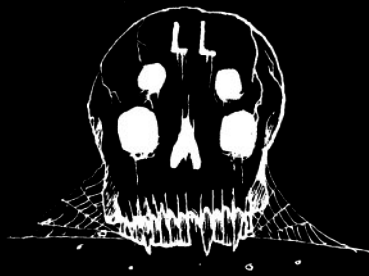


Woodfall



DARK FANTASY MINI SETTING



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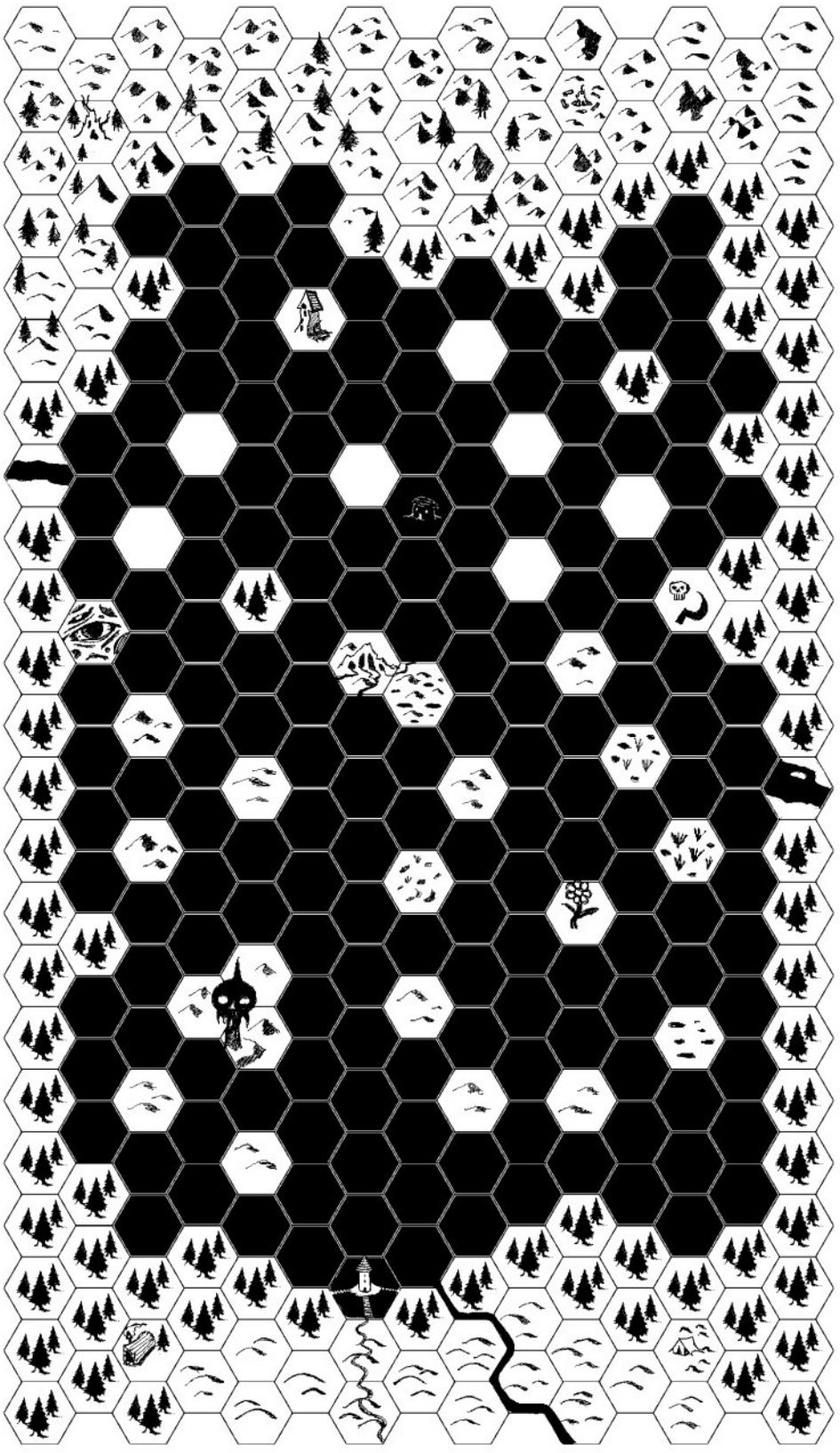
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Random Swamp Encounters - Travelling by Foot

- | | |
|---|-------------------------------|
| 1 | 1D4 Mutant Frogs (pg 76) |
| 2 | 1D6 Giant Rust Moths (pg 73) |
| 3 | 1D4 Bloat Zombies (pg 71) |
| 4 | Carnivorous Stump (pg 72) |
| 5 | 1D4 Giant Orb Spiders (pg 73) |
| 6 | 1D6 Giant Leeches (pg 73) |

Random Swamp Encounters - Travelling by Boat

- | | |
|---|----------------------------------|
| 1 | 1D6 Giant Rust Moths (pg 73) |
| 2 | Giant Acid Eel (pg 72) |
| 3 | Cubetopus (pg 72) |
| 4 | Gossip Earfish (pg 74) |
| 5 | Dobhar-chu (pg 72) |
| 6 | Giant Diving Bell Spider (pg 73) |

Random Mountain Encounters

- | | |
|---|------------------------|
| 1 | Hill Giant (pg 74) |
| 2 | 1D4 Weepers (pg 76) |
| 3 | Galar Bear (pg 73) |
| 4 | 1D8 Owl Wolves (pg 75) |

Rare Swamp Encounters - Detailed on pages 69 - 70

- | | |
|---|-----------------|
| 1 | Swamp Eyedra |
| 2 | Tombstone Golem |
| 3 | Swamp Dryad |
| 4 | Seirbigh Pod |

Spiked Goblin Clan Territory Encounters - Detailed on Page 47

- | | |
|---|--|
| 1 | 1D6 Spikers |
| 2 | 1D4 Spikers + 1D2 Drummers |
| 3 | 1D4 Spikers + 1 Brewer |
| 4 | 1D6 Goblins + 1D2 Drummers + 1D2 Brewers |

Cult of the Stag Territory Encounters

- | | |
|---|-------------------------------|
| 1 | 1D2 Bas Pod (pg 71) |
| 2 | 1D6 Giant Orb Spiders (pg 73) |
| 3 | 1D4 Carnivorous Stump (pg 72) |
| 4 | Buggane (pg 72) |
| 5 | 1D8 Long Jaw Spiders (pg 74) |
| 6 | 1D12 Owl Wolves (pg 75) |

Territory Encounters

The spiked goblin clan, the Cult of the Stag and the Revolutionary Corpse Council all have territory encounter tables. You roll on these tables when players are in that group's key hex or any adjacent hex.

Random Encounters - Woods

- | | |
|----|--|
| 1 | 1d6 Owl Wolves (pg 75) |
| 2 | 1D6 Spike Goblins (pg 47) |
| 3 | Bas Pod (pg 71) |
| 4 | Púca (pg 76) |
| 5 | Random Traveller (pg 74) |
| 6 | Buggane (pg 72) |
| 7 | 1D4 Scathlings (pg 75) |
| 8 | 1D4 Long Jaw Spiders (pg 74) |
| 9 | Lamp-Eyed Witch (pg 68) |
| 10 | Roll Again - If this result is rolled twice in a row, then roll on the rare encounters table |

Introduction

How to Use

This book is a mini setting for pen and paper role-playing games. It's designed to be run either as a stand alone or plugged into your campaign world. Hack the setting apart, alter it in any way or mine it for ideas or content for your own game.

Fitting Woodfall Into Your Game

The residents of Woodfall exist in opposition to a kingdom and its king. If you do not have a monarchy or kingdom in your campaign world, you can substitute the kingdom for any other adversary, ruler or tyrant. This is the most important world building assumption for running this setting.

Play Style

This hexcrawl setting can be used with whatever play style you prefer. But I suggest trying out an old school style of play, where the following points are assumed to be true:

- Players will be setting their own goals rather than following a narrative that has been planned out for them by the game master
 - Players receive very little or no experience points from killing monsters, instead receiving experience from treasure
- Monsters will not be balanced to player level, but the GM will communicate to players a rough idea of how safe or dangerous different areas are through NPCs
- Wherever it would add more interest, players and game master will interact and describe game play to each other instead of rolling skill checks
 - The game is dangerous; player death is very possible and healing is very limited
- There is a focus on resource management; resources are being tracked by the game master and players and there are consequences for running out.
 - Players coming up with clever and creative solutions to problems is encouraged and rewarded



MINI SETTING

Run as stand alone or drop
into your world map

**YOUR
CAMPAIGN**

Cross pollinate and link
the mini setting to the
themes and characters
of the larger setting

**BLEND OVER
SEAMS**

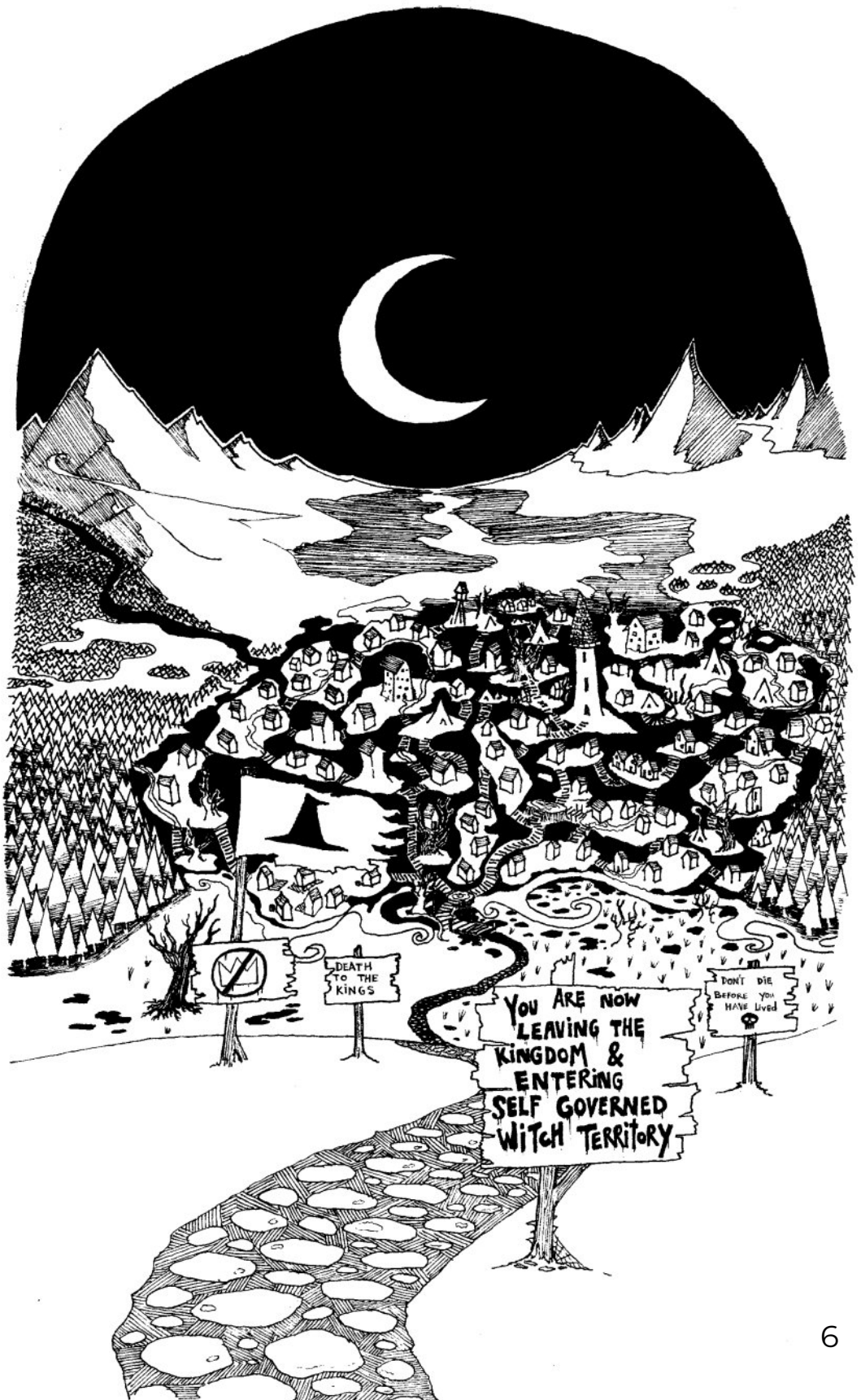
SECTION I

WOODFALL TOWN

Woodfall is a swamp belonging to a king where witches, thieves and outlaws are squatting. They have built a town on top of the swamp and have resisted several evictions. The town is a hub for black market activity and magical folk.

Rumours About Woodfall

- 1 The witches there eat children during their black Sabbats (false)
- 2 The place is full of low life scum
- 3 The witches there have been known to heal sick folk who are brought to them (true)
- 4 The woods surrounding the village are more dangerous than the village (true)
- 5 The witches kidnap men and steal their livers to use in their love potions (false)
- 6 The people there take ergot root and it addles their mind (some truth)
- 7 The inhabitants of Woodfall are buying up all the faeries in the kingdom because they want to horde all the magic to themselves (false)
- 8 The witches visit young women in their dreams and bewitch them to come to the swamp (false)
- 9 You can sell stolen goods in Woodfall (true)
- 10 There is an organized group of thieves operating from that village (true)
- 11 The people of Woodfall steal crops from the surrounding villages (false)
- 12 Nearly all poison on the black market comes from there (true)
- 13 Ravens from Woodfall show up all over the land with messages urging people to organize to overthrow the monarchy (true)
- 14 They say necromancy is tolerated there and that the dead walk among the living (true)
- 15 It's surprising that the king has tolerated the settlement for so long, but plans are underway to for an eviction soon (true)
- 16 The thieves that live there live with no rules or rulers and even steal from each other (false)
- 17 The witches there make pacts with demons in exchange for the magical and healing powers they possess (false)
- 18 The witches there hate men and want to kill the king so a woman can rule over the kingdom (false)
- 19 Most of the crime in the region is associated with Woodfall village (false)
- 20 The witches there are collecting sacrifices to open a portal that will usher in the apocalypse (false)



Hooks – Getting Players to Come to Woodfall

- 1 Character is a paid Spy for the kingdom tasked with retrieving vital information for the king, earning the witches' trust, stealing something important or learning someone's identity
- 2 Character is a paid bounty hunter sent into the village to extract a certain criminal and get out alive
- 3 Character has a strange illness or curse and must go to the witches to be healed
- 4 Character has stolen goods they want to sell
- 5 Character is a spell caster looking to study magic
- 6 Character gets in trouble with the law and has to go into hiding
- 7 Character needs to get a document forgery made
- 8 Characters want to get involved in overthrowing the king
- 9 Characters are necromancer adventurers that need a safe base
- 10 Characters are a race that faces persecution throughout the kingdom
- 11 Character wants to join the thieves guild or recruit people for a heist
- 12 A raven appears and delivers a flyer for an event in Woodfall
- 13 Character is looking for rare plants or spell components
- 14 Character is looking to buy banned/illegal goods like poison
- 15 The swamps around are full of dangers and treasure
- 16 Characters are looking for training from NPCs
- 17 Character hears anyone can build a house there for free (use as a base)
- 18 Characters find a captured fairy who wants to be brought to Woodfall for safety
- 19 Characters are servants of a local lord whose treasure has been stolen, and have been tasked with an investigation.
- 20 Characters receive a vision from their deity that dangerous outsiders are hatching a dangerous plot at the swamp
- 21 Characters get wind of a shadowy organization with a skull and sickle symbol, who are recruiting magic users from local towns
- 22 A local graveyard has vanished overnight, and a trail from its previous location leads into the swamp
- 23 A rich collector is willing to pay for samples of rare plants from the swamp
- 24 A thief steals something valuable from the players and upon investigation it appears the thief went to Woodfall
- 25 A Raven appears and delivers a propaganda note to the players. It is calling for help to defend the swamp from a looming eviction
- 26 Characters are slaves that escape and seek refuge in Woodfall
- 27 Character's sibling has fallen in with thieves and heretics, the family has tasked the character with retrieving the sibling
- 28 Characters are helping survivors from a small village that was attacked by a band of orcs to relocate to Woodfall
- 29 Characters are villagers living near the swamp who notice that the crops are contracting some kind of magical blight and they must investigate
- 30 Character was convinced to pay a large sum for the deeds to a property with a lot of potential while drunk in a tavern. Unknown to the character this property is actually the bog witches' mansion.

About Woodfall

Deep in a dark wood is a village built on top of a swamp called Woodfall. It is not a normal village, and is not inhabited by normal people. It is built of rotting wooden walkways connecting earth mounds that act as platforms for shacks, tents, and wobbly houses.

Its population is composed of witches, outlaws, misfits, heretics and magical creatures. Hunted down throughout the lands, this dark muddy patch of the kingdom is the last place left where these people can exist in relative safety.

Rumours and tales of the village are whispered far throughout the lands. Most say the village is a cesspit of criminals and evil demon worshippers and that the village should be stamped out before it grows in size. While some folk say that the witches there will heal the sick if brought to them.

The king had the village evicted and burned to the ground some years ago, but the village has since been rebuilt and re-occupied. Folk throughout the kingdom speak of the king's plans for a second eviction, one that will end the occupation once and for all.

Lighting

The swamp does not get much light, as it is situated in a valley and the forest surrounding it casts a strange dark shadow over the village. The people of the village keep the walkways lit with magical candles and lanterns and the moon seems to visit much more often than the sun does here.



Food

The people of Woodfall cultivate giant mushrooms as a staple food source since most crops will not grow in the dark, watery valley. Many of the inhabitants keep chickens and rabbits for eggs and meat. Hunting of swamp creatures is another food source as well as foraging of edible plants from the dark forest. They also trade with surrounding villages for crops.



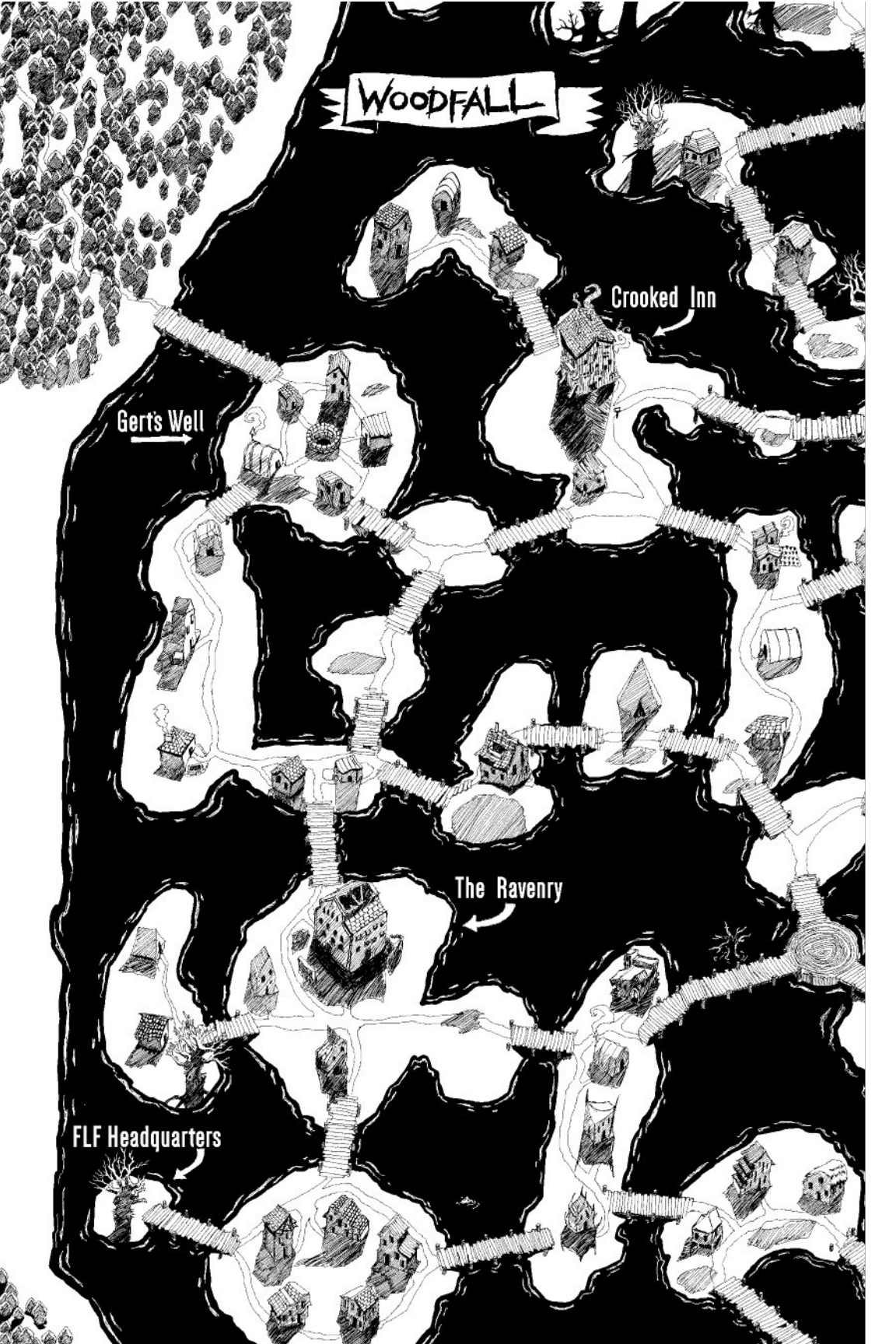
WOODFALL

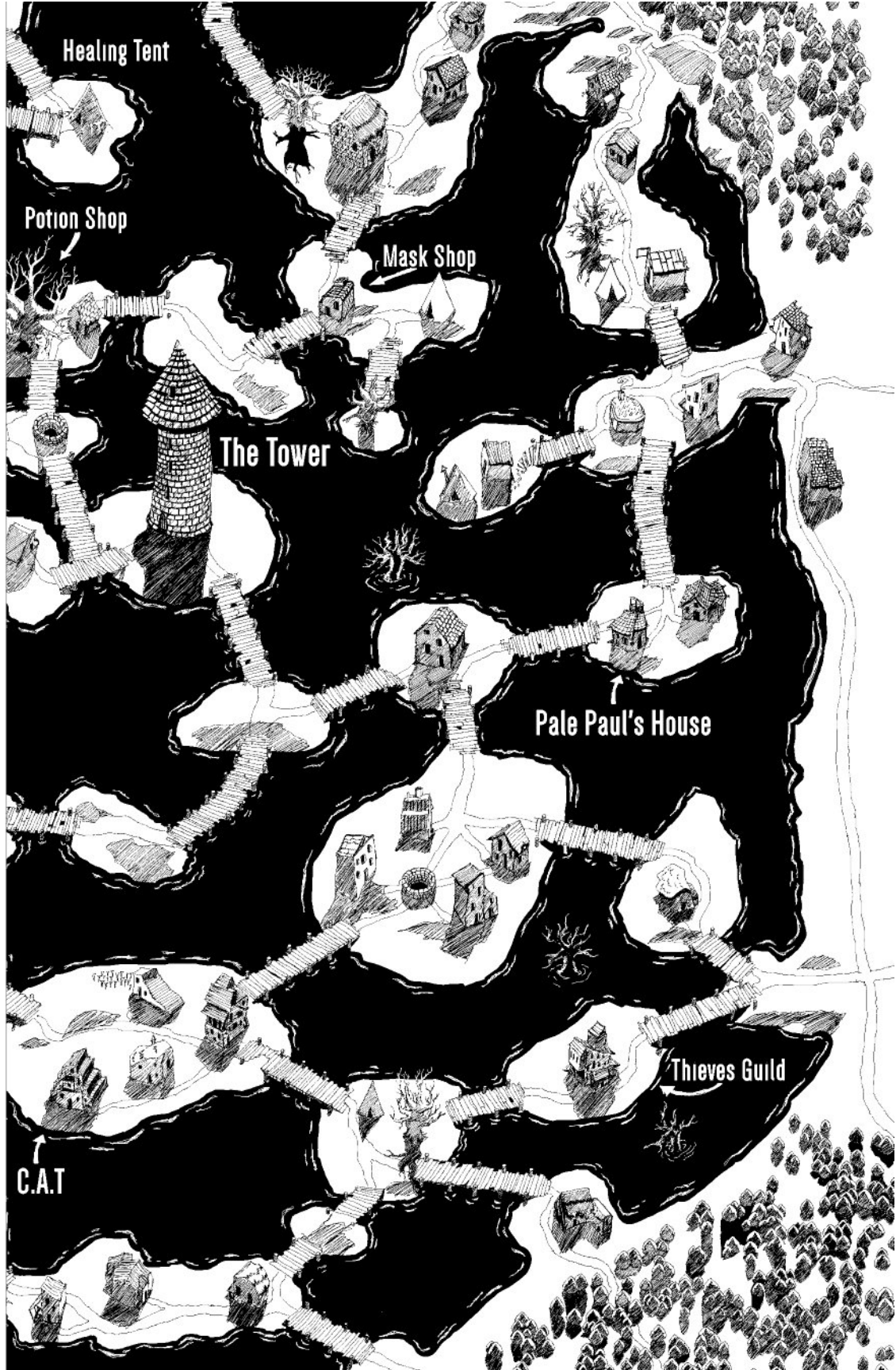
Crooked Inn

Gert's Well

The Ravenry

FLF Headquarters





Healing Tent

Potion Shop

Mask Shop

The Tower

Pale Paul's House

Thieves Guild

C.A.T

A Brief History of Woodfall Village

Long ago, a powerful wizard lived in Woodfall swamp.



After the wizard died, a long time passed without anyone inhabiting the swamp.



Fleeing persecution, a coven of witches took up residence in the old tower.



Witches and other illegals from all over the kingdom came to live in this ungoverned swamp and a small village emerged around the tower.



The king had the swamp evicted, burned the village to the ground and granted the swamp to a local lord, who built a small settlement there.



Encamped in the surrounding woods, the dispossessed launched a series of sabotage attacks and drove the lord away. The swamp was then re-occupied and a new village was built.



Woodfall Legal System

The following by-laws have been collectively written up and agreed upon by residents of Woodfall. A referendum on any law can be called at any time. Laws are passed if sixty percent of residents agree, unless more than three percent of the population casts special votes to block the proposal. In this case, a new version of the law is proposed until it is passed or dropped. Spontaneous juries deal with cases.

1. Stealing from people within Woodfall is illegal - offenders will be fined; repeated offenders, banished.
2. If you are being a loud, annoying drunk at night, it is legal for residents to cast silence charms on you.
3. It's illegal to expand your land plot.
4. It's illegal to own vacant property (unless travelling or in jail).
5. Witch burners will be burned at the stake.
6. Kingdom spies will be fed to swamp monsters.
7. It's illegal to be too wealthy - nobody can hold more than 8000 gold pieces in personal savings and/or speculative assets.
8. All taxes are voluntary.
9. Each mound is semi autonomous and has power over who can build there, live there, set up a business there, waste disposal and all decisions concerning that mound.
11. All residents of Woodfall can own and carry however many weapons and practice any kind of magic they want as long as it does not involve sacrifice of intelligent creatures or in some other way involuntarily harms an intelligent creature as a necessary part of its practice.
 - Skin weavers (a school of magic) will be stripped of their powers
 - Necromancy is legal as long as there is written consent prior to death, or the necromancer is raising an animal
 - Summoning creatures from other planes is illegal - go far away from the village if you want to try that
 - Charming people is illegal, punishable by compensation or banishment depending on the severity of the manipulation.
 - Love potions are illegal.

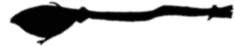
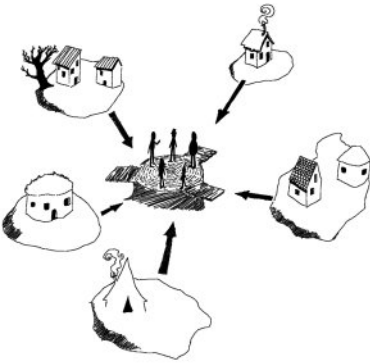


Organization Structure

Each house in Woodfall is independent and makes its own decisions about things that affect it through consensus or voting.

Each island group sends revolving representatives to a general meeting every week. The purpose of the general meetings is to facilitate large decisions, but the representatives have no power and all decision making power lies with the island groups.

Each group of houses on an island make decisions about anything affecting that island.



Voluntary Associations

Woodfall Scouts Association (WSA)

Is a group of residents that act as watchdogs for eviction threats, monster movements in the swamp and woodlands, and other dangers. They are equipped with non-lethal wands made by the spell sharing society.

Woodfall Welfare group (WWG)

This is a revolving group of residents who manage and redistribute donated cash, resources and food to the needy. Any player who decides to become a Woodfall resident is entitled to WWG welfare, which, combined with farming their plot, would barely cover their living expenses. Abusing the W.W.G is punishable by fines.

Woodfall Artisans Guild (WAG)

This is a revolving group of artisan residents who offer small grants to help folks buy tools and equipment needed to start new businesses.

Healers Association (HA)

Is a group of resident healers. They operate out of the healing tent. The HA has limited resources and does not prioritize healing adventurers.



Crisis Action Team (CAT)

Is a group of female residents (mostly witches) who run a large house of hospitality that women escaping abuse or arranged marriages in the surrounding country can come and permanently live in. CAT sometimes plans covert transport operations for people fleeing particularly dangerous situations. They also offer witch training to the residents of the house of hospitality.

The Magic Mask Shop



Description

Outside

A tiny wooden shack with a moon painted on the door, above which the words "Mask Shop" are scrawled in black paint.



Rebound Mask

This mask can absorb a spell cast on its wearer, and then when the wearer wants, can release the same spell on any target. It can only hold one spell at a time.



Spirit Mask

This mask reveals the spirit world to its user, lighting up magic, revealing secrets and colouring lies. However, demons from the other side are attracted to the wearer, making the mask extremely dangerous to use.



Mask of Disguise

If you obtain a drop of a person's blood and pour it on this mask while wearing it, you will look like that person while wearing the mask for 3 hours.



Stretch Mask

This mask allows you to make any parts of your body really stretchy, up to 10ft. The magic is faulty and there is a 10% chance of paralysis with every stretch.



Mask of Hunger

This mask imparts a powerful bite attack and sense of smell on its wearer, as well as an uncontrollable hunger that increases the longer you wear it. The mask cannot be removed before its hunger is satiated.



Mask of Secrets

If you wear this mask and live for a day in someone's house whose name you know, it will reveal that person's deepest secret to you.

Inside

It's cramped inside and as cold as outside. There is a desk inside—a mysterious masked figure sits behind it. On the wooden wall behind him on top rickety shelves various masks are displayed.



Mystery Dungeon Mask

When you put this mask on, a stairway leading down to a dungeon appears wherever you are. When you enter the dungeon the entrance closes over. To leave you must find an exit, but there is no telling where it will let you out. The dungeon changes and is totally different on every visit.



Mask of the Dead

This mask turns your blood cold and your skin grey when worn. Undead recognize you as undead. Humans still have a 40% chance of recognizing you.



Coward's Luck

This mask makes creatures who are trying to harm you comically unfortunate, especially if being chased. However, every time it is used, it decreases that character's luck permanently.



Foresight Mask

When you make artwork while wearing this mask, it gives you insight into the future (for example the next random encounter players will have). It can only be used 5 times total.



Nightmare Mask

Allows you to fight creatures of darkness in your dreams and harvest nightmare gems from them, then bring them back into the normal realm. Creatures of darkness are dangerous and if you die in the dream, you die in real life. Nightmare gems are a powerful magical material used to increase the power of wands.



Walking along a rickety, half-rotten, wooden walkway, you see a large building ahead of you. It's a towering, higgledy piggledy mess of timber scraps that looks like it's about to fall over. There are many windows of various sizes and shapes dotted all over its structure. Two chimneys and four flues all stream trails of smoke into the dark sky. Raised voices emanate from inside and a group of people are sitting out on one side of the gable roof. On the other side a solitary flag

Organization Structure

The Crooked Inn is run by volunteers. The volunteers get free meals, and a few can have bedding if they are only volunteering for a couple of months. All the profits from the Crooked Inn go towards:

- The Woodfall Welfare System
- The Artisans Guild
- The WSA
- Funds for the FLF
- The Healing Tent
- CAT

Crooked Inn – Food	
1	Mushroom Soup
2	Stuffed Mushrooms
3	Pumpkin Pie
4	Colcannon – Potato & Cabbage Dish
5	Acorn Soup
6	Giant Rat Steak
7	Snake and Fern Salad
8	Deep Fried Spiders
9	Fluorescent Fungus Cake
10	Skewered Frogs

Rooms

The rooms have uneven floors and walls, and are all very small. The cheapest “rooms” are random nooks with pillows stuffed into them for sleeping, and the most luxurious room is one that an elf could stand in and is just a bit bigger than a bed (which is known as “the big room”). The Crooked Inn is very noisy and it is hard to get good sleep in it, so if you use sleep healing rules in your game make sure to decrease the healing rate here.

Crooked Inn – Random Drinks

Drink	Description	Price
1 Mushroom Wine	Made from a sweet mushroom, the most common drink in Woodfall.	Low
2 Ergot wine	A highly hallucinogenic drink. Some believe the visions can give insights into lost secrets or transport you to another plane of existence.	High
3 Bog Myrtle Beer	Bog Myrtle is one of the few plants that will grow in the swamp that beer can be made from. The scent of this brew repels insects (even giant insects).	Low
4 Nettle & Rowan Berry Wine	A favourite drink among the witches of Woodfall.	Low
5 Crooked Inn Special Brew	Made from locally foraged magical plants, this multi-coloured brew causes random magical effects in drinkers.	Medium
6 Spirits	A strong distilled alcohol made by a necromancer. The drink glows brightly and wails faintly.	High
7 Will O' the Whiskey	This drink shines brightly and those that drink it tend to wander off and wake up in strange places.	High
8 Faerie Cider	Made by faerie residents of Woodfall, this cider is made from sweet berries and faerie dust. Folk who drink this cider will float 2ft in the air during their sleep.	High
9 Red Mead	Made of honey from giant bees and an invisible flower which turns the brew red, this drink makes the drinker more likely to discover secrets the more intoxicated they become. Adventurers sometimes drink it in dungeons to attempt to discover secret doors.	High
10 Thieves' Beer	An amber brew that allows drinkers to become aware of the smell of gold. But it also attracts danger to the drinker.	Medium

Crooked Inn Regulars



Terry the Troublemaker

Wants: New, interesting things to happen **Fears:** Boredom

Plot Hooks: Revolve around stirring things up in the town and pulling elaborate pranks on the soldiers camped nearby, and complex, big bets.



Hawa the Necromancer

Wants: Is in love with a vampire named Richardo who lives in town.

Fears: Rejection **Plot Hooks:** Helping him win over Richardo

Action: He is blind and his skeletons help him find his way around and obsess over him, bring his drinks to him and carry him home.



Hayat the Revenant (Intelligent undead construct)

Wants: To solve world hunger through studying magical mycology and creating new super strains of edible plants. **Fears:** Woodfall will be evicted and intelligent undead will be hunted down by clerics and paladins.

Plot Hooks: Revolve around going into the Darkwood and finding magical plant samples and returning them to her. Rewards include magical potions and cash. **Action:** Sits alone in a corner.

Crooked Inn – Gossip & Rumours

- 1 There used to be a lot more necromancers here, but there was a division and one group was banished from the village because their ideals were too extreme. Some say they did not move far and are living in the dark forest (True: Revolutionary Corpse Council - pg 53)
- 2 They say there is a tribe of monsters in the forest that catch people and transform them into monsters (Partial truth: mutant clan – pg 41)
- 3 If you come upon a glowing flower in the woods and pick it, your soul will be trapped forever (Partial truth ; Soul Flower – pg 76 & 86)
- 4 Many things that are left in the swamp go missing, even if they are hidden (True: swamp treasure creature - 68)
- 5 A troll lives somewhere in the swamp, and it guards a horde of treasure (Partial truth: The troll has no treasure – pg 49)
- 6 They say there is a kingdom spy amongst us (True – pg 30)
- 7 A clan of goblins lives in the swamp. When the witches first came to the swamp there were skirmishes with the goblins, but the goblins feared and respected the witches' magic so the fighting stopped. When the soldiers came and evicted us, the goblins helped to drive them away. But lately the goblins have become hostile again (True)
- 8 They say there are druids living deep in the woods who worship a forest god (True: Cult of the Stag – pg 59)
- 9 One of the wells in the town has dried up and nobody knows why (True: Gert's Well)
- 10 There is an old mansion out there on the swamp. Folk used to use it as a retreat, but people who went there started disappearing so nobody goes there anymore. (True: Bog Witches Mansion – pg 58)



Fence

The residents of Woodfall collectively run a trading house that buys stolen goods and then sells them on for profit. The profits generated are put back into funding welfare, causes, and associations in the village. The building is staffed entirely by skeletons who are controlled by the necromancers of Woodfall. This protects the residents from raids and arrests. The skeletons cannot speak, but negotiate prices by writing numbers down on paper. It is a rule that any stolen goods brought to the house must have not been stolen from the peasants or artisans. If it is discovered that a stolen good was from one of these groups, the house will try their best to compensate the peasant or artisan, and will ban the seller from using the house. Twelve skeletons staff the house and guard the cash at all times. The house will buy stolen goods at 40% value.



Forger

In the topmost room of the tower, a shadowy group operates one of the best forgery services in all the land. The group is normally backlogged with jobs, and places special priority on requests from CAT and the FLF. The forger group can fabricate any document that they have an example of with great accuracy. The group operates from behind a heavy black curtain on the top tower floor, and any requests to them must be spoken from behind the curtain. There is a cabinet with doors on both sides, where characters will be asked to place the example of the document they want forged. Once the doors are closed on the character's side of the curtain, the other doors will be opened on the forger's side and they will take the example, inspect it and tell the players if and when the job can be done. Forgeries are expensive. The forgery group is actually one woman who uses many voices to give the impression of a group. Her name is Mary Carleton, a woman the king wants for treason.



The Ravenry



The king had a house built on the swamp once the heretics and outlaws were evicted. The lord of the house and his soldiers finally fled after a year of terrifying magical pranks, strategic hauntings and a relentless campaign to sabotage the house's facilities and food supply. Once the outlaws re-inhabited the swamp, they repurposed the lord's house as a ravenry. The ravens deliver messages all over the kingdom, sowing seeds of dissent.

Using the Ravenry

The Ravenry is run by a group of volunteers. They use donations to pay for bird feed and clean the building out. Any character can use the ravenry to send messages for up to 300 miles. There is a suggested donation of 3 silver per message. There is a 4% chance the raven will be intercepted and the message will end up with someone else. Messages take 1 day per 100 miles.

Example Messages:



A villain that was foiled in the past by the players sends a message to them, claiming he has one of their family members hostage in a dungeon, and that they can be set free if the players make it to the final room of the dungeon alive.

A well-known noble sends a message claiming that he has captured several members of the thieves guild when they attempted to steal his property, and that he will release them if the residents of Woodfall hand over the leader of the thieves guild.

A group of druids write that they have observed plants failing in the surrounding countryside, and that the source seems to be coming from Woodfall. They wish to investigate the swamp, but need a group of adventurers to protect them.

A letter, signed by many local farmers, explains that strange monsters are emerging from the woods and pleads that this is investigated, as they fear for their safety.

A nearby town has had a series of murders occur; a werewolf is suspected. The kingdom has not sent anyone to investigate despite several requests being sent. The village is willing to pay monster hunters to take up the investigation.

A peasant revolt has broken out against a lord. The lord is calling in the local knights to stamp it out. The peasants are requesting that the Woodfall residents split into cells and stop the knights from reaching them by blocking them off on several key roads.

Necromancy In Woodfall

Necromancy is legal in Woodfall as long as there was clear expressed permission from the person who is to be raised before they died. Because of this, Woodfall has been called "skeleton village" by some in the kingdom. There are a small number of intelligent undead residents of Woodfall because this is the only settlement they can come to where they can live amongst others and not be killed on sight. Many residents of Woodfall write letters of permission for necromancers to raise their skeletons after some time. They believe it is useful for the village because skeletons can perform menial labour and contribute much without consuming resources.

Necromancers Guild

The necromancers guild is a group that meets monthly in Pale Paul's house. Currently, there are 13 members including 11 necromancers of various races, an intelligent skeleton named Kamiko and a vampire called Sorrow (who only drinks blood donated to him). The guild used to be much bigger, but there was a schism a few years ago and several members left. These members secretly went on to form the Revolutionary Corpse Council (pg 53), but the members of the necromancers guild are not aware of this development.

Joining

If a player joins the necromancers guild, they have to help pay dues which are pretty cheap. Once per level, they can get granted one body to raise as a skeleton.

-At third level they get a necrotic wood staff that contains 20 uses of an appropriate spell

-At 5th level they get an additional spell

-Members are restricted from raising neutral or good intelligent creatures without consent or they will lose all guild privileges immediately

-Members must also commit to helping defend the town if under eviction or take the town back, if evicted.





In many small villages with only a single healer who has limited skill, it is not possible to be healed of uncommon sicknesses. Furthermore, many poor villagers and country folk cannot afford to pay healers without going into debt. For these reasons, folk travel from far and wide to Woodfall to seek free healing. The healers of Woodfall came together in the early days and set up the healing association to pool resources. The HA operates out of the healing tent, and is funded by donations from individuals, the Crooked Inn and the thieves guild. The healers inside are always busy and backlogged, as the stream of people who come for healing is endless. Adventurers are not given priority, and have very limited resources available to them.

Thieves Guild



Any character is welcome to join the thieves guild, as long as they agree to the following:



Funds from the Guild

Thieves keep 40% of the plunder

10% goes back into the guild

10% goes to the healing tent

10% goes to welfare

10% goes to the FLF

10% is distributed to poor folk in surrounding townlands

10% goes to CAT

(the thief still gets all the experience points from the full treasure amount before it is distributed)

Structure

The thieves guild is staffed by three thieves who act as treasure keepers, deal with internal issues, and facilitate new members joining. These three staff are swapped out for different members every month based on random dice rolls.



Guild Provides Each Member

1. Two lockpicks a week
2. A crowbar, grappling hook and two sleep potions upon joining.
3. Access to disguise materials and outfits (must be washed and returned, if lost the thief must pay for replacements)
4. Tip-offs for jobs

Members of the Guild Agree

1. To only steal from nobility, lords, certain super wealthy merchants, and chaotic monsters.
2. To never kill when thieving
3. To never own more than 8,000 GP worth of personal treasure and/or assets (The value of your thieving equipment does not count towards that total)

Thieves Guild – Tip Offs

- 1 Fredrick Von Hussan goes on his weekly ride on a particular route through the nearby woods every week.
- 2 A noble is going on a hunting trip for 2 days in 3 days time.
- 3 Character is given a copy of a map of Earl Gregory Clifford's manor.
- 4 A monster guards long lost treasure in a tunnel system.
- 5 A rich noble has heard how skilled the thieves are and wants to hire someone to break into his rival's house and leave a message.
- 6 A local noble just bought a new expensive piece of artwork.
- 7 It is rumoured that Fabio the Fabulous (famous tailor) is interested in the other realms and has one of the only copies of "a map of the planes" book.
- 8 William Grey has ordered the last bottle of one of the rarest and most sought after wines and it's being delivered to his holiday home 3 days from now.
- 9 High breed pedigree hippogriffs are being delivered for Baroness Margaret Hastings in a longboat up the canal in three days.
- 10 Duke Thomas West has become paranoid of losing his wealth and has started burying his treasure in unknown locations.

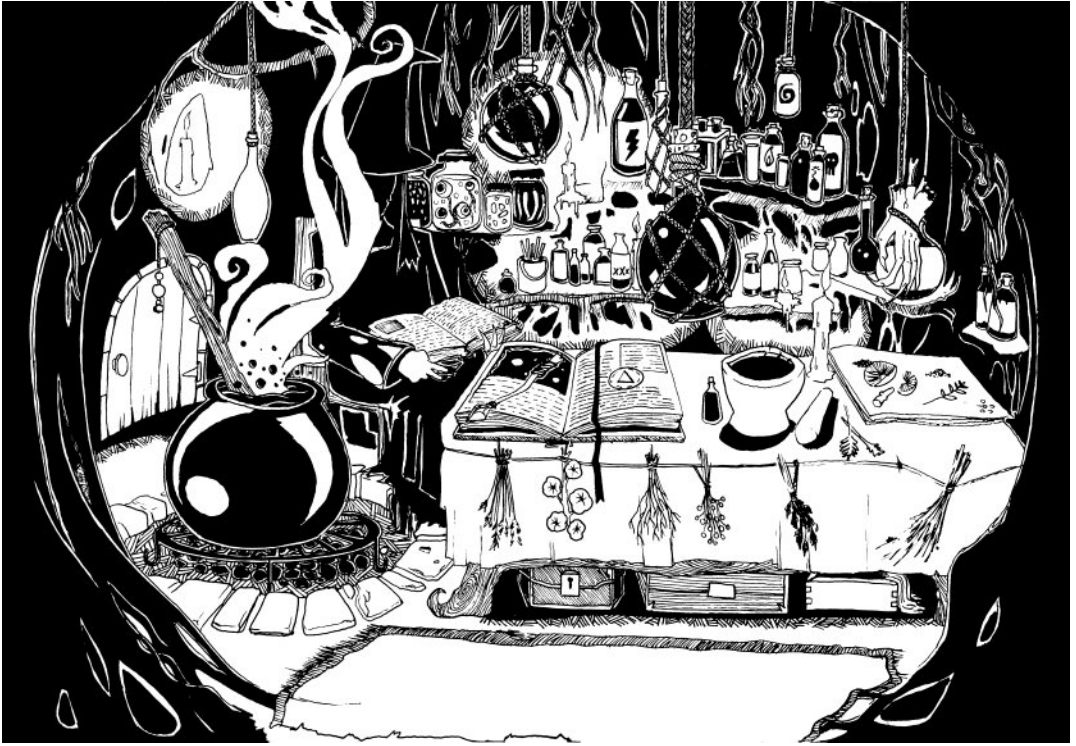


The spell sharing society is a group of magical folk who meet on Mondays in the ground floor of the tower. It was founded to act as a club and union of spell casters. Members share spells, potion recipes and magical crafting skills.

Joining

Players who join gain access to a communal spellbook that they can copy spells from and add spells to, as well as workshops on recipes for magical potions, scrolls, wands and orbs (see page 81). The workshops are infrequent and characters only receive the recipes for the items if they attend. The magic users in the society use complex secret handshakes and detection spells to make sure members are who they seem to be and not kingdom spies using magical disguises to sit in on their meetings. Members usually have a common obsession with trying to track down legendary or lost powerful magical items and share clues they have uncovered.

The Potion Shop



The largest tree in the village is hollow. Inside, one of the oldest witches in Woodfall runs a potion shop. Many bottles filled with various coloured liquids hang from ropes and roots. A large cauldron bubbles away, its steam trailing out a hole in the tree.

The owner, Maria, is an elderly witch who speaks to anyone who will listen about magic, potions and the history of witches and Woodfall.

Selling Plant and Monster Components to Maria

Maria will buy all plant components and any monster components used for potion making for a fair price. (A list of these can be found on page 82)



Buying Potions

The amount in stock refers to how many potions could be available for purchase to the players per week. Maria can make a higher number of stock if a deposit is paid and materials are donated.



Green Acid Vial

A medium strength acid, that can melt through most materials

Price : High

Amount in Stock : 1



Juniper Potion

Confers a +30% success rate to stealth for 2D6 rounds

Price : Medium

Amount in Stock : 2



Potion of Invisibility

Invisibility for 1D4 rounds

Price : High

Amount in Stock : 1



Fast-Sealing Potion

Seals holes up to 1 square foot in size instantly.

Price : Low

Amount in Stock : 3



Lungwort Potion

Water breathing for 30 minutes.

Price : Medium

Amount in Stock : 2



Hex Dissolver

Eliminates all magical effects besides curses.

Price : Medium

Amount in Stock : 2



Bluebell Potion

Stabilizes the dying in a coma state for 3D10 hours.

Price : High

Amount in Stock : 1



Poison

Fatal to most humanoids. Takes 6 hours to kill.

Price : High

Amount in Stock : 1



Mana Potion

Restores one spell slot

Price : Low

Amount in Stock : 3



Feast Potion

Sustains your hunger for 4 days. Tastes delicious.

Price : Low

Amount in Stock : 3

Experimental Potion Subscription

Maria does not test her potions on animals or monsters. She instead runs a programme made to incentivize volunteers to test her new potions. Characters opting in will receive one non-lethal potion per week that will have a random magical effect. Half of the potions will have positive effects and half will have negative effects. Characters will also receive one free, low or medium priced potion per week as incentive.

Hirelings



Alise the Witch

Alise's sister paid for her to be cured by a healer back in their town. This bankrupted her sister, and she was put in a debtor's prison. Alise needs to send funds to her sister every month to keep her alive. She wants to break her out, but does not have the resources, and so wants to earn them as a hireling.



Blair the Crook (Thief)

Blair is interested in adventuring for one reason only; she wants to find what she calls "the motherload." She believes if she finds a pile of cash big enough, it could be used to turn the tide on Woodfall's future and help prevent eviction by hiring mercenaries, bribing officials and improving Woodfall's infrastructure.



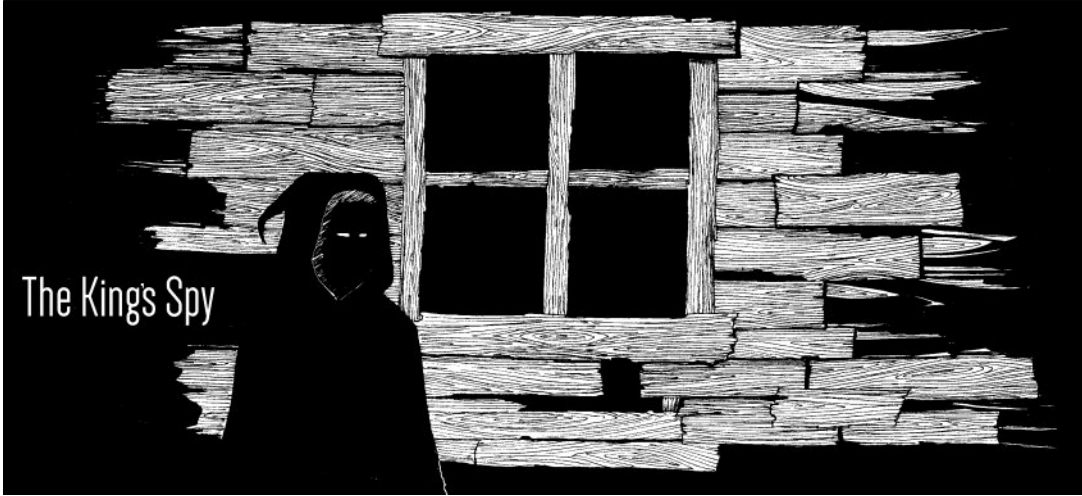
Alexander the Necromancer

His skull staff allows him to control two skeleton warriors. However, he is very careful with what he commands them to do, because it is hard to find consenting corpses to turn into minions. Alexander works for the healing tent, and adventures to find materials and treasure for healing folk with unusual illnesses.



Marusya Black (Fighter)

Marusya is interested in adventuring to procure treasure to fund insurrectionary cells of Woodfall residents. She also wants to build up a collection of magical weapons with which to equip these cells. She hates the crown and wants to topple the power of all those who lord over others.



The king has sent a special agent into Woodfall at the request of the captain of the guard who is stationed at the camp in the hills outside Woodfall village. The spy is known as Vincent but his real name is Qoèlet. He is a respected necromancer that moved into the town after the last eviction.

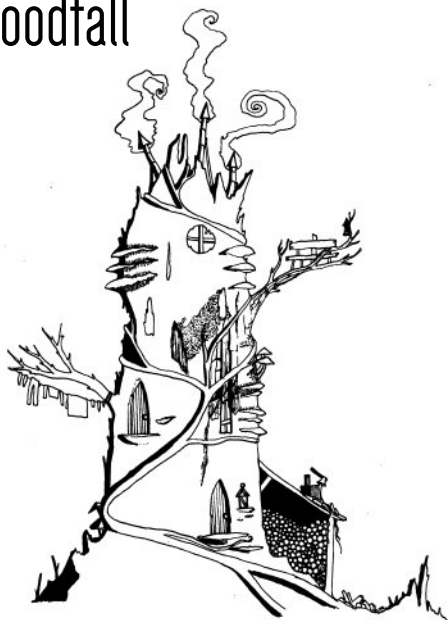
A necromancer would be less likely to be suspected as an informant for the king since the king executes all who practice this school of magic. He is a member of the necromancers guild and appears to be against the crown like all other residents of Woodfall. Nobody suspects him. The spy's instructions are to:

1. Identify the most effective tactics to ensure Woodfall is not re-occupied after the next eviction
2. Encourage internal conflict and division in the village
3. Offer bribes to potential heretic dissenters to spy for the king
4. Sabotage key infrastructure and operations to lower the villagers' morale and weaken their defences to prepare for eviction.
5. Work to create increased conflict between the monster groups of the swamp and villagers.

To communicate his Intel to the captain of the guard, he writes detailed reports and leaves them in the woods at night inside a hollow stump. Each letter is signed "Q". He also receives letters giving him his orders from the captain in the same stump.

The spy will be ordered to poison the wells in Woodfall, infect the mushroom cultivation with blight, set fire to the FLF tree, frame prominent persons and infiltrate the RCC to convince them that Woodfall residents are planning to attack their headquarters. As a necromancer, he will use his skeletons as proxies to carry out sabotage actions to avoid detection.

Faeries of Woodfall



Faeries are imprisoned as slaves and traded all over the kingdom. Among nobles, faeries are collected, as they are believed to render luck on the family's house, bringing power and fortune. Wizards also use faeries as live subjects for their magical experiments. Faerie-eaters are a group of monsters who absorb magical powers when they consume faeries. They often make contact with human societies and threaten to inflict harm if they are not provided with a stock of faeries. Most of the magical trees that faeries used as villages and to remain hidden from big folk have been snuffed out by faerie catchers. One of the only safe places left for faeries to exist is Woodfall, where according to Woodfall law, they are treated as equals. Woodfall is also the only remaining faerie safe place where faeries live around big folk. The faeries who decide to live there often do so to join the operations of the Woodfall Faerie Liberation Front, which is based there and is the most successful branch.

The FLF

The Faerie Liberation Front is a resistance movement among faeries which fights against the enslavement and exploitation of faeries. In Woodfall, the FLF's base of operations is in the second biggest tree. Existing characters can get involved in the FLF's operations, or players could make faerie characters and play a whole campaign around these themes and struggles.

Donations to the FLF

Donations go towards buying faeries through the market and then freeing them. Every 250 gold pieces donated frees another faerie. Funds also go towards launching clandestine operations to further the cause.

Clandestine FLF Mission Examples

- 1 Assassinating a prolific faerie eater
- 2 Breaking into the wizard university in a capital city to free the faeries trapped there
- 3 Shutting down a breeder's operation (who breeds faeries in captivity)
- 4 Evacuating a local wizard tower who is using live faeries for experiments and then burning it to the ground and leaving magical marks of FLF on it to send a message
- 5 Breaking into a prominent noble family's mansion to free the faeries owned by them
- 6 Intersecting a large batch of faeries being transported for a sale
- 7 Assassinating one of the top faerie catcher groups
- 8 Robbing all of a faerie trader's wealth and ruining his reputation
- 9 Stealing a magical item that will help operations
- 10 Robbing a bank and using the funds to buy freedom for many faeries

Secrecy in the FLF

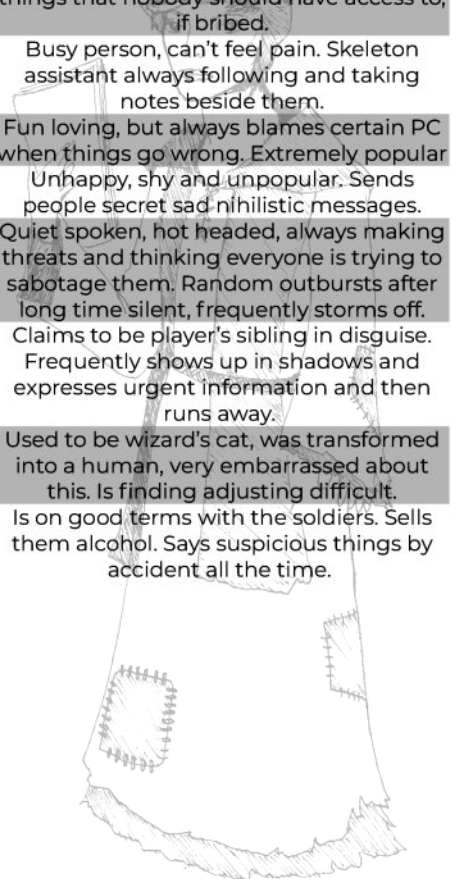
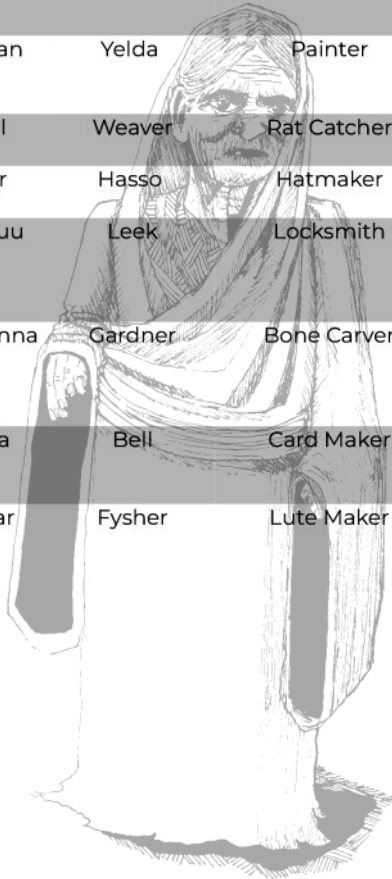
The FLF always uses anti-scrying orbs when conducting meetings, and missions are only discussed in covert, decentralized cells. The FLF has no leadership and faeries involved frequently change their names, use disguises and move around. The FLF also uses magical ink if they need to write any plans down, which only reveals itself with a password. These notes are tiny and are hidden in cracks and crevices that big folk cannot reach.

Oppression of the FLF

The king has decreed that it is illegal for faeries to exist without human masters. The king fears the FLF's operations will embolden other magical creatures to dissent. He has created a special wizard unit whose sole task is to track down FLF cells and eliminate them. This unit makes use of faeries they have raised and indoctrinated using magic to act as spies against their own kin. Faerie catchers have also been offered grants and special privileges by the king. The king has successfully put forth a narrative that captive faeries are well cared for and dissenting faeries are a marginal minority that do not represent the wishes of the vast population of faeries.

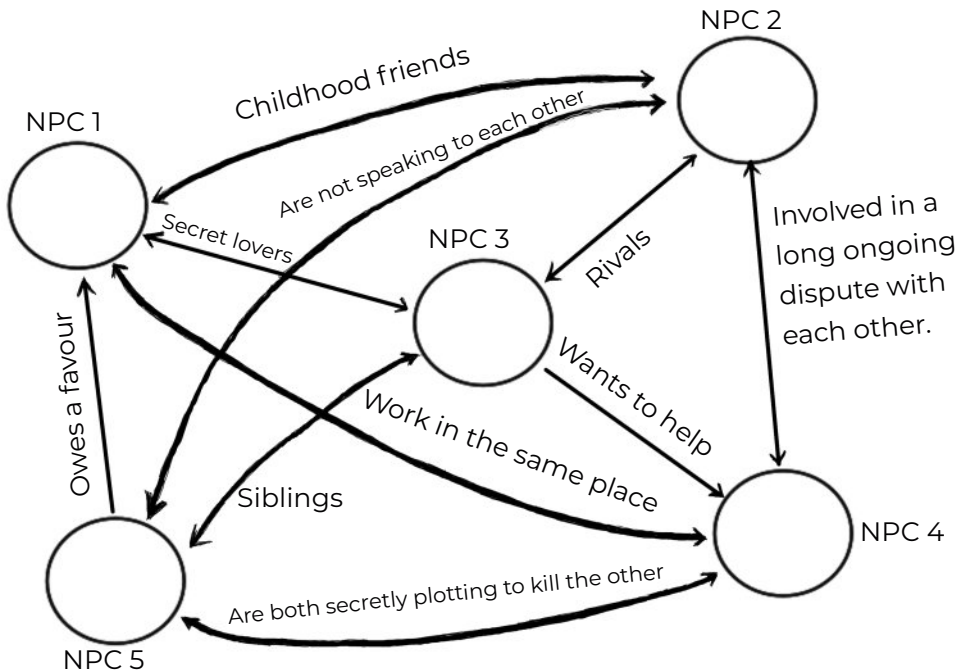
NPCs

1	Silya	Bien	Herbalist	Has changed their identity. Has travelled from a different time period.
2	Isobel	Waterhouse	Acrobat	Is protecting something important, is very gullible. Always looking for help
3	Heinrich	Laveau	Stonecarver	Overly confident and stubborn, often asks about own appearance. Obvious wig.
4	Medea	Jonsdotter	Carpenter	Assertive and indecisive. Carries big backpack everywhere.
5	Tituba	Shipton	Magic Candlemaker	Suspicious of everyone, sceptical and asks many questions. Squints frequently.
6	Rosaleen	de la Barthe	Boot Maker	Great dancer, soft spoken, falls in love easily. Owns a mysterious machine.
7	Catherine	Kyteler	Glass Blower	Obsessed with stealing renowned treasures from the king, mafia-like.
8	Agnes	Sampson	Skinner	Whispers when speaking, wears the exact same outfit as one PC. Wont talk about it.
9	Marie	le Fay	Wine Seller	Is responsible for Gert's well emptying. Is working for the unseelie faerie queen.
10	Alice	Boleyn	Egg Merchant	Is secretly in a romantic relationship with one of the soldiers. Many face piercings.
11	Aleister	Laveau	Old Clothes Dealer	Can't keep a secret, habit of accidentally overhearing secrets. Extremely clumsy
12	Dion	Fadel	Bard	Laughs at inappropriate times. Creates intricate, serious, secret plans to commit petty crimes and get away with them.
13	Robin	Ratclif	Pie Seller	Can obtain very illegal, hard to procure things that nobody should have access to, if bribed.
14	Morgan	Yelda	Painter	Busy person, can't feel pain. Skeleton assistant always following and taking notes beside them.
15	Sybil	Weaver	Rat Catcher	Fun loving, but always blames certain PC when things go wrong. Extremely popular
16	Ubar	Hasso	Hatmaker	Unhappy, shy and unpopular. Sends people secret sad nihilistic messages.
17	Hunzuu	Leek	Locksmith	Quiet spoken, hot headed, always making threats and thinking everyone is trying to sabotage them. Random outbursts after long time silent, frequently storms off.
18	Zsuzsanna	Gardner	Bone Carver	Claims to be player's sibling in disguise. Frequently shows up in shadows and expresses urgent information and then runs away.
19	Shala	Bell	Card Maker	Used to be wizard's cat, was transformed into a human, very embarrassed about this. Is finding adjusting difficult.
20	Kishar	Fysher	Lute Maker	Is on good terms with the soldiers. Sells them alcohol. Says suspicious things by accident all the time.



NPCs

1	Nat	Claybrook	Dung Carter	Keeping a secret is tearing them apart.
2	Kimiko	Ash	Fowler	Narcissist, believes they are the most interesting person in all the lands, has no real talents.
3	Emeline	Reid	Threadmaker	Expressive gestures, long-winded explanations.
4	Coral	Treesinger	Beekeeper	Small animal skulls tied all over cloths.
5	Tristan	Binnety	Rugweaver	Prone to disbelief and arguments, always mixing people's names up.
6	Waldamiro	Blackthorn	Musician	Explored distant lands, never speaks of what they saw there. Large scar on face.
7	Antwan	Ivan	Swordsmith	Gives thoughtful compliments to everyone they meet. Loyal and dependable.
8	Stana	Woodward	Chainmaker	Thinks everyone has their heads in the clouds, conspiracy theorist. Wears excessively long cloak.
9	Millicent	Bronstein	Smelter	Fidgets and flails around erratically, sweats a lot. Speaks suddenly, has incredibly accurate insights.
10	Kelvin	Tweedy	Lutemaker	Shows up suddenly in unlikely places, smokes pipe. Is always calm and collected and silent.
11	Juliana	Desta	Seamstress	Speaks loudly and uses sarcasm. Makes fun of people. Is leaking information to the RCC.
12	Katelyn	Petrov	Buttonmaker	Has many allergies so cannot leave their house. Used to be the child of a powerful lord.
13	Angmar	Ceder	Girdler	Has a wooden leg, is assisting the bog witches to capture people in exchange for prolonged life.
14	Milden	Mac Liam	Printer	Extremely humble, secretly is a pyromaniac.
15	Beatrix	Greenmeadows	Party Wizard	Has seven fingers on one hand, is always in the wrong place at the wrong time, gets flustered.
16	Francis	Breathnach	Boat Builder	Low voice and eye patch. Seems hopelessly optimistic. Secretly is depressed.
17	Zvon	Tahan	Feltmaker	Lost their family's savings to gambling, killed someone and escaped to Woodfall. Anxious.
18	Yukio	Starling	Playwright	Has very long nails, is blind. Is possessed.
19	Aaron	Underhill	Sculptor	Sickly, Reverse kleptomania, has an evil twin.
20	Maxine	Khan	Lockpick Maker	Knows something they should not, compulsive liar. Extremely superstitious.



Write the name of NPCs you have made or generated in the circles to quickly build relationships between them.





SECTION II

THE SWAMP and the DARKWOOD

The swamp beyond the town is a muddy, mischievous and misty place. It is inhabited by creatures who are even less welcome in the kingdom than the residents of Woodfall. The woods surrounding the swamp are dangerous, dark and deep. People speak of ancient artefacts that lie in wait here for the ambitious and adventuresome.





Swamp Factions

CotS

Mutant Clan

Goblin Clan

Druid Hermit

Bog Witches

Swamp People



CotS

X

Pleading with them to use their magic to cure their sickness

Orb has instructed to be wary and stay away from

Is working against them

Are paranoid about them. Fear them, want to be rid of them

The swamp people agree with a lot of the cult's aims

Mutant Clan

Fear the sickness spreading, considering exterminating them

x

Goblins keep going missing in this part of the woods

Is not aware of them

Have made threats not to come near their home, or they will wipe the clan out

Are disturbed by the mutations, exile those that become sick from the waters

Goblin Clan

Want to destroy their magic spore device

Feed off of wandering goblins who enter their patch of woods

x

Knows the water is being poisoned but does not suspect them

Use them to collect captives for them. They see the goblins as cute pets

Dislike the goblins. But strangely the goblins never harm them

Druid Hermit

Are hoping he will join the cult. Are not aware he is working against them

Hear rumours of a good druid to the south, and hope he could cure them

Orb says the goblins must respect the druid's wishes for now

x

Find the druid to be charming. His attention creates jealousy between them

Have deep trust and respect for him

Bog Witches

Consider their practices unnatural and plot to burn their mansion down

The bog witches have one of the ingredients necessary for healing the clan. The clan fears them

Bog witches train goblins in magic in exchange for captives

Is trying to convince the witches to use donated skins, so they don't have to kill anyone

x

Have protection from them, because of a previous favourable bet

Swamp People

Respect them, visit sometimes with gifts

Several of the swamp folk have become mutated and joined the clan

The goblins idolize the swamp folk

Is translating their ancient texts for them

Lost a bet to them, so cannot harm them forevermore

x

Frogmen

Are allies, and are making magic staffs for them

The frogmen refused to join the clan when they became mutated, and so the clan has been assassinating those that are contagious

The goblins have long been enemies of the frogmen. The orb is telling them to ignore the frogmen. But the goblins resent this order

Has made himself feared by the frogmen so they do not attack him

They capture the frogmen to eat them

Low intensity warfare for disputed water territories of the swamp. Peace negotiations have recently broken down

Woodfall Residents

Want to burn their village to the ground and evict them from the swamp

Some of the clan used to be residents of Woodfall before they mutated

They will impale their heads on spikes, or bring them to the bog witches

Is on good terms, occasionally visits friends and buys supplies

They like to lure residents into the swamp to capture them for skin

Keep themselves hidden from people from the village

Monster Camp

Want to manipulate into fighting the RCC for revenge on evicting them from their dungeon home

The mutant clan believes the RCC's propaganda that the monsters camped in the mountains are evil

The goblins have been instructed by the orb to steal horns from the monsters. To be used as a material in the spore device

Is aware that they were evicted, but does not know where they went. Wants to help them

The bog witches have been friendly to the evicted monsters, and given them gifts for their losses

Are not aware of them. There is a cave they will offer the monsters as a new home, if asked

RCC

Bitter enemies. Want to totally destroy the RCC's organization. But are cautious, since the RCC is so dangerous

The RCC has offered jobs to the mutant clan, if they are ever cured. They are popular among the clan

The goblins think raising the dead stops the safe passage of souls to the afterlife, and so are hostile to the RCC

Is aware of a great presence of undead in the swamp lately. Does not know the cause

The bog witches are considering joining the RCC. Members can perform dark rituals to prolong the witches' lives

Have been approached several times by the RCC, but do not trust them

Lonely Troll

Are not aware of them. If they become aware, they will try and befriend the troll

Scared the troll away when they came wandering through the woods

The goblins like to play pranks on the troll

Hermit feels sorry for the troll, but is too introverted to befriend them

The witches pity the lonely troll and will reward anyone who befriends the troll

It's bad luck to even talk about trolls in swamp folk culture

Soldier Camp

Want to encourage the soldiers to leave indirectly

One soldier became mutated and ran away to join the clan

The goblins have not yet had any contact with the soldiers

He pretends to be a beggar around the soldiers to avoid notice

They dare not touch the soldiers, for fear of causing an eviction

Swamp folk are hostile towards the crown

Relationship Chart

	Frogmen	Woodfall Residents	Monster Camp	RCC	Lonely Troll	Soldier Camp
						
Cult of the Stag	Agree with the cult's aims and respect them	Are unaware of the cult and their activities	Are in contact with them. Listen to what they say	Hostile towards. Want to steal their magical items	Is not aware of	Is not aware of
Mutant Clan	Believe the mutations are a gift from their king	Some residents mutated and joined the clan	Have not had any contact with	Have won over popular support among the clan	They hurt the troll's feelings when they chased it out of their woods	One soldier defected to the clan. None of the other soldiers know
Goblins Clan	Bitter enemies for many decades	Think the goblins are acting more violent lately. Residents are wary of them	Goblins keep coming to their camp and stealing from them	Believe it's impossible to work with the goblins. Avoid them	Hates the goblins, they are always making fun of the troll	The soldiers avoid the territories where goblins live and fear them
Hermit Druid	They think he is very powerful	A respected figure among the village	Are unaware of him	Know about the druid, and are careful to avoid his notice	Is not aware of	Are not aware of him
Bog Witches	Fear their magic. Want revenge for all of their kin who the witches have eaten	Are unaware that they are operating in the swamp. Are hostile towards skin weavers	Are some of the only friends the monsters have	Have nearly won over the bog witches, with flattery and promises	Knows of them, but has never met them	Have heard stories about them, and are absolutely terrified of them
Swamp People	Frogmen believe that the swamp folk's temple is really their temple	Only a few residents know of their existence	Know the swamp folk can read thoughts, and so fear interacting with them	Have had a lot of difficulty winning over the swamp folk. Want to steal their treasures	They will never talk to the troll and always swim away	Are not aware of
Frogmen	x	Do not interfere with them. But are very critical of their culture and society	Think the frogmen have too many nice caves. Want to move into one of them	It's impossible to work with the frogmen. Wants to steal their magic items	Finds the fish they leave, but is not aware they are leaving them as gifts	Are hostile towards, but think they are more civilized than Woodfall residents because they at least have a king
Woodfall Residents	The frogmen have transformed several of the residents into frogmen	x	Are afraid the residents would assume they are hostile and kill them	Is being very careful to stay hidden from the residents, until the right time. They will offer them a chance to join	Has had issues with residents treating them badly before. Is nervous to talk to them	Are monitoring, working against and hostile towards
Monster Camp	Are worried the monsters will try and move into one of their lairs	Are unaware of them	x	Has not thought about them since they evicted them	Is not aware of	Are not aware of
RCC	Believe the RCC is trying to turn everyone into their undead slaves. Don't trust them	Are unaware of them, but suspicion is growing about the undead presence in the swamp	Hate the RCC, they kicked the monsters out of their home. Want revenge. But also fear them	x	Was never asked to join. Feels bitter about it	Are not aware of
Lonely Troll	In frogmen culture, trolls are sacred. The frogmen leave gifts of fish for the troll	Think the troll is dangerous and hostile	Are not aware of the troll	Are going to send a spy to befriend the troll, aiming to convince the troll to join the RCC	x	Have encountered a few times, and barely escaped with their lives. Hostile towards
Soldier Camp	The frogmen believe the one true king is their own king	Are hostile towards. But cannot harm them in case it causes another eviction	Are worried the soldiers would try to kill them on sight	Are being very careful to avoid detection by the soldiers at all costs	Hates the soldiers, they always try and kill the troll	x



Mutant Clan Location

About the Mutant Clan

Hidden in a grotto of mutant trees lives a group of strange monsters. They were once normal creatures but have become infected with a contagious and mysterious sickness that transforms them into monstrosities.

They gather in a grotto to protect one another and isolate themselves so their sickness does not spread. They will try to scare away anyone who comes near the grotto.

Approaching the Mutant Clans Grotto

- 1 A tooth sticking out of a tree.
- 2 The sound of someone sniffing coming from the trees
- 3 The feeling of being watched from many directions
- 4 Coughing coming from high up in a tree.
- 5 A terrible smell coming from the trees around you.
- 6 A huge snakeskin
- 7 A hushed voice saying "They are getting close, turn them away"
- 8 A slimy tree with a spinal cord growing out of one of its branches
- 9 A sneezing sound from a tree high above followed by a rain of snot
- 10 Several tree branches moving in an unnatural, fluid motion.

A Cure

The clan will not attack anyone unless there is no other option. If a player takes interest in their plight, they will tell them that they know how to create a cure, but they cannot go and get the necessary ingredients without spreading the sickness further. They will give their secret treasure to whoever brings the ingredients back to them, which are:

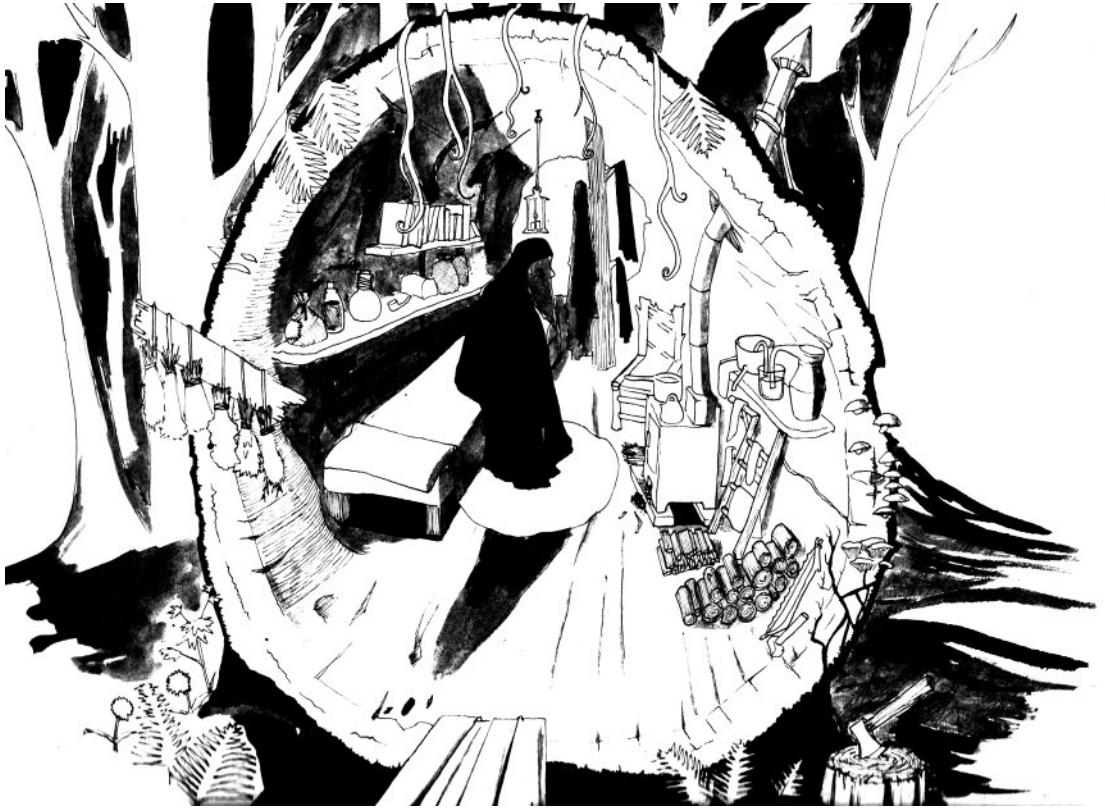
1. A weeper's tears
2. Orb spider venom
3. Puca hair
4. Stone tree bark
5. Soul flower
6. Magical glass leaf

The treasure the mutant clan has is **Wave Sweeper** which is detailed on page 79.

Becoming Infected

Characters have a 20% chance of catching the mutation sickness every time they enter the grotto. Mutations grow for 5 days, at which time the character becomes contagious and they will be mistaken for a monster by NPCs.

Dermot the Hermit Druid



Hex Location

In the woods close to Woodfall, there lives a hermit who has made his home in a giant log. He spends his time listening to the trees and speaking with the animals, chopping fallen wood for his fire and gathering berries to make his wines. The animals respect him and stay out of his garden and the beasts of the wood fear him and do not enter his patch.

Dermot is keeping a close eye on the Cult of the Stag, and suspects they plan to make an attack on Woodfall Village soon. He plays a song on his magical flute every night to prevent the buggane (pg 72) from being able to leave the woods. The Cult of the Stag and buggane are aware that this problem is happening, but don't know what or who is causing it.

He has also noticed lately that the water of the swamp has been causing mutation, but does not suspect the Cult of the Stag because they would not destroy the environment and wildlife.

The First Time Players Visit the Druid

He will heal them of any wounds they have, feed them and share his mead. The druid is very friendly, and will give the players a useful piece of information about one hex location of their choice.

Second Time the Players Visit the Druid

He tells the players of his suspicions about the Cult of the Stag, as well as the mutated waters of the swamp and about how he is keeping the buggane monsters at bay. He will give them a gift of 5 healing berries (see pg 85).

The Third Time the Players Visit the Druid

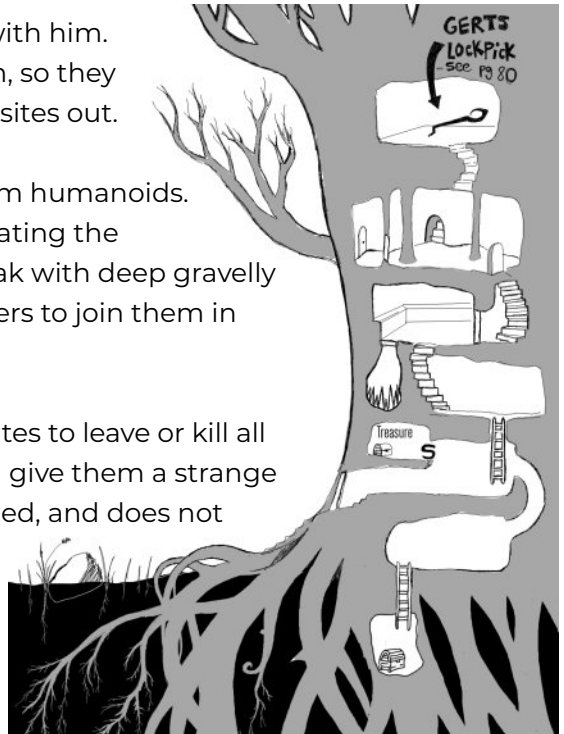
He is gone and his log home has been burnt down. If players investigate they will find that the Cult of the Stag has taken him captive. If they free him, the cult will be out to kill the players.

Sick Tree

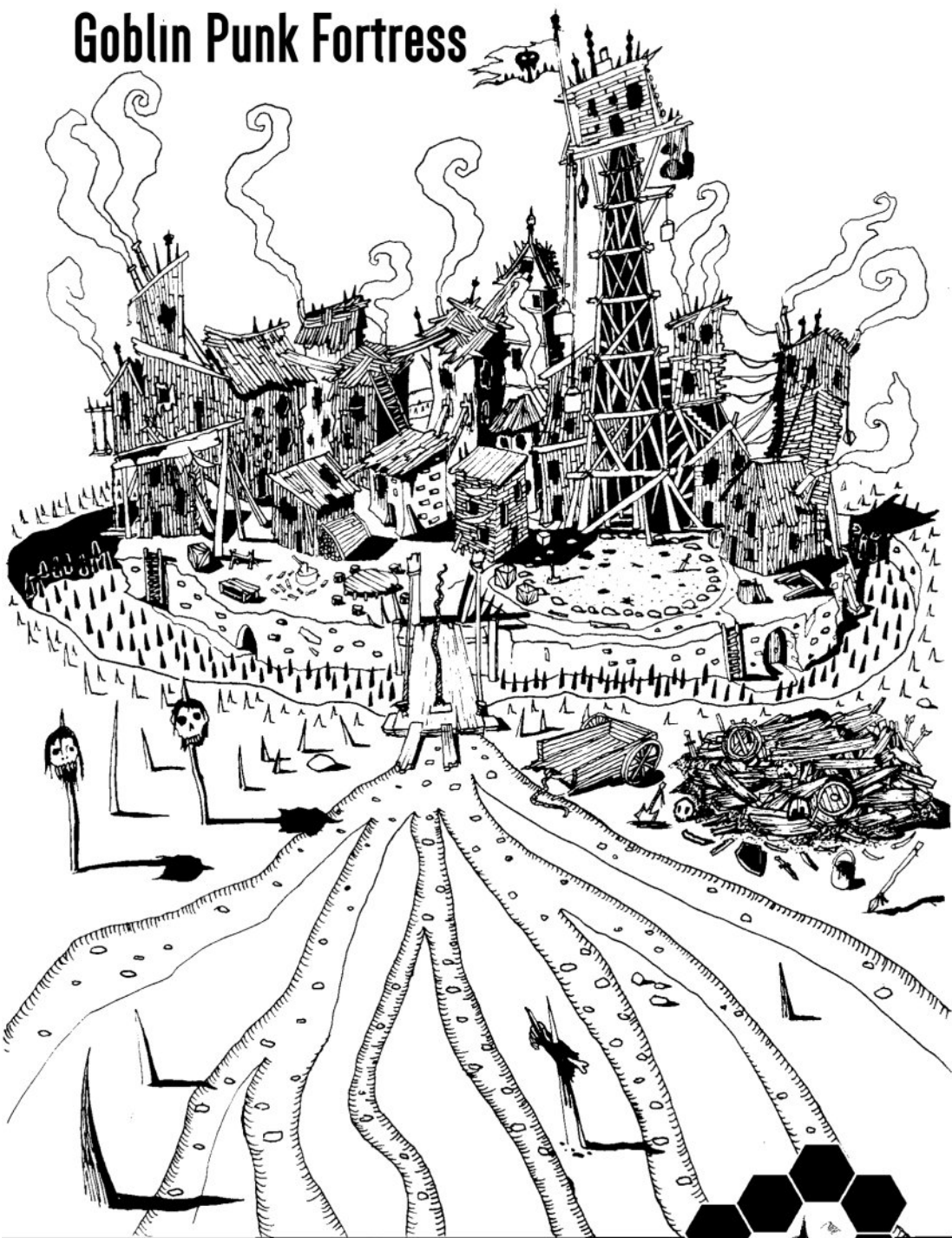
The druid is friends with a very old and important tree. In the past, the tree allowed a family of faeries to live in it. The faeries have since moved to another home. A malicious group of parasites have taken up residence. The druid wants characters to come to the tree with him. If they agree, he will shrink them, so they can go inside and drive the parasites out.

The parasites appear as mushroom humanoids. They spend most of their time eating the heartwood of the tree. They speak with deep gravelly voices. They encourage the players to join them in their feast.

If characters convince the parasites to leave or kill all the parasites, than the druid will give them a strange egg. He found the egg abandoned, and does not know what creature is inside. The egg needs special unknown conditions to hatch.



Goblin Punk Fortress



Fortress
Location



Goblin territory



Goblin Spike Clan



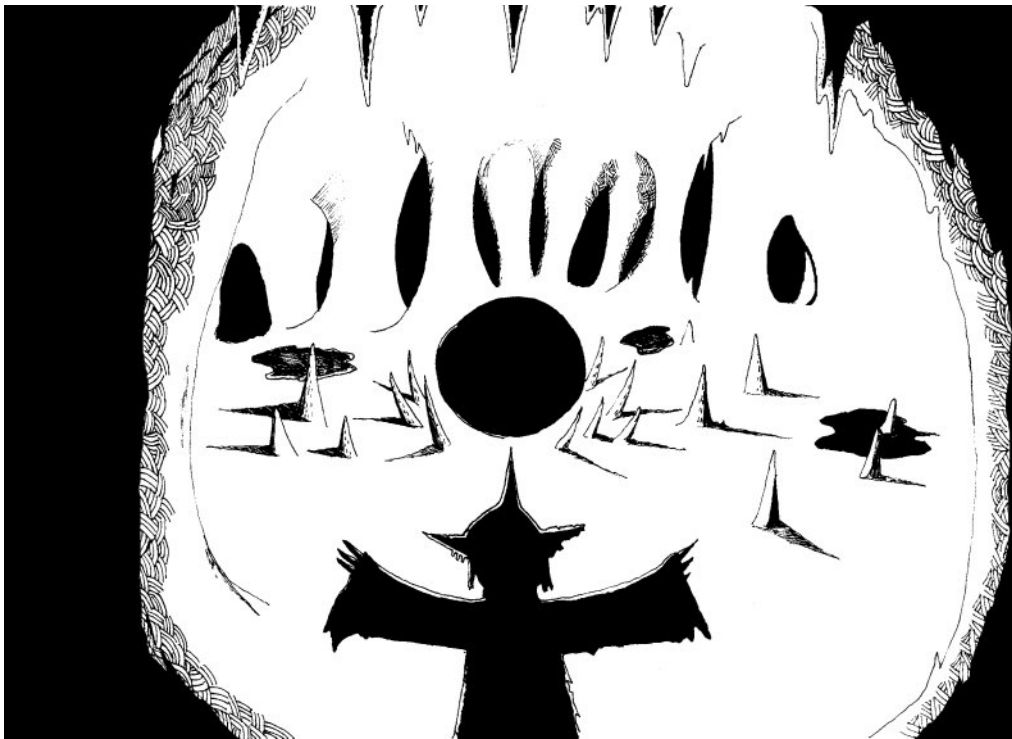
The spiked goblin clan is a doomsday cult who worships and receives orders from a mysterious orb. They believe the end of the world is coming soon, and that they are tasked by the orb with ensuring the safe passage of the souls of all intelligent creatures to the afterlife.

The orb has instructed them that there are only two ways of achieving this. The first is to kill creatures and impale their heads on spikes.

The second is to create a magical blight that will be spread through spores and wipe out most edible crops in the world and bring about mass starvation.

The Orb

The orb descended one day from the heavens and issued its instructions to the goblin clan. Unknown to the goblins, the orb was actually sent from a group of evil outsiders living in a crater of the moon. They use the orb for scrying and communicating their evil designs for the magical spore device to the goblins.



Types of Goblins



Spikers

These goblins cover themselves in spikes and throw themselves at their enemies.

This is the most popular role in the clan and they are the most common in the swamp.



Drummers

These goblins' incessant drumming works the other goblins into a frenzy. It is believed among the clan that fast drumming and screaming helps to speed up the end of the world.



Brewers

These goblins run around supplying a dangerous alcoholic drink that is infused with a speed potion to their fellow goblins on the battlefield.

Scrappers

These goblins cover themselves in scrap metal from head to toe, making them very difficult to hit. They cannot travel through the swamp because of the weight of their scraps, and instead guard the fortress.

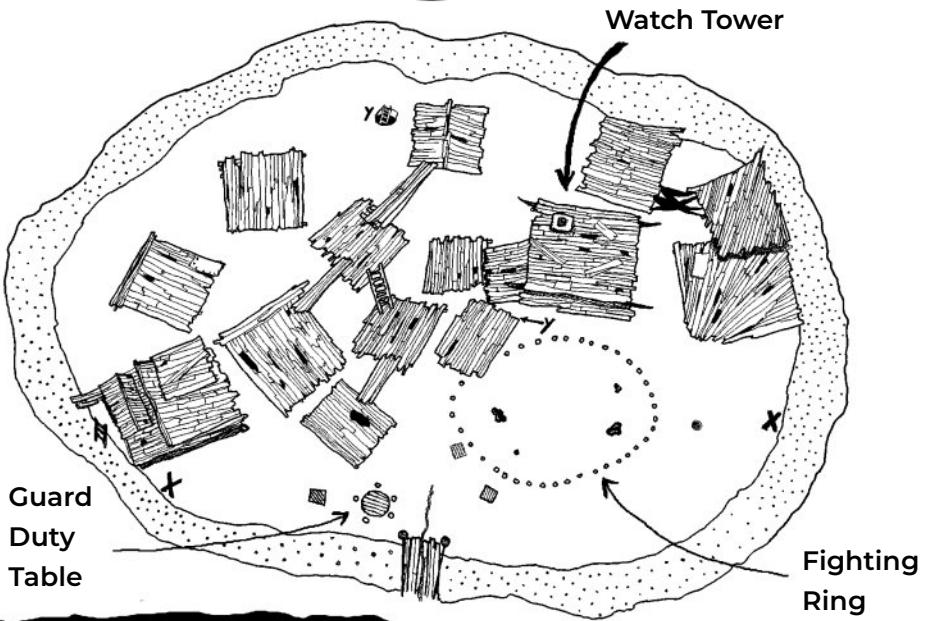


Orb Cultists

These goblins have been specially chosen by the orb to work on the doomsday spore device and have become exposed to its dangerous magical energy. They now emit a blue glow and can shoot beams of unstable energy from their eyes. The beams cause random mutations to occur.

Fortress

Cave System



Drinking & Drumming Room

Doomsday Spore Device

Mushroom Cultivation

The Orb

Toilet / Mysterious Hole

The Lonely Troll



Hex Location

On one of the swamp islands there lives a troll. The troll lives in a cave and tends to a small garden. They live alone, and have not been able to make friends with any of the other monsters or creatures in the swamp. Others tend to scream and run when they see them and this has encouraged the troll to become defensive and develop crippling social anxiety.

The troll (who's name is Inge for anyone who gets to know them) always expects the worst when approached and will try to intimidate people into leaving. Their common speech is not very good - the only practice they get is with a hill giant they sometimes visit named Magnar (who is obsessed with gardening and that's all they ever talk about together). Inge lives in a cave and survives from cultivating slime monsters, growing root crops and hunting giant leeches.



Inge's Home

Inge lives inside a vast cave system. If characters befriend Inge, then they will allow them to explore the cave system since they only use the first couple of caverns for their home. The immense cave system contains scores of empty passageways and caverns. Once in a while a skeleton can be found. The skeletons always have horns and have always met their end in a gruesome fashion. Deeper down, the tunnels are illuminated by fluorescent mushrooms. Characters must bring several days' rations and camp for several nights to reach the bottom levels. Many mechanical traps lie in wait, but are only triggered when characters are walking back to the surface. If 'speak with dead' is used on one of the horned skeletons, it will tell them that it was trying to escape the prison below, but triggered one of the traps. The bottom lair is a prison dungeon for criminal creatures from different planes. Opening the entrance door will release them to the swamp.

Frogmen



Hex Location

The frogmen are a race of slimy aquatic humanoids who live in a watery cave system in the swamp. The frogmen believe that they come from a distant planet, and that they crash landed here in a magical vessel many years ago. They want to return to their home and so are rebuilding the vessel. Frogmen society is structured such

that they have a king, but everyone under the king is equal. They do not reproduce; instead they capture other races and using powerful magic, transform them into frogmen. They believe that this is every person's true form, which they have forgotten. Frogmen are very reluctant to engage in combat, as they believe that if they die on this planet, they will never be able to return to their home planet.

The Frogmen Cave

Characters will hear rumours about people going missing in this hex location from Woodfall residents, swamp folk or goblins. There are also rumours that the frogmen own powerful magic items. Nobody has gone to the cave systems and come back. The reason for this is that the frogmen will capture anyone who comes into their cave and turn them into frogmen. The cave systems have a number of magical defences:

1. Any armour players are wearing when they enter the dungeon will become extremely hot. Characters will take damage for every turn they do not remove their armour. However, when removed, their armour will become animated and run deep into the caves to alert the frogmen of your presence.
2. All weapons made from metals will turn to slime upon entering the dungeon. They must be scooped up in a container and brought back outside to be returned to their original form.
3. Any magic effects cast in the cave system will immediately cause a loud alarm to emanate out of the mouth of the caster.

The **Mirror of Manannán** is stored here - see page 80

Magical Vessel Construction

A strange metal egg with many giant, slimy veins lies cracked in this room. Many scraps of metal, orbs and rocks with strange runes on them lie scattered around the room.

Slime Cultivation Chamber

Here the frogmen grow various coloured slimes, which is the only food they need to survive. The whole room is covered in slime.

Recreational Room

The frogmen play jumping games, fly catching games and slimeball in here.

Throne Room

This large cavern is covered in carpets plastered with slime to every surface, even the roof. A huge throne carved out of stone sits against one of the carpeted walls.

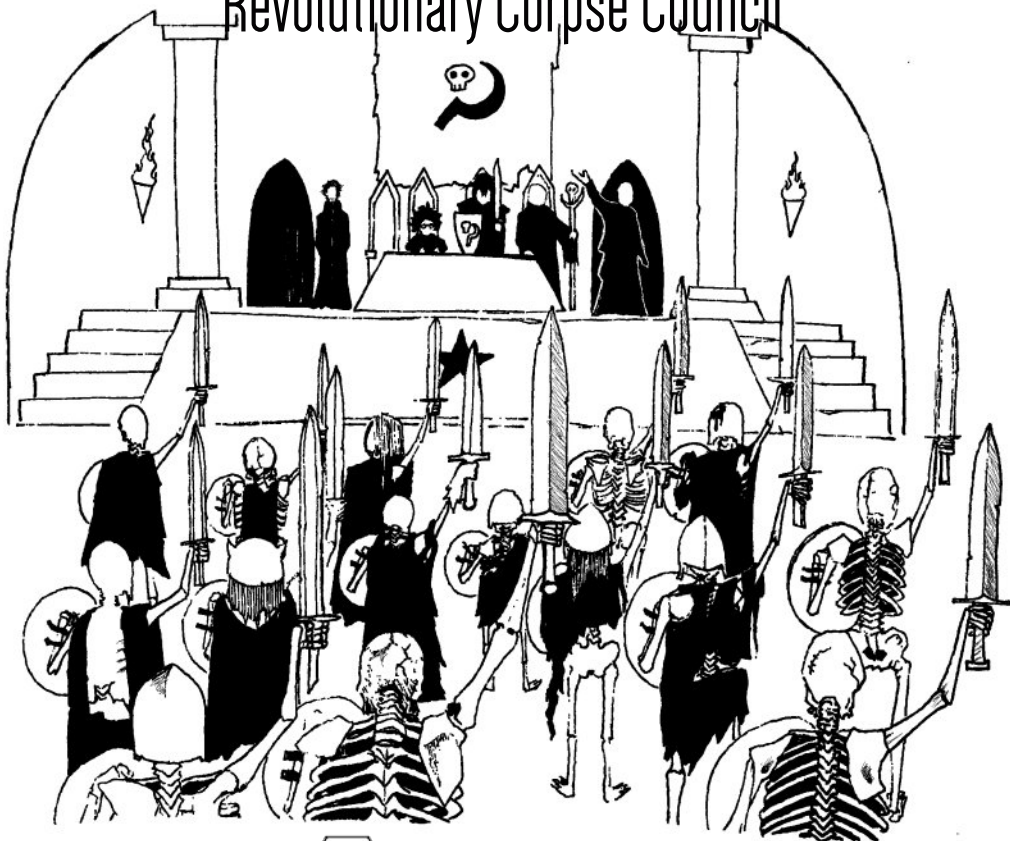
Transformation Chamber

Altar

Sleeping Chamber



Revolutionary Corpse Council



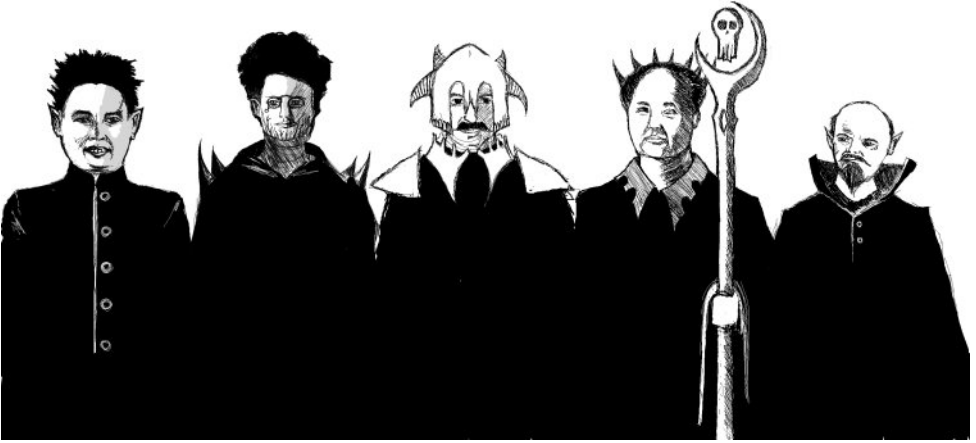
Hex Location

3 years ago there was a schism in the necromancers guild of Woodfall. Half of the members were exiled because their practices and beliefs were grossly unpopular. They formed a cult called the Revolutionary Corpse Council (RCC), evicted a local dungeon of its monster inhabitants and started transforming it into their headquarters.

The goal of the cult includes raising a huge army of the undead so they can kill the ruling class of the kingdom so the working class can be free of their oppression. The RCC is a vanguard group that believes they need to steer the ship of society while it is undergoing this transition and will ultimately step down from power when all are free and society is stable. The RCC believes that any work people do not wish to do should be done by undead labourers for free, and that undead labour will end all poverty. Currently the cult is looking for ways to expand and gain control over more undead.

Unlike the necromancers guild of Woodfall, the RCC will raise any dead they find without permission and consider all undead, no matter their intelligence, to be their slaves.

Organization



Brother Number 1 Rotsky Steel Gremlin Throneman Vlad

There are 5 leaders of the RCC who make up its inner circle. Each one secretly wants to be the supreme leader.

Brother Number 1 (controls 1 skeleton sergeant and 10 undead)

Rotsky (controls 1 skeleton sergeant and 10 undead)

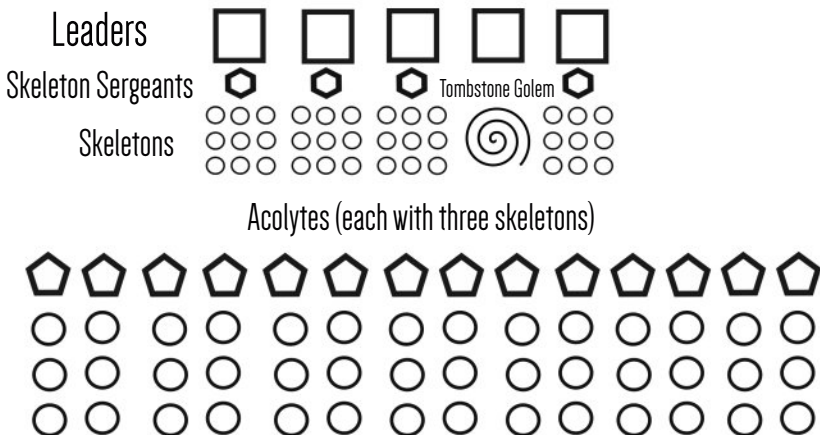
Steel Gremlin (controls 1 skeleton sergeant and 10 undead)

Throneman (controls the Tombstone golem with his magical staff)

Vlad (controls 1 skeleton sergeant and 10 undead)

There are 14 acolytes who make up the outer circle.
Each of these acolytes controls 3 skeletons.

There are currently 6 recruits in training to become acolytes.



You can use these shapes to keep track of the RCC forces and mark off casualties

Operations

Ongoing Operations

- Some skeletons are always excavating new rooms and making the dungeon bigger.
- Some skeletons are always under instruction of acolytes making new traps in the dungeon.
- Some skeletons are always under the watch of acolytes cultivating mushrooms, cleaning, working on the water system, cooking etc.
- A couple of acolytes are in charge of the food supplies.
- A couple of acolytes are in charge of creating propaganda leaflets and distributing them around the countryside and towns. Every month they return with 2 new recruits.
- 2 acolytes are in charge of training the new recruits. Every 2 months, 1 new acolyte is created.

Future Operations: Every two new acolytes starts a new operation from this list.

- 1 Explosion workshop: creating and stockpiling explosives in a contained new dungeon section.
- 2 Necrotic wood staff workshop: creating staffs for all other acolytes (+1 undead per acolyte).
- 3 Magical rune traps: advanced traps in the dungeon. These runes sound an alarm and weaken the living when stepped on.
- 4 New recruitment team: the dungeon now recruits x2 speed.
- 5 Undead assassin creation chamber: creates 1 undead assassin every 3 months. The assassin has a 40% chance of killing a noble in nearby areas, 25% of getting back to the dungeon alive and receiving a new target. The assassins are created in giant, shadowy cocoons that hang from the ceiling of this chamber.
- 6 Undead earfish intelligence squad: creates 3 undead earfish per month. The earfish listen in on conversations around the swamp and report the information back to the RCC. This triggers the regular earfish to start spreading info about the RCC to everyone else.

Current Goal

There is a powerful magical pendant that the Cult of the Stag has that will allow the necromancers to raise a dead swamp eyedra (see pg 70). The two best RCC acolytes have been sent to spy on the the cult and retrieve the pendant.

Joining

If player characters wish to join the RCC, they will be given a magical tattoo of the sickle and skull symbol, which cannot be removed . They must give up all their possessions to the RCC and commit to necromancy training. After 6 months they gain the ability to control three skeletons. All future levels the character takes must be in a necromancer class.

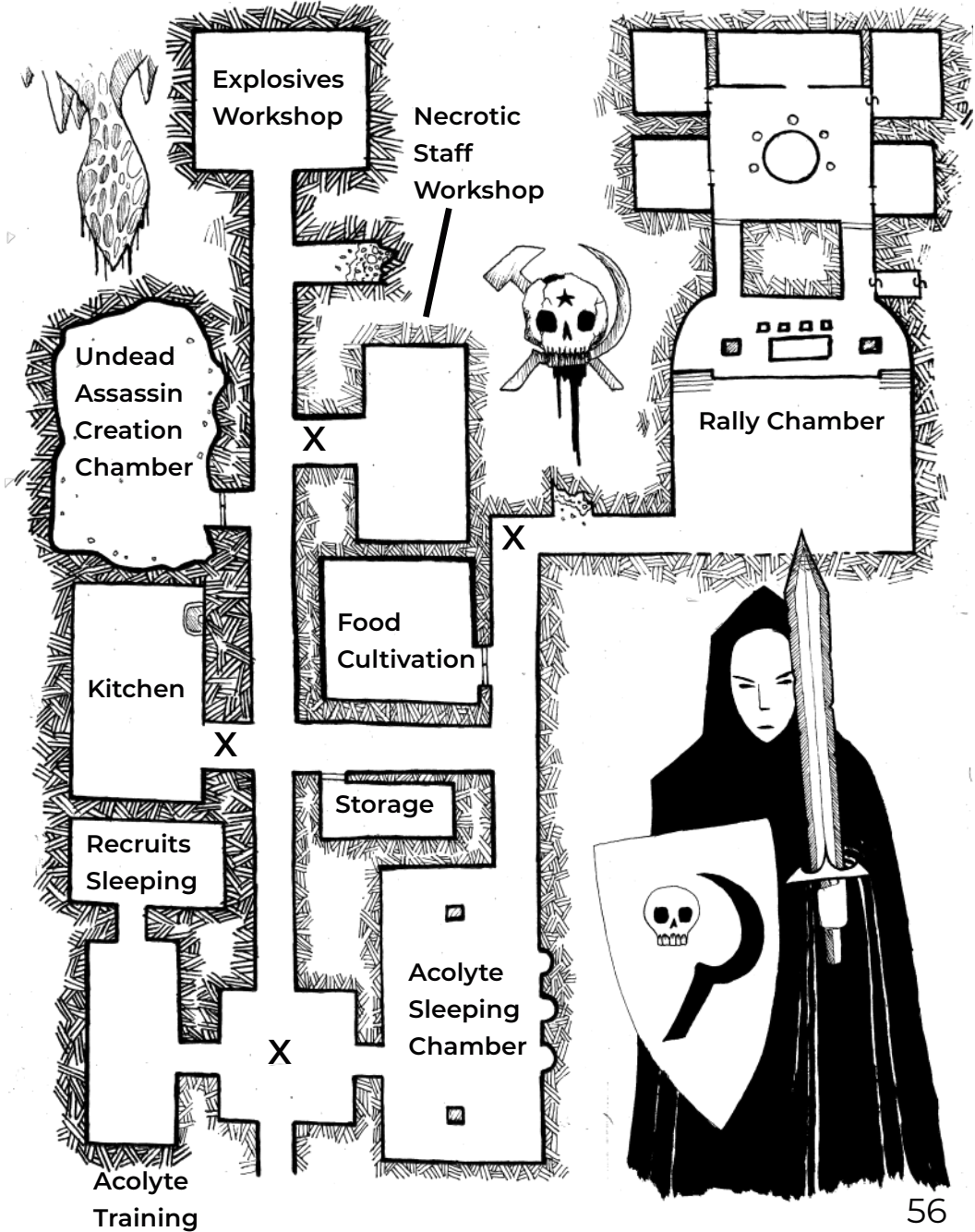
They will have virtually no contact with the inner circle, but will receive orders from them to carry out missions. Food and lodgings in the dungeon will be provided for them.

RCC Dungeon

X = magical rune traps

When characters step on these runes, ghostly animated chains will grapple them and an alarm will sound.

Inner Circle Sleeping Chambers and Meeting Chamber

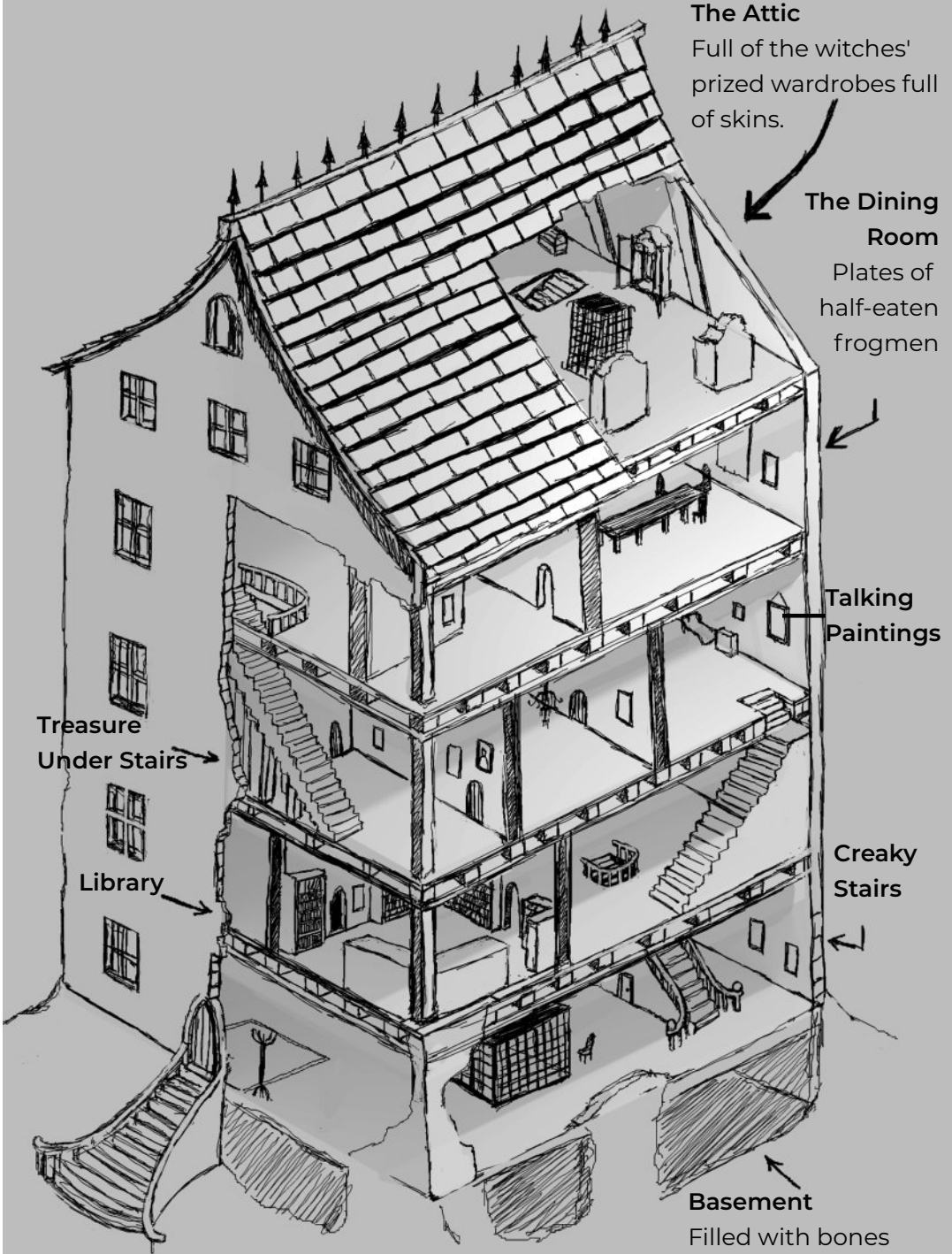


Bog Witches



Hex Location

Deep in the swamp lives a coven of three witches who dwell in an old rotting mansion. They are practitioners of skin weaving; a school of magic outlawed even among witches. Skin weaving involves prolonging one's life by harvesting skin from other living creatures and magically grafting it to oneself. The witches three haunt their own mansion, forever plotting intricate traps to lure new victims into their clutches. They obsess over their wardrobes of skins, each jealous of the others! Deeply terrified of death, they work together to minimize all risk in their lives and all contact with other creatures. The territory around the bog witches' mansion is filled with an oppressive silence and is totally devoid of wildlife. Filled with paranoia about other groups in the swamp, the bog witches go out of their way to keep a good relationship with the gossip earfish of the swamp to keep up with all the latest news.



The Attic
Full of the witches' prized wardrobes full of skins.

The Dining Room
Plates of half-eaten frogmen

Talking Paintings

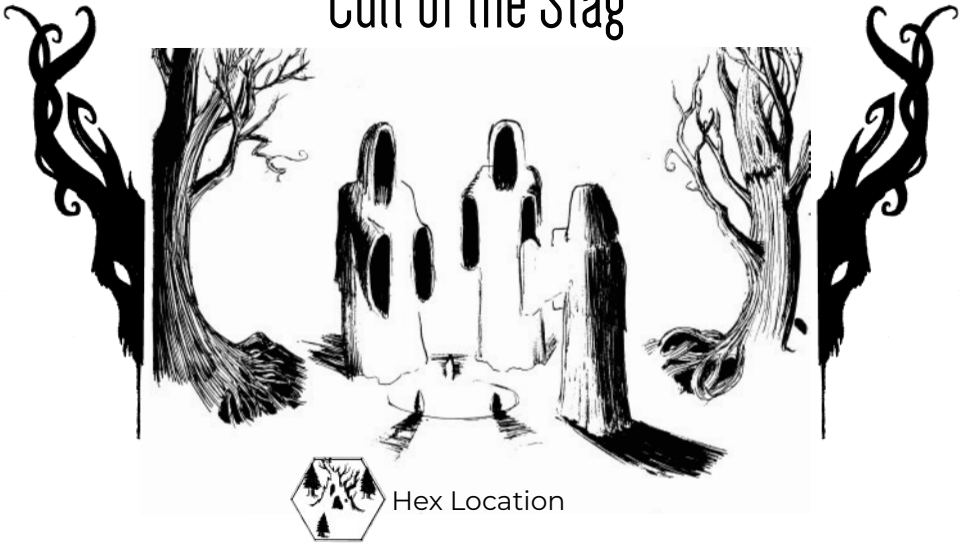
Creaky Stairs

Basement
Filled with bones

Treasure Under Stairs

Library

Cult of the Stag

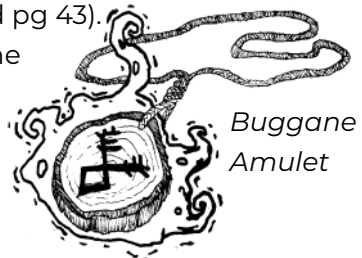


Deep in the Darkwood, where no path leads, a group of druids live. Their magic maintains a thick mist here and the trees grow close and knotted together. They grow stange plants that spring to life and scuttle away into the woods. They gather together for rituals where they sacrifice lost souls they found wandering in the woods. They feed blood to the trees and whisper old names to wake those who have been slumbering.

About

The Cult of the Stag is a group of seven druids who worship a forest god who appears in the form of a stag. The stag wants to spread the wilderness back across the lands and destroy civilization. The last clan of dryads in Woodfall have made an alliance with the cult and are working together to expand the Darkwood. The cult's activities have also attracted the attention of the faerie queen of the unseelie court. She has bestowed a powerful amulet to the cult, which enables them to control twenty of the queen's buggane warriors. The cult is growing many bas pods (see pg 71) and releasing them into the forest. Some unknown magic is preventing their buggane warriors from leaving the forests (see Hermit Druid pg 43).

The druids are totally self-sufficient and the only structure they use is a giant, hollow, rotting tree for shelter. They keep no treasure and wear only ragged robes.



Cult of the Stag – Ongoing Operations

- 1 Destroying local bridges
- 2 Covertly planting hostile magical vines around buildings
- 3 Casting growth spells to make the edges of the forest expand
- 4 Poisoning the wells of local towns
- 5 Planting malicious plants in crop fields
- 6 Introducing swarms of rats into local villages
- 7 Sending swarms of insects out to attack settlements
- 8 Awakening trees in settlements to become hostile
- 9 Attacking wagon groups travelling near the woods
- 10 Encouraging the owl wolf packs to attack settlements

Cult of the Stag – Future Operations

- 1 Burning Woodfall village down
- 2 Opening a tunnel portal to the unseelie court in the centre of the woods
- 3 Growing a dangerous bush maze around this portal
- 4 Awakening walking trees and launching attacks on local settlements
- 5 Creating new breeds of magical plant warriors



The Unseelie Queen

The ruler of a dark magical woodland realm. She has grand ambitions to expand her kingdom into the mortal realm through Woodfall forest.

The Stag God

An evil spirit of the wood who can only take physical form by possessing stags. He has secret plans to overthrow the unseelie queen and take over her realm. He is incapable of passing abilities onto his followers, because he is not powerful enough. When the forest expands, his power and influence will grow.

Soldier Camp



After the re-occupation of Woodfall, the king ordered the creation of a soldier encampment right beside the village. The camp is tasked with monitoring the village and preparing tactical plans for the next eviction. A manned checkpoint was set up to catch known convicts coming to hide in the village, as well as catch young noblewomen who are being "kidnapped" by the witches and brought into the village. The soldiers are building up names and descriptions of every resident of Woodfall, as well as reports on all the offences they are guilty of. The soldiers are also to gauge any support that exists in the surrounding countryside and towns. They discovered there is a large amount of support, largely due to the healers and benefits to the local economy. This information has made the king hesitant to march soldiers in and massacre the heretics. Instead, he is offering grants for residents of the local towns to come to the capital to train as healers. Soldiers are going door to door, offering cash incentives to the peasants of the countryside to win over a majority for the king.

The Checkpoint

All characters passing through the checkpoint will be searched and asked what their reason for visiting Woodfall is. If they are carrying any magical item it will be "confiscated." If they are carrying dissident flyers or books or are a wanted convict they will be arrested in the soldier camp and sent back to the capitol for trial. If suspicion is raised, the soldiers will take them for questioning. Soldiers will nearly always appear reasonable and friendly to extract as much information as possible.

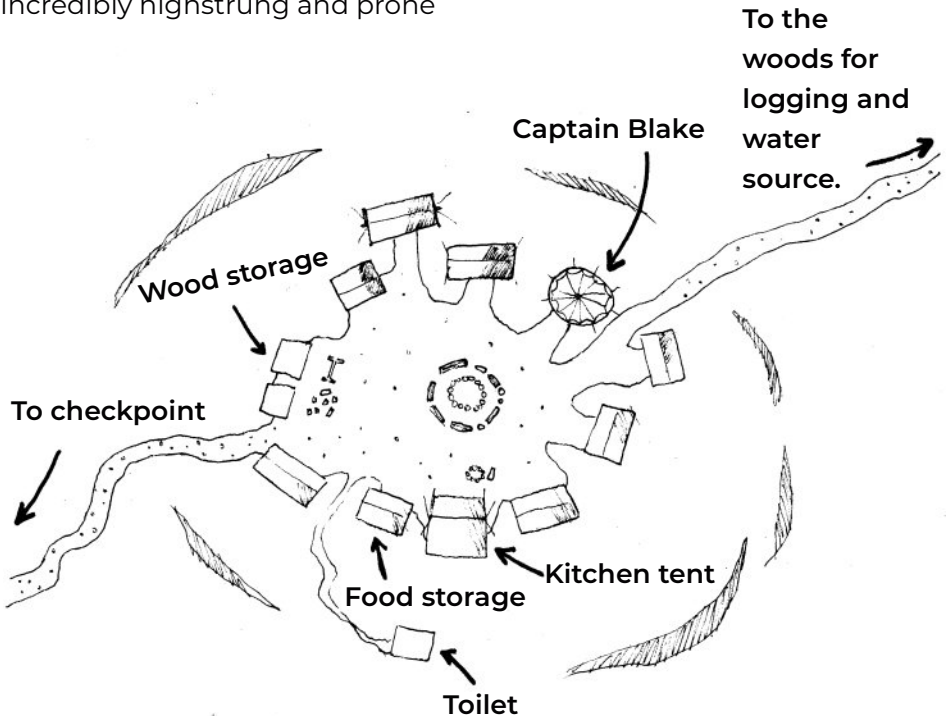
Captain Blake



The king has appointed Captain Blake in charge of the soldier encampment. Captain Blake is totally obsessed with seeing Woodfall Village destroyed and all its residents put in dungeons or executed. He will stop at absolutely nothing, and is incredibly highstrung and prone

to bursts of anger. Endlessly frustrated with the king's slow movements with Woodfall, Captain Blake often takes matters into his own hands, and develops new laws and directives to punish the residents of Woodfall.

He has been the "victim" of a series of pranks that have caused him great public embarrassment, even amongst his own soldiers. Captain Blake is cunning and works together with the king's spy to try and thwart the efforts of the residents of Woodfall.



Monster Camp



Hex Location

Ahead there is a clearing in the trees. A campfire illuminates a circle of large monstrous figures, each one horrifying to behold in its own unique way.

Several months ago, a group of monsters were evicted from their dungeon home by the RCC. They fled north and set up a camp in the mountains. These monsters are actually magical constructs, created by the wizard who lived in Woodfall Tower long ago. They had to move on with their lives after the wizard was defeated. They were originally created as household workers but have since developed their own individual personalities. Previously, in their dungeon, they reared different small monsters for food and cultivated many types of cave slimes. Now they are without a home and are divided on what action to take next.

The monster group could join any faction or group in the swamp. However, each of the five monsters needs to be convinced separately, since they all have different motives and fears.

If this group is convinced to help with a battle or eviction resistance, they will make a significant difference to the likelihood of success.

If attacked, they will argue amongst themselves and then flee.

Alex



Is very anxious, and worries endlessly about how they will survive outside their home. Alex is catastrophizing about the future, and is always on edge for things that will endanger the group's security further. They tend to whisper most of the time, and then suddenly shout their deepest fear out loud.

Harold



Is full of hope about the future. He thinks that getting evicted from the dungeon gives the group new opportunities to re-invent themselves and build a better home. He has a slow, gravelly, deep voice.



Stephanie

Is full of sadness about being evicted and has slipped into a deep depression. She hardly ever leaves the campfire, and doesn't contribute much to conversation. She has a low, monotone voice.

Ralph



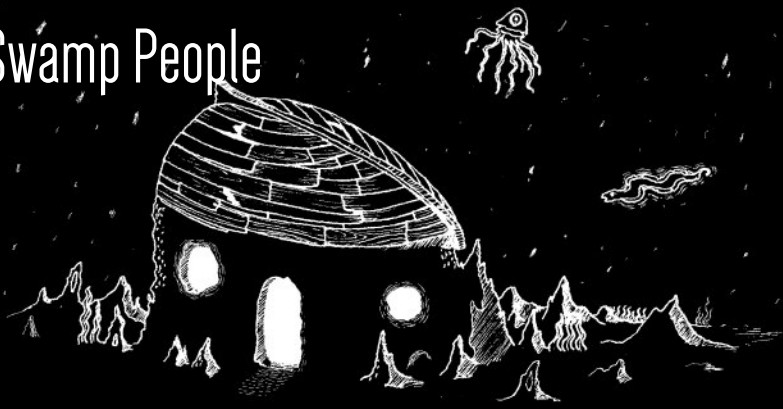
Blames themselves for the eviction, since they left the front door to the dungeon unlocked, and is full of regret about this. They have not talked about this with the other monsters yet, and they feel like it's eating them from the inside out. They are in a constant state of shame. Ralph's voice sounds like that of a human rather than a monster, and he speaks very fast and rambles.

Angus



Is terribly angry about being kicked out of the dungeon. Angus wants revenge on the RCC and is always trying to convince the others to march back home and reclaim their home by force. They get really mad when the other monsters don't agree. They have a harsh, high pitched voice.

Swamp People

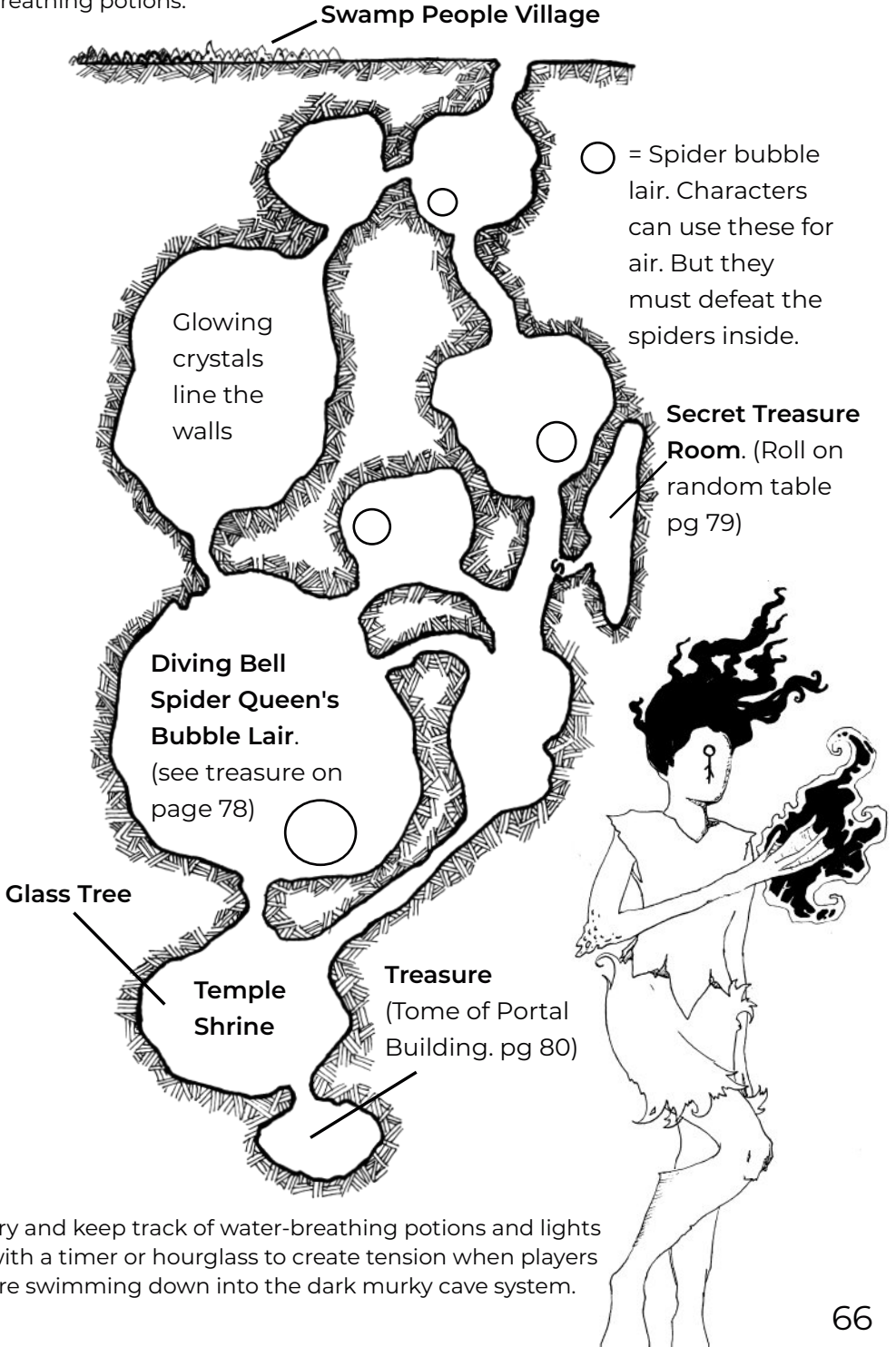


Hex Location

Deep in the murky waters of the swamp lives a strange people. They have webbed hands and feet, green skin and where their face should be, there is only a strange symbol, each one unique. They live in an eerie village down where no light reaches. The houses are made of coral rock with upturned sunken boats placed on top for roofs. Faint purple and blue light emits from the dwellings. A heavy silence permeates the place and any noises that are heard sound prolonged, significant and distant.

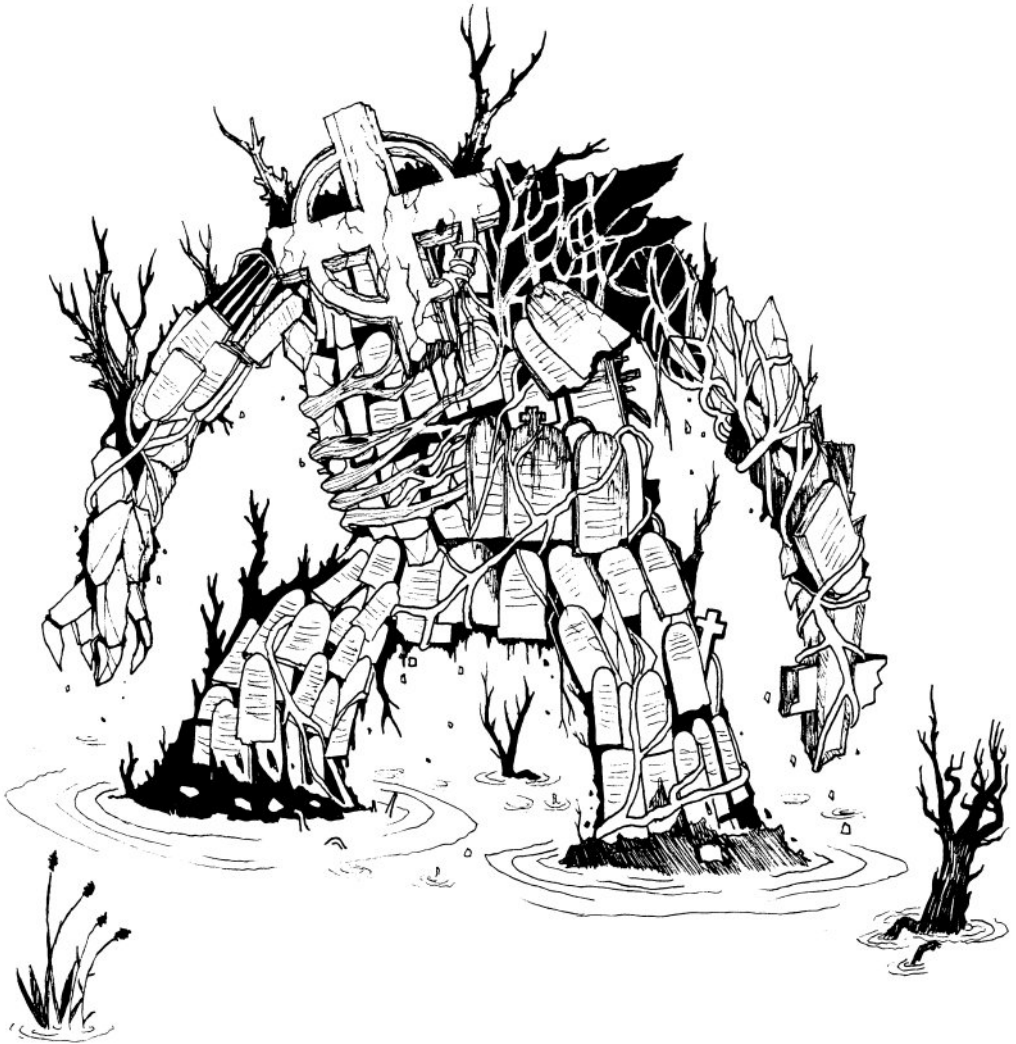
The swamp people use an underwater cave system near their village as their temple, where they worship the Silent One. However, recently giant diving bell spiders have infested the place. The spider queen is seen as the enemy of the Silent One and the swamp people are terrified of the spiders. Characters can visit the swamp people by using potions of water-breathing or other magical items. The swamp people will use telepathic communication to tell characters who visit them about their plight with the spiders and offer treasure to anyone who will get rid of them. A rare magical glass tree (see pg 86) also grows in the cave, which is one of the necessary ingredients for curing the mutant clan. The swamp people say the only way to drive the spiders out is to find the queen and kill her.

In the cave system, the players will stumble upon a member from the RCC and the COTS battling each other. Both came here to try and retrieve the magical portal building book from the temple. They both have 3 water-breathing potions.



Try and keep track of water-breathing potions and lights with a timer or hourglass to create tension when players are swimming down into the dark murky cave system.

Swamp Encounters



Random Monster Behaviours

- 1 Feeding
- 2 With their young
- 3 Trapped/stuck
- 4 Shedding
- 5 Hunting or fleeing another monster
- 6 Building a lair
- 7 Fighting another monster
- 8 Hiding/Trying not to be seen
- 9 Displaying Strange/Erratic Behaviour
- 10 Sleeping

Monster Variations

- 1 Diseased
- 2 Mutated
- 3 Conjoined with a twin
- 4 Enchanted
- 5 Can speak
- 6 Extremely intelligent and tactical
- 7 Giant
- 8 Two different monsters fused together
- 9 Undead
- 10 Different colour



Lamp-Eyed Witch

A ghostly apparition who haunts the Darkwood. She appears in the distance and stares at travellers with her orb like eyes. This is a terribly bad omen, and many who are visited by her die shortly afterwards. Characters must roll two dice and take the lower result on all checks and attacks until they return to a town and rest for a night. Random encounters occur twice as frequently, with the maximum number of creatures always appearing. At least one creature who appears will have a variation.



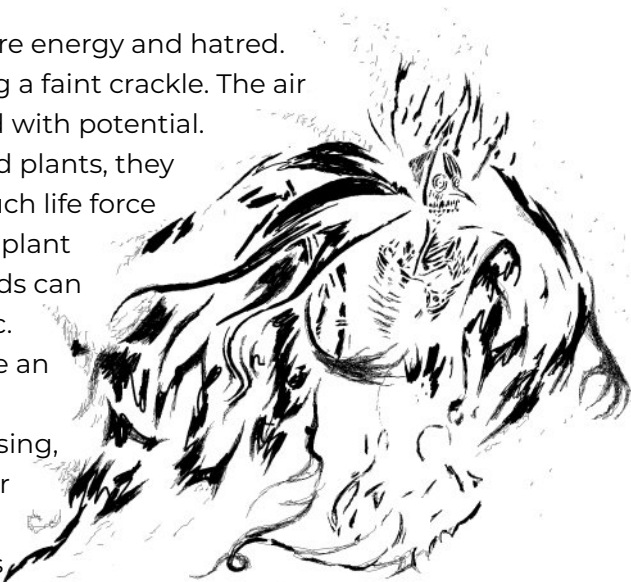
Strange Swamp Creature

This creature was created a century ago by the wizard who lived in the tower before the witches ever came to Woodfall. It scuttles around the swamp at great speeds collecting things which interest it. It stores its findings in a hollowed out tree stump it wears, as well as in its hidden lair. If players leave anything lying around the swamp, even if hidden, this creature has a cumulative 5% chance of finding it every day.

Rare Creatures

Seirbigh Pod

These creatures exist as pure energy and hatred. They glide around, emitting a faint crackle. The air around them feels charged with potential. Originally grown as bas pod plants, they have since absorbed so much life force that they burnt off all their plant matter bodies. Seirbigh pods can only be damaged by magic. Seirbigh pods should cause an unusual type of damage in whatever system you are using, for example stat damage or experience point damage. They also recover hit points for every opponent they kill.



Tombstone Golem

"They say there used to be a graveyard in that swamp, but one night it mysteriously vanished..."

The tombstone golem is an undead construct raised by the Revolutionary Corpse Council to further their aims. Standing upright, it is 16 feet tall. Currently, Throneman controls the golem with a powerful necrotic staff. The RCC do not have the magical means to control the golem without the staff, and the golem becomes inactive when Throneman is not holding the staff. The golem has incredible strength and is used as a bodyguard, as well as an offensive weapon. The RCC plans on stealing a powerful magical pendant from the Cult of the Stag. They will then pit the golem against a swamp eyedra, and when it is slain, raise the eyedra with the pendant. The only way to destroy the golem is to gain control of the staff, or to submerge the golem in holy water.

Swamp Eyedra

Swamp eyedras are rare magical creatures who inhabit the swamp. They have the body of a giant lizard with five necks extending from it, each one with an eye on top. The swamp eyedra is extremely reclusive, and only three currently reside in the swamp.

Eye Colours and Ray Effects.

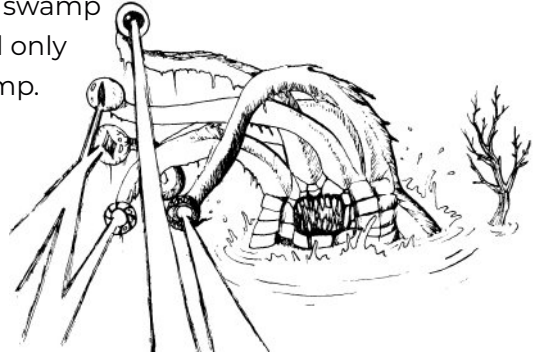
Green = Acid Ray

Red = Disintegration Ray

Purple = Mind Control Ray

Orange = Fire Ray

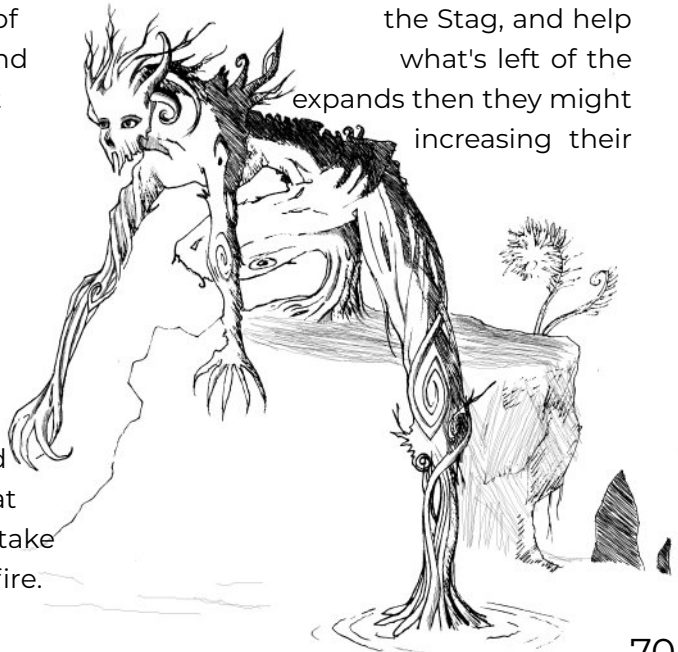
Blue = Freeze Ray



Swamp Dryad

The original residents of the swamp, these dryads are now nearly extinct. Humans and other races practising magic hunted them throughout the land to turn their wood bodies into wands, orbs, staffs and other magical devices. These devices were used as weapons among warring races. The few dryads left are now extremely distrustful and insular. In Woodfall swamp lives one of the last clans, numbering twenty. This clan has decided as a last resort to form an alliance with the Cult of the Stag, and help them to try and expand Darkwood. If the forest be able to start increasing their numbers again.

Dryads are wary combatants and only fight if they are sure they will win. They make use of dense terrain, their claws, and ancient magic to defeat their opponents. They take double damage from fire.



Acolyte (Revolutionary Corpse Council)

Each acolyte is a necromancer who controls 3 skeleton warriors. The acolytes wear red robes and have sickle and skull symbol tattoos on the soles of their feet. Each acolyte is trained with a shortbow and dagger. Some higher ranking acolytes can cast offensive spells that weaken enemies or cause magical sicknesses.

Bas Pod

Bas pods are malicious magical plant pods which are grown by nefarious druids. The Cult of the Stag has been growing them en-mass, and instructed them to kill or capture all non-wild creatures found in the Darkwood. Bas pods attack or grapple with their vines and also have a stinger that has a 50% chance of paralysis for D6+1 rounds. Every time a bas pod takes a life, it consumes the life force of its victim. If a bas pod consumes the life force of sentient 10 victims, it becomes so energized that it burns off its leaves and turns into a seirbigh pod.



Bloat Zombies

These undead have been created by the Revolutionary Corpse Council (RCC) and placed strategically around their dungeon. They wander aimlessly through the swamp water and attack all except the undead and members of the RCC on sight. When struck or pierced, they explode in a shower of acid, bile and bone. They frequently make loud, wordless complaining noises.



Buggane

Buggane are 12 foot tall monstrosities covered in black fur with glowing red eyes and crystalline tusks. Buggane are rare creatures, but twenty of them have been sent from the Unseelie Queen to the aid of the Cult of the Stag in their struggle. Each of the twenty act independently and will never call for another's help. Most of the time they are sleeping in caves and hollows in the woods, but the Cult wakes them to carry out missions. They are incredibly strong but cannot cross running water. They only take half damage from non-magical weapons.

Carnivorous Stump

Found in the shallower areas of the swamp and the drier areas, these stumps run around on their roots and eat any living creature they can find.

Cubetopus

Slimes that swim through the swamp. They feed on creatures by enveloping them in their gelatinous bodies where the creatures are dissolved, providing nourishment to the cubetopus. Their tentacle can dissolve through the wood of row boats in three combat turns, creating 1D4 +4 holes. A boat can be kept afloat if there is one person bailing per hole. Boats will sink after 10 combat rounds per 1 unplugged hole that is not being bailed. Subtract 1 round per unattended hole. Cubetopus are attracted to large disturbances in the waters.

Dobhar-chu

Dobhar-chu are otter-like aquatic predators who hunt in the swamp. They are blind but can smell prey in the water across long distances. Dobhar-chu are 6 feet long and covered in a strange fur that is as strong as metal. They attack by biting and have huge mouths lined with two rows of teeth. They stalk prey and wait for an ideal time to strike.

Giant Acid Eel

20 foot long eels that snake through the swamp. Their acid dissolves armour and weapons. It can make a large hole in the boat that is not possible to plug. Two people must bail to prevent sinking, and the hole must be repaired with wood.

Galar Bear

Huge, bald, green-skinned bears who roam the mountains. Their bite has a 60% chance of causing an infection that slowly turns the victim to stone. Every day a victim is infected, another part of their body turns to stone. The healers of Woodfall can treat this infection if they are supplied with the the skin of a giant acid eel. If the victim is entirely turned to stone then it's unlikely they will be restored to life; only a very high level healer could reverse the damage,

Giant Diving Bell Spider

These aquatic spiders are always looking for prey to feed their young. They will grab onto the bottom of boats, climb aboard, and then focus on paralysing a single prey and pulling it down into the depths, where its air bubble dwelling lies.

Giant Leeches

These huge bloodsuckers are found everywhere in the shallows of the swamp. They are drawn in their masses to blood in the water. Once they attach themselves, a strength check must be made to remove them in order to avoid ongoing damage. They cannot climb into boats.

Giant Orb Spiders

These giant magical spiders have orb bodies, each of which contains a different treasure. But folk have learned to resist the urge to obtain their treasure as the spiders have a venom that unravels your memories. Many adventurers have chased after orb spider treasures, only to end up not knowing who they are. Attacks from orb spiders cause 2D100 experience point damage.

Giant Rust Moths

These huge moths feed exclusively on metal. They can go months without eating. Metals in the swamp are rare and when they spot some they will go out of their way to devour everything they can. These moths attack players' weapons, armour and other metal items. They have an acid in their mouth that breaks down metals. Weapons have hit points equal to the maximum unmodified damage they can do. Each point of damage inflicted by the moths decreases the maximum damage the weapon can do.

Gossip Earfish

These ear-shaped fish lurk around the swamp listening in on conversations. If allowed to live, they will share some gossip or info with you. If you kill them, word could reach the other earfish, and bad gossip will be spread about you. They have tiny mouths and communicate exclusively in very faint wispers.



Hill Giant

A race of hill giants occupies parts of the mountains beyond the swamp. Each hill giant lives in a subterranean house they have built in a hill. They are extremely reclusive and don't like to be bothered. If anyone approaches their hill they will pop their torso out of their front door (which is usually in the centre top of the hill) and throw rocks at the person until they go away. Each hill giant has a different obsessive interest, and if they are offered something related to that interest, they will offer treasure in exchange.

Long Jaw Spider

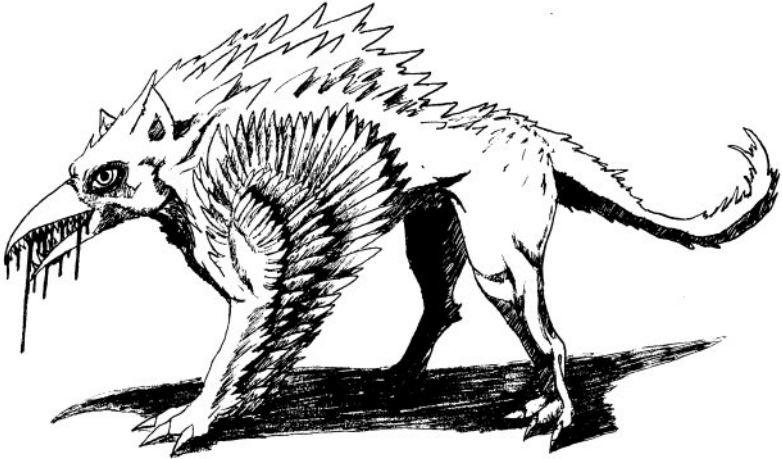
Vicious, carnivorous spiders who drag their dead prey back to their huge colonies to feed their queen. Their colonies are built in multi-storied fissures in the woodland. They cannot consume metal, so much treasure builds up in the queen spider's chambers.

Random Travellers in the Woods

D6	Name	Occupation	Desire	Why They Are in the Woods
1	Yana Arian	Winemaker	To be cured	Travelling to Woodfall to be cured of an unknown illness they have contracted.
2	Angelo Thompson	Gambler	Wealth	Angelo has been hiding in the forest, flipping an enchanted coin endlessly. When it lands on heads, wealth appears, but every time it lands on tails, something terrible happens and the wealth vanishes.
3	Eshe Okeke	Alchemist/Merchant	To find a rare plant	Eshe travels far and wide looking for rare plants and selling potions to fund her travels. She offers discounted healing potions.
4	Roger Hawthorn	Ambassador of the forest	Order in the woods	Roger serves the great tree god, and will charge all people travelling through the woods a levy equal to half the wealth they carry, or place a magical curse on them. Unknown to Roger, the tree god he has served for years is actually the scathlings playing a trick on him.
5	Dominika Ivanov	Monster Hunter	To be the best hunter in the land	Dominika tracks and kills monsters in the darkwood and sells their cores to witches in Woodfall. She lives in a giant tree and sets elaborate monster traps. She will become friendly towards players if they prove themselves skillfull monster hunters.
6	Alex	In their dimension; Grobler (someone who transports grobles)	To return home	Alex is an autonomous, magical, metal construct who rides a reindeer and accidentally got transported here from another dimension. To return they have to make something that was never complete whole.

Owl Wolf

These creatures roam the woods making hooting noises that end in savage growls or howls. They attack in packs and can glide down from high places using their feathered legs.



Scathlings

Dark shadows who live in the woods. Forever playing tricks on travellers, they will imitate the voices of other monster groups or travellers. The scathlings will cackle with laughter when a trick goes particularly well. In scathling society, status is denoted by how skillful one is at tricking non-scathlings. Using many voices, and claiming to be various entities, the scathlings will attempt to orchestrate conflict between various groups. Appearing as small shadow people the size of a hand, scathlings attempt to never be seen. If spotted, they will flee. If caught, they will give valuable information about events in the swamp and forest.

Skeleton Warriors

The pawns that make up the Revolutionary Corpse Council's army. The RCC equip each with either a hammer or sickle. Every one in three skeleton warriors will be equipped with a shortbow. The skeletons will grab the bones of their fallen comrades so that they can continue to contribute to the cause even after second death.

Puca

Shape shifters who inhabit the woods. They can take on animal forms, or human forms with animal features. They often come to camps at night and either steal from travellers, or organize their campsite and leave fresh rations, water and firewood. If threatened they will turn into a bird and fly away, or if cornered, a tiny mouse, to escape. Depending on their mood, they will either help or hinder those they encounter.

Soul Flower

These solitary flowers glow faint blue. Growing where someone was slain, each flower houses a ghost inside. When it is picked, the ghost will be released and appear, briefly recounting the tale of their death and then passing on. The tales could contain plot hooks like dungeon or treasure locations, information that helps solve ongoing mysteries or warnings about dangers the players could face.

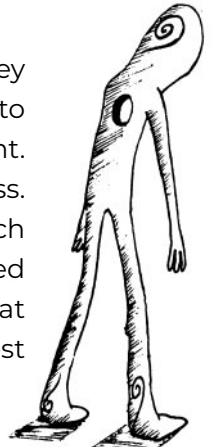
Mutant Frogs

The magical toxins leaking from the spiked goblin clan into the swamp are causing mutations in the creatures who live there. The giant frog population is the first to become seriously affected. The mutations increase their hunger and aggression greatly. Common mutations include claws, fangs and extra limbs.



Weepers

Tall clay creatures who inhabit the mountains. They cannot speak but can make whistling noises to communicate. Weepers were a failed wizard's experiment. They are incomplete and so are overcome with sadness. They will lash out at those they come in contact with. Each weeper has a hole in its chest. If a monster core is placed there, the weeper will become whole and content. That weeper will then allow players to use its cave as a rest stop.



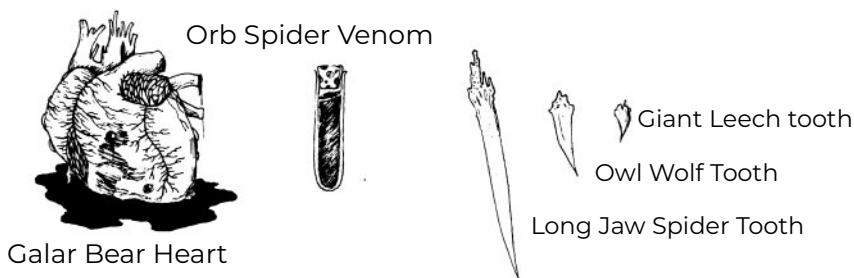
Monster Hunting

Most monsters in this setting don't drop treasure and it's also assumed that players will be receiving little to no experience points for defeating them. Tracking down and killing monsters can still be in their best interest however, since parts of all monsters they will encounter are valuable and can be used by the players. Clever attempts to trap creatures or obtain value from them without engaging them in direct combat should be encouraged.

Monster materials can be sold by the players at Woodfall for gold, or can be used by magic users to create potions, scrolls, orbs, or wands. Tracking down monster materials can be a good solo or side quest for players when other players can't make it to your session.

Monster Hunting – List of Materials

Name	Value/Frequency	Uses
1 Owl Wolf Tooth	Low/ Uncommon	Ground into a powder and used in potions
2 Eyedra Eye	Immense/ Rare	Powerful magical orbs and magical weapons
3 Dryad Wood	Immense/ Rare	Powerful magical bows, wands, staves, orbs & armour
4 Bas Pod Stinger	High/uncommon	Acid vials, solvents, ingredient in potion recipes, wands
5 Buggane Core	High/Rare	Powerful magical orbs and magical weapons
6 Cubetopus Slime	Low/Common	Sealant, potion recipes, preservative
7 Dobhar-Chu Pelt	Fair/Uncommon	Magical hide armour, mage armour potions
8 Acid Eel Skin	Fair/Uncommon	Cure disease potions, scroll material if dried
9 Galar Bear Heart	High/Rare	Necrotic potions, blood used to make magic ink
10 Orb Spider Venom	High/Rare	Memory-erasing potions, mind control potions
11 Diving Bell Spider Venom	Fair/Uncommon	Paralysis potions, preservative, magical ink
12 Rust Moth Wings	Low/Common	Disintegration potions, breaking down other materials
13 Long Jaw Spider Teeth	Fair/Uncommon	Used to make magical keys, quills and wands
14 Scathling in a Jar	High/Rare	Illusion potions
15 Puca Hair	High/Rare	Shape changing potions, luck potions, wands
16 Mutant Frog Blood	Low/Uncommon	Mutation potions, haste potions, magical ink
17 Weeper Tears	High/Rare	Removing curses
18 Seirbigh Pod Core	Immense/ Rare	Powerful magical orb or generator for device.
19 Giant Leech Teeth	Low/Common	Ground into a powder and used in potions
20 Bloat Zombie Bile	Low/Uncommon	Necrotic potion recipe, magical ink



Treasure

The following creatures drop treasure:

- 1. Travellers** - 3D10 gp and roll on the random treasure table.
- 2. Orb Spiders** - Roll on the random treasure table.
- 3. RCC Acolytes** - 1D6 gp. There is a 10% chance the acolyte drops a necrotic staff, which allows control of one skeleton warrior. The staff stops functioning after the second skeleton controlled by it is destroyed. There is a 5% chance the acolyte will drop a necrotic wand with 1D20 uses. The necrotic wand shoots rays that weaken enemies (1D4 strength damage per hit).

Treasure can also always be found in:

- 1. Hill Giant Houses** - 5D100 gp + Roll 5 times on the random treasure table
- 2. Long Jaw Spider Queen's Chamber** - 10D100 gp + Roll 3 times on the random treasure table
- 3. Diving Bell Spider Bubble Lairs** - 1D100 gp + Roll 1 time on the random treasure table

Random Treasure Table

D10	Treasure	Value
1	Elder wood wand of duelling – counters spells cast at you. 5 uses.	3500gp
2	5 square-shaped ancient crystal coins	500gp
3	A powerful spell effect preserved in a block of magical amber (the effect is a time travel spell that will be released if the amber is shattered)	5000gp
4	6 healing potions	1500gp
5	A +2 jade sword that can shoot a green fireball once per day, 120ft range, 3D6 damage.	4500gp
6	A silver crown (cursed), which when worn will reduce a character's intelligence by 2/3. All actions taken by the character in this state are seen as innovative and wise by other characters. The crown can only be removed when it is exposed to great heat.	Nil
7	A bronze shield covered in strange blue rust, confers a 30% magical resistance. The more spells that are absorbed by the shield, the more blue it turns. Every spell absorbed adds 5% to the resistance percentage. When the shield is fully blue at 100%, it explodes, causing 4D10 damage to everyone within 10 feet.	2500gp
8	A scroll of frost. If placed in a container it will keep that space very cool. If cast it will freeze 1 medium humanoid for 2D10 rounds	500gp
9	A bone die that when rolled by a person, will rate how honest they are being. With 1 meaning total honesty and 6 meaning utter lies. The dice can be used 3 times in this way before it loses its power.	400gp
10	An ornate lute encrusted with several opals	1000gp

Random Treasure Table

D20	Treasure	Value
1	Wooden orb of light. This orb illuminates a 30ft radius. Infinite use unless it is damaged. Magic users can only have one orb activated at a time.	900gp
2	Chime wood wand of time. One use. This wand rapidly turns back time on one creature, transforming them back into a young child or into an egg.	Priceless
3	Asteroid fragment orb of protection. This orb confers a bonus to a defence statistic while activated.	2000gp
4	Silver goblet - turns any liquid poured in it into delicious soup.	1800gp
5	Glass orb of heat - radiates heat in a 20ft radius. Keeps characters safe from extremely cold conditions. If shattered, it creates a fire.	1000gp
6	Exquisite wooden box containing an ornate phoenix feather quill	2000gp
7	Emerald earrings that whisper compliments to their wearer	1200gp
8	Bronze oil lamp that will reveal hidden secrets with its light. When its magical oil is all used up, it is worthless.	1250gp
9	A dark eyepatch made from metal. It has a red eye drawn on it. Its wearer can shoot a red ray of disintegration once per day.	2500gp
10	The deed for an old abandoned tower in the mountains to the north of Woodfall swamp.	3500gp
11	A tiny key, smaller than a coin. It glows blue. This is the lost key to the unseelie queen's vault of horrors.	Priceless
12	An axe made from some kind of mirror material, it does the same amount of damage to whoever you are fighting as they do to you.	5500gp
13	A wooden pot containing a young healing berry shrub.	Priceless
14	A book about diplomacy. Reading it permanently increases a character's powers to convince others to take desired actions.	800gp
15	A triangular gold lock with a pair of keys. This lock cannot be picked, and can only be forced open with magic.	2500gp
16	A long lost famous original painting depicting a peace event between humans and dryads, from many centuries ago.	4500gp
17	A tinderbox containing 5 different matches that are all different colours. Each match summons a different elemental to serve you for 1D10+2 rounds.	6000gp
18	A full suit of +2 bright plate armour covered in runes that reduces all damage from magical attacks by $\frac{1}{2}$	9000gp
19	A bag containing 3 magical glass tree seeds	Priceless
20	A small portable cannon. It does not come with gunpowder or cannon balls.	1250gp

Wave Sweeper

A tiny wooden row boat, carved with incredible detail. When it is placed in the water, it grows into a life-sized version. It also cannot be damaged by nonmagical attacks.

Current Location: Held by the mutant clan



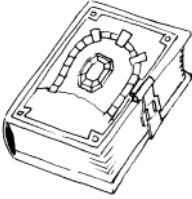


Nuada's Hand

Once you put your hand inside this silver gauntlet, it fuses itself to you and cannot be removed until death. It confers a permanent strength bonus.

Current location: Worn by a Cult of the Stag member

Tome of Portal Building



A large tome with an emerald encrusted in its cover, its pages are inscribed silver plates. The book teaches of the ancient art of portal construction. Anyone who reads the book can build a portal to another dimension if they assemble the listed materials and follow the ritual's directions. The book's contents cannot be memorized or copied.

Current Location: The swamp folk's underwater temple.



Gert's Lockpick

This onyx pick is indestructible. It also confers a +10% success rate when picking locks.

Current Location: inside a tree, see pg 44

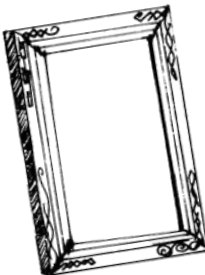
The Mirror of Manannán



A large mirror with a wooden frame and runic markings around it. When characters gaze into the mirror, it shows a beautiful woodland with a path weaving into the trees, and a figure in the distance. If they touch the mirror, they are sucked into the woodland realm, and a powerful trickster sorcerer is freed. To free the character, the sorcerer must be caught and returned to the mirror prison. The sorcerer is an infamous interdimensional criminal.

Current Location: The frogmen's throne room.

Frame of Storing



Any creature who runs into this picture frame is sucked into a pocket dimension. There is a small lock that can be turned to release the creature stored inside. When a creature is trapped inside, a painting bearing their likeness appears on the canvas.

Current Location: The bog witches' library.

DIY Magic

What follows are some rules for magical item crafting. Ideally, these rules will make adventuring more fun to players by adding interest in collecting plants and monster materials and combining them in creative ways. But make sure never to let the components necessary to make a magic item be too easy for the players to obtain. To avoid the game becoming too easy for them, ensure that the players looking for components are either risking danger, sacrificing lots of time, or paying a lot of gold. Alternatively, you can make your campaign so difficult and deadly that players always having magical items on hand is necessary for them to even survive.

Recipe: The specific magical components needed to craft a magical item. Recipes are nearly always trade secrets, often never written down and never shared.

Active: The active ingredient in a recipe. This is usually the hardest component to find.

Base: This is the corresponding ingredient that the active reacts with to make a magical potion when a binder is added.

Binder: A binder is the ingredient that fuses the active and the base together.

Magical Ink: This is a potion made of an active, binder and preservative. Usually sold in expensive tiny bottles, it is used to create magical scrolls.

Wand Wood: A magical wood used to make a wand.

Wand Core: A magical component that dictates the spell a wand casts and how many charges it has.

Power Gem: Valuable crystals that can be used to make wands much more powerful.

Preservative: A magical compound that prevents spell decay.

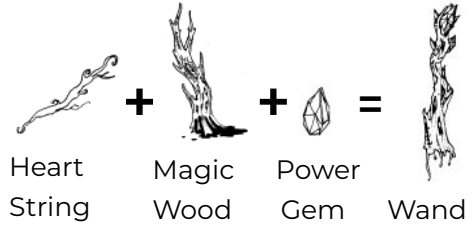
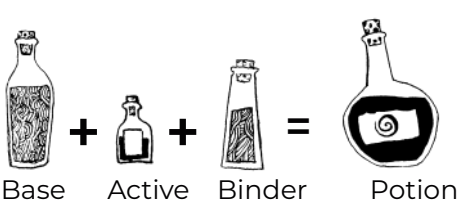
Monster Core: A spherical object found inside many magical creatures that can be used to make Orbs or melted into weapons or armour to enchant them.



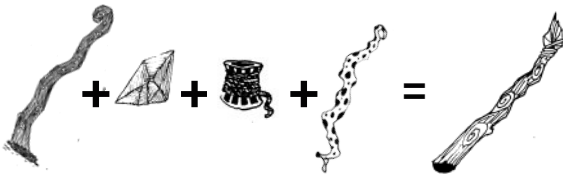
Crafting Time

With the correct recipe, magic items still take time to make properly. If they are made too fast, they can backfire on their creators. This might mean the item fails to work, or that it is unstable and dangerous to use.

Crafting Magical Items

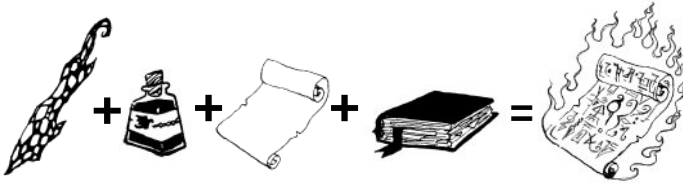


Example Recipes:



Wand of Mutation

If you combine elder wood, a power gem, magic string and a mutant frog heart string you can create a wand of mutation. This wand has 15 uses.



Greater Fireball Scroll

You can copy this powerful fire spell onto a scroll using a dragon wood quill and dragon blood ink.

Potion Ingredients - Examples

Actives	Bases	Binders
1 Owl Wolf Tooth	Rosehip Tea	Chicken Egg
2 Soul Flower	Nettle tea	Molasses
3 Amadou	Giant Leech Blood	Frog Spawn
4 Bas Pod Stinging Liquid	Wine	Giant Snail Slime
5 Healing Berries	Milk	Raven Egg
6 Hill Giant Tears	Cider	Cubetopus Slime
7 Dobhar-Chu Blood	Plum Brandy	Slime Mushroom
8 Acid Eel Skin	Black Vinegar	Diving Bell Spider Egg
9 Sponge Coral	Galar Bear Blood	Seaweed
10 Magical Leaf	Ale	Orb Spider Venom
11 Diving Bell Spider Venom	Barely Water	Giant Leech Slime
12 Rust Moth Wing Dust	Olive Oil	Wheat Flour
13 Concealing Moss	Ginger Tea	Long Jaw Spider Teeth Powder
14 Stone Tree Bark	Rum	Banana
15 Puca Hair	Lemon Water	Frogmen Slime
16 Sponge Coral	Mutant Frog Blood	Mutant Wood Sap
17 Weeper Tears	Fruit Juice	Galar Bear Mucus
18 Beast Leaf	Goblin Blood	Swamp Eyedra Blood
19 Faerie Dust	Mead	Giant Leech Teeth Powder
20 Magical Glass Leaf	Bloat Zombie Bile	Necrotic Wood Sap



Magical Woods for Wand Crafting

Chime Wood

This strange wood grows where the gap between two planes is thin. Wand makers choose this wood when crafting experimental wands.



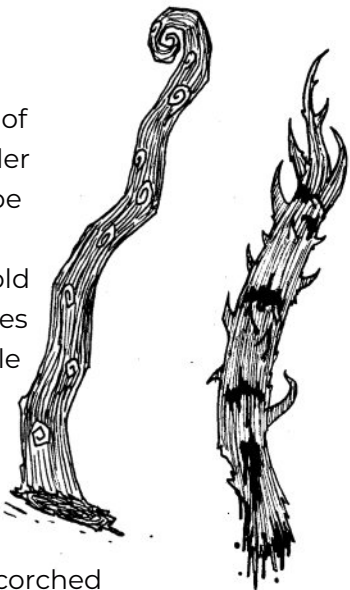
Noble Wood

This wood grows in places where great feats of bravery were performed. Its berries have healing properties and its branches make powerful wands.



Elder Wood

The most ancient wood of all is called elder wood. It can be found deep in the hearts of old forests. It makes the most stable wands.



Mutant Wood

A very rare wood that can be used to make very powerful, yet unstable wands. Precautions must be taken when coppicing because its mutations are contagious.



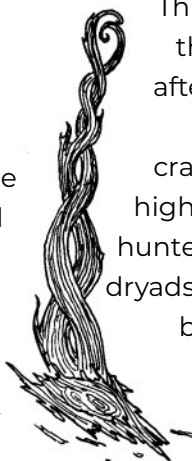
Dragon Wood

When oak is scorched by dragon breath, it hardens into dragon wood, a powerful wood for wands housing offensive spells.



Necrotic Wood

Identified by its pale appearance, spiked growth and abundant red sap, this wood grows in graveyards and is commonly used by necromancers for wand making.



Dryad Wood

This living wood is the most sought after and powerful wood for wand crafting. Due to its high value, monster hunters track and kill dryads to sell it on the black market. As a result, most diplomatic relations between dryads and other races have been ruined.

Orb Materials

Orbs are containers for spells made from monster cores or other spherical materials. A magic user can trap a nonoffensive spell inside the sphere through a complex ritual. The orb then emanates the spell's effect permanently. Magic users can only use one orb at a time. They can also be smashed to release a once-off powerful magical effect in dire situations.



Dragon Core

One of the most powerful orb materials in existence, these cores can house the highest level spells.



Nightmare Core

A person's worst nightmares must be trapped in a glass orb to create a nightmare orb. If it is smashed their nightmares will escape into reality.



Heart Core

Evil wizards sometimes steal one person's love of another and seal it in a glass orb. If smashed it will cause all violence in a 60ft area to cease for 1 day.



Wood Sphere

The most simple orb material, these can only hold the most low level spells. No effect when smashed.



Eyedra Eye

Taken from a swamp eyedra, this material houses medium level spells. If smashed, it will shoot deadly rays in all directions.



Glass Sphere

A step up from a wood sphere, a glass sphere can hold slightly higher level spells, and can be smashed to produce a blast.



Skull in Amber

This orb material can be used for medium level spells. If smashed it will allow the user to turn back time 1D6+2 rounds.



Soul Core

A very powerful orb material, a soul core is made by trapping a soul in a glass sphere. If smashed the dead will be summoned.



Buggane Core

Used for medium level spells, it is found inside a buggane's chest. If broken, everyone in a 120ft area decides to urgently pursue their hobbies instead of whatever else they were doing.



Asteroid Fragment

Housing medium level spells, this rock will open a portal to another dimension if smashed.

Flora



Beast Leaf

Beast leaf grows in very hard-to-reach places, usually on jagged cliffs. Wild beast and monster behaviour is altered when they come into close contact with this plant. They become docile and playful.

Amadou

This magical mushroom can keep an ember alive for weeks if hollowed out, making it ideal for transporting fire. If many of them are collected, you can de-laminate them in water, to form a magical fabric. Armour made in this way counts as light armour with fire resistance. It usually takes 30 mushrooms to make one suit of armour.



Magical Slime Mould

This magical yellow mould will always grow in the least dangerous direction. Adventurers make use of it in dungeons to decide which passages to explore. It needs to be fed 1 day's worth of rations for every 60 feet it grows. It can be stored in a jar, but will die if not fed regularly.

Healing Berries

These berries are the active ingredient in nearly all healing potions. They have very potent healing powers if eaten directly. The bush only fruits once per season, with 4-8 berries. The locations of these bushes are closely guarded secrets. The berries contain no seeds, and it's not known how they reproduce.



Concealing Moss

This magical moss will hide anything covered in it from any kind of magical detection spells or scrying. Faeries make use of it to hide their homes, while bigger folk often use it to hide powerful magical items. It is also used to line vaults, and as storage for scrying orbs.





Soul Flower

These flowers can be used to trap the souls of the recently departed in order to communicate with them and obtain information at a later point. They are also a powerful active ingredient in potions and other magical devices. They grow at sites where people died with unfinished business.

Sponge Coral

This plant grows underwater in the swamp. It is very soft and can be pressed onto surfaces to create a relief impression. It becomes permanently solid when frozen.



Stone Tree

This magical tree springs to life when it senses living beings. It will try to touch creatures with its leafy branches; if it succeeds, they will turn to stone. It's said the bark of the tree, if peeled off, will have great secrets written on it.

Glass Tree

This magical tree is extremely rare. Composed entirely of glass, its branches are mostly leafless. Leaves from the tree, if shattered, will transport everyone in a 20 foot radius back to the tree. If four leaves are used in this way, the tree will shatter.



Magical Leaves

These strange leaves are very hard to find. You can sometimes find one of these leaves on an otherwise normal tree. If eaten, they confer a random magical effect. Normally wizards cook them into potions, and then test the potions on insects to discover what effect was created.



Changes Over Time

The goblin spore device is completed

The Cult of the Stag will attempt to destroy the spore device when they learn about it. They will attack the goblin fortress with an army of woodland creatures. If they fail, the survivors will be enslaved by the orb and construction of the spore device will hasten. The residents of Woodfall will become sick and move away. The troll's crops will fail and it will move north. The swamp will become uninhabitable and the blight will spread to surrounding villages and beyond.

The RCC continues to gain power



They will open a new dungeon and increase their recruiting tactics. Nobles all around Woodfall swamp will be assassinated. Necromancers, monsters and members of every race will move from other areas to Woodfall to join the revolution. Skeleton labour will allow self-sufficiency for the region and trade with other areas will stop. A diverse army will be assembled, largely composed of undead, and be positioned at the perimeters of the region. The region will secede from the kingdom and declare itself "The Corpse Republic." No elections will be held. The RCC inner circle will have supreme power. A world war will start between an alliance of other nations and the Corpse Republic.

The Cult of the Stag continues to gain power

The Darkwood will continue to grow and become increasingly dangerous. Residents of Woodfall will eventually leave to form a new village in a distant isolated mountain range. The unseelie court will establish itself in the heart of the woods and plot to turn the kingdom into one giant forest. The frogmen will splinter into two groups, one loyal to their king, and the other loyal to the unseelie queen. The swamp folk will swear allegiance to the queen and the troll will become a high ranking commander.

Woodfall gets evicted



The kingdom spy will cultivate paranoia and division among residents. A scandal will be manufactured that will force the king to respond with an eviction. The village will be encircled under siege for 8 months. The spy will continue to inflame internal conflict and the village will fall when an army of mercenaries are sent in. All faeries will be enslaved, intelligent undead will be destroyed, witches and necromancers will be burned at the stake and outlaws will be imprisoned. Survivors flee to distant lands.

Woodfall Village Event Ideas

1. Bonfire Night: An annual Samhain-like festival where everyone dresses up as ghosts and evil creatures. But this year the Cult of the Stag plans to slip in wearing masks and light houses on fire and leave a message in blood warning the residents to leave the forest.

2. An Eviction Attempt: The players can help resist the eviction. It is common knowledge that no soldiers should be killed or badly harmed during an eviction attempt, since that would cause a full scale invasion of the swamp, so creative tactics must be used to drive the bailiffs out.

3. Sickness: Illness sweeps through the town from the magical spore device that the spiked goblin clan is constructing. Players must investigate.

4. Trouble: A Noble is passing through a nearby town (town from your campaign). People are going out to protest and throw stones. Soldiers and protesters get in clashes. 10 people get arrested and are being brought to the capital on a wagon, they can be cut off if players go through the woods as a shortcut.

5. The Grand Squatters Tournament: This is an annual tournament in Woodfall where residents compete in a rickety temporary arena for the chance to be crowned the nobility of Woodfall and enjoy bragging rights for the rest of the year. The whole affair is a big joke, but everyone can get very serious about the competition and bets are placed. To compete, players need to form a team. Each team is made up of 5 members and must design its own flag and outfits. The teams fight two at a time with weapons made from a foamlike mushroom and non-harmful spells in the arena (use your normal game system combat rules with non-lethal damage). Prank wars between the teams before the fighting begins are common. Faeries who compete make use of magic and encase themselves in a protective bubble. When the bubble is popped, they are counted as “dead”. Some residents of Woodfall enter the tournament because of the chance to show off their style and outfit more than with a mind to win.

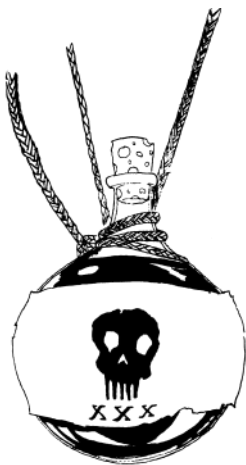
Squatter Tournament – Example Teams

- 1 Teeny Weeny Meanies: A team of faeries who wear punk outfits and use trickster magic
- 2 The Twisted Blister Sisters: A team of witches specializing in mutation magic
- 3 The Necrodancers: A team of glamorous necromancers who synchronize their movements
- 4 The Oakleaf Chiefs: A diverse team of thieves and magic users with leaf outfits
- 5 The Jesters: A team of thieves and illusionists who always have secret surprise attacks
- 6 The Blizzard Wizards: A team of magic users specializing in frost magic
- 7 The Purebloods: A mixed team acting as nobles wearing fancy dress
- 8 The Orb Lords: A team of magic users specializing in orb magic
- 9 The Soldiers: A team of Woodfall residents dressed up as kingdom soldiers

Random Findings

- 1 A pile of broken lockpicks
- 2 A child's burnt doll
- 3 A small rusted knife with the initials R.D. engraved on its handle
- 4 A ripped note fragment bearing the signature "Q"
- 5 A small metal shield with several holes burned clean through it
- 6 The body of a Woodfall resident, missing the skin
- 7 A smashed potion bottle with the label "potion of wealth"
- 8 An empty treasure chest inside a recently dug hole
- 9 A burlap sack full of human bones
- 10 A dead faerie with a tiny spear sticking out of its heart
- 11 A cracked glass eye inside a bottle
- 12 A wedding dress covered in blood hanging from a tree
- 13 An ancient rusted bronze crown bearing a raven symbol
- 14 A snapped wand bearing a triangular wizard's mark
- 15 A small stone circle with a burnt ring of earth in the middle
- 16 A dark obsidian obelisk standing 3 meters high
- 17 A smashed lantern surrounded by playing cards
- 18 A tree with many deer legs hanging off its branches
- 19 The wooden steering wheel from a large ship
- 20 A rock that is faintly glowing blue

The purpose of the random findings table is to present the players with something to pick excitement back up in the game. They are designed to be mysterious, and you should encourage the players to ponder them and develop complex theories as to their origin. Take one of these theories and run with it to create an adventure seed. As long as you write down everything you tell the players to maintain consistency, it's easy to drive the plot by the players' interests. Try not to reveal which theory is true and twist the plot slightly to maintain interest.



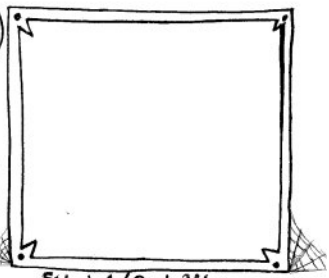
Acronyms

- RCC : Revolutionary Corpse Council
- Cots : Cult of the Stag
- CAT : Crisis Action Team
- WSA : Woodfall Scouts Association
- WWG : Woodfall Welfare Group
- WAG : Woodfall Artisans Guild
- HA : Healers Association
- FLF : Faerie Liberation Front

NAME: _____
CLASS: _____

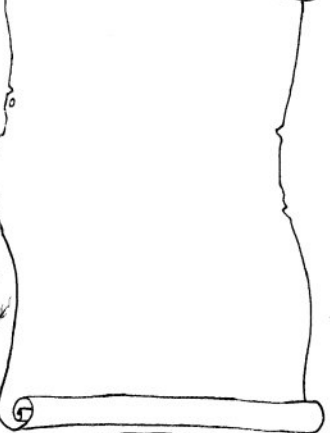
Level ○

Str ○
Dex ○
Int ○
Wis ○
Con ○
Cha ○
Spells



Symbol/Portrait

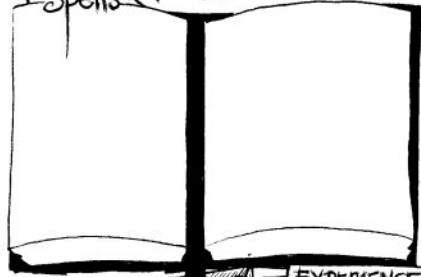
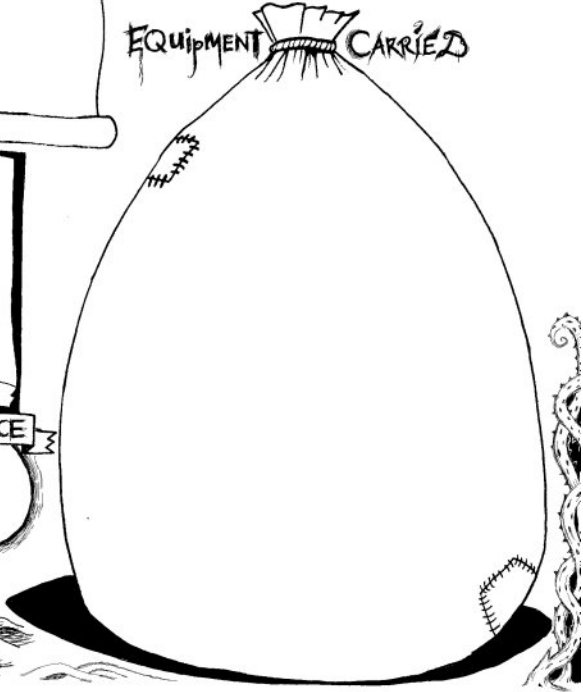
SPECIAL ABILITIES



Attacks

- 1
- 2
- 3

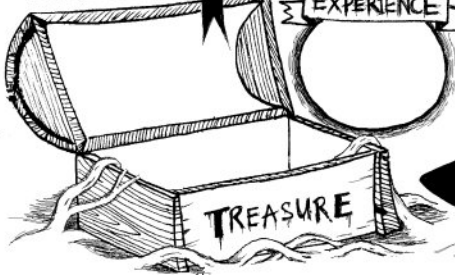
EQUIPMENT CARRIED



EXPERIENCE



TREASURE



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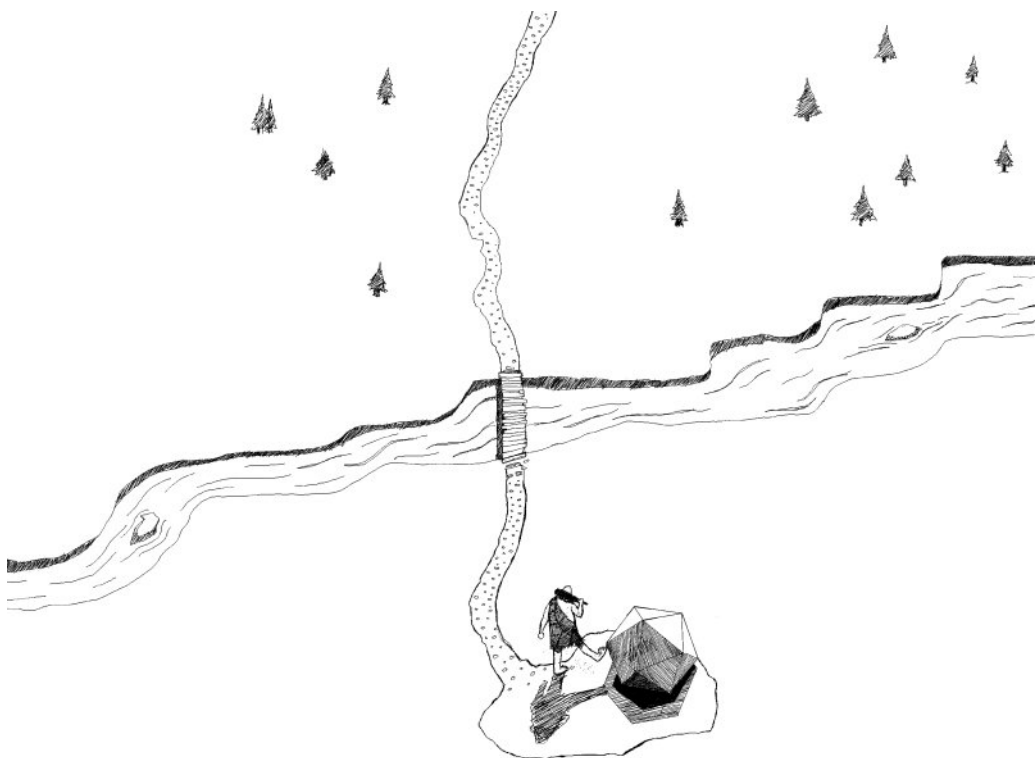
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Appendix N

Stop, Thief!: The Commons, Enclosures, and Resistance by Peter Linebaugh

Cotters and Squatters by Colin Ward

Burning Women: The European Witch Hunts, Enclosure and the Rise of Capitalism

Legend of Zelda: Majoras Mask

Q by Luther Blissett

Vornheim by Zak S

Don't Starve by Klei Entertainment



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