbare clothes, and offer to make repairs or replacements.





Bengard the Tailor: treat as 0-level human with Dex 13 and 1d6 sp.

Father Nial Dendry

Father Nial is a pudgy priest of St. James the Elder. He is the head of Church of the Builder in Whiteoak Square. Father Nial is well loved by the neighborhood residents. He is a happy drunkard who spends most of his time at the Gary Mule tavern. Father Nial has heard others talk about the faerling lights and has even seen them himself, but thinks they are simply the product of too much ale.

Father Nial Dendry: treat as 0-level human with Con 8 and Cha 13.

Dirk the Chiseler

Dirk is a dwarven stonemason who owns the Short Hammer masonry shop. Dirk specializes in stone walls and flooring. He is also a skilled artist who is capable of carving busts, statues, and other works of art. Dirk is the only demihuman living near Whiteoak Square and is occasionally subjected to prejudice. He seldom leaves his shop except to have an occasional drink with Father Nial.

Dirk the Chiseler: AL N; MV 120' (40'); AC 9; D1; hp 5; #AT 1; Dmg 1d6+1 (hammer + Str) or 1d4+1 (dagger + Str); S 13, D 10, C 16, I 12, W 10, Ch 9; SA infravision 60', detect unusual features in stone on 1-2 on 1d6; SV D1; ML 8; XP 13; 1d4 gp, 1d6 sp.

Ethela Stonsen

Ethela is an elderly woman who was unable to have children and never married. Ethela loves children and often takes them in off the street. She is becoming senile in her old age and she worries what will become of the children if she can no longer take care of them.

Ethela's Place is located next to Brand's meats. Ethela has been in several heated arguments with Talia Brand over the rambunctious children. Ethela makes sure the children attend church services every week. She tries to introduce them to adventurers, hoping they might become apprentices and improve their lives. The children love her dearly and would do anything for her.

Ethela Stonsen: treat as 0-level human.

Boot Street Cobblers

The following cobblers own apartment shops along the stretch of Boot Street known as Cobbler's Row. They may be encountered in their shops during the day or enjoying a drink at the Gray Mule tavern at night. The cobblers typically carry 1d4 cp on their person.

At the start of this adventure, the cobblers are being extorted by the Hounds of Camber and have been unable to reach Master Ethan Galenar to file a complaint.

Masen of Kingsgarden

Masen is a small, wiry man with a full beard. He is the bastard son of a housemaid who lived at the royal estate of Kingsgarden. Masen is an active member of the Thieves' Guild and often uses his cellar to store stolen goods for fellow members. A tattoo on his right shoulder depicts a giant kraken attacking a schooner whose hull is shaped like a shoe (the kraken is the symbol of the Dolmvay Thieves' Guild).

Masen of Kingsgarden: AL N; MV 120' (40'); AC 6 (Dex); T3; hp 11; #AT 1; Dmg 1d4 (dagger); S 10, D 17, C 13, I 10, W 12, Ch 12; SV T3; SA backstab, thief skills; ML 9; XP 125; pick locks 27%, find/remove traps 20%, pick pockets 30%, move silently 30%, climb walls 89%, hide in shadows 20%, hear noise 1-3; gold necklace (50 gp), silver ring (15 gp), thieves' tools.

Wallen and Willen Brookans

Wallen and Willen are twin brothers who work together to craft shoes quickly. They specialize in making and repairing the sturdy boots and shoes favored by City Watchmen.

Wallen and Willen Brookans: treat as 0-level humans.

"Big" James Leery

Big James stands over six and a half feet tall. He has hairy arms, thick hands, and blunt fingers that are surprisingly nimble. Big James specializes in crafting boots and shoes for large men and women, and all of his display products appear oversized. He is extremely pious and attends church regularly. The holy symbol of St. James the Elder hangs above the front door to his shop.





"Big" James Leery: treat as 0-level human with Str 16.

Alren "Clamhands" Bigham

Alren is a skinny, miserly cobbler with greasy hair and clammy palms. Alren is known to cut corners with his work. He charges lower prices for boots and shoes, but they tend to wear out twice as fast. Alren is one of the harlot Jennan Haldridge's main clients, and the two can often be overheard arguing over the price of services rendered.

Alren "Clamhands" Bigham: treat as 0-level human with Cha 7.

Sofie Murriss

Sofie is a skilled cobbler who caters to a wealthier clientele. Sofie specializes in lace slippers, beadwork, and embroidered designs. Her colleagues believe it will not be long before she is accepted as a master cobbler.

Sofie Murriss: treat as 0-level human with Dex 13, 1d4 sp, and 1d6 cp.

Anden Woodrow

Anden is a young cobbler who spent his apprenticeship working in a cobbler's guildworks. Anden's late father was a cobbler and he was pressured to follow in his footsteps. He does not enjoy crafting shoes and aspires to become a guildworks foreman.

Anden Woodrow: treat as 0-level human.

Marten and Bessany "Bess" Forester

Marten and Bess are a middle-aged married couple who work together in the shop. Marten has been newly accepted as a master cobbler while Bess is still a journeyman. Marten is planning to accept his 10-year-old son Hunter as an apprentice.

Marten and Bessany "Bess" Forester: treat as 0-level humans.

Kevan Bawler

Kevan Bawler is a short, grumpy cobbler with bushy eyebrows and a long beard. Kevan has little skill for design, but excels in mending shoes and boots. His shop is always dark and extremely cluttered. He has extremely keen

night vision and rumors suggest that one of his distant ancestors was a gnome or dwarf.

Kevan Bawler: treat as 0-level human with Con 13.

Gregor Walkirk

Gregor Walkirk is an elderly shoemaker who dabbles in toymaking. In addition to shoes, his shop contains an assortment of spinning tops, carved figurines, and toy wooden ships. Gregor is rumored to have a hidden trove of wealth. He loves children (he has none of his own) and sometimes hands out toys as gifts. Gregor and the Widow Brons (see below) have a not-so-secret affair that everyone seems to know about.

Gregor Walkirk: treat as 0-level human.

Hester "The Widow" Brons

The Widow Brons is a strong-willed elderly woman with flowing gray hair. She was a weaver who took up the craft of shoemaking after the death of her husband, a master cobbler named Tyman Brons. Hester is romantically involved with the cobbler Gregor Walkirk and the two have discussed getting married.

Hester "The Widow" Brons: treat as 0-level human with Wis 14.

Hounds of Camber

The Hounds of Camber are a small street-level broklaw gang whose territory lies in the neighborhood known as Whiteoak Square. The Hounds associate strongly with the dogs they keep, and train these dogs to attack on command. They operate out of a rough apartment complex named the Red Door Tenement. The Hounds of Camber are led by its founder, a veteran street thug named Camber Ironskin.

Camber Ironskin

Camber is a stocky, ruthless gang leader who has been in and out of jail from an early age. He has been stabbed seventeen times, but always manages to survive. This is because his the location of most of his vital organs are reversed.





In game terms, Camber takes only half damage from piercing weapons (such as daggers, spears, etc.).

Camber Ironskin: AL C; MV 120' (40'); AC 7 (leather armor + Dex); F3; hp 16; #AT 1; Dmg 1d6+1 (short sword + Str). 1d4+1 (dagger + Str); S 15, D 13, C 10, I 12, W 10, Ch 12; SV F3; ML 9; XP 110; 1d6 gp, 1d8 sp.

Murrn "the Bull" Tarter

Murrn is a huge, bald, brute of a man who stands almost seven feet tall and is packed with muscle. Murrn serves as Camber's lieutenant. He is a tough street brawler who grew up fighting on the streets of the District of Commons.

In combat, Murrn prefers to attack with his ham-sized fists for 1d3+3 hit points damage. If Murrn's attack causes full damage (6 hp), he automatically succeeds in grabbing his opponent. On the next round, Murrn and his opponent must make a resisted Strength check. If Murrn's opponent wins the check, he breaks free of the hold and may attack normally.

If Murrn wins the check, he lifts his opponent over his head and throws him 2d8 feet in any direction. Damage from the throw depends on where the character lands: ground (1d3+3), into a wall (1d4+3), through a window (1d6+3), over a balcony (?). The thrown character is allowed a saving throw vs. wands for half damage. The character automatically loses initiative the round after he has been thrown.

Murrn "the Bull" Tarter: AL C; MV 120' (40'); AC 8 (leather armor); F2; hp 20; #AT 1; Dmg 1d3+3 (fists + Str); S 18, D 9, C 16, I 9, W 10, Ch 9; SA throw opponents; SV F2; ML 11; XP 47; leather armbands inlaid with gold and silver (35 gp each), 1d6 gp.

Thug

These thugs, also known as "Hounds", are violent criminals who are loyal to Camber Ironskin and Murrn the Bull. They almost never attack unless they achieve surprise or the odds are otherwise in their favor.

Thug (24): treat as 0-level human with AC 8 (leather armor), 3 hp, XP 6, club (Dmg 1d4), dagger (Dmg 1d4), and 1d4 cp. The thugs are

skilled streetfighters and gain +1 to-hit with clubs, daggers, and other makeshift weapons (such as chairs, bottles, etc.)

Mongrel Dog

These dogs are treated as pets by the Hounds of Camber. They are trained to attack on command.

Mongrel Dog (9): AL N; MV 150' (50'); AC 7 (natural); HD 1; hp 3; #AT 1; Dmg 1d4 (bite); F1; ML 7; XP 10.

City Watch

The City Watch maintains a watchpost on Saddle Street in a nearby neighborhood and sends routine patrols of two Watchmen through Whiteoak Square. These patrols work in shifts. If magic is involved in a crime, the watch sends for the local Lawguardian Sister Aliss Brimball.

Day Shift: Stewart Manders and Taren Blunt; Marten Burke and Samson Curter.

Night Shift: Bredon of Dolmsbridge and Lorrence Moss; Josep and Jana Arrel.

Watchman Stewart Manders

Stewart is an aging senior Watchman who prefers to do as little as possible while on duty. He has been partnered with Taren Blunt for the past few months and cannot stand her "gung ho" attitude. Stewart has seen his share of trouble in the past. He prefers not to go looking for it now, but does not run from danger, and does his best to protect the lives of Dolmvay's citizens.

Stewart Manders: AL N; MV 120' (40'); AC 5 (chain mail); F1; hp 6; #AT 1; Dmg 1d6+1 (spear + Str), 1d8+1 (long sword + Str), 1d4+1 (dagger + Str); S 10, D 10, C 9, I 12, W 11, Ch 10; SV F1; ML 7; XP 10; 1d6 cp.

Watchman Taren Blunt

Taren is a female Watchman whose father and brothers are all members of the City Watch. Taren grew up in the Oldcastle District and has been assigned to the District of Commons for the past year. She is extremely perceptive, keeps copious notes, and has a knack for catching criminals in the act.





Taren Blunt: treat as 0-level human with AC 4 (chain mail + Dex), 3 hp, Dex 13, Wis 16, spear (Dmg 1d6), long sword (Dmg 1d8), dagger (1d4), parchment and pencils, and 1d4 cp.

Watchman Marten Burke

Marten is a lazy, overweight Watchman with a long drooping mustache who spends most of his time on duty drunk. This makes him prone to violence, however, Marten is a coward at heart who quickly backs down when confronted. His new partner, Samson Curter, has threatened to report his drunkenness on several occasions and tensions are high between the two.

Marten Burke: treat as 0-level human with AC 5 (chain mail), 3 hp, spear (Dmg 1d6+2), long sword (Dmg 1d8+2), dagger (1d4+2), flask of whiskey, and 1d4 cp.

Watchman Samson Curter

Samson is a competent, but unimaginative Watchman who has recently been reassigned from the City Center District. Samson is accustomed to dealing with a wealthier class of citizens and has yet to earn the respect of the locals, many of whom feel he is too soft to be working the District of Commons.

Samson Curter: treat as 0-level human with AC 5 (chain mail), 4 hp, spear (Dmg 1d6+2), long sword (Dmg 1d8+2), dagger (1d4+2), 1d4 sp, and 1d8 cp.

Watchman Bredon of Dolmsbridge

Bredon is a veteran Watchman who has worked the District of Commons his whole career. He prefers to be proactive and has arrested several Hounds of Camber for various offenses (major and minor). Bredon is training Lorrence how to be a Watchman.

Bredon of Dolmsbridge: AL L; MV 120' (40'); AC 5 (chain mail); F2; hp 12; #AT 1; Dmg 1d6+1 (spear + Str), 1d8+1 (long sword + Str), 1d4+1 (dagger + Str); S 14, D 10, C 13, I 11, W 12, Ch 10; SV F2; ML 9; XP 38; 1d4 sp.

Watchman Lorrence Moss

Lorrence is a large, friendly man who has only recently joined the City Watch. Lorrence has a short temper that he struggles to keep in check. He respects Bredon and pays close attention to his advice.

Lorrence Moss: treat as 0-level human with AC 5 (chain mail), 4 hp, Str 16, spear (Dmg 1d6+2), long sword (Dmg 1d8+2), dagger (1d4+2), and 1d6 cp.

Watchman Josep and Jana Arrel

Josep and Jana are a brother and sister team who were born a year apart. They were raised in the District of Commons and joined the City Watch together. Josep is large and outgoing, while Jana is slender and reserved. The siblings take their job seriously, and often stop in at the Gray Mule tavern to have a drink and interact with the locals. They are confident in their abilities and this confidence sometimes causes them to be reckless.

Josep Arrel: treat as 0-level human with AC 5 (chain mail), 4 hp, Str 16, spear (Dmg 1d6+2), long sword (Dmg 1d8+2), dagger (1d4+2), and 1d4 cp.

Jana Arrel: treat as 0-level human with AC 3 (chain mail + Dex), 3 hp, Dex 16, spear (Dmg 1d6), long sword (Dmg 1d8), dagger (1d4), and 1d6 cp.

Sister Aliss Brimball

Sister Aliss is a respected Lawguardian assigned to the Saddle Street Watchpost. She is a priestess of St. Poul of the Shield. Sister Aliss was born in the District of Commons and raised in the Valenon. She feels a strong sense of community with the people of Whiteoak Square and tries to protect them from monsters and magical threats.

Sister Aliss Brimball: AL L; MV 120' (40'); AC 4 (chain mail + shield); C3; hp 16; #AT 1; Dmg 1d6 (mace); S 10, D 11, C 15, I 13, W 15, Ch 12; SA spellcasting, Turn undead; SV C3; ML 9; XP; silver holy symbol of St. Poul, two vials of holy water, 1d4 sp.

Spells: 1st: *detect magic, light*; 2nd: *hold person*.





NEW MAGIC ITEMS

"You were right to bring this crown to me. That bearded face on the front surrounded by leaves is know as a Woodsman. It appears in many Druunic carvings and engravings. I know a man who would *love* to own something like this."

—Master Ethan Galenar

The following magic items may be encountered in the Hall of the Druun.

Crown of Dreams

The Crown of Dreams appears as a bronze crown with a bronze oak tree on top and the face of a bearded Woodsman on the front. The oak tree is adorned with six emeralds.

The Crown of Dreams is an ancient Druun artifact that enhances the wearer's ability to have prophetic visions. The crown is usable only by magic-users, elves, and clerics, and conveys other powers to those versed in Druun rituals.

A non-magic-user who dons the crown must make a saving throw vs. spells at -4 or become lost in a nightmare version of his or her reality. This spell can only be broken by damaging the crown (rendering it non-magical) or killing the wearer. The crown is worth 1,200 gp to a collector of Druunic lore.

Medallion of Warding

This round bronze medallion is embedded with a circle of six rubies arranged around a bearded Woodsman's face. The medallion conveys a *protection from evil 10' radius* spell around the wearer. It is worth 800 gp to a collector.

Holy Sickle

The *holy sickle* is a curved bronze sword with the sharp part of the blade on the inside of the curve. The sickle normally acts as a *scimitar*+1. If used against plant-like creatures (such as treants or bloodlings) it acts as a *scimitar*+3.

The *holy sickle* is inlaid with gold and silver, and a bearded Woodsman's face is carved into the pommel.

Potion of Astral Projection

A *potion of astral projection* allows the imbiber to project his astral body onto another plane as per the 7th level cleric spell. The ancient Druuns used these potions to travel between planes and probe the mysteries of the universe. Interplanar travel is extremely dangerous, especially for low-level characters. There is a 25% chance that any character who enters the astral plane attracts the attention of a powerful being such as a demon or devil.

Spear of Thorns

This magical *spear*+1 has a thick bronze head. The spear was designed for melee and cannot be thrown. On a successful strike, if the wielder utters the proper command word, the spear sprouts spiny thorns near its head, causing an additional 1d6 hit points of damage. The target must make a saving throw vs. spells or be immobilized as if by a *hold person* spell, so long as he remains transfixed by the spear.

Woodland Robe

The woodland robe is a ceremonial brown robe worn by Druunic priests. When in a woodland setting, the wearer of this cloak can only be noticed on a roll of 1 on 1d6. In addition, the wearer may *passplant* three times per day, as per the 4th level Druid spell. The cloak grants the wearer +1 to all Reaction rolls when dealing with Druunic worshippers.





NEW MONSTERS

"Squeeeeeeeeeeeeeeeee!!!!!!!"

—Nightmare Butcher

The following new monsters may be encountered in the area of Whiteoak Square.

Galenar's Nightmares

When Galenar donned the Crown of Dreams, his mind was filled with thoughts of the events taking place at the Hall of the Druun. Galenar's Nightmares are projections of the butcher Walton Brand, the baker Loomis the Baker, the chandler Stefan of Walsbury, and one of the oaks of Whiteoak Grove. If a nightmare is reduced to 0 hit points, it remains dormant as it regenerates 1 hit point per turn. Once it has been restored to full hit points, it reanimates and goes in search of the ones who slew it. The nightmares can only be slain by killing Ethan Galenar or destroying the Crown of Dreams. If this happens, the nightmares dissolve into mist.

Nightmare Oven

No. Enc.: Unique
Alignment: Chaotic
Movement: 90' (30')
Armor Class: 2
Hit Dice: 3 (15 hp)
Attacks: 1 (fist) or 1 (flame)
Damage: 1d10 or 3d6
Save: MU3
Morale: 12
Hoard Class: None
XP: 80

The nightmare oven is an animated oven set in a humanoid body made of brick. The nightmare oven attacks with its brick fists. Three times per day, the nightmare oven can emit a blast of fire for 3d6 hit points of damage (save vs. breath weapon for 1/2).

The nightmare oven has obvious difficulty negotiating staircases. If struck while climbing a staircase, the oven rolls to the bottom and breaks apart (reduced to 0 hit points). The pieces slowly slide back together as it regenerates.

Nightmare Butcher

No. Enc.: Unique
Alignment: Chaotic
Movement: 120' (40')
Armor Class: 6
Hit Dice: 3 (18 hp)
Attacks: 2 (cleaver/butcher knife)
Damage: 1d6/1d4+1
Save: F3
Morale: 12
Hoard Class: None
XP: 80

The nightmare butcher appears as a fat butcher with a pig's head, wearing a bloody leather apron and carrying an assortment of cleavers and knives. In combat, the nightmare butcher prefers to attack by charging its opponents (double damage). It squeals in rage as it attacks with a weapon in each hand, runs past its enemies, turns and then makes another charge attack. Characters attacked by the nightmare butcher's charge are allowed to make a free attack as it runs past.

Wax Nightmare

No. Enc.: Unique
Alignment: Chaotic
Movement: 90' (30')
Armor Class: 8
Hit Dice: 3 (16 hp)
Attacks: 1 (hot wax)





Damage: 1d6
 Save: MU3
 Morale: 12
 Hoard Class: None
 XP: 80

The wax nightmare is a blob of candle wax and lit wicks that moves by oozing across the floor. It attacks by splashing scalding hot wax on its prey. The wax nightmare is susceptible to fire and takes double damage from fire-based attacks.

Oak Nightmare

No. Enc.: Unique
 Alignment: Chaotic
 Movement: 30' (10')
 Armor Class: 4
 Hit Dice: 3 (24 hp)
 Attacks: 2 (noose/noose)
 Damage: special
 Save: F3
 Morale: 12
 Hoard Class: None
 XP: 95

The oak nightmare is a black oak tree with limbs adorned with nooses. The oak nightmare attacks by dropping nooses around a character's neck. Any character struck in this manner is lifted up into the air and must make a saving throw vs. spells to resist the urge to drop everything in hand and grab at the noose.

A hanged character automatically suffers 1d4 points of suffocation damage each round. The character can only be freed by cutting the noose or killing the tree. Each noose has an AC of 6 and 3 hit points (these hit points are separate from the oak nightmare's total). Any character killed by hanging reanimates as a zombie in 1 round, drops from the tree, and attacks the party as long as they remain in the house.

Keepers of the Grove

Keepers of the Grove are magical beings created to protect Druunic holy sites, such as oak groves, sacred pools, and stone henges. Keepers come in many different shapes and sizes. The two types of keepers encountered in this adventure are faerlings and bloodlings.

Faerling

No. Enc.: 1d6 (6d8)

Alignment: Neutral
 Movement: Fly 120' (40')
 Armor Class: 9
 Hit Dice: 1 hp
 Attacks: nil
 Damage: nil
 Save: MU1
 Morale: 12
 Hoard Class: None
 XP: 5

A faerling is a creature of light and magic that appears as a glowing ball of light, similar to a will o' wisp. Faerlings cannot venture far from the sacred site in which they were birthed. In ancient times, a faerling seen near the home was believed to be a blessing that brought health, happiness, and fertility.

Faerling Queen

No. Enc.: 1
 Alignment: Neutral
 Movement: Fly 120' (40')
 Armor Class: 6
 Hit Dice: 1
 Attacks: 1
 Damage: special
 Save: MU5
 Morale: 12
 Hoard Class: None
 XP: 16

A faerling queen resembles a large floating ball of blinding white light. A faerling queen is created by ancient rituals conducted at Druunic holy sites. Their purpose is to spread joy and happiness among the faithful by giving birth to faerlings. When neglected, a faerling queen becomes dormant until awakened by signs of life and happiness.

In combat, the queen emits a blinding flash of light. All characters in her presence must make a saving throw vs. spells or be knocked unconscious for 1d4 turns and blinded for 1d4 days.

The queen cannot leave its sacred site. If the site is desecrated or defiled, the faerling queen turns into a bloodling queen (see below) and exacts revenge.

Bloodling

No. Enc.: 1d4 (5d6)
 Alignment: Chaotic





Movement: 90' (30')
Armor Class: 7
Hit Dice: 1d4 hit points
Attacks: 3 (claw/claw/bite) or 1 (tongue)
Damage: 1d3/1d3/1d3 or special
Save: MU1
Morale: 10
Hoard Class: None
XP: 9

A bloodling is a foul creature made of blood, plant, and bone that appears as an emaciated halfling-sized humanoid with an elongated skull, sharp fangs, long arms, and clawed hands and feet. A bloodling's skin glistens with fresh blood. It is a cruel creature with animal intelligence and cunning that lives only to cause mayhem and pain.

In combat, a bloodling attacks with its sharp teeth and claws. A bloodling may also attack with its barbed, whiplike tongue. The tongue has a range of 20'. Any character struck by the tongue must make a saving throw vs. poison or be paralyzed for 1d4 rounds (this paralysis is negated by a *cure light wounds* spell or similar magic).

Bloodlings are tied to the sites where they were birthed and can only leave when accompanying a bloodling avatar (see below). If slain, the bloodling avatar dissolves into a mass of blood, roots, and offal. Bloodlings are considered "created" creatures and are affected by spells such as *protection from evil*.

Bloodling Queen

No. Enc.: 1
Alignment: Chaotic
Movement: 30' (10')
Armor Class: 5
Hit Dice: 3
Attacks: 1
Damage: special
Save: MU5
Morale: 12
Hoard Class: None
XP: 95

A bloodling queen is a squat, bloated, dwarf-sized humanoid with a flat skull, wide mouth, and stubby arms and legs that end in root-like tendrils. The bloodling queen is created when an ancient Druunic site is desecrated or defiled (see faerling queen, above). Bloodling queens

give birth to translucent bloodling seed pods that await her command to hatch.

In combat, the bloodling queen attacks by projectile vomiting blood at its opponents. If struck, the target must make a saving throw vs. poison or be paralyzed as the target's bloodstream becomes infected. This paralysis lasts for 1d6 turns. It may be negated by a *cure light wounds* spell or similar magic

The bloodling queen lives only to protect the holy site until it can be re-consecrated. It is tied to the site and can never leave, however, it can create a monstrous bloodling avatar (see below) from a fresh corpse. Bloodling queens may also have access to other spell-like abilities that vary from site to site.

Bloodling Avatar

No. Enc.: 1
Alignment: Chaotic
Movement: 120' (40')
Armor Class: 6
Hit Dice: 2
Attacks: 2 (whips)
Damage: 1d4 + special
Save: MU2
Morale: 12
Hoard Class: None
XP: 47

The bloodling avatar is a creature of blood, plant, and flesh created from a freshly killed corpse. The avatar is completely under the control of the bloodling queen and can travel up to 300 feet away from its holy site. In combat, a bloodling avatar attacks with a mass of a dozen or so bloody, whiplike appendages that extend from its flesh. Any character struck by the appendage must make a saving throw vs. poison or be paralyzed for 1 turn (this paralysis is negated by a *cure light wounds* spell or similar magic).

A bloodling avatar is capable of transporting up to six bloodlings that cling to its skin and leap to its defense. If slain, the bloodling avatar dissolves into a mass of blood, roots, and offal that slithers back to the queen to regenerate.

Bloodling avatars are considered "created" creatures and are affected by spells such as *protection from evil*.



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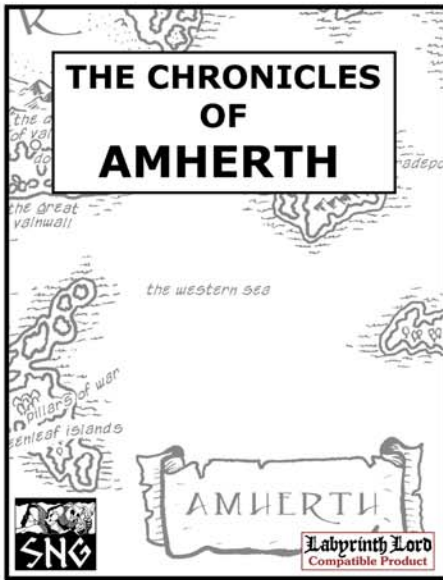
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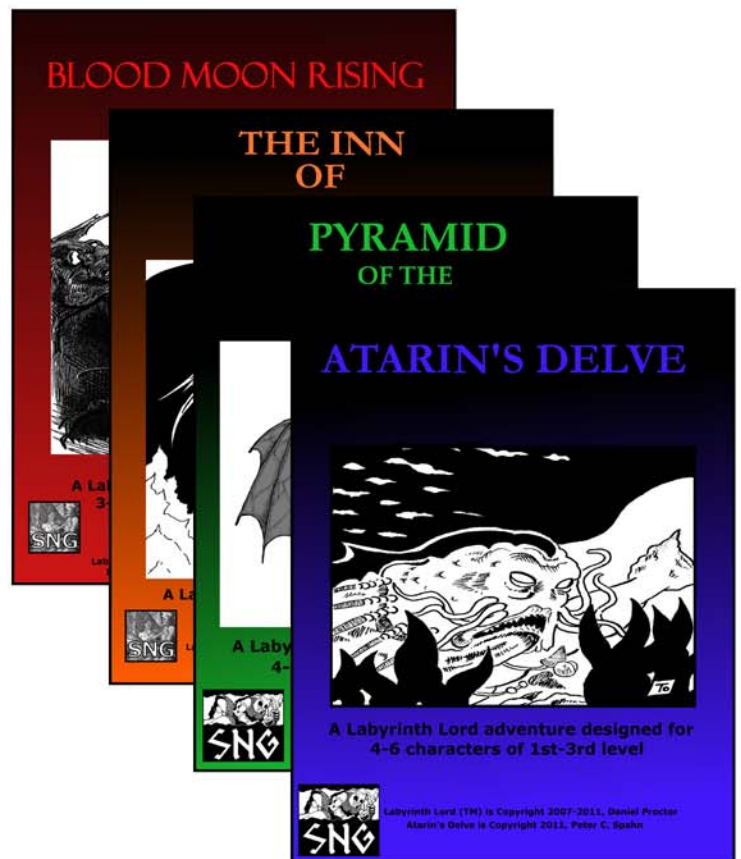


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