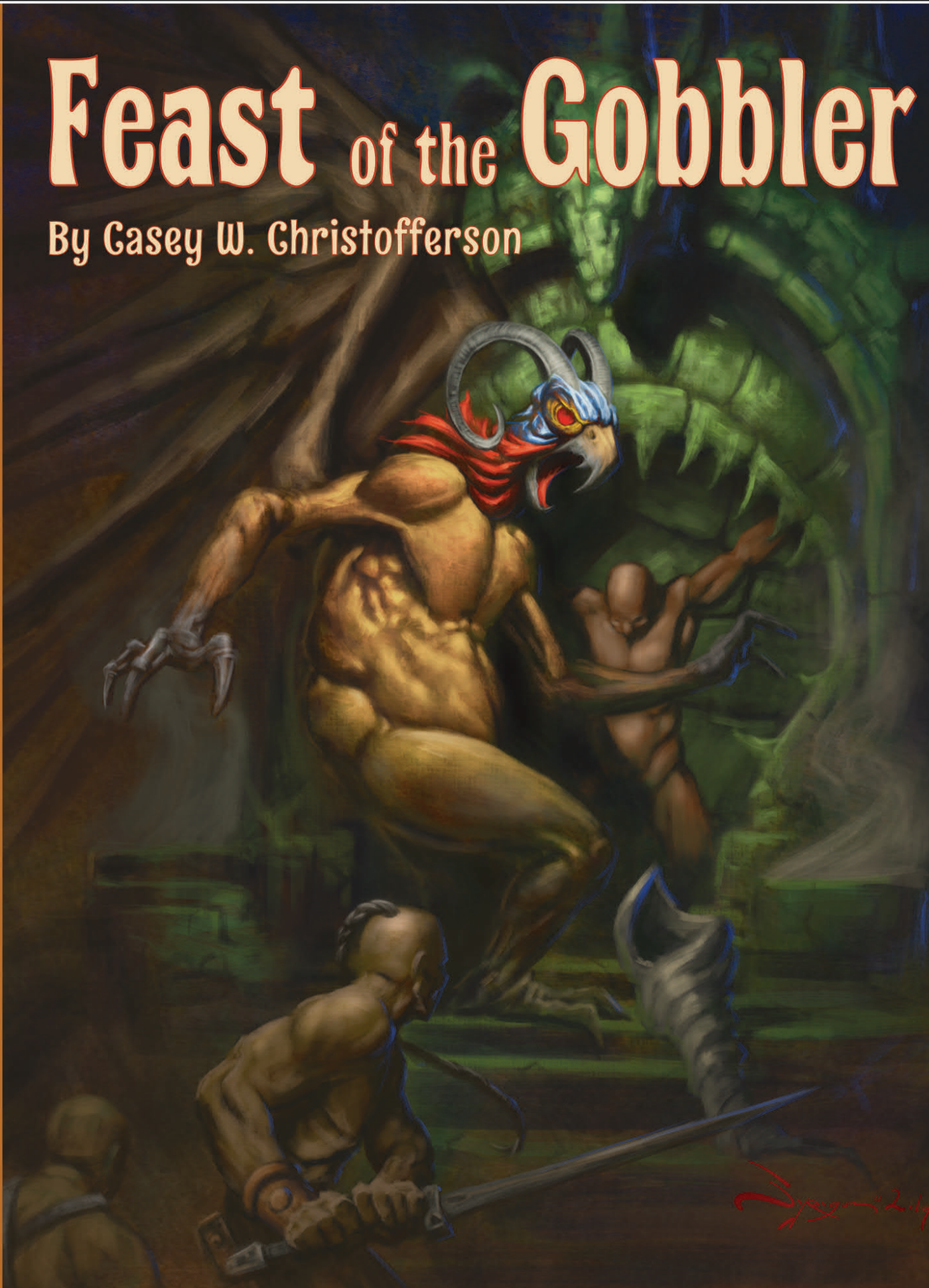




FROG GOD GAMES ADVENTURES

Feast of the Gobblers

By Casey W. Christofferson



SWARDS & WIZARDRY COMPATIBLE

Casey W. Christofferson

Feast of the Gobbler

Thanksgiving Special

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FROG GOD GAMES

ISBN: 978-1-62283-812-7

TABLE OF CONTENTS

INTRODUCTION.....	4
PART 1. MAYWOOD AND THE GREENHILL WOODS.....	6
PART 2. INTO THE TEMPLE OF THE GOBBLER.....	17
APPENDIX A: NEW MONSTERS.....	22
APPENDIX B: NEW MAGIC ITEMS	24

FEAST OF THE GOBBLER

THANKSGIVING SPECIAL

By CASEY W. CHRISTOFFERSON

Feast of the Gobbler is an adventure for 4–6 characters of 3rd–5th levels. The party should include at least one cleric, a magic-user, a thief, and two or three fighter types to handle the brunt of any full-throttle combat the party may face.

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INTRODUCTION

Feast of the Gobbler is an adventure designed for 4–6 characters of 3rd–5th levels. The party should include at least one cleric, one magic-user, a rogue, and two or three fighter types to handle the brunt of any full throttle combat the party may face.

After finding themselves in the area of the Greenhill Woods, part of the larger Elderwood Forest in the Duchy of Waymarch. Here the characters quickly become embroiled in a local conflict. Locals believe that a semi-nomadic Loreclan kidnapped and murdered several hunters within the Greenhill Woods. A village elder asks them to find the truth before the locals fire up the mostly Foerdewaith soldiers at Fort Buturbal and demand the destruction of the peaceful Grass Sailor village of Elk Run.

Fate finds the characters inexorably drawn into this volatile situation where the answers they seek may only be found somewhere within the tangles of the Greenhill Woods. Sure to face dangers fearsome and fowl, the intrepid band must use all the skills at their disposal to survive against the devious machinations of the Gobbler and his nest of ultimate evil.

DRAMATIS PERSONAE

Name	Description	Main Description
Laveris	male human fighter	Part 1: Maywood and the Greenhill Woods
Minister McMadden	male human cleric	Part 1: Maywood and the Greenhill Woods
O'Meyer	male human commoner	Part 1: Maywood and the Greenhill Woods
Hillshire	male human noble	Part 1: Maywood and the Greenhill Woods
Myles	male human fighter	Part 1: Maywood and the Greenhill Woods
Widow Weldin	female human cleric	Part 1: Maywood and the Greenhill Woods
Holcolmb	male dwarf commoner	Part 1: Maywood and the Greenhill Woods
Captain Carver	male half-elf fighter	Part 1: Maywood and the Greenhill Woods
Q'into	male human cleric	Part 1: Maywood and the Greenhill Woods

ADVENTURE BACKGROUND

For many seasons, settlers along the Greenhill road have led a peaceful coexistence with the Grass Sailor Loreclan who spend their fall and winter on the north bank of Clear Lake. Recently, tensions have grown between the two as settlers of Maywood disappeared while hunting within the Greenhill Woods. Exacerbating this situation, search parties found a knife belonging to one of the hunters and decorative trade feathers similar to those normally bound into the clothing of the Grass Sailors' Loreclannic knights. Pools of blood were found nearby.

Hunters fired on a Grass Sailor search party as it approached Maywood with news that they too were missing some of their brothers and sisters.

Now the people of Maywood are howling for the blood of the Grass Sailors. The Grass Sailors, who assume it was the folk of Maywood who made off with their people, are in turn prepared for a guerilla war against their former allies and trade partners.

Behind it all is the sinister mind of Matar Klukar, a worshipper of the demonic force known only as the Gobbler. Matar hides in the caverns beneath Council Bluff, slowly gathering minions and breeding a new race of evil to wipe out both peoples.

RISE OF THE TEMPLE OF THE GOBBLER

Matar Klukar has labored in secret for years, working to complete the Temple of the Gobbler within the caves beneath Council Bluff, in a place sacred to the Grass Sailors. There, amid a swampy backwater of the Turkey River, not far from the shores of Clear Lake, he completed the task set before him by the Gobbler. Carefully choosing his victims, he kidnapped or turned folk from Maywood and the encampment of the Grass Sailors to his service, and now seeks others for a much more fiendish purpose.

GETTING STARTED

As the adventure begins, you have two options of how the party approaches their foray into the Greenhill Woods.

- The characters find themselves in the Grass Sailor village and befriend the Loreclan people living there. Their holy man Q'into tells them of their plight and begs their assistance in making peace with the folk of Maywood.
- The characters encounter a group of soldiers from Fort Buturbal turning away angry villagers bent on attacking the Grass Sailor village. After hearing the complaints, they are pulled aside by Hillshire, the local elder who begs the party to look into the disappearances and prove that the peaceful Grass Sailors are not behind the abductions and suspected murders.



PART 1. MAYWOOD AND THE GREENHILL WOODS

A. LODGE OF THE ETERNAL ORDER OF ORION

A two-story log cabin chinked with mud and sporting a palisade wall is the first sight that greets travelers heading west along the Greenhill road.

This hunting lodge just outside of Maywood is a popular eatery and drinking hall for those citizens who make their living stalking game among the forests nearby. The lodge is currently under the directorship of Laveris, who was elected to the position after previous master Hanze Pepperidge disappeared while hunting bear somewhere in the area of Turkey Foot. The lodge usually has **2d4 hunters** present at all times either coming back from a hunt or getting ready to go out in search of game. They stretch their own hides and in turn sell them to Holcolmb the tanner in trade for coin that they use to replace old or broken camping and hunting equipment.

The lodge is well-stocked with liquor and dried goods, which were traded to the Grass Sailors when they and the folk of Maywood were on better terms. The booze now mainly fuels wild talk of getting revenge upon the Grass Sailors.

Hunters (2d4): HD 1; AC 7[12]; Atk weapon (1d8) or longbow x2 (1d6); Move 12; Save 17; AL C; CL/XP 1/15; Special: none.

LAVERIS, PROPRIETOR OF THE LODGE OF THE ETERNAL ORDER OF ORION

Laveris is somewhat of a bigot who believes the Grass Sailors are up to no good and tends to rabble-rouse against them. Believing himself to be better than the Loreclan people, he considers their skill at woodcraft to be secondary to his knowledge of forests and game. He is a superstitious man who thinks that the Grass Sailors were responsible for the disappearance of his good friends Louis and Rich, telling anyone who asks him that the Grass Sailors used witchcraft to beguile and murder his friends.

If a situation occurs where guards attempt to break up a fight between the folk of Maywood and the Grass Sailors, Laveris is sure to be there stirring up trouble.

The Order of Orion is a fraternal society made up completely of human males who revere and revile the goddess of the hunt. In their version of the story of the goddess and Orion, the goddess seduced Orion to steal his hunting skills and in turn spread it out among the animals of the forest and gifted it to the sylvan races. It is thus the hunters' duty to slay and consume the beasts of the wood to gain a part of this prowess. In essence, they are stealing back that which the goddess took, continuing the cycle of seduction, consumption, and sacrifice.

Laveris, Male Human Hunter (Ftr5): HP 33; AC 7[12]; Atk short sword (1d6) or longbow x2 (1d6); Move 12; Save 10; AL N; CL/XP 5/240; Special: multiple attacks (5) vs. creatures with 1 or fewer HD.
Equipment: leather armor, short sword, longbow, 20 arrows.

B. THORP OF MAYWOOD

The folk of Maywood are mostly made up of settlers from the Duchy of Ysser and the Kingdom of Foere who headed to the Elderwood to seek their fortune and to find freedom from religious persecution in their homeland. Most of the folk of the thorp make their living through crafts that they trade to one another and, until recently, to the Grass Sailors. Several of the hardworking folk are strictly religious in their devotion to the teachings of St. Harizon, the patron of chastity and hard work. Of course, exceptions exist to every rule, and their closed community is overseen and protected by the nearby military garrison of Fort Buturbal, which still owes its allegiance to the fatherland.

Currently, the thorp is in an uproar due to what is believed to be Grass Sailor aggression against the settlement. Cursory conversations with the locals reveal a slew of missing persons and accusations. Most of the locals are also very furtive, jittery, and nervous in their conversations with characters.

The following information can be gathered from most civilians in the thorp. Beyond what is offered here, the characters are otherwise encouraged to check the various shops and locations for more information.

1. Hanz Pepperidge went missing while hunting in the woods.
2. Punkin, of Punkin's Spice recently went missing, and by the way do you have any coffee?
3. Scouts claim that feathered men roam the woods. Likely Grass Sailor raiders. Also do you have any spiced coffee?
4. Fort Buturbal is up the road to the West a little ways. It is an outpost of the Duchy of Ysser. Also, I could really use a cup of Punkin's spiced. Do you have any?

B-1. CHURCH OF ST. HARIZON THE CHASTE

This large wooden structure is the cultural and spiritual center of Maywood and dedicated to the religious teachings of St. Harizon, an apostate who challenged traditional notions of the purpose of the Blessed Tesseract. Although not every member of the community follows his strict brand of chaste living, teetotaling, hard work, and bathing with one's clothes on, everyone in the Thorp of Maywood knows that at least paying the teachings some lip service keeps their name out of the local rumor mill.

Minister McMadden oversees the instruction in the teachings of St. Harizon for his parishioners, which is to say that he spends an extraordinary amount of time taking confession from the females of the community and listening in on the gossip of the week while eating pastries and drinking white wine, or, until recently, Punkin's spiced coffee.

McMadden knows enough about what is going on to suspect that the Grass Sailors are not behind the disappearances at all. He has heard rumors of a feathered man stalking the outskirts of town. Widow Weldin even spoke of the feathered man sneaking into her home one night and standing over her bed to watch her when he thought she was asleep.

McMadden has thus far tried his best to keep these rumors to a minimum and has even gone so far as to dismiss these sightings and visions of a feathered man as some form of mass hysteria. Or he points out that it may have merely been a Grass Sailor scout seen in the fog of morning or the light of dusk.

McMadden fears that should his parishioners become too spooked, they will abandon St. Harizon and Maywood, and return to the Duchy of Ysser whence they came.

Minister McMadden, Male Human Priest of St.

Harizon (Clr3): HP 14; AC 9[10]; Atk mace (1d6); Move 12; Save 13; AL L; CL/XP 3/60; **Special:** +2 save versus paralyzation and poison, spells (2).

Spells: 1st—*cure light wounds, purify food and drink.*

Equipment: robes, mace, knitting needles, yarn, hand mirror, holy symbol of St. Harizon.

B-2. HARD CIDER TAVERN

The Hard Cider Tavern is the only place in Maywood outside of the hunters' lodge where alcoholic spirits of any kind are served, and they are frowned upon by most of the local Foerdewaith residents.

O'Meyer, the innkeeper, is friendly and a little less uptight and reserved than some of the other folk of Maywood, especially when it comes to strangers. O'Meyer is assisted by his daughter Susan-Jean and his maid, Hester. O'Meyer is a member in good standing with the Church of St. Harizon. The rooms are of good quality, and the food and beverage served is also good to excellent.

O'Meyer has heard the rumors of the Feathered Man and believes it to be no more than a Grass Sailor war party prowling and looking to murder the men and kidnap the women.

O'Meyer, Male Human Commoner: HP 5; AC 9[10]; Atk club (1d6); Move 12; Save 18; AL L; CL/XP B/10; **Special:** none.

Equipment: leather apron, club (1d6).

Susan-Jean O'Meyer, Female Human Commoner: HP 3; AC 9[10]; Atk dagger (1d4); Move 12; Save 18; AL L; CL/XP B/10; **Special:** none.

Equipment: homespun dress, slippers, dagger.

Hester, Male Human Commoner: HP 4; AC 9[10]; Atk fist (1hp); Move 12; Save 18; AL N; CL/XP B/10; **Special:** none.

Equipment: servant's uniform, leather breeches, leather pouch with 2d6 sp.

B-3. HILLSHIRE'S FARM

Hillshire is local acting barrister, reeve, and all-around village elder to the folk of Maywood. Hillshire was the first to make friends with the Grass Sailor priest Q'into and doesn't believe a lick of the stories of a "feathered man" or that any murder has taken place. He thinks that political forces such as the new merchant, Myles — who arrived from the Ysser — are attempting to stir up trouble for some unknown political end, as the problems and disappearances began shortly after Myles arrived in town.

Hillshire begs the characters to look into the disappearances and hopes that sending outsiders to deal with the dirty work takes some pressure off the soldiers from Fort Buturbal so they can then police the road and protect the thorp. He offers the characters 100 gp each if they bring back information proving who or what is behind the disappearances and end the dangerous course his people are on once and for all.

Hillshire, Male Human Noble: HP 12; AC 7[12]; Atk dagger (1d4); Move 12; Save 14; AL L; CL/XP 3/60;

Special: none.

Equipment: leather armor, dagger, coin purse with 2d4 gp.

B-4. MYLES' BLANKET OF THE DUCHY AND DRIED GOODS

This trading post is a relatively new addition to Maywood. Myles, a scarred and burly bear of a man, sells blankets, dried goods, arrows, camping gear, and provisions for everyday life. He also peddles some finer items such as cups and plates imported all the way from Ysser. Myles looks somewhat out of place behind the counter, as he seems the sort of man who would be more suited to bearing a longsword and leading soldiers in battle than selling candles to old ladies.

Myles at one point was even put in the stocks at the behest of Hillshire, until magic indicated that Myles was telling the truth and that he knew nothing of the reason for any disappearances.

Like Laveris, Myles is outspoken in his dislike of the Grass Sailors, and often states that soldiers from Fort Buturbal better get used to the idea of killing Loreclan knights. The Duchy of Ysser is expanding after all, and there will be no room for the old inhabitants and their primitive ways.

Myles is truly a despicable character who was sent by a viceroy of the Kingdom of Foere as a special agent to spy upon the folk of Maywood and their peculiar devotion to the teachings of St. Harizon.

Myles has actually seen the so-called Feathered Man lurking about the outskirts of the thorp but keeps this information to himself. He was drunk at the time and doesn't like to admit seeing things such as humanoids with sharp beaks when he has been into his cups.

Myles, Male Human Shopkeeper: HP 9; AC 7[12]; Atk club (1d6); Move 12; Save 14; AL C; CL/XP 3/60;

Special: +2 to hit in berserk state.

Equipment: leather armor, club.

B-5. THE WIDOW WELDIN

Minier, known as the widow Weldin, is a young woman dressed in the garb of a mourning wife. She is actually a witch, although she keeps this fact a closely guarded secret from the folk of Maywood for fear of being burned at the stake. Because of her powers and mastery of natural and arcane forces, Matar Klukar seeks to turn her to his side. On more than one occasion, she espied the Feathered Man within her home or observing her while she danced by firelight, lathered with sweat in a hidden forest glade.

Minier keeps up her ruse as a devout follower of the teachings of St. Harizon by continually going to confession and prayer studies led by Minister McMadden. In this way, she hopes to keep one step ahead of those who would burn mystics at the stake and possibly seduce the oafish minister in the process. A follower of Chernunnos, also called the Green Father, Minier enjoys nothing more than sneaking off into the forests at night and dancing naked under the full moon, where she performs fertility rituals to her dark god of nature and magic.

Minier, Female Human Witch (MU4): HP 10; AC 9[10] or 2[17] (missile) and 4[15] (melee) from *shield* spell;

Atk staff (1d6); **Move** 12; **Save** 12; **AL** N; **CL/XP** 4/120;

Special: +1 save vs. spells, wands and staves, spells (3/2).

Spells: 1st—*charm person, magic missile, shield*; 2nd—*darkness 15ft radius, phantasmal force*.

Equipment: robes, staff, holy symbol of Chernunnos.

B-6. HOLCOLMB'S TANNERY AND FURRIER

Holcolmb, a peaceful dwarven tanner, runs a good business. He buys furs and skins from the Grass Sailors and the local hunters, and pays a fair price and ships the items back to the Kingdom of Foere. Not a follower of Harizon or one to take sides, Holcolmb knows nothing of any feathered men and believes only what he sees.

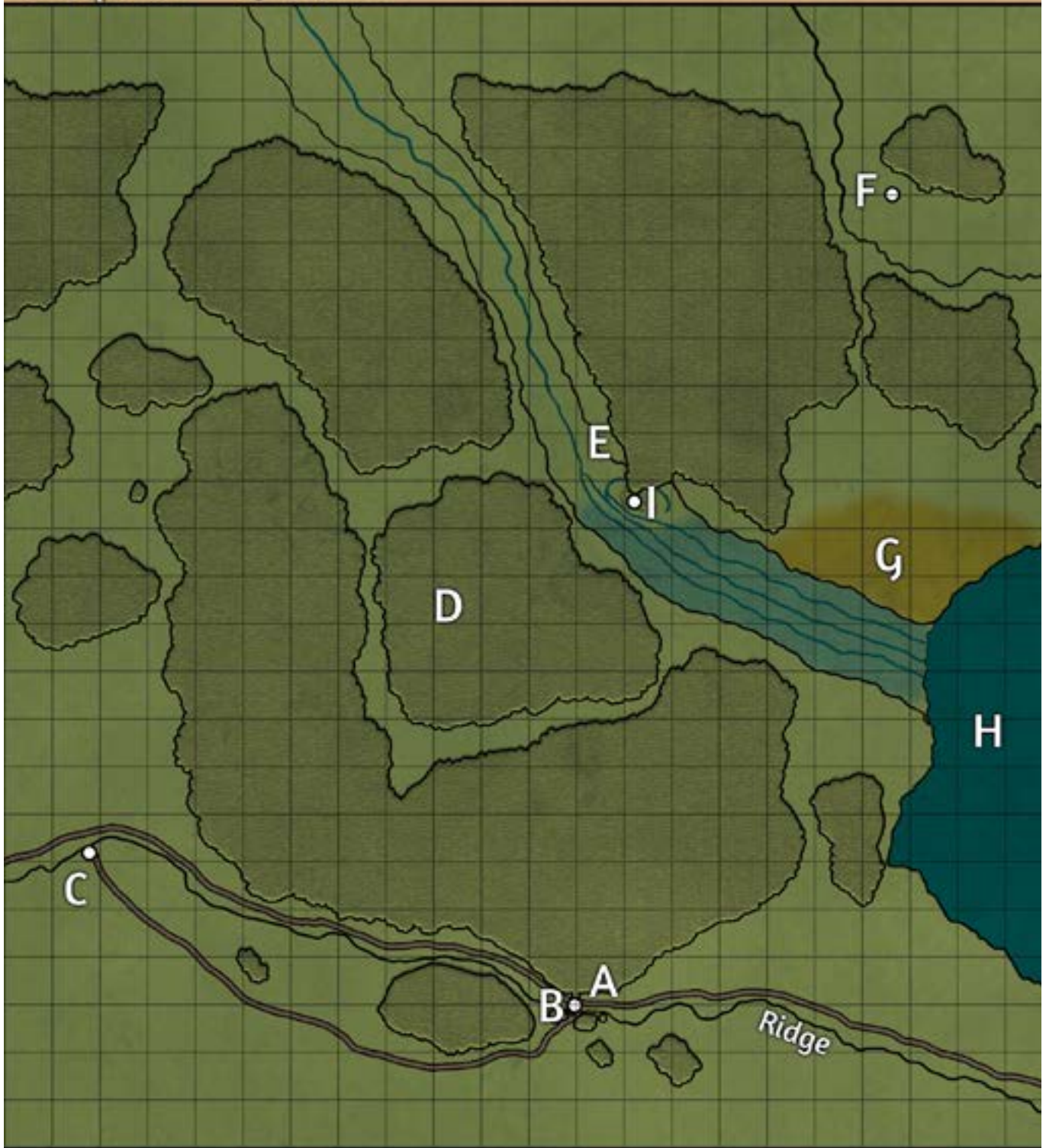
Holcolmb, Male Dwarf Commoner: HP 19; AC 7[12];

Atk war hammer (1d4+1); **Move** 12; **Save** 13; **AL** L; **CL/XP** 4/120; **Special:** +4 save vs. magic, darkvision (60ft), detect stonework.

Equipment: leather armor, war hammer, leather pouch containing 3 diamonds (50 gp each).

Overland – Maywood and the Greenhill Woods

1 Square - 1/4 Mile



B-7. PUNKIN'S SPICE

This shop is rarely open these days, and as the characters enter the village they find the “closed” sign hanging over the lintel of the door. When it is open, the shop is managed by a Punkin, a tall, thin middle-aged fellow who seems to be an expert at all forms of herbal remedy, oil, tincture, and seasoning. He keeps an apartment in the second story of the shop.

Local ladies are especially upset that the store is closed, as they have developed an insatiable thirst for the coffee that “Punkin” brews up during the crisp mornings beginning in the early fall. The fact that they miss their daily coffee and its seemingly magical flavor may come up in casual conversation as the characters explore the village.

In reality, “Punkin” is Matar Klukar using the guise of an apothecary to spy on the local folk and keep himself in closer proximity to the widow Weldin.

If characters decide to break into Punkin’s Spice and search the home, they find 20 vials of essential oils in cinnamon, nutmeg, and ginger. The vials are worth 5 gp each. There is also 10 pounds each of powdered versions of these spices worth 1 gp per pound and 100 pounds of coffee labeled “locally sourced, sustainable, and conflict free” on the bags. The coffee is worth 1d6 gp per pound. A large hand crank-operated coffee roasting kettle occupies the back half of the shop.

A search of the apartment upstairs uncovers a scrap of a map in the fireplace that shows the location of Council Bluff and has a few words written on it that read “through these falls and onward to the temple ruin.”

C. FORT BUTURBAL

Fort Buturbal sits on a rise above the tiny Thorp of Maywood and oversees much of the arboreal landscape of the Greenhill Woods. The peak of Council Bluff (**Area I**), Clear Lake (**Area H**), and smoke from the campfires of the Grass Sailors (**Area F**) can be viewed on a clear day from the top of its wooden guard tower.

The garrison of Fort Buturbal consists of 40 men-at-arms of the Duchy of Ysser and is administrated by a gruff military captain named Carver. Carver is a good soldier who got into trouble with his former command and ended up pulling retirement duty in a peaceful corner of the frontier. Peaceful, that is, until citizens started vanishing and hunters started taking shots at the local Grass Sailors.

Captain Carver is reluctant to send troops into the Greenhill Woods in pursuit of Grass Sailors until he knows for sure they are his true enemies. The Grass Sailors outnumber his small garrison by three to one. Even with better equipment and four stout walls, he figures his troops wouldn’t last a week against an onslaught of angry Loreclan knights. The folk of Maywood wouldn’t stand a chance at all.

Fearful of what the bigoted, superstitious locals in Maywood might think, Captain Carver does his best to conceal his ancestry.

Captain Carver, Male Half-Elf Warrior (Ftr5): HP 28; AC 7[12]; Atk longsword (1d8) or longbow x2 (1d6); Move 12; Save 10; AL L; CL/XP 5/240; **Special:** darkvision (60ft), detect secret doors, multiple attacks (5) vs. creatures with 1 or fewer HD.

Equipment: leather armor, longsword, longbow, 20 arrows.
Human Soldiers, Male or Female Humans (40): HD 1; AC 7[12]; Atk weapon (1d6); Move 12; Save 17; AL N or L; CL/XP 1/15; **Special:** none.

D. THE GREENHILL WOODS

The Greenhill Woods — a region of the greater Elderwood Forest — are lush, even in autumn, with leaves that seem to glow in every brilliant shade of red, gold, and fire-orange. The groundcover, still green before the first snow and not yet choked by falling leaves, is made up of grabbing vines, nettles, and poison ivy. Anyone walking through this forest does so at half speed due to the terrain conditions, and moving silently through areas of fallen leaves proves to be difficult to all but those possessed of a natural affinity to do so, such as druids and certain wild beasts.

GREENHILL WOODS RANDOM ENCOUNTERS

Roll 1d20 on the following table for each mile the characters travel through the Greenhill Woods

1d20	Encounter
1	2d4 hunters
2	2d6 Grass Sailor warriors
3	1d4 giant honeybees
4	Giant boar
5	1d4+2 wolves
6	1d4 harpies
7	1d2 gobbler-bears (treat as an owlbear, but turkey instead of owl)
8	Brown bear
9	1d2 axe beaks
10	1d4 dirty birds
11	Yambling mound (treat as a shambling mound)
12	1d2 archer bushes
13	Forester's bane
14	1d2 killer cranberry bushes
15-20	No encounter



Archer Bush (1d2): HD 2; AC 5[14]; Atk thorns (1d8); Move 3; Save 16; AL N; CL/XP 2/30; **Special:** thorns (20ft range, 1d8 damage, -1 to hit and damage until removed). (*The Tome of Horrors Complete* 32)

Axe Beaks (1d2): HD 3; AC 5[14]; Atk 2 claws (1d6), bite (2d6); Move 18; Save 14; AL N; CL/XP 3/60; **Special:** none. (*The Tome of Horrors Complete* 621)

Black Bear: HD 4+1; AC 7[12]; Atk 2 claws (1d3), bite (1d6); Move 9; Save 13; AL N; CL/XP 4/120; **Special:** hug (1d8). (*Monstrosities* 36)

Dirty Birds (Human/Axe Beak Hybrid) (1d4): HD 3; AC 6[13]; Atk claw (1d6), spear (1d6) or longbow x2 (1d6); Move 12; Save 13; AL N; CL/XP 3/60; **Special:** darkvision (60ft). (see **Appendix A: New Monsters**)

Forester's Bane: HD 5; AC 2[17]; Atk 6 stalks (1d6); Move 0 (immobile); Save 12; AL N; CL/XP 6/400; **Special:** engulf (if 2 stalks hit target, pulled into plant, 2d6 automatic damage, Open Doors to escape). (*The Tome of Horrors Complete* 253)

Giant Wild Boar: HD 6; AC 7[12]; Atk gore (3d4); Move 15; Save 14; AL N; CL/XP 7/600; **Special:** continue attacks 2 rounds after death. (*Monstrosities* 48)

Giant Honeybee (1d4): HD 3; AC 6[13]; Atk sting (1d3 + poison); Move 3 (fly 24); Save 14; AL N; CL/XP 5/240; **Special:** lethal poison sting. (*Monstrosities* 39)

Harpy: HD 3; AC 7[12]; Atk 2 talons (1d3) and weapon (1d6); Move 6 (fly 18); Save 14; AL C; CL/XP 4/120; **Special:** siren-song (save or charm person). (*Monstrosities* 240)

Hunters (2d4): HD 1; AC 7[12]; Atk weapon (1d8) or longbow x2 (1d6); Move 12; Save 17; AL C; CL/XP 1/15; **Special:** none.

Gobbler-Bear (Owlbear): HD 5+1; AC 5[14]; Atk 2 claws (1d6), bite (2d6); Move 12; Save 12; AL N; CL/XP 5/240; **Special:** hug (additional 2d8 if to-hit roll is 18+). (*Monstrosities* 368)

Killer Cranberry Bush (1d2): HD 4; AC 7[12]; Atk 2 tendrils (1d6 + implant seed), 2 flower darts (1d6); Move 0 (immobile); Save 13; AL N; CL/XP 4/120; **Special:** germinate (implanted seed grows quickly, dealing 1d6 damage per day), immune to lightning, implant seed (save to avoid germinating), resist cold and fire (50%). (see **Appendix A: New Monsters**)

Yambling Mound (Shambling Mound): HD 8; AC 1[18]; Atk 2 fists (2d8 + enfold); Move 6; Save 8; AL N; CL/XP 11/1700; **Special:** healed by electricity (gain 1 HD), immune to fire, enfold (if both fists hit, suffocate in 2d4 rounds), resist cold and weapons (50%). (*Monstrosities* 419)

Grass Sailor Warriors (2d6): HD 1; AC 7[12]; Atk club (1d4) or spear (1d6); Move 12; Save 17; AL C; CL/XP 1/15; **Special:** none.

Equipment: hide armor, club, spear.

Wolves (1d4+2): HD 2+2; AC 7[12]; Atk 1 bite (1d4+1); Move 18; Save 16; AL N; CL/XP 2/30; **Special:** None. (*Monstrosities* 513)

E. THE TURKEY FOOT RIVER

This small river branches into three streams that feed the marshes of the Maywood Sand Pits (Area G) before pouring into Clear Lake (Area H). The river is fordable either through the marshy wetlands that make up the three branches of the Turkey Foot area or in an area of shallow cedar-lined rapids to the north. This crossing is plagued with mud pits, quicksand, biting insect swarms, and beasts.

The second crossing is several miles to the north where large stones and shallower waters allow easy passage. In general, the river is safe for swimming.

F. GRASS SAILOR VILLAGE OF ELK RUN

The Grass Sailors live in a highland area called Elk Run along the north bank of Clear Lake. Their village consists of several thatched huts and a central meeting place, communal dining hall, and the home of the Grass Sailor chieftain and his family. The Grass Sailors are known for their kindness in times of peace and ferocity in times of war. They make a living by hunting and trapping, trading, and scouting. Around 100 Grass Sailor warriors are in the village, with an additional 120 noncombatants made up of elderly, children, and those who nurture them. Recently, many of their warriors disappeared while hunting and gathering in the area of the Turkey Foot, where the river breaks into three smaller streams that weave their way through the Maywood Sand Pits before filling Clear Lake.



THE TURKEY FOOT RANDOM ENCOUNTERS

Roll 1d12 on the following table for each mile that the characters travel through the river and marsh area of the Turkey Foot.

1d12	Encounter
1	1d2 trolls
2	1d2 giant frogs
3	Wyvern
4	1d2 monstrous crayfish
5	Giant lizard
6	Giant spider
7	Gobbler-bear (treat as an owlbear, but turkey instead of owl)
8	1d2 axe beaks
9	1d4 dirty birds
10	Yambling mound (treat as a shambling mound)
11–12	No encounter

Axe Beaks (1d2): HD 3; AC 5[14]; Atk 2 claws (1d6), bite (2d6); Move 18; Save 14; AL N; CL/XP 3/60; **Special:** none. (*The Tome of Horrors Complete* 621)

Dirty Birds (Human/Axe Beak Hybrid) (1d4): HD 3; AC 6[13]; Atk claw (1d6), spear (1d6) or longbow x2 (1d6); Move 12; Save 13; AL N; CL/XP 3/60; **Special:** darkvision (60ft). (see **Appendix A: New Monsters**)

Giant Frogs (1d2): HD 3; AC 7[12]; Atk bite (1d8); Move 3 (or 100ft leap); Save 14; AL N; CL/XP 4/120; **Special:** leap, swallow whole (natural 20 to hit). (*Monstrosities* 179)

Gobbler-Bear (Owlbear): HD 5+1; AC 5[14]; Atk 2 claws (1d6), bite (2d6); Move 12; Save 12; AL N; CL/XP 5/240; **Special:** hug (additional 2d8 if to-hit roll is 18+). (*Monstrosities* 368)

Giant Lizard: HD 3; AC 5[14]; Atk bite (1d8); Move 12; Save 14; AL N; CL/XP 3/60; **Special:** none. (*Monstrosities* 300)

Monstrous Crayfish: HD 4; AC 4[15]; Atk 2 claws (1d6); Move 9 (swim 15); Save 13; AL N; CL/XP 4/120; **Special:** surprise (1–2 on 1d6). (*The Tome of Horrors Complete* 113)

Giant Spider (6ft diameter): HD 4+2; AC 4[15]; Atk bite (1d6+2 + poison); Move 4; Save 13; AL C; CL/XP 7/600; **Special:** lethal poison, webs. (*Monstrosities* 451)

Trolls (1d2): HD 6+3; AC 4[15]; Atk 2 claws (1d4), bite (1d8); Move 12; Save 11; AL C; CL/XP 8/800; **Special:** regenerate (3hp/round). (*Monstrosities* 489)

Wyvern: HD 8; AC 3[16]; Atk bite (2d8) or sting (1d6 + poison); Move 6 (fly 24); Save 8; AL N; CL/XP 10/1400; **Special:** poison sting (save or die). (*Monstrosities* 519)

Yambling Mound (Shambling Mound): HD 8; AC 1[18]; Atk 2 fists (2d8 + enfold); Move 6; Save 8; AL N; CL/XP 11/1700; **Special:** healed by electricity (gain 1 HD), immune to fire, enfold (if both fists hit, suffocate in 2d4 rounds), resist cold and weapons (50%). (*Monstrosities* 419)

The Grass Sailors are peaceful and friendly to visitors to their land and, although on edge, they hope to find skillful allies to help them recover their missing people. This is not to say that characters coming into Elk Run with the intent to kill them should expect the Grass Sailors to flee or roll over and die. Such invaders can expect the Grass Sailor knights to fiercely defend their hunting areas and holy sites.

The Grass Sailors blame a being they refer to as the Feathered Man for stealing their people away and know him only by a warbling call sometimes overheard beneath the darkened boughs of the forest. The Feathered Man is a seminal figure in the folklore of the Grass Sailors, a being of darkness and destruction, a ravenous beast that feeds upon anything and everything in its path.

If asked, Q'into explains that the Feathered Man is known as a charlatan and glutton who wears many faces and serves another unspeakably evil master. Furthering Q'into's fears, his own son, Gaston, was sent to search for answers and is now the most recent of the Grass Sailors to have disappeared in the forest.

Q'into feels a dire curse has befallen the land and that it can be removed only if a holy man reaches Council Bluff and re-consecrates the sacred stones with holy water. This holy water must be drawn from Clear Lake on the night of a full moon and blessed immediately, before storing it within one of Q'into's sacred gourds.

Q'into, Male Human Priest (Clr5): HP 23; AC 7[12];
Atk club (1d6); **Move** 12; **Save** 11; **AL** L; **CL/XP** 5/240;
Special: +2 save versus paralyzation and poison, spells (2/2).

Spells: 1st—*cure light wounds, protection from evil*;
2nd—*hold person, silence 15ft radius*.

Equipment: leather armor, club.

Grass Sailor Warriors (as needed): HD 1; AC 7[12]; Atk club (1d4) or spear (1d6); **Move** 12; **Save** 17; **AL** C; **CL/XP** 1/15; **Special:** none.

Equipment: hide armor, club, spear.

G. MAYWOOD SAND PITS

The area of the lower Turkey Foot, known as the Maywood Sand Pits, is a quagmire of wetlands. Pinworms, mallards, and various giant fish live here within the swampy morass of cold water and cattails. Larger channels of clear water from the Turkey River divide the Sand Pits but are easily crossed in this lowland area. Crossing this area could prove treacherous and even fatal to those wearing heavy armor or riding on horseback, as they could find themselves quickly sinking into quicksand or stepping into a deep spot among the marsh grasses.

Each character should roll 1d6 for every mile they travel through the Maywood Pits. On a roll of 1, the character must succeed at a saving throw or fall into a patch of quicksand. Characters sink into the quicksand in 1d4 rounds and begin to drown 1d2 rounds after that. Characters must roll below their dexterity on 4d6 to escape the quicksand on their own.

H. CLEAR LAKE

Clear Lake is a small lake approximately four miles long and two miles wide surrounded by the fens of the Sand Pits on its western shore and with hardwood forests on its northern, eastern, and western shores. A boathouse anchored in the middle of the lake is home of Josiaphus LaPorte. Josiaphus was the first of the Foerdewaith people to take up residence in this portion of the northern reaches. He quickly learned the skills and woodcraft of the Grass Sailors and soon joined them, stripping all accoutrements of Foerdewaith civilization from his speech and mannerisms. He lives aboard this cabin on the water and warned the Grass Sailors against the evils of Foerdewaith civilization and the course where their trades with the southern immigrants will eventually lead.

Josiaphus is getting a bit long in the tooth to aid the party directly; however, if they promise to remove the evils from Council Bluff, he offers to give them 20 silver longbow arrows he crafted and prays that they strike true to their mark (as magical +1 arrows).

Note: Should the characters find themselves in a tight spot where their chances of survival are about to drop off the charts, it is reasonable to assume that Josiaphus followed them and comes to their "rescue." Such tactics should be held as a last resort, as it is preferable that the characters are the heroes of the adventure and fate's plot devices.

Josiaphus LaPorte, Male Human Ranger (Rgr5):

HP 40; **AC** 7[12]; **Atk** battle axe (1d8) or longbow x2 (1d6); **Move** 12; **Save** 10; **AL** L; **CL/XP** 5/240;

Special: +5 vs. giants and goblin-types, alert, tracking.

Equipment: leather armor, battle axe, longbow, 10 arrows, 10 +1 arrows.



I. COUNCIL BLUFF

Council Bluff is a wooded outcropping of rock that stands in the “talons” of the Turkey Foot, where the river splits into smaller streams. Council Bluff affords the best view of the Greenhill Woods and is a place considered sacred to the Grass Sailors. Council Bluff is the place where all Loreclan business is conducted and where Grass Sailor shamans go to await their visions. Recently, caverns within the bowels of the stony hill have become the lair of Matar Klukar and his strange experiments that can be categorized only as crimes against nature.



COUNCIL BLUFF RANDOM ENCOUNTERS

Roll 1d12 for each mile that the characters travel in the area of Council Bluff and consult the following chart.

1d12	Encounter
1	1d4 dirty birds
2	Gobbler-bear (treat as an owlbear, but turkey instead of owl)
3	Tangle weed
4	1d2 axe beaks
5	Axetrice
6	Giant spider
7	Harpy
8	1d4 archer bushes
9	1d4 killer cranberry bushes
10–12	No encounter

Archer Bushes (1d4): HD 2; AC 5[14]; Atk thorns (1d8); Move 3; Save 16; AL N; CL/XP 2/30; **Special:** thorns (20ft range, 1d8 damage, –1 to hit and damage until removed). (*The Tome of Horrors Complete* 32)

Axe Beaks (1d2): HD 3; AC 5[14]; Atk 2 claws (1d6), bite (2d6); Move 18; Save 14; AL N; CL/XP 3/60; **Special:** none. (*The Tome of Horrors Complete* 621)

Axetrice (Variant Axe Beak): HD 4; AC 5[14]; Atk 2 claws (1d6), bite (2d6); Move 18; Save 13; AL N; CL/XP 5/240; **Special:** petrifying gaze (30ft range, save or turn to stone). (see **Appendix A: New Monsters**)

Dirty Birds (Human/Axe Beak Hybrid) (1d4): HD 3; AC 6[13]; Atk claw (1d6), spear (1d6) or longbow x2 (1d6); Move 12; Save 13; AL N; CL/XP 3/60; **Special:** darkvision (60ft). (see **Appendix A: New Monsters**)

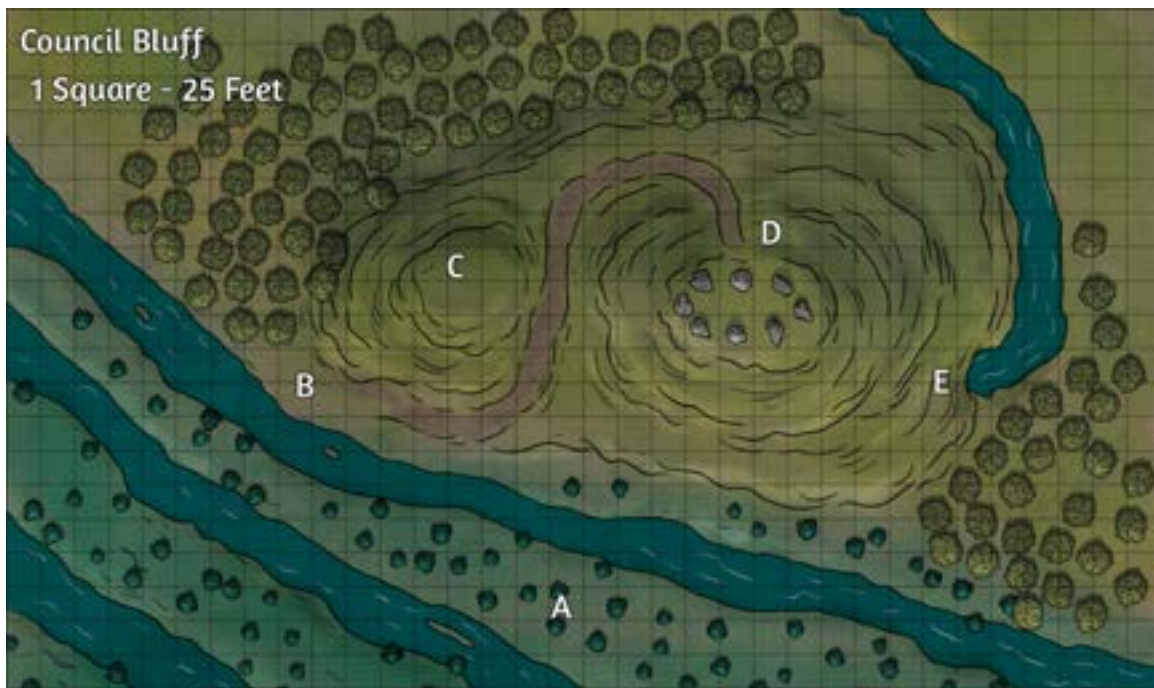
Giant Spider (6ft diameter): HD 4+2; AC 4[15]; Atk bite (1d6+2 + poison); Move 4; Save 13; AL C; CL/XP 7/600; **Special:** lethal poison, webs. (*Monstrosities* 451)

Gobbler-Bear (Owlbear): HD 5+1; AC 5[14]; Atk 2 claws (1d6), bite (2d6); Move 12; Save 12; AL N; CL/XP 5/240; **Special:** hug (additional 2d8 if to-hit roll is 18+). (*Monstrosities* 368)

Harpy: HD 3; AC 7[12]; Atk 2 talons (1d3) and weapon (1d6); Move 6 (fly 18); Save 14; AL C; CL/XP 4/120; **Special:** siren-song (save or charm person). (*Monstrosities* 240)

Killer Cranberry Bushes (1d4): HD 4; AC 7[12]; Atk 2 tendrils (1d6 + implant seed), 2 flower darts (1d6); Move 0 (immobile); Save 13; AL N; CL/XP 4/120; **Special:** germinate (implanted seed grows quickly, dealing 1d6 damage per day), immune to lightning, implant seed (save to avoid germinating), resist cold and fire (50%). (see **Appendix A: New Monsters**)

Tangle Weed/Strangle Vine: HD 4; AC 6[13]; Atk 4 vines (1d6 + strangle); Move 0; Save 13; AL N; CL/XP 6/400; **Special:** strangulation (save after hit or automatic 1d6 damage per round). (*Monstrosities* 466)



I-A. FENS

The fens that divide the Turkey Foot are filled with uneven, spongy ground and deep, water-filled pits that have become the grave of more than one hunter or explorer who became lost and exhausted by the hard trek.

Each character should roll 1d6 for every mile they travel through the fens. On a roll of 1, the character must succeed at a saving throw or fall into a patch of quicksand. Characters sink into the quicksand in 1d4 rounds and begin to drown 1d2 rounds after that. Characters must roll below their dexterity on 4d6 to escape the quicksand on their own.

I-B. FOOT OF THE BLUFF

Tall grass, brambles, and gnarled trees surround the foot of Council Bluff. Hidden among the plethora of foliage is a footpath that leads to the top of the bluff itself. As the characters explore the base of Council Bluff, a squad of 4 **dirty birds** hiding along the hillside fire arrows upon the party. The dirty birds are bloated, medium-sized humanoids covered in iridescent brown feathers tipped with tinges of orange and white.

Dirty Bird (Human/Axe Beak Hybrid) (4): HD 3; HP 22, 20, 19x2; AC 6[13]; Atk claw (1d6), spear (1d6) or longbow x2 (1d6); Move 12; Save 13; AL N; CL/XP 3/60; **Special:** darkvision (60ft). (see **Appendix A: New Monsters**)

I-C. FIRST CLEARING

The perimeter of this clearing has been replanted with a dense thicket of **killer cranberry bushes**. These strange, carnivorous plants instantly attack anyone entering the clearing.

Killer Cranberry Bushes (4): HD 4; HP 30, 24, 22, 20; AC 7[12]; Atk 2 tendrils (1d6 + implant seed), 2 flower darts (1d6); Move 0 (immobile); Save 13; AL N; CL/XP 4/120; **Special:** germinate (implanted seed grows quickly, dealing 1d6 damage per day), immune to lightning, implant seed (save to avoid germinating), resist cold and fire (50%). (see **Appendix A: New Monsters**)

I-D. TOP OF THE BLUFF

Several stones in a semicircle line the top of the bluff. The stones relate in some way to nature worship, but they have recently been turned or pushed out of place. Characters can discover dried blood and brown feathers with black, orange, and white stripes upon them. The Grass Sailors use the area for manhood rites and vision quests by young knights of the village. Recently, Matar Klukar sacrificed a member of the Grass Sailors and an abducted citizen of Maywood to appease the Gobbler.

From the top of Council Bluff, characters are afforded a clear view of the Grass Sailor village of Elk Run and the Thorp of Maywood. They can even note the floating shack of Josiaphus LaPorte upon the waters of Clear Lake.

While the characters are exploring the top of the Council Bluff, the **yambling mound** (treat as a **shambling mound**) attacks. A yambling mound is a rare species of shambling mound made up of tubers such as sweet potatoes. This yambling mound has no treasure, but is dripping with delicious roasted marshmallow goo.

Yambling Mound (Shambling Mound): HD 8; HP 56; AC 1[18]; Atk 2 fists (2d8 + enfold); Move 6; Save 8; AL N; CL/XP 11/1700; **Special:** healed by electricity (gain 1 HD), immune to fire, enfold (if both fists hit, suffocate in 2d4 rounds), resist cold and weapons (50%). (**Monstrosities** 419)



Cavern and Temple of the Gobbler



PART 2. INTO THE TEMPLE OF THE GOBBLER

In Part 2, the characters delve into the caverns beneath Council Bluff in search of answers behind the disappearances of folk from Maywood and the Grass Sailor village of Elk Run. They discover the horrors of the Gobbler, as forced upon these folk by Matar Klukar.

1. BACKWATER ENTRANCE

The thumb of the Turkey River flows from a concealed cave in the eastern shelf of Council Bluff. On a 1 on 1d6, a **gobbler-bear** (treat as an **owlbear**, but turkey instead of owl) lurks within the cavern, hungrily foraging for food and looking for a tasty meal of a stalwart adventurer.

Gobbler-Bear (Owlbear): HD 5+1; HP 33; AC 5[14]; Atk 2 claws (1d6), bite (2d6); Move 12; Save 12; AL N; CL/XP 5/240; **Special:** hug (additional 2d8 if to-hit roll is 18+). (*Monstrosities* 368)

2. THE WATERFALL

The floor ascends until it reaches a natural waterfall. A hidden entrance passes underneath the waterfall on the southern bank of the stream. This passage leads to **Area 2** and the darkened cavern beyond. Crossing the stream requires a successful saving throw to avoid being swept out of the cavern and taking 2d6 points of damage.

Hidden among the mulch and detritus of the north shore is the broken skeleton of one of the missing hunters from the lodge of Orion. He was eaten by a gobbler-bear that sometimes lairs here (50% chance of encountering the bear as it returns to its lair, see **Area 1**). The hunter's gear includes a hand axe, a longbow, 12 arrows, and two *potions of healing*.

2-A. UNDER THE FALLS

A narrow stone pathway leads into **Area 3**. The footing here is slippery and requires individuals unfamiliar with the path to succeed at a saving throw or slip and fall into the stream. Characters falling into the stream can attempt another saving throw to reach a shore before they are whisked downstream and out into the Turkey River (and take 2d6 points of damage in the process).

3. THE CENTRAL CAVERN AND UNDERGROUND POOL

Crossing through the waterfall reveals a large, dank cavern. A large pool of murky water fills the center of the cavern. Underground springs feed the pool. The pool in turns pours out into the stream that curves around the base of Council Bluff and eventually into the Turkey River.

3-A. UNDERGROUND POOL

The underground pool is approximately 30 feet deep and filled with warm water fed by hot springs bubbling up from cracks in the earth.

CAVERN AND TEMPLE OF THE GOBBLER WANDERING MONSTERS

Check once every 15 minutes in the cavern and backwater entrance.

1d10	Encounter
1	1d4 axe beaks
2	1d4+1 dirty birds
3	1d2 gobbler-bears (treat as an owlbear, but turkey instead of owl)
4	Axetrice
5	1d2 axe beak crows
6	Two-headed axe beak
7-10	No encounter

Axe Beaks (1d4): HD 3; AC 5[14]; Atk 2 claws (1d6), bite (2d6); Move 18; Save 14; AL N; CL/XP 3/60; **Special:** none. (*The Tome of Horrors Complete* 621)

Axe Beak Crows (Variant Axe Beak) (1d2): HD 3; AC 5[14]; Atk 2 claws (1d6), bite (2d6); Move 18; Save 14; AL N; CL/XP 4/120; **Special:** crowing (3/day, 2d8 damage and deafened, save for half and avoids deafness). (see **Appendix A: New Monsters**)

Axetrice (Variant Axe Beak): HD 4; AC 5[14]; Atk 2 claws (1d6), bite (2d6); Move 18; Save 13; AL N; CL/XP 5/240; **Special:** petrifying gaze (30ft range, save or turn to stone). (see **Appendix A: New Monsters**)

Dirty Birds (Human/Axe Beak Hybrid) (1d4+1): HD 3; AC 6[13]; Atk claw (1d6), spear (1d6) or longbow x2 (1d6); Move 12; Save 13; AL N; CL/XP 3/60; **Special:** darkvision (60ft). (see **Appendix A: New Monsters**)

Gobbler-Bears (Owlbears) (1d2): HD 5+1; AC 5[14]; Atk 2 claws (1d6), bite (2d6); Move 12; Save 12; AL N; CL/XP 5/240; **Special:** hug (additional 2d8 if to-hit roll is 18+). (*Monstrosities* 368)

Two-headed Axe Beak (Variant Axe Beak): HD 4; AC 5[14]; Atk 2 claws (1d6), 2 bites (2d6); Move 18; Save 13; AL N; CL/XP 4/120; **Special:** confusion (10% chance of standing confused for 1 round from conflicting thoughts). (see **Appendix A: New Monsters**)

STANDARD FEATURES

The walls and floor of the cavern and Temple of the Gobbler are made up of natural and worked stone. All doors unless otherwise noted are locked ironbound wooden doors.

LIGHT

The main cavern is unlit. Other areas are lit every 40 feet with magical ever-burning torches that are bolted into iron sconces on the walls.



The water is murky and home to a **giant gar** that feasts on giant crayfish that dwell near the warm cracks in the bottom of the pool. These creatures seldom come near the surface, but attack anything that falls into the water.

The cavern extends around to the southwest along the edge of the lake. Passages lead to the south and west. It appears that passages to the north may be reached only by circuitously navigating the outer walls of the cavern.

In the center of the pool is a small island with a stone building built upon it (**Area 3-B**). The building appears to be guarded by a pair of rather large flightless birds that pace about scratching at the mud and stone with their iron hard talons. Should the birds see the characters, they immediately begin loud gobbling and squawking.

Giant Gar: HD 6; HP 41; AC 3[16]; Atk bite (3d6); Move 9 (swim 12); Save 11; AL N; CL/XP 6/400; **Special:** none.
Monstrous Crayfish: HD 4; HP 25; AC 4[15]; Atk 2 claws (1d6); Move 9 (swim 15); Save 13; AL N; CL/XP 4/120; **Special:** surprise (1–2 on 1d6). (*The Tome of Horrors Complete* 113)

3-B. INCUBATOR

The incubator is reached by crossing the footbridge in **Area 3-C**. The stone surrounding the incubator is guarded by pair of trained **axe beaks**.

Axe Beaks (2): HD 3; HP 21, 19; AC 5[14]; Atk 2 claws (1d6), bite (2d6); Move 18; Save 14; AL N; CL/XP 3/60; **Special:** none. (*The Tome of Horrors Complete* 621)

Inside the incubator, 12 eggs are warmed by thermal activity from the hot springs beneath the pool. The eggs are cared for by 2 **dirty birds** who were once members of the Grass Sailor Loreclan. The barbarians were peaceful hunter-gatherers before Matar Klukar exposed them to the corrupting powers of the Gobbler and induced the change to their current state and twisted their minds to evil.

Dirty Birds (Human/Axe Beak Hybrid) (2): HD 3; HP 22, 18; AC 6[13]; Atk claw (1d6), spear (1d6) or longbow x2 (1d6); Move 12; Save 13; AL N; CL/XP 3/60; **Special:** darkvision (60ft). (see **Appendix A: New Monsters**)

Treasure: Axe beak eggs are valued at $1d6+2 \times 10$ gp on the open market as their young may be trained into efficient animal guardians or as riding mounts.

3-C. FOOTBRIDGE

A five-foot-wide footbridge crosses the underground stream leading to the pool. The bridge is somewhat slippery due to condensation from the hot springs beneath the pool and requires anyone crossing it to make a saving throw or slip and fall into the underground pool. Attempting to cross the footbridge without first neutralizing the axe beaks in **Area 3-B** causes the axe beaks to come to the edge of the footbridge and peck at characters to thwart their progress to the incubator. Characters fighting on the bridge must succeed at a saving throw for each attack they make against the axe beaks or fall into the underground pool.

4. BARRACKS OF THE DIRTY BIRDS

This unkempt chamber has all the appearances of a filthy bird's nest, and none of the appearance that humanoid beings live here. Resting, molting, or preening in this chamber at all times are **1d6 dirty birds**. They immediately attack any non-dirty birds who enter the chamber.

Dirty Birds (Human/Axe Beak Hybrid) (1d6): HD 3; AC 6[13]; **Atk** claw (1d6), spear (1d6) or longbow x2 (1d6); **Move** 12; **Save** 13; AL N; **CL/XP** 3/60; **Special:** darkvision (60ft). (see **Appendix A: New Monsters**)
Treasure: Five unlocked footlockers stuck in the corners of their "nests" contain the dirty birds' treasure, which consists of 3d20 sp per chest.

5. CHAMBERS OF MATAR KLUKAR

When not tending to the wishes of the Gobbler in the temple or spying on the folk of Elk Run or Maywood, Matar Klukar may be found here resting or plotting the destruction of civilization over a cup of spiced coffee. There is a 1-in-6 chance that Matar Klukar is present, unless alarms alerted him to the presence of invaders. In this case, he is found in the Temple of the Gobbler with a contingent of his finest dirty bird warriors preparing a counterattack.

A crude filing system contains the following documents that describe his nefarious plans for breeding fiendish axe beaks to overrun the countryside.

A locked wooden chest contains personal belongings not currently being used by Matar Klukar. The chest is locked and can be picked using thieves' tools. It is trapped with a **poison needle trap** hidden in the chest's lock. Opening the chest without the proper key causes the needle to spring out and deliver the lethal poison (save or die).

Treasure: Within the chest are a *curled horn of devouring* (see **Appendix B: New Magic Items**), a +1 *dagger*, 3 *potions of healing*, and 300 gp.

6. FIENDISH AXE BEAK NEST

This room between the private chambers of Matar Klukar and the Temple of the Gobbler is the nest of **2 fiendish axe beak hens** and their **fiendish mutant rooster**. The eggs that they lay are taken immediately to the incubator. The axe beaks are ferocious and loyal only to Matar Klukar. Currently, 1d2 eggs are within the nest.

Fiendish Axe Beaks (Variant Axe Beak) (3): HD 6; HP 37, 35, 30; AC 3[16]; **Atk** 2 claws (1d6), bite (2d6); **Move** 18; **Save** 11; AL C; **CL/XP** 7/600; **Special:** +1 or better magic weapons to hit, fiery blast (1/day, gout of flame in a 30ft line, 2d6 damage or save for half), immune to fire and poison, resists cold (50%). (see **Appendix A: New Monsters**)

7. PEN OF THE GOBBLER-BEAR

A particularly vicious **gobbler-bear** (treat as an **owlbear**, but turkey instead of owl) is kept behind bars within this den. If enemies penetrate the cavern and an alarm is sounded, the gobbler-bear is released to deal with the intruders.

Gobbler-Bear (Owlbears): HD 5+1; HP 34; AC 5[14]; **Atk** 2 claws (1d6), bite (2d6); **Move** 12; **Save** 12; AL N; **CL/XP** 5/240; **Special:** hug (additional 2d8 if to-hit roll is 18+). (*Monstrosities* 368)

8. CAVERN OF THE STUFFED ONES

This large cavern appears to be a twisted trophy room of unadulterated evil. Impaled upon spikes and chained to the walls are the horrid remains of beings that met their end at the hands of Matar Klukar and his fowl horn of gluttony. These poor men and women, whose bloated bellies and distended, ruptured bowels reek with the stench of death, appear to have been force-fed to the point that their very bodies could not withstand even one last wafer-thin mint.

As if this atrocity were not enough, each appears to have been, in turn, beaten, dipped in tar, and rolled in the molt feathers of one of the many strange bird creatures that live within this cavern of unspeakable horror. This horror is multiplied a thousand fold as the victims turn their hollow eyes and distended faces toward the characters and let out a rattling, gobbling moan. It appears that even in death these victims still hunger for more. The **6 stuffed ones** pull themselves free of their impediments and attack.

Stuffed Ones (Zombies) (6): HD 2; AC 8[11]; **Atk** strike (1d8); **Move** 6; **Save** 16; AL N; **CL/XP** 2/30; **Special:** immune to sleep and charm. (*Monstrosities* 529)

9. PENS OF THE HATCHLINGS

This cavern has been converted into a sort of holding pen for several small, recently-hatched **axe beaks**. It is guarded by **3 dirty birds** that release the hatchlings and lead them in an assault on any invaders.

It takes the dirty birds one round to open the pens. If they are slain before they do so, the hatchlings are basically helpless and at the mercy of anyone attacking them with ranged or reach weapons.

The pens are normally locked and require thieves' tools to open. The well-made doors are designed with the idea of keeping angry chicks from eating their hosts.

Dirty Birds (Human/Axe Beak Hybrid) (3): HD 3; HP 20, 16, 13; AC 6[13]; **Atk** claw (1d6), spear (1d6) or longbow x2 (1d6); **Move** 12; **Save** 13; AL N; **CL/XP** 3/60; **Special:** darkvision (60ft). (see **Appendix A: New Monsters**)

Recently-Hatched Axe Beaks (7): HD 1; HP 8x2, 7, 6x3, 4; AC 5[14]; **Atk** 2 claws (1d4), bite (1d6); **Move** 18; **Save** 18; AL N; **CL/XP** 1/15; **Special:** none. (*The Tome of Horrors Complete* 621)

10. NEST OF THE AXETRICE

A realistic statue of a Grass Sailor Loreclannic knight stands near the entrance of this cave. His bow is long since broken off, but the lifelike carving of his muscular form and well-made gear indicate him to be the likeness of someone of importance to the Grass Sailor Loreclan.

This chamber is a nest to a temperamental axetrix that Matar Klukar likes to keep around for added security. The axetrix has been taught to avoid the dirty birds and gobbler-bears.

The statue is actually the petrified body of Bird's Eye, a famous scout and war chief of the Grass Sailors. If the characters find a way to return Bird's Eye to flesh, he thanks them and offers them a *+1 arrow* as payment and stands with them in the event they have not yet cleared the Temple of the Gobbler.

Bird's Eye, Male Human Grass Sailor Warrior (Ftr6):

HP 29; **AC** 7[12]; **Atk** club (1d6) or longbow x2 (1d6);

Move 12; **Save** 9; **AL** N; **CL/XP** 6/400; **Special:** multiple attacks (6) vs. creatures with 1 or fewer HD.

Equipment: leather armor, club, longbow, 20 arrows, feather totem.

11. TEMPLE OF THE GOBBLER

The sounds of a gobbling and clucking chant in some strange avian tongue reverberate off the walls of this large, cavernous chamber. The walls are carved and painted with motifs of an obese demonic figure with a bald, bird-like head and wattles hanging from its beak and chin. A man stripped of all accoutrements is chained spread-eagle in a standing position in the center of the chamber. A feathered humanoid with a bald head and vestigial beak holds a cornucopia to the lips of the chained man, who seems compelled to gorge himself upon the food pouring from the twisted horn. Already, the man's belly is distended and bloated, an obvious sign that he is near death from overeating.

If not encountered elsewhere, **Matar Klukar** is force-feeding Gaston, who is chained in the center of the chamber. Two **dirty birds**, Louis and Rich, and a pet **two-headed axe beak** are within this chamber, ready for the final showdown with the characters.

Matar Klukar, Wereturkey, Lycanthrope (MU5): HD

10; **HP** 68; **AC** 6[13] or 2[17] (missile) and 4[15] (melee) from *shield* spell; **Atk** claw (1d6), beak (1d8) or *+1 dagger* (1d4+1); **Move** 12 (fly 12); **Save** 5; **AL** C; **CL/XP** 11/1700; **Special:** +1 or better magic or silver weapons to hit, +1 saves vs. spells, wands and staves, darkvision (60ft), lycanthropy, spells (4/2/1). (see **Appendix A: New Monsters**)

Spells: 1st—*charm person, magic missile, shield, sleep*; 2nd—*invisibility, phantasmal force*; 3rd—*lightning bolt*.

Equipment: *+1 dagger*, totem of the Gobbler.

Louis and Rich, Dirty Birds (Human/Axe Beak

Hybrid) (2): HD 3; **HP** 22, 18; **AC** 6[13]; **Atk** claw (1d6), spear (1d6) or longbow x2 (1d6); **Move** 12; **Save** 13; **AL** N; **CL/XP** 3/60; **Special:** darkvision (60ft). (see **Appendix A: New Monsters**)

Two-headed Axe Beak (Variant Axe Beak): HD 4; **HP**

27; **AC** 5[14]; **Atk** 2 claws (1d6), 2 bites (2d6); **Move** 18; **Save** 13; **AL** N; **CL/XP** 4/120; **Special:** confusion (10% chance of standing confused for 1 round from conflicting thoughts). (see **Appendix A: New Monsters**)

Matar Klukar force-feeds victims with the *cornucopia of gluttony* (see **Appendix B: New Magic Items**) until their abdomen bursts and they die. He then slices them open with his sacrificial dagger and collects their blood in a golden chalice. Matar Klukar feeds this blood to those captured individuals who choose to join his cause rather than meet the fate of the stuffed ones in **Area 8**. This blood, once desecrated in the name of the Gobbler, transforms the drinker into a dirty bird.

The Gobbler (see **Appendix A: New Monsters**), a strange demonic force from the Abyss, granted Matar Klukar many powers with which to spread his evil across the lands. Given time, Matar Klukar and his army of dirty birds and mutant axe beaks may indeed strike a swath of death and destruction across the wilderness, striking terror deep into the Duchy of Waymarch. This is the party's opportunity to stop Matar Klukar in his tracks.

The largest carving of the Gobbler features a pair of unusually brilliant jet-black gemstones. Each is valued at 400 gp. However, anyone stealing the gemstones must succeed at a saving throw or become a wereturkey in 1d6 days due to the curse of the Gobbler upon thieves of his unholy shrine. If the save is successful, the thief suffers no adverse effects and the gems may be sold normally. Louis and Rich wear tarnished silver signet rings upon their clawed fingers that denote their former allegiance to the Order of Orion. The rings are worth 5 gp; if returned to the hunter's lodge, the characters are given 20 gp each. Laveris also makes a public apology and becomes friend and ally to the Grass Sailors for the rest of his days.

CONCLUDING THE ADVENTURE

The adventure ends when the characters defeat Matar Klukar, and rescue Gaston and return him to Elk Run. Word soon spreads that the secrets of the mysterious disappearances in the Greenhill Woods have been uncovered. Due to the large number of axe beak carcasses the characters likely left in their bloody wake, Q'into and Hillshire hold a feast in the honor of their heroes. The feast lasts for several days and includes games, activities, and promises of peace between Maywood and Grass Sailors. In the end, the characters are likely pleasantly full and more than happy to leave the area to work off the pounds of carbohydrates they consume by searching for more and greater adventures.



YOU ARE WHAT YOU EAT!

Feast of the Gobbler is a 4,500-calorie adventure that should leave your adventurers bloated, and disoriented, yet craving more! Included here is a list of the various benefits and penalties that can be earned from digging into the scrumptious morsels that they may harvest in the den of the Gobbler!

KILLER CRANBERRY COCKTAIL

The fruits of the killer plant taste like cranberries and are edible once the toxins are neutralized with a low dose of alcohol. The crushed berries can be mixed with wine or spirits to provide 1d6 hit points of healing. This effect may be used only once per day before the body becomes immune to the healing qualities. A single bush may contain enough berries to produce 1d6 healing doses, but each dose must be mixed with at least 8 fluid ounces of liquid wine or 1 ounce of liquid spirits. The beverage may be produced only by a druid or cleric, who is capable of producing 1d4+2 such beverages per day.

ROAST AXEBEAK

Roasted axebeak is a surprisingly filling meal full of dense muscle-building proteins. Unfortunately, it is also filled with natural chemical substances. Devouring a four- to eight-ounce portion of roasted axebeak requires the consumer to succeed on a saving throw or become drowsy. A drowsy character suffers a -2 penalty on saving throws vs. sleep or sleep-like magical abilities. The drowsiness lasts until the character sleeps for at least 1d4 hours. A character who succeeds in their saving throw heals 1d6 hit points and feels completely rested. Roast axebeak may be prepared by a druid or ranger of at least 4th level and produces 1d4+2 portions.

ROASTED AXETRICE

Roasted axetrice affords the eater one-time resistance to magical or supernatural paralysis or petrification. This effect works only once every 24 hours. Consuming a second portion within 24 hours negates the positive effect. The meal must be prepared by a cleric or druid of at least 4th level and produces 1d4+2 portions.

YAMBLING MOUND PIE

The yambling mound is full of delicious carbohydrates, and sticky-sweet energy. When seasoned with cinnamon, ginger, cloves, and nutmeg and cooked in a lard-filled pie crust, it is a pleasure that literally makes the mouth water and the belly swell. A slice of fresh yambling mound pie has the equivalent effect of a *cure disease or neutralize poison* spell. It cures various maladies such as poisoning, blindness, or deafness due to magical effects. Care needs to be taken in the eating of such delicacies, however, as eating a second slice within the same 24-hour period can have a deleterious effect. Negative effects from over consumption include rapid weight gain that makes it impossible for the eater to fit into their armor or any clothing more restrictive than an oversized tunic and bathrobe for 24 to 48 hours. The pie must be prepared by a cleric of at least 4th level and spoils in 1d4 days.

GOBBLER BEAR STEW

Gobbler bears are strong and ferocious, tasting like a combination of ursine game and wild turkey. When mixed with sage, salt, pepper, carrots, wild onion, garlic, and fresh stock, they create a hearty meal that grants the eater the same effects as a *strength* spell lasting for four hours. The meal must be prepared by a magic-user of at least 4th level and produces 1d4+2 servings.

APPENDIX A: NEW MONSTERS

Presented here are some of the new monsters found in *Feast of the Gobbler*.

ARCHER BUSH

Hit Dice: 2
Armor Class: 5[14]
Attack: Thorns (1d8)
Saving Throw: 16
Special: Thorns
Move: 3
Alignment: Neutrality
Challenge Level/XP: 2/30

The archer bush is a subterranean, semi-mobile plant that looks like a small mound of brownish-green leaves with pale buds of gold and purple. It takes sustenance from the blood of living creatures. Hidden beneath its trunk is the archer bush's mouth, which appears to be nothing more than a dark recess or cavity. It attacks by firing a cluster of thorns at a single creature that comes within 20 feet of its location. These thorns inflict 1d8 points of damage and impose a -1 penalty to hit and to saving throws until removed.

Archer Bush: HD 2; AC 5[14]; Atk thorns (1d8); Move 3; Save 16; AL N; CL/XP 2/30; **Special:** thorns (20ft range, 1d8 damage, -1 to hit and damage until removed). (*The Tome of Horrors Complete* 32)

VARIANT AXE BEAKS

Included below are stat blocks for different variations on the axe beak that characters may encounter as they face the horrors of the *Feast of the Gobbler*. The standard axe beak can be found in *The Tome of Horrors Complete*.

AXE BEAK CROWER

Hit Dice: 3
Armor Class: 5[14]
Attack: 2 claws (1d6), bite (2d6)
Saving Throw: 14
Special: Crowing
Move: 18
Alignment: Neutrality
Challenge Level/XP: 4/120

The axe beak crower resembles a normal axe beak, although it often has silver feathers that glint along its body and the edges of its wings. Three times per day, the crower can unleash a devastating crow that deafens anyone within 30 feet and does 2d8 points of damage (save for half).

Axe Beak Crower (Variant Axe Beak): HD 3; AC 5[14]; Atk 2 claws (1d6), bite (2d6); Move 18; Save 14; AL N; CL/XP 4/120; **Special:** crowing (3/day, 2d8 damage and deafened, save for half and avoids deafness).

AXETRIGE

Hit Dice: 4
Armor Class: 5[14]
Attack: 2 claws (1d6), bite (2d6)
Saving Throw: 13
Special: Petrifying gaze
Move: 18
Alignment: Neutrality
Challenge Level/XP: 5/240

This offspring of an axe beak and a cockatrice has a petrifying gaze that turns any creature to stone that meets its gaze (save avoids, -4 penalty if fighting with eyes covered)

Axetrige (Variant Axe Beak): HD 4; AC 5[14]; Atk 2 claws (1d6), bite (2d6); Move 18; Save 13; AL N; CL/XP 5/240; **Special:** petrifying gaze (30ft range, save or turn to stone).

FIENDISH AXE BEAK

Hit Dice: 6
Armor Class: 3[16]
Attack: 2 claws (1d6), bite (2d6)
Saving Throw: 11
Special: +1 or better magic weapons to hit, fiery blast, immune to fire and poison, resists cold
Move: 18
Alignment: Chaos
Challenge Level/XP: 7/600

The fiendish axe beak has reddish scales covering its body and small horns growing from its head. The creature has bat-like wings, but is unable to fly. It is immune to fire, but vulnerable to cold. Magic weapons are required to hit it. Once per day, a fiendish axe beak can unleash a burst of flame from its throat to engulf anyone in a 30-foot line. The fiery blast does 2d6 points of damage (save for half).

Fiendish Axe Beak (Variant Axe Beak): HD 6; AC 3[16]; Atk 2 claws (1d6), bite (2d6); Move 18; Save 11; AL C; CL/XP 7/600; **Special:** +1 or better magic weapons to hit, fiery blast (1/day, gout of flame in a 30ft line, 2d6 damage or save for half), immune to fire and poison, resists cold (50%).

TWO-HEADED AXE BEAK

Hit Dice: 4

Armor Class: 5[14]

Attack: 2 claws (1d6), 2 bites (2d6)

Saving Throw: 13

Special: Confusion

Move: 18

Alignment: Neutrality

Challenge Level/XP: 4/120

The vicious two-headed axe beak attacks with two claws and two bites. There is a 10% chance each round that the separate heads will try to lead the bird in different directions, which causes it to stand confused for 1 round.

Two-headed Axe Beak (Variant Axe Beak): HD 4; AC 5[14]; Atk 2 claws (1d6), 2 bites (2d6); Move 18; Save 13; AL N; CL/XP 4/120; **Special:** confusion (10% chance of standing confused for 1 round from conflicting thoughts).

DIRTY BIRD (HUMAN/AXE BEAK HYBRID)

Hit Dice: 3

Armor Class: 6[13]

Attack: claw (1d6), spear (1d6) or longbow x2 (1d6)

Saving Throw: 13

Special: Darkvision

Move: 12

Alignment: Chaos

Challenge Level/XP: 3/60

The dirty birds are the fowl creations of the evil wereturkey Matar Klukar. They are a cross between humans and axe beaks. They are tall, gangly humans with black feathers and round, pudgy bellies. Their legs end in three-toed, clawed feet — a throwback to their axe beak side. They are vaguely intelligent and capable of fighting with weapons.

Dirty Bird (Human/Axe Beak Hybrid): HD 3; AC 6[13]; Atk claw (1d6), spear (1d6) or longbow x2 (1d6); Move 12; Save 13; AL C; CL/XP 3/60; **Special:** darkvision (60ft).

THE GOBBLER

Below are statistics and a description for the Gobbler, in the event he should become a standard part of your campaign.

THE GOBBLER

Hit Dice: 15

Armor Class: 0[19]

Attack: beak (2d6), 2 foreclaws (1d8), 2 rear claws (1d6)

Saving Throw: 3

Special: +1 or better magic weapons to hit, boiling gravy, darkvision, dreaded mashed potato, gaze of gluttony, immune to fire, magic resistance, resist cold and lightning, spell-like abilities, stuffing spores

Move: 12/12 (flying)

Alignment: Chaos

Challenge Level/XP: 21/4700

Resembling an immensely overweight vrock, the Gobbler is nearing demon prince status. Quietly and secretly gobbling souls by the millions, his bulk and girth have grown with his voracious appetite for evil. The Gobbler recently began granting fiendish powers to his select few followers and set them on the mission of helping him fill his level of the Abyss with souls of the damned for him to feast upon. His disgusting appetites consume him, and even his fowl powers of evil are centered around them.

Once per day, the Gobbler can emit a wave of boiling gravy from its mouth in a 50-foot cone. Every creature caught in this wave takes 4d6 points of fire damage and is stunned for one round (half damage and no stunning on a successful saving throw).

One per day, the Gobbler spends two rounds performing the dreaded mashed potato, a dance of mincing, shuffling, corpulent undulations, billowing feathers, and terrible screeching that foretells great destruction. At the end of this dance, a gruesome shockwave emanates from the Gobbler. All creatures within 60 feet of the Gobbler take 8d6 points of damage (half damage on a successful saving throw).

Any creature within 30 feet of the Gobbler who meets its gaze must spend the next 1d6 rounds gorging itself on anything even remotely edible. While gorging, the creature cannot do anything except stuff its face or move toward a source of food. A successful saving throw resists the urge to gorge. Creatures can fight the Gobbler with a -4 penalty to avoid its gaze.

A 15-foot spore cloud surrounds the Gobbler. Anyone who enters this cloud must make a saving throw each round or take 1d6 points of damage as bread mold grows across their body. Anyone affected by the stuffing spores makes continued saving throws with a -1 penalty. Emptying a vial of holy water on a target can end the growing mold.

The Gobbler: HD 15; AC 0[19]; Atk beak (2d6), 2 foreclaws (1d8), 2 rear claws (1d6); Move 12 (fly 18); Save 3; AL C; CL/XP 21/4700; **Special:** +1 or better magic weapons to hit, boiling gravy (1/day, 50ft cone, 4d6 damage and stunned, save for half damage and no stunning), dreaded mashed potato (1/day, dance for 2 rounds, 60ft concussive blast does 8d6 damage, save for half), gaze of gluttony (30ft range, save or spend 1d6 gorging on any nearby food, can fight with a -4 penalty to avoid gaze), immune to fire, magic resistance (50%), resist cold and lightning (50%), spell-like abilities, stuffing spores (15ft spore cloud, save each round or 1d6 damage, anyone affected takes a -1 penalty on continued saves). **Spell-like abilities:** at will—*charm person, darkness 15ft radius, detect magic*; 3/day—*fireball, hold person*; 1/day—*wall of fire*.

KILLER CRANBERRY BUSH

Hit Dice: 4

Armor Class: 7[12]

Attack: 2 tendrils (1d6 + implant seed), 2 flower darts

Saving Throw: 13

Special: germinate, immune to lightning, implant seed, resist cold and fire

Move: 0 (immobile)

Alignment: Neutrality

Challenge Level/XP: 4/120

Killer cranberry bushes are green bushes covered in clusters of bright red cranberries. The bush attacks with two tendrils that can slash at creatures within 10 feet. If a tendril hits, it implants a cranberry seed (save avoids). The seed germinates quickly as it grows and expands, dealing 1d6 points of damage each day to the host. *Cure disease* ends the ongoing damage. The cranberry bush can shoot two flower darts up to 30 feet each round.

Killer Cranberry Bush: HD 4; AC 7[12]; Atk 2 tendrils (1d6 + implant seed), 2 flower darts (1d6); Move 0 (immobile); Save 13; AL N; CL/XP 4/120; **Special:** germinate (implanted seed grows quickly, dealing 1d6 damage per day), immune to lightning, implant seed (save to avoid germinating), resist cold and fire (50%).

WERETURKEY, LYCANTHROPE

Hit Dice: 5

Armor Class: 6[13]

Attack: claw (1d6), beak (1d8) or weapon (1d6)

Saving Throw: 14

Special: +1 or better magic or silver weapons to hit, darkvision, lycanthropy

Move: 12/12 (flying)

Alignment: Chaos

Challenge Level/XP: 6/400

Wereturkeys are often found in pastoral settings such as farms or small villages. They can assume the form of a large turkey, a human, or a bipedal, turkey-like hybrid of the two forms. Wereturkeys are able to fly while in turkey or hybrid form.

Wereturkey, Lycanthrope: HD 5; AC 6[13]; Atk claw (1d6), beak (1d8) or weapon (1d6); Move 12 (fly 12); Save 14; AL C; CL/XP 6/400; **Special:** +1 or better magic or silver weapons to hit, darkvision (60ft), lycanthropy.

APPENDIX B: NEW MAGIC ITEMS

Below are new magical items found in the adventure.

CURSED ITEM

HORN OF DEVOURING

This large horn appears to be a magical *horn of blasting*. Once placed to the lips to sound, however, the mouthpiece of the *horn of devouring* expands around the head of the blower and begins to devour them (taking 1d6 points of damage each round). Up to three allies of the horn blower can attempt to pull their ally out. Those who try must roll 1d6 per hit die and add the totals. The horn is treated as an 8HD creature (and rolls 8d6). The higher total wins. The victim is consumed in 1d4 rounds, never to be seen again.

GREATER MISCELLANEOUS MAGICAL ITEM

CORNUCOPIA OF GLUTTONY

This enchanted, curved cornucopia is made from a gigantic ram's horn and brings severe hunger to any who fall victim to its magical effect. The horn can be sounded once per day and projects a 60-foot cone of sound from the blower in a direction of their choosing. It can be properly winded only by a follower of the Gobbler. Those within the cone must succeed at a saving throw or be overwhelmed with insatiable hunger for 1d3 hours. As soon as the hunger pangs strike the victims, the horn pours forth copious quantities of delectable foodstuffs at a rate of 10 pounds per minute. Unconsumed food piles up around the horn as it continues to produce food until it is deactivated or until no one who is able to keep eating is left within 20 feet of the horn. Anyone failing their saving throw immediately begins eating and are effectively distracted by their consumption activities. No amount of eating can satiate the hunger, which causes the eater to lapse into unconsciousness in 30 minutes from overeating. If prevented from eating by being restrained or from a lack of food, the inflicted individual begins taking 1d4 points of acid damage each round from severe stomach acid production and muscle cramping (unconsciousness stops this effect). *Remove curse*, *wish*, or *purify food and drink* cures the subject immediately.

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ADVENTURES
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Feast of the Gobbler

by Casey W. Christofferson

Feast of the Gobbler is an adventure for 4–6 characters of 3rd–5th levels. The party should include at least one cleric, a magic-user, a thief, and two or three fighter types to handle the brunt of any full-throttle combat the party may face.

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