

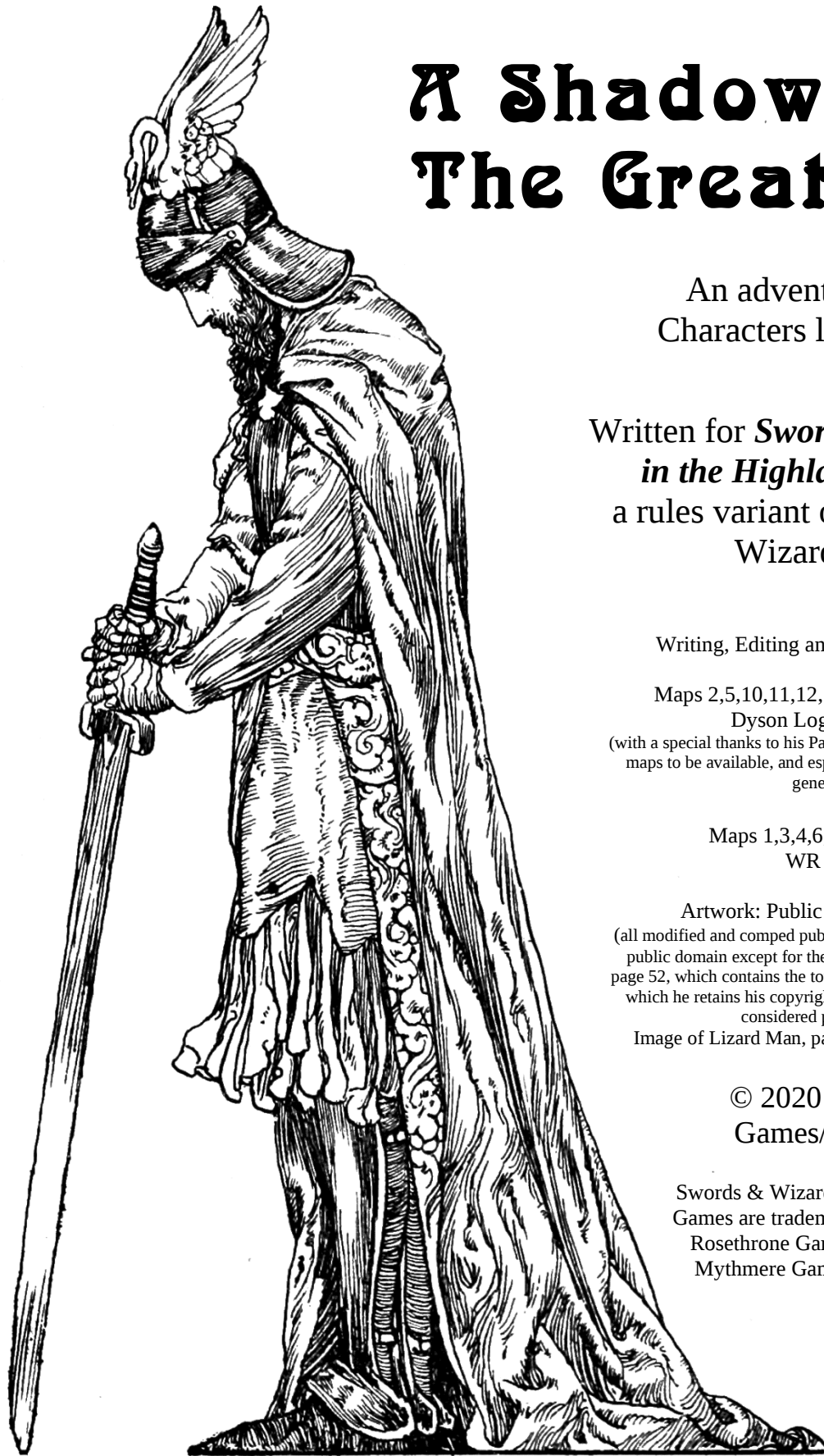
A Shadow Over The Greatwood

An Adventure for Characters Levels 5-7 set in the Rosewood Highlands



WR Beatty

A decorative flourish consisting of a horizontal line of stylized leaves and vines, with a vertical line extending downwards from the left end, forming a corner piece.
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A Shadow Over The Greatwood

An adventure for
Characters levels 5-7

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Wizardry*.

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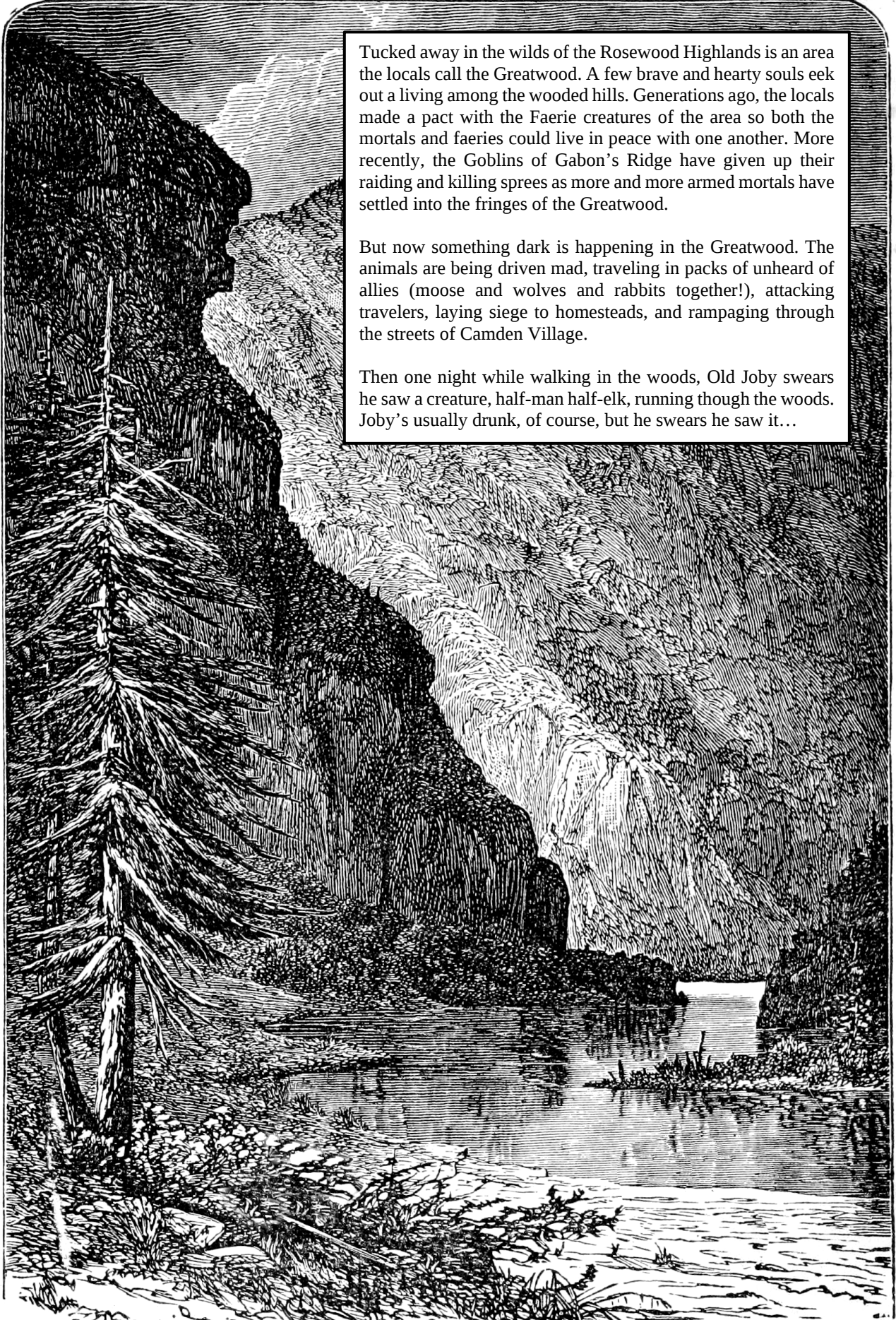
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A Shadow Over The Greatwood



Tucked away in the wilds of the Rosewood Highlands is an area the locals call the Greatwood. A few brave and hearty souls eek out a living among the wooded hills. Generations ago, the locals made a pact with the Faerie creatures of the area so both the mortals and faeries could live in peace with one another. More recently, the Goblins of Gabon's Ridge have given up their raiding and killing sprees as more and more armed mortals have settled into the fringes of the Greatwood.

But now something dark is happening in the Greatwood. The animals are being driven mad, traveling in packs of unheard of allies (moose and wolves and rabbits together!), attacking travelers, laying siege to homesteads, and rampaging through the streets of Camden Village.

Then one night while walking in the woods, Old Joby swears he saw a creature, half-man half-elk, running through the woods. Joby's usually drunk, of course, but he swears he saw it...

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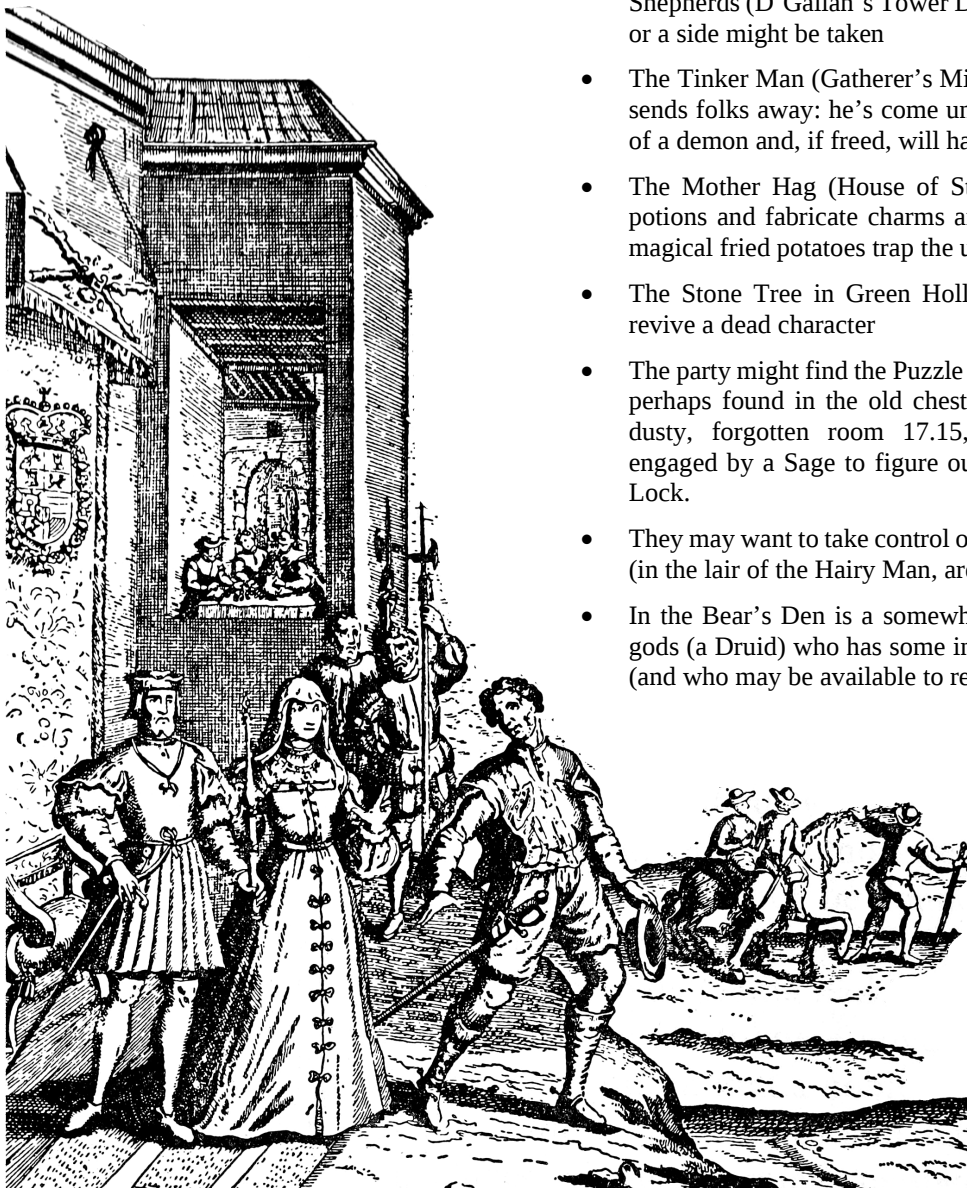
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Adventure Background

Kelin Oakbender, a dark druid and worshipper of the old gods, wandered through the region a several weeks ago. A fantastical defender of nature, Kelin was mauled by a Grizzly Bear and nearly died. Holed up in an old, abandoned tower, the dark druid slowly recovered, and slipped into insanity. He became convinced that the natural world has become imbalanced, that civilization was driving animal to madness, that the wave of human encroachment into the ancient wilds had to stop.

Guided by an unseen force and fueled by his insanity, Kelin completed a ritual invoking the Hart of the Wild, nature's primeval champion. The Hart of the Wild, an ancient evil god, possessed the dark druid and has been wreaking havoc on the countryside since.

The evil Spirit that is the Hart of the Wild influences the wildlife of the region, though the Spirit must actively focus to do so. The wild animals of the region experience this influence as "the call to the Ravenous Hunt." This drive has driven some of the animals in the region to insanity.



Running the Adventure

The Hooks and Rumors (pages 6-8) should be enough to move things along. There is no "one way" to complete this adventure, though the town and the region will suffer greatly if the Hart of the Wild is not banished back to its other-dimensional prison.

There are various mini-adventure opportunities within this adventure as well, some hinted at in some of the rumors that persist in the region:

- The "Main" adventure: find the source of the animal attacks and put them to an end (D'Gallan's Tower) though the party may be on a mission to recover a book for Suberian the Blue (D'Gallan's Tower) or sent by the Holy Church (Camden Village)
- In the village: the priest is hiding goblins in the church which may lead to unintended consequences
- Bolus' quest to find the magic book for Suberian the Blue (D'Gallan's Tower) which might conflict with the party's objectives
- The enmity between the Stone Mistress and the Deep Shepherds (D'Gallan's Tower Dungeon) might be exploited, or a side might be taken
- The Tinker Man (Gatherer's Mill) has shut up his doors and sends folks away: he's come under the spiritual domination of a demon and, if freed, will happily reward his savior(s)
- The Mother Hag (House of Stones and Bones) can brew potions and fabricate charms and "raise the dead," but her magical fried potatoes trap the unwary
- The Stone Tree in Green Hollow might be sought out to revive a dead character
- The party might find the Puzzle Lock Page (page 95 and 99), perhaps found in the old chest in D'Gallen's tower in the dusty, forgotten room 17.15, perhaps they have been engaged by a Sage to figure out the mystery of the Puzzle Lock.
- They may want to take control of the Mother Hag's Soul Egg (in the lair of the Hairy Man, area 8)
- In the Bear's Den is a somewhat terrified priest of the old gods (a Druid) who has some insights into what is going on (and who may be available to replace a dead character...)

Hooks/Getting the Party Involved

Many of these hooks can be combined, of course, to give the party a compelling (and possibly financially lucrative) reason to come to Camden Village.

1. The party has been hired by noted demonologist Suberian the Blue to find a rare book called *The Masterful Works of Nuatha of the Silver Mages: On Immortality*. He paid them 10000 gp to seek out the book and has offered them 20000 gp for its safe return. He knows that the book was once in the possession of a descendant of Abnar D'Gallen who was murdered by the people of Camden Village hundreds of years ago. He believes the book should be in the wizard's tower and that the tower is probably haunted.

He has given them a **Talisman of True Recall**, a brass coin with his sigil emblazoned on the face. The Talisman, he promises, will magically return them to Suberian so they can claim their reward and he can claim his prize. And the talisman will return the one holding the manuscript to Suberian's summoning chamber (when the word "Return" is spoken), regardless of who is actually holding the Talsiman. The unfortunate victim will be magically bound and held [as hold person spell] at which point Suberian will take the manuscript and banish the unfortunate to the Outer Darkness.

2. The party has been sent as agents of the Church of the Holy Saints to investigate rumors of wild animal attacks and a report that the local Lighbringer in Camden Village (one Gavin by name) has been acting strangely. Several villagers (including the head of the Cooper family) are concerned.
3. The party either finds the Puzzle Lock Page (page 95 and 99) in a treasure cache maybe as part of a treasure map, or they find it tucked away in a journal, or they are commissioned by Desalis the Sage of Fenwood to find the Puzzle Lock and the rumored treasure that his behind it (alternately may be found in the chest in D'Gallen's Tower, 17.15)
4. As the party enters the area, traveling to some other place, wild animals begin acting very aggressively. Even generally harmless animals attack without provocation.
5. As the party comes into the village, a man is running down the road screaming, with six or eight weasels swarming over him, biting and clawing as he thrashes about trying to dislodge them. If no one intervenes, he will fall to the ground in 1d4 rounds and die (throat gash from a weasel) two rounds later. People in the village are unfriendly and afraid.

6. Traveling on the road, the party is attacked by three elk and two wolves...at the same time.
7. If traveling on horseback, small animals (rabbits, skunks, porcupines, and the like) dart out and nip at the horses' legs. 1-in-6 chance of causing the horse to react (kick, buck, etc.). Riders must make a Dexterity check or be unhorsed (proficient riders gain a +2 to the check). Any unhorsed character is set upon by 4d4 small animals.
8. The party comes into the village, no people in the streets, crops are untended, doors and windows are shut up tight. People are unfriendly and afraid. Any door they knock on will remain locked with a shout of, "Go away!"
9. The party encounters a group of about a dozen armed villagers (mostly pitchforks, shovels and clubs, though all have slender daggers and one has an old, rusty sword) searching for a child. They are distrustful of strangers (as they don't know the root cause of the animal uprising) and try to give the party a wide berth. If engaged, they will give short, pointed answers unless the party has some proof that they, too, have been attacked by animals (and, even then, the villagers will be skittish). Finding the lost child and returning him unharmed will ingratiate the party to the village. Returning the child's body will cause the village to look at the party with suspicion. Ending the threat (with proof), the party will become regional heroes (whether or not the child is returned).
10. Caravan Guards: Escorting a merchant thorough the wilderness, the tried-and-true cliché hook, but with a twist: The caravan includes a young woman with a baby who is fleeing from an abusive noble (where she had been a servant, mistreated by the lord and lady), trying to get to Camden Village and her relatives, the Coopers (the Big House, Camden Village area 1.5). While traveling on the road close to the shabby watering hole that is Camden Village, the caravan is attacked by four moose, three wolves, three wild boar and two mountain lions.



Rumors in Camden Village

1. "The animals are gettin' all stirred up by them Goblins up at Gabon's Ridge. Folks say live and let live, but I say, kill 'em all and let the Saints sort 'em out, you know?"
2. "Ain't been a good harvest since we had that early spring eight or ten years ago. Been hard going. Now there's wolves comin' into town, they say a moose destroyed the Kenner's barn, and, I swear to the Saints, rabbits and squirrels are attacking people. Ain't nobody died, but they say old man Cooper'll probably lose his hand and Hurdy's gonna walk with a limp."
3. "A bunch of traps suddenly in the Greatforest. Bandits or Goblins or worse."
4. "Them Brown Cloaks came through here last week. Said something about somebody stirring up the old gods and they were going to put it right. Ain't come back. Guess they ain't found nothin' yet. Or... maybe something found them..."
5. "I heard tell the witches is stirring up the fairies in the woods and that's what's got the animals going crazy. They finally went and broke the pact, and that's for sure."
6. "Allys said she saw a bunch of squirrels swarm up on an elk and take it down in a flash. Said she never ran so fast in all her life."
7. "The lightning was so bad the other night, and the rain. Ain't seen nothing like that since... oh, I guess since I was a little boy. They say every tree on Ghost Hill was hit by lightning. Sure thing I'm not going out to find out. Bet them spirits is all in a frenzy."
8. "I swear to the Saints that Joby says he heard a cougar talking, or at least trying to talk. Said it sounded like it was saying "home" or "going" or somesuch. Ain't too sure, 'cause Joby drinks. Then he said the thing up and exploded! Blood everywhere! Can't say nothing about no animals talking, but I saw the mess of the carcass when I heard Joby screaming. He was covered in blood... it was everywhere... The old boy's been drunk ever since..."
9. "I swear the old gods is angry. I know the Lightbringer says they ain't real and all, but the Saints don't seem to be doing us no good right now, either. The parson's been acting all curious the past couple of days. I bet he probably knows it's the old gods, too..."
10. "I bet it's the old hag up in Hangman's Hollow who has all the animals acting so strange. She's a witch for sure and she never did like us being around. Probably put demons in the animals or somesuch."
11. "It's the fairies. I seen 'em lots of nights out in the Greatwood. They dance and call to you. Don't go after 'em, they'll eat you for sure. Gorban's kid went down there and never came back."
12. "Seen a dragon fly over town a couple days back. Well, it was pretty far off over the wood, truth be told, but I swear I saw it. Been keeping one eye on the sky ever since."
13. "Something big and hairy that walked like a man but with horns like an elk was in the woods the other night. I heard it snort and stomp and then... I swear it turned into an elk and ran off. I'm going to pack up and go to my brother's. Do you think the road is safe?"
14. "Little Algan ran off in the woods and some of the boys are off looking for him. Hope they find him."
15. "Too many folk are gone missing. I don't know if they've run off or if something's taking them but I don't sleep good at night no more."
16. "Heard tell that up at Jacob's Well they sent the militia out 'cause they got these bedeviled animals too. Not one man came back."
17. "Old Joby knows the river like the back of his hand. Drunk or not, he's your man."
18. "Joran the Trapper come through a while ago. Said there's a problem up Stoney Creek Ford with the beavers damming up the creek. He looked mighty worried, though."
19. "The Parson's got the church all locked up most of the time. He's a good man, I think, but he's up to something and I bet it's no good. Or it's a woman. I seen him looking at some of the girls sideways, I tell you. Saints save us if we lose our Lightbringer."
20. "It's the spirits on Ghost Hill what's doing all this weirdness. I've seen 'em out flying at night. They'll take your soul if you don't ward 'em off. Folks say the old witch in the Hollow knows how to keep 'em away and maybe even controls them somehow!"



Rumors About the Region

1. "They say old Joby saw some kind of beast man up by the Harvester's Ferry. 'Course, he's always drunk do I wonder what he really saw?"
2. "The Old Tree Ladies up on Green Hill probably know more than anybody around here about stuff that goes on in the Greatwood. Thing is they're so changeable. Never know what they're gonna say or do. But we uphold the Pact and we won't never stop."
3. "There's a giant, hairy man who wanders the woods at night. Some say he's a Bog Ghost who eats children after storms. Probably just a story, but I seen him all lit up by lightning one night out by the Ferry and I tell you I took off running and didn't stop 'til I got back home and barred the door."
4. "Be careful of Green Hollow. The fairies up there ain't evil or nothin', but they don't follow the Pact like the Tree Ladies do. They'll bedevil you 'til you don't know what way is up anymore."
5. "There's an old tree made of stone out in the Greatwood. My grandpa used to tell stories about the Dwarf-men who carved the deep mines looking for gold. They made the tree somehow. He told the story of Little Blue Eyes who stole a leaf from the Stone Tree and used it to kill the Witch of Blackthorn."
6. "The Gatherer has shut down his mill. Too bad, too, 'cause I need to get my plow mended. You know anybody any good at metal work?"
7. "The folks from the East Farms has all run off. Some of 'em are staying in the Village, but a lot of them just left, said they'd go somewhere safer, even indenture for a year or two to get out of here. Takes all kinds, I suppose."
8. "There's tombs all over the hills, they say. I only ever been up in the Tomb of the Old Kings, up on Big Gusty. Done the Ghost Hole climb a couple 'o times. Ahhh, but that's for the youngfolk now. You know what it's like to be young. Sneaking off to prove yourself or to steal a kiss or, well, you know what it's like to be young."
9. "Gabon's Ridge hasn't been safe since before my Grandma was born. She said she remembered trees and flowers and a good old fairy ring. It's all black and ruined now, like whatever the dragon spit all over the ground poisoned everything, and nothing grows. Well, nothing but the ants."
10. "Be careful out on Old Stone Bridge. The animals are crazy. Like they're guarding it or something."
11. "The Harvester in the North Swamp is a curious man! I hear tell he married a swamp fairy and that he can command the bog beasts. I wouldn't never go up there. No sane person would. 'Course if you wanna cross the Whitewater, he's your best bet."
12. "I hear there's lights flickering at night out on the Swamp. Probably Will-O-Wisps or fairy lights or some other fairy craziness. Can't trust 'em. Dunno, though. Since the animals all gone crazy, it's anybody's guess these days."
13. "If you want to find shelter at the Old Waystation, you better have a lot of coin."
14. "Don't go crossing Stoney Creek at the Old Stone Bridge. Gus said a moose looked at him funny when he was up there and all of a sudden there was six coyotes standing beside the moose! It ain't natural."
15. "They's angry spirits up on Ghost Hill now. Wouldn't go up there if I was you."
16. "There's bears up on Widow's Peak. I wouldn't go up there unless Lukan the Bear Friend is with you. I wonder if he's gone mad too..."

New Rules

Person Turns of Work

Occasionally, the text will call out the fact that it takes x-person turns (or rounds or hours) to accomplish a task. If four characters work four turns each, the total is 16-person turns of work. This rule is often used for digging through rubble, finding treasure in a pile of refuse, etc.

Drowning Rules

Generally speaking, a character can hold his or her breath underwater for a number of "segments" (if using a one minute combat round) or "rounds" (if using a six second combat round) equal to his or her Constitution Score. Once that number of rounds is reached, he or she must Save vs. Petrification each subsequent segment or round until rescued or the character drowns.

Drowning rules can be applied to creatures by simply assuming they have a Constitution score equal to 9 plus their Hit Dice.

Diminishing Dice

Occasionally the adventure will call for "diminishing dice." This means that for each prescribed length of time (round, turn, day, etc.) roll the indicated die.

If a 1 or 2 is rolled, the next time the die is rolled use the next smaller die. Continue until a 1 or 2 is rolled on a d4, ending the diminishing dice chain for that effect.

So, if poison damage has a diminishing dice effect, the first round roll d6 for damage. If the damage is 3-6, roll the d6 for the subsequent rounds, as long as a 3-6 is rolled. If a one or a two is rolled, the next round use a d4 for damage. If a 3 or a 4 is rolled, continue as long as 3s or 4s are rolled. If a 1 or a 2 is rolled on the d4, the damage ends that round.

Camden Village

The village proper is surrounded by a log palisade with makeshift gates at the north and south entrances. Most of the buildings are timber frame, solidly built. The bridge across Stoney Creek is wood but is sturdy enough for even the heaviest of wagons in the area to cross.

Camden Village is a generally poor town, though the people look after one another. Most common items can be found here, though some are improvised by the townspeople, suitable for their own use. Every villager is a minor craftsperson (that is: able to fabricate a variety of small items and goods from leather, wood, clay, etc.)

A few buildings (marked with an “x” beside them, see map) have broken doors and torn shutters. Most buildings are boarded up, shuttered and locked. The occasional muffled sound of a baby crying or someone talking comes from within the buildings. Some of the locked doors and shutters are scratched (some very deeply) and the ground around all the buildings has been tramped down. Every variety of wild animal dung is scattered about.

The people of Camden Village are a distrustful lot. They have suffered under the hand of charlatans and bullies numerous times over their 200+ year history. Justice in Camden is swift and rigid. While most crimes are committed by outsiders, occasionally a villager will get out of hand as well.

Justice in Camden Village

All punishments are meted out by the Village Council.

There are two punishments for crimes:

Lesser crimes (theft, cheating, lying, etc.) are punished by time in the stocks (see 3 Tavern, below), in the center of the clearing to the northwest of the Tavern, an area used for a weekly market. The perceived severity of the crime (and the influence or lack thereof of the perpetrator and/or victim) means that sometimes the punishment doesn't seem to fit the crime, though generally the people of the village accept this system.

Greater crimes (arson, murder, rape, etc.) are punished by marching the perpetrator(s) to Hangman's Hollow and petitioning the Old Lady of the Hollow (or the Witch of the Hollow) to “deliver justice as demanded by the old ways!” (see Hangman's Hollow in the Greatwood, below, and the Mother Hag in the appendix).

NOTE: Information about what the locals typically know about specific locations within the Greatwood are found in the introduction to the wilderness part of the adventure found on pages 12 and 13.

If the Party Sacks the Village:

Some players want to squeeze every gold piece and every experience point out of an adventure. The Big House has 600 gp and 300 sp as well as 280 gp worth of jewelry and items (like silver candlesticks). The Church has 240 gp and 450 sp and 900 gp worth of silver and gold sacred items (chalices, candlesticks, etc.). The rest of the village has about 100 gp and 400 sp in coin and about 500 gp in trinkets heirlooms.

The People of the Village

About 130 people would call Camden Village home, many of them in homesteads and farms outside the palisade walls. Some of the more notable personalities are:

Algan: little boy (6 years old) who ran off to chase a talking squirrel, son of Ethan and Dora who live within the village proper. Algan is curious and easily distracted.

Allys: A young girl who saw squirrels kill an elk. She is overly dramatic and selfish.

Aren: The tavernkeeper, good natured, honest, helps people as best he can.

Hurdy: Squirrels and Rabbits attacked him, will walk with a limp for the next year or so... lives in one of the shacks by Old Joby.

Kenner: Farmer in the Greatwood, his barn was destroyed by a moose. Having fled his farm, he is staying with the Coopers in the Big House.

Old Joby: 74-year-old fisherman and moonshine distiller, lives in one of the shacks (area 1.6). Drinks until he blacks out, sleeps for a few hours, wakes up screaming from nightmares of exploding animals and people, drinks some more to forget... Manages to maintain his still perfectly, though hasn't fished in a week and hasn't eaten anything substantial in three days. If the drunk cycle is broken (no drinking for 6 solid hours, hot meal, cold bath), he can recount the story of the talking and exploding cougar. It really did try to talk, saying, “Home,” and “Go on” or “Going,” and “Wild Heart” (he thinks). It really did explode (the back of his house is still stained with blood, with a full Joby outline void...).

Old Man Cooper: Patriarch of the Copper family, well regarded in town. Attacking rabbits mangled his hand and most people think he will lose it.

Parson Gavin: The local Lightbringer (as men of God are called in these parts), Gavin has a strong faith in the Saints, he loves the people of Camden village and he is well respected, even though he is a young man (early 30s). He has been somewhat evasive lately...

Widow Esella: This widow woman makes her living however she can, sometimes as a fortune teller, sometimes as a midwife, sometimes in less dignified pursuits (she is secretly friends with the Mother Hag at Hangman's Hollow).



1. Camden Village Map Key

1.1. The South Road

This leads to more civilized areas, such as they are in the Rosewood Highlands. The people of the area call this region the South Hills. A half dozen farms and homesteads are within a few miles to the south, all of whom consider Camden Village their home, the villagers their neighbors, the weekly market their source of goods and gossip. They have thus far been unaffected by the plague of animal attacks.

1.2. The North Road

The road here leads through the Greatwood (as the locals call it) past a half dozen farms and homesteads, all of which are abandoned, crops untended, livestock dead and rotting in the paddocks. The wild animals in this area are aggressive.

The road itself continues across Old Stone Bridge then through the forest to a tiny unmapped and unnamed village (beyond the east edge of Map 1 - the residents simply call the village home and the folks of Camden Village just call it The Hamlet). The road continues north and east past Stoney Creek Ford and then turns north to the northern trade routes.

1.3. The Tavern

This is the local gathering place, village council hall, rumor mill and general store.

While there is a weekly market which gathers in the large area northwest of this building (where the **stocks** are located, see intro), the **tavernkeeper (Aren)** keeps a number of general items on hand (a few tools, lamp oil and candles, a few sheets of parchment and a couple inkwells, etc.). If he doesn't have it, he probably knows somebody in the village who can make it (or at least try to make it).

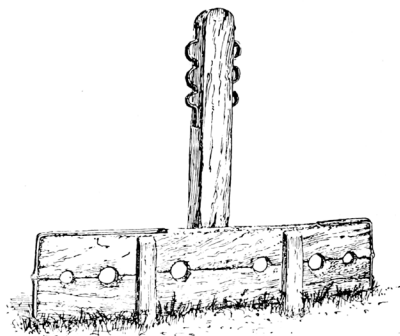
Normally, 2 rooms are available to rent (6sp/night per person, each room has three beds). If demand is great enough, Aren will move his family out of their rooms for 2 gp/night per person (3 rooms, each can sleep 2 or 3 people).

Food at the tavern is above average in quality, costing about 3 sp per meal.

Calling a Village Council Meeting

If a village council meeting is called for any reason, every adult in the area will show up. Many of the **rumors** from the rumor chart will come up at least once and all the people will be on edge, bickering with each other, sometimes about things they agree on!

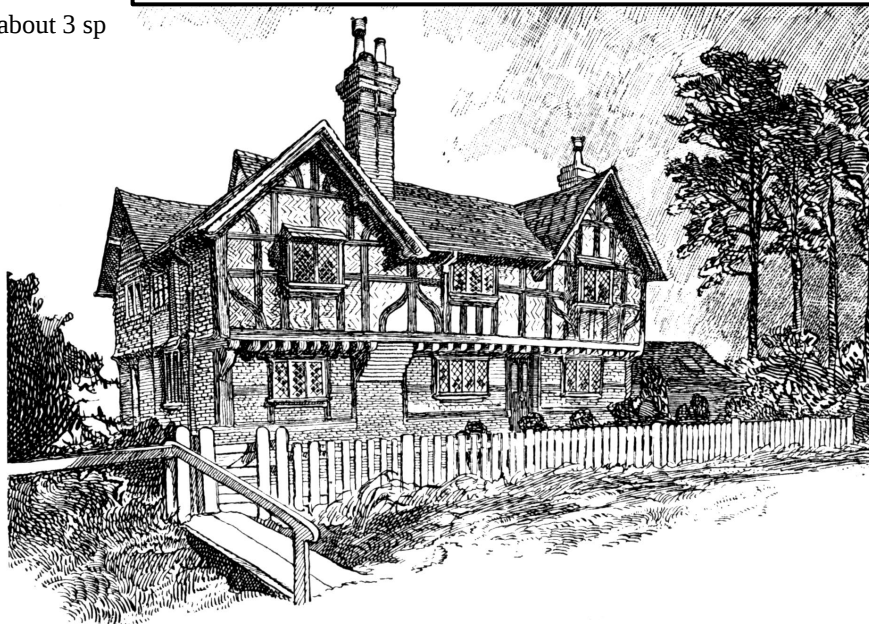
A Council gathering to mete out justice against a party of strangers will be divided: many people will want to put the perpetrator(s) in stocks or send them to Hangman's Hollow, but a very vocal group will want to get a potion from the Witch of Hangman's Hollow that will make the party help the village (no one is actually sure she can make such a potion, but those who start calling for this option will sound very confident!).



The Village Council

Any time a village council is called, people will be talking over one another, angry and afraid. A variety of the rumors will come up as people bicker back and forth. Below are points that are likely to be made if the party wants to help Camden Village.

- They need an answer to the aberrant behavior of animals in the area
- They are worried about the child (Little Algan) who ran off and the villagers who went after him
- They believe this is a world-wide problem
- They are afraid the goblins who hide out around Gabon's Ridge are responsible
- They are afraid fairies might be responsible, but they don't know how to find out
- Some believe the Old Lady of Hangman's Hollow knows something about what's going on, but they are all afraid of her (believe her to be a witch)
- Some believe the tower on the hill has something to do with the problem, though they have just a vague dread about it (the oldest might remember stories of the crazy wizard who used to live there)
- They have little to offer (about 300 gp can be pooled, most from the Coopers) to reward strangers
- They believe the goblins have some powerful magic
- Anyone who helps the village will be hailed as a hero and an annual celebration in their name will be held, land will be offered, fealty will be offered



A Shadow Over The Greatwood

1.4. The Chapel

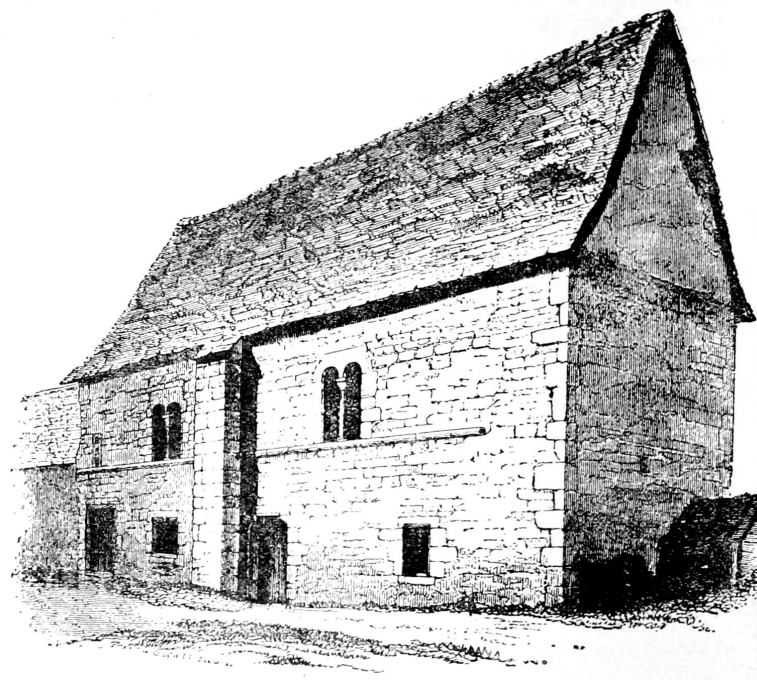
A stone two-story building, the sturdiest in the village, the chapel is dedicated to the Church of the Holy Saints. Most of the villagers attend regularly and like the Lightbringer, Parson Gavin. Lately the Parson has been acting very strangely, hurrying people out of the building after worship, keeping the doors locked.

Perceptive characters might discover some Goblin footprints around the chapel intermingled with the cleric's boot prints and many animal prints...

Seven Goblins have sought refuge/sanctuary in the chapel, fleeing from the "dark beast man" who sent the bears and turned the wolves against the Goblins. Parson Gavin the Lightbringer has been hiding them in the vestry and has been doing his best to keep them safe, to keep them hidden from the villagers and to convert them to the faith of the Holy Saints.

What the Goblins know

- Their tribe set traps in the woods when the animals of the area started acting strangely
- The "dark beast man with horns" stood outside their home and made their own wolves turn against them
- The "dark beast man" can control animals and sent bears and mountain lions and beavers to kill them
- These seven Goblins were returning home from gathering nuts and berries when they saw this (actually, they had raided one of the homesteads and had stolen a couple goats and eight chickens... which were delicious)
- They swear they don't want to hurt anybody and they just want to be safe (and that is true – right now, they don't want to hurt anybody... But they still hate people and when they are released, they will join another Goblin tribe and tell their new chief everything they know about Camden Village)



1.5. The Big House

Built by the wealthiest family in town, the Coopers, who are well regarded (they are generous and helpful people) and their opinion is very influential, this two-story timber frame house has a gabled, slate shingled roof.

Old Man Cooper was attacked by rabbits (!) and may lose his hand. He is concerned that the Lightbringer in town has been acting very strangely and has sent word to Parson Gavin's superiors. If somehow the party can convince Old Man Cooper of their good intentions, they will be welcomed by the whole village.

Kenner, a farmer and homesteader whose house was attacked by animals (and barn was destroyed by a moose, K on the Greatwoods Outdoor Map, area 2, Farms and Homesteads) is staying with the Coopers while he recuperates.

1.6. The Shacks

The poorest of people live here:

- Joby** the Fisherman and moonshiner
- Hurdy** (the ne'er-do-well), Joby's best friend
- Widow Esella**

While these people have almost nothing, the local townspeople take care of them and care about their well-being.

The Other Buildings

The unmarked buildings are homes and businesses, whatever the GM needs them to be for the sake of the adventure or campaign.

Use the chart below for random normal encounters with villagers (roll 2d12, one for each column):

1d12	Villager(s)	Doing...
1	Dagough (m)	Carrying a sack of grain that is leaking, leaving a trail from lover's house to spouse
2	Doneen (f)	Searching for lost cat or dog
3	Nolra (f)	Yelling at (another random villager)
4	Ailor (m)	Running away from a weasel, 50% chance the weasel is simply running in the same direction, 50% chance the weasel is possessed by the Hart of the Wild
5	Conghus (m)	Leading a stubborn mule or a cow or a swaybacked horse
6	Kellaith (f)	Dragging an unruly child by the ear, berating him
7	Eochart (m)	Looking for another random villager
8	Lomough (m)	Looking for Parson Gavin
9	Unla (f)	Looking for a lost coin
10	Gilac (m)	Carrying a bottle of Old Joby's moonshine
11	Lochlin (f)	Angry or panicked having seen a goblin in the village last night
12	Tigla (f)	Walking and talking with another random villager about an animal attack

The Greatwood

The Greatwood is what the locals call the forest east and north of Camden Village (west and south they call the South Hills). It is a hilly region of mixed forest, primarily deciduous trees (oak, maple, cherry and, of course, Rosewood Cherry trees) with some pine and hemlock.

Many animals call the wood home and hunting is usually bountiful. The people of the region live off the land easily, supplementing their crops and herds with small game, the occasional deer or elk and fruit and nuts found abundantly in the wood.

Trails and small **streams** crisscross the Greatwood, game trails, hunters' trails, even the fairies of the area have created some trails. The **road**, rough though it may be, is serviceable all year long and brings some trade through the area.

Greatwood Locations

Abernath's Islands

Just a little south of Old Stone Bridge, the locals generally avoid these islands because they are haunted. Deeply overgrown on the larger (northern) island is an ancient monastery (1200 years plus old) haunted by 40 or more Unquiet Dead, protecting a cache of holy scriptures and a small meadow of Snowdrop flowers. On the smaller (southern) island is interred the body of a True Giant (an unmarked grave), buried with treasure (300 giant gold pieces, worth 3 gp each, a weighty silver medallion the size of a dinner plate, worth 1200 gp and a 12-foot-long sword). Robbing the giant's grave brings a curse (save vs. spells to negate): reactions with giants are at -2, until remove curse is cast.

Big Gusty Hill

Big Gusty is, as its name implies, a gently sloping hill constantly assailed by moaning wind from the north. Trees sway constantly, creaking and rustling. If giving directions, the locals will usually refer to the swamp side (east) or the river side (west) of the hill. The Tombs of the Old Kings (Greatwood area 9, page 26) are well known by the locals who have partly explored them and taken what they believe to be all of the valuables from the tunnels.

Unknown to the villagers, though they might whisper in drunken rumors, a strange creature known only as "The Hairy Man" lives somewhere on the swamp side of Big Gusty (The Greatwood Area 8, page 25).

Camden Village

Usually a sleepy little hamlet that maybe 130 people call home. Now Camden is shut up tight, people are afraid because of all the strange things that keep happening. Under normal circumstances, strangers are welcomed, embraced even, with their "news from beyond the Greatwood" (as the locals would say), but now they distrust everyone. The village is more fully detailed above (pages 9-11).

Four-Mile Hill

The eastern border of Green Hollow, Four-Mile Hill is a steep and rocky climb, though a favorite of the local youths, who sometimes dare one another to enter the borders of Green Hollow (see Greatwood area 6, page 19). On the top of the hill is a large stone with generations of graffiti, mostly names and dates, a few lovers' pledges. Separated in four parts (one for each line) can be found the runes from the stone in the center of the Fairy Ring (Greatwood area 3, page 16) and their translation:

For the Woodland Heart
A Gift Is Given
From the Woodland Heart
A Blessing Received

Gabon's Ridge

At the very top of the ridge, the ground is blackened, and no plants grow.

Most people avoid the Ridge because of the Goblins who lair here are still distrusted, even though they have been at peace with the villagers for a generation.

More details in Greatwood area 15 (page 47).

Ghost Hill

The top of the gentle slope that is Ghost Hill is treeless, covered in waist-high grasses and weeds that sway in the continuous breezes here. Most of the locals have witnessed the dancing spirits on the hill at one time or another.

Details in Greatwood area 10 (page 30).

Green Hill

At the crest of this treeless hill are fields of wildflowers and four Rosewood Cherry trees.

Two **Dryads**, sisters, live in these trees and rarely venture forth, though they have fondness for the people of Camden Village and will not wish to see harm befall the mortals. If petitioned, they will speak to anyone from the village freely, other mortals must pay the price of one wildflower per question asked... and the flowers can't be from this hill. The sisters will use their charm person ability to defend themselves if necessary.

The dryads know:

- The mortals of the village are honest and forthright, they honor The Agreement to the spirit not just the letter
- Some supernatural force from the Outer Darkness is stirring up the wildlife in the area to act violently, often against their very nature
- The reach of this dark spirit is growing both in strength and in reach (distance)
- Others have come through here looking for the source of the problem, including some priests of the old gods (who stopped and paid homage to the tree spirits), but none have returned to the village
- Be courteous to all the fairy creatures in the wood and they may be of help

Answers to specific questions:

- The Hairy Man: he is a dear friend of the forest, a gentle soul who listens to our songs for hours. He is incessantly curious. He does not talk.
- The Forest Master: he came to the wood a few days ago. He is a friend to the animals, but no friend of the fairies. He is gruff and sometimes unkind.
- Lukan: the Bearfriend has been unusually nervous since the dark spirit entered the wood. He loves the Greatwood as much as any fairy or mortal who ever lived.
- The Witch in Hangman's Hollow. They don't like her and don't trust her, but she has never harmed an animal nor a mortal who was not deemed wicked.
- The Goblins of the Ridge are gone. Some came to the village a few weeks ago but have disappeared. Occasionally one or two come to Green Hill searching for something. There is something unnatural about them.
- The Spirits on Ghost Hill are mostly harmless, though some wicked apparitions hide among the dancers.

A Shadow Over The Greatwood

Green Hollow

A number of well-kept trails meander through this heavily wooded valley, home to a clan of renegade exiled fae spirits. The locals know to be wary of the fairies of this valley, though they don't always warn off strangers... Any mortals who enter the valley will be subject to the tricks and torments of the denizens.

More details in Greatwood area 6 (page 19).

Hangman's Hollow

Home of the nameless Mother Hag, the trees in this valley always wear fall colors, half bare, and from many sway lifeless corpses (men, goblins, others?), their eyes glowing faintly, day or night. A few corpses are recently dead, many are skeletons, or partial skeletons. Dead leaves crunch underfoot and the steady breeze is chilly. Meadows and clearings in the valley are tilled, growing potatoes, tended by zombie farmers day and night. The Mother Hag lives in the House of Stones and Bones.

The locals don't trust "The Old Witch" (as they call her, except to her face, they call her "Revered Mother") but they know she is always truthful (if enigmatic) and she is always helpful (for a price). Condemned criminals are led to Hangman's Hollow where the Old Witch carries out their sentence.

More details in Greatwood area 11 (page 31).

North Road

While rutted and rough, the North Road is the only clear path from Camden Village to the trade routes to the north and east, with the western part (west of the Old Stone Bridge) claimed by the folks of Camden and the eastern part (east of the Old Stone Bridge) claimed by the folk of the Hamlet, though all of the road is generally kept up and used by folks from both villages.

North Swamp

The people of Camden Village almost never enter the borders of this dank and fetid place, home to the Peat Gatherer and, if rumors are to be believed, Lizard Men and worse.

More details in Greatwood area 13 (page 40).

Old Stone Bridge

A sturdy bridge from some long-forgotten empire, the Old Stone Bridge is the only way to cross Stoney Creek with a wagon east of Camden Village. On the west approach there is a small clearing in the trees just off the road, tamped down and relatively level. A large firepit is on one side with a large stack of cut firewood nearby. A path leads down to the edge of the creek.

A menagerie of animals guards Old Stone Bridge under the domination of the Hart of the Wild. Roll on the table below every time the bridge is approached. The animals will be very aggressive toward anyone who tries to cross the bridge.

2d4	Guarding the Bridge
2	6 moose bulls, 9 wolves, 17 squirrels, 22 ravens
3	11 does, 6 coyotes, 1 brown bear
4	8 foxes, 17 ravens, 1 mountain lion
5	8 wolves, 2 brown bears, 1 elk bull
6	24 rabbits, 3 coyotes, 1 owl
7	4 squirrels and 2 foxes
8	1 moose bull, 8 rabbits

South Hills and South Road

The road south and west of Camden Village is well kept, less rutted than the road through the woods. It winds through the hills and sparse woodlands to connect to Hope Cross Village and Jacob's Well and the more civilized lands to the west.

The Agreement/The Fairy Pact

Generations ago, the people of Camden Village stripped this hill of all its trees to build their houses and the first palisade around the village, angering the dryads who live in the forest. They fae spirits, in turn, summoned a veritable army of fairy creatures who marched on the village and demanded the selfish mortals perform some act of contrition as recompense for desecrating the forest. An accord was reached, which has lasted for over 100 years now, in which the villagers have agreed to treat the Greatwood with respect and the fairy creatures have agreed to (generally) leave the village, farms and homesteads alone. These four trees and fields of wildflowers are a monument to this accord (that the locals call "The Fairy Pact" and the fairy creatures simply call "The Agreement.").

A half dozen farms and homesteads line the road, the residents steadfastly working the land, though all are nervous and wondering what is happening in the Greatwood. These farms and homesteads haven't experienced any attacks from unusually aggressive animals yet.

The farm marked with the letter "K" is Kenner's, where the moose destroyed his barn.

Stoney Creek

Slow moving, but wide and deep in places, Stoney Creek can be forded easily most of its length, though the footing is unsure, and the banks can be steep and overgrown. Wagons can only cross at the Old Stone Bridge while horses and pack animals can cross most anywhere.

Stoney Knoll

This brush and tree covered hill is dotted with mammoth boulders and peppered with talus and debris, making travel in this area treacherous (one-quarter movement rate). Vine and moss covered ruins can be unearthed here and there.

Near the center of the crest of the hill, mostly hidden behind towering pine and cherry trees, is D'Gallan's Tower. See Greatwood area 17 for more information (page 52).

Whitewater River

This fast moving river is tricky to navigate, though Old Joby (see Camden Village) has mastered the river to the full extent it is depicted on the outdoor map (and maybe a mile or so up- and downstream as well), even when he's drunk. There's a 20% chance that some other villager might have the proper boating/rafting skills to up or down river, or to cross the Whitewater as several villagers fish the river regularly. Finally, The Harvester who lives in the North Swamp gathering peat has built a ferry to bring his wares to market (see page 40).

Widow's Peak

This stony, sparsely wooded hill is home to several grizzly bears. The locals give the bears wide berth but haven't had any problems with them before the appearance of the Hart of the Wild. Scattered among the grass and trees and boulders at the crest of the hill are the skeletal remains of a hunting party that ran afoul of the bears a generation ago.

Among the chewed and broken bones can be found: a magic dagger (**Homeseeker**), a rotted leather sack filled with grizzly bear claws, two nearly disintegrated canvas pouches with coins (32 gp and 14 sp in the first and 8 gp and 99 sp in the second), a tarnished and battered bronze helm with stylized owl wings sweeping off the back (**The Helm of the Owls**), and finally a moldering and rotted leather quiver with 18 arrows (15 are ruined, 3 are **arrows** +2)

Witch Hill

The eastern border of Hangman's Hollow, the ridge of this hill is the highest point in the western Greatwood. The Mother Hag of Hangman's Hollow claims this mountain as her own and will confront trespassers. The locals give this hill a wide berth unless they are petitioning the Mother Hag for help.

Encounters in the Greatwood

Four times a day (morning, afternoon, evening, night), roll for an encounter on the chart below (1-in-8 chance).

Included are charts for reactions both within and outside the radius of the Hart of the Wild's aura, as well as a listing of the types of animals which might be encountered and a variety of other special types of encounters.

Fixed Encounters in the Greatwood

In addition to the other geographic locations mentioned above, and the random encounters in the Greatwood in this section, there are sixteen "fixed" locations within the Greatwood:

1. Camden Village
2. Abandoned Farms and Homesteads
3. The Bears' Cave
4. The Fairy Ring
5. Lukan's Grove
6. Gatherer's Mill
7. Green Hollow
8. The Lair of the Hairy Man
9. The Tombs of the Ancient Kings
10. Ghost Hill
11. Hangman's Hollow
12. East Road Waystation
13. North Swamp
14. The Forgotten Tomb of the Crystalline God
15. Gabon's Ridge
16. The Lair of the Slaughtered Goblins
17. The Tower of D'Gallan



Reactions for animal (and other) encounters outside the Hart's Aura

Roll 1d20	Reaction
1 or less	Violently hostile: will likely attack unless somehow restrained
2-5	Hostile: will take immediate hostile action, but will not necessarily attack (draw weapons, threaten, roar, beat chest)
6-9	Uncertain, roll again on table with 1d12
10-11	Neutral: cautious but not hostile
12-17	Cautious: roll again on table with 1d12+8
18-19	Friendly: makes gestures of friendship (grunting, snorting or whimpering, bowing head, purring, etc.)
20 or more	Open and enthusiastically friendly

Reactions for animal encounters within the Hart's Aura

Roll 1d20	Reaction
6 or less	Violently hostile: will likely attack unless somehow restrained
7-12	Hostile: will take immediate hostile action, but will not necessarily attack (draw weapons, threaten, roar, beat chest)
13-14	Uncertain, roll again on table with 1d12+2, if 13-14 again consider Neutral
15	Neutral: cautious but not hostile
16-18	Cautious: roll again on table with 1d10+8, if 13-14 consider hostile, if 16-18 again, consider wary but not unfriendly
19	Friendly: makes gestures of friendship (grunting, snorting or whimpering, bowing head, purring, etc.)
20 or more	Open and enthusiastically friendly (if the animal is under the spell of the Hart of the Wild, the animal is freed from possession)

A Shadow Over The Greatwood

Random Encounters in the Greatwood

Roll 1d20	Forest Encounter	Doing...
1-10	Animal Encounter (see following chart)	See reaction charts, note location based on the Hart's Aura
11	Villagers	See Hook #7, a dozen armed villagers searching for a lost child
12	Lost Child	A six-year-old boy (Little Algan) lured away from Camden Village by a "talking fox" which was, in turn, killed and eaten by an eagle. The boy is lost and scared and just wants to go home.
13	Goblin Trap	<ol style="list-style-type: none"> 1. Pit trap covered by brush 2. Deadfall trap with tripwire 3. Pit trap covered by brush, sharpened stakes lining bottom 4. Pit trap with dead bear, elk or other large animal 5. Pit trap with dead goblin 6. Pit trap with dead villager
14	Mauled Bodies:	<ol style="list-style-type: none"> 1. 1d4 human bodies (peasants, adventurers, criminals, strangers) 2. Rotting elk 3. Freshly killed moose 4. A wolf, three deer and a badger 5. 5 brown cloaked humans (druids who came to investigate the imbalance in nature in the region, killed by squirrels) 6. Exactly 50 dead birds, 30 dead chipmunks or 10 dead rabbits
15	Talking Animal! (Possessed by the Hart, one syllable words only, when done talking, animal explodes)	<ol style="list-style-type: none"> 1. A coyote who howls its words 2. A badger who hisses its words 3. A fox who whispers its words 4. A moose who groans its words 5. A beaver who hisses its words 6. A porcupine who whispers its words
16	Disaster Area	<ol style="list-style-type: none"> 1. 1d12 wind damaged trees 2. Flooded area 3. 1d3 trees struck by lightning 4. Sinkhole appears 5. Geothermal vent appears 6. 200' radius area scorched by fire
17	A Wounded Manticore	Does not attack initially, was wounded by a bear, cannot fly, saw a beast man (either Kelin Oakbender or Finnian the Forest Master) "to the east beyond the grey rock"
18	1d2 Dead Treemen	Deep claw and bite marks, bark stripped, branches broken
19	1d4 Giant Spiders	Hunting, will attack on sight, fear fire (treat as "turn undead" vs. spiders)
20	Unique Encounter (see appendix formore information on each being encountered)	<ol style="list-style-type: none"> 1. Finnian the Forest Master: Seeking the cause of the distress in the local animals 2. Lukan: Afternoon, hunting; night, cave-bear form; morning, no encounter 3. Mother Hag: Searching for the lost child from the village (for her own, probably nefarious, purposes) 4. The Hairy Man: wandering aimlessly, searching for wild mushrooms and acorns, 60% likely to follow a group of mortals 5-8. Kelin Oakbender/Hart of the Wild: Raving, murdering, running naked through the woods, 30% chance he is eating the entrails of a small animal

Animal Encounters in the Greatwood

Roll 1d20	Normal Animal Encounter	Animal Encounter In Hart's Aura
1	Deer: 1d4 doe with 1d6 fawns 50% 1d3 buck, 3d4 doe, 3d6 fawns 50%	Deer: 4d4 doe and 1d6 bucks
2	Moose: 1 bull 60% 1 cow 30% 1 cow and one calf, 10%	Moose: 2d4 (mixed)
3	Elk: 3d4 bulls 50% 4d4 cows with 4d4 calves 50%	Elk: 2d8 (mixed)
4	Rabbit: 1d12	Rabbit: 3d8
5	Quail: 1d4	Quail: 3d4
6	Pheasant: 1d6	Pheasant: 3d6
7	Grouse: 1d4	Grouse: 2d8
8	Groundhog: 1d3	Groundhog: 3d6
9	Songbirds: 3d8	Songbirds: 10d10
10	Porcupine: 1	Porcupine: 1d6
11	Skunk: 1d3	Skunk: 1d8
12	Badger: 1d3	Badger: 2d6
13	Beaver: 1d6	Beaver: 2d6
14	Raccoon: 1d4	Raccoon: 2d4
15	Bees: 1 nest or 1 swarm	Bees: 1 nest or swarm
16	Wasps: 1 nest or 1 swarm	Wasps: 1 nest or swarm
17	Wolf Howl in the distance (d8 for direction: 1 North, 2 North East, 3 East, etc.): 1d4+1 miles distant	Turtle: 1d6
18	Turtle: (1) 55%, (2) 30%, (1d4) 15%	Frogs/Toads: 3d12 frogs or toads
19	Frogs/Toads: 1d12 Frogs (near water)/ 1d12 Toads (away from water)	Dangerous Animal Encounter (see below)
20	Dangerous Animal Encounter	
	Roll 1d6	(or 1d12 for encounters within the radius of the Hart of the Wild's Aura)
	1	Lynx
	2	Bobcat
	3	Mountain Lion
	4	Lone Wolf
	5	Lone Coyote
	6	Lone Wild Boar
	7	Three Moose, four Wolves and a Fox
	8	Seventeen Wolves
	9	Twelve Coyotes
	10	Eight Elk and six Wolves
	11	Four Wolves, four Coyotes, nine Elk
	12	Thirty-two Foxes

Specific Locations in the Greatwood

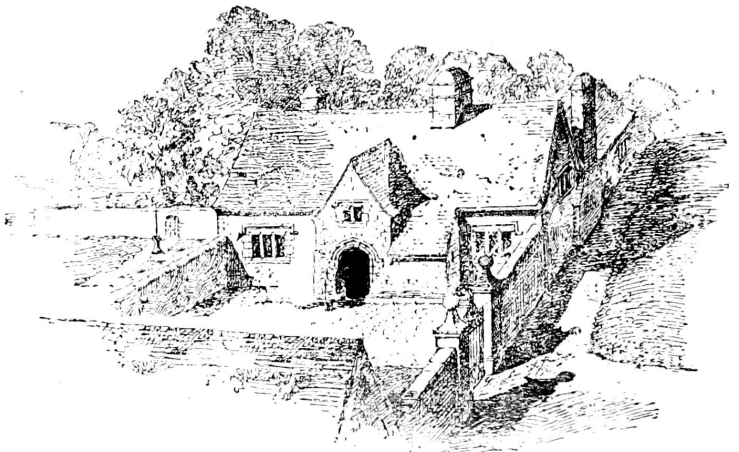
2. Abandoned Farms and Homesteads

Each of these farms and homesteads shares a few characteristics in common:

- Buildings are wood framed wattle and daub walls with log and turf roofs, 2-6 buildings per homestead: house, barn, shed and other outbuildings
- A well (typically inside the house, though not always)
- A log palisade wall surrounding the buildings
- A steep-sided ditch outside the palisade
- Stout gates in the palisade (main gate, livestock gate, field gate)
- Log bridges across the ditches

All the homesteads and farms have been abandoned and most are in some significant state of disrepair.

The farm marked with a “k” on the map is Kenner’s, the barn having been destroyed by a moose.



Any can be used for temporary shelter, though wild animals under the Hart’s influence still patrol this area for the Hart of the Wild so chances for encounters while camped at a farm or homestead are doubled.

Salvageable: tools, furniture, candles, clothing

NOTE: Residents of Camden will consider it a minor offense (stocks) if more than incidentals are taken from any farm...

3. The Bears’ Cave

Approaching the cave:

The ground here is a bloody mess, tramped down by feet, paws and hooves of so many different species that it would be very hard indeed to discern exactly what happened.

Torn and bloody brown cloth is tangled in a mulberry bush, beneath which is a wolf’s front leg, ripped from its body. Tracks and blood trails lead off in all directions, those of bears, wolves, elk, badgers, humans and, curiously, a giant bird which dragged one of its talons (eagle).

3.1 Bloody Entrance

Just inside the cave entrance the floor slopes down sharply and is slick with blood and entrails. Natural stairs lead even deeper underground.

3.2 Guarded Antechamber

The hulking carcass of a grizzly bear lays unmoving, blocking most of the corridor. A **Coyote Spirit Goblin** is tearing at the bear’s flesh and eating loudly while 2 more **Coyote Spirit Goblins** are curled up between the bear’s paws, sleeping.

Beyond the bear carcass is a dead wolf.

The Spirit Goblins will attack any intruders, though it will take at least one round for the sleeping Spirit Goblins to awake and orient themselves to fight.

Combat here attracts the attention of the **Bear Spirit Goblins** in area 3.5, but not the Very Angry Grizzly Bear at 3.7.

3.3 High Shelf

11 feet above the floor is a break in the wall, a shelf with a ceiling height of just 3’.

Scattered about are the remains of a bedroll, a lantern (half full of oil), flint and tinder, a leather satchel (containing 32gp; a weather-stained pair of leather gloves decorated with the livery of the D’Gallan family; a nicely engraved tin of butter [rancid], decorated with a motif of sun, moon and stars; a two-handed Warhammer with a leather strap, prepared to be enchanted; a letter giving the bearer the right to claim five acres of the area known as the Greatwood as a homestead, sealed by the Office of the High King; a **Spell Scroll (Affect Normal Fires, Armor, Web)**.

3.4 Alcove

Piled high with straw, grass and sticks (to about 4’ above the floor).

Buried in the mass, terrified and alone and covered in blood and gore, is a **Grizzly Bear Cub**. If the mass is carelessly searched, the Cub will attack, but with an intent to flee.

The **Wolf Spirit Goblins** and **Bear Spirit Goblins** in the area are unaware of the Cub.

3.5 Main Den, Guarded

3 **Bear Spirit Goblins** are savagely tearing apart the largely obliterated carcass of a massive Grizzly Bear. These Spirit Goblins are very distracted by their feast so can be surprised, but combat in area 3.2 will attract their attention, while combat here will attract the Coyote Spirit Goblins in that area if they remain and the Angry Grizzly Bear on the shelf at area 3.7.

3.6 Low Shelf

Just 4' or so above the tunnel floor, this recess is a larder of sorts, piled with rotting berries, rotting flesh (mostly fish and small game), topped with the bloody head of a Grizzly Bear. Flies buzz and maggots crawl, the noisome mess is nauseating.

Buried among the decaying flesh and fruit is the left hand of a human being with a brass ring on the middle finger (a **Ring of Regeneration** etched with skulls and triangles around the outside and engraved with the word, "Sulantath" in the inside).

3.7 The Very Angry Grizzly Bear

Lounging on the **highest shelf** here (if not summoned by combat in area 3.5) is a 12' tall **Grizzly Bear**, possessed by the spirit of the Hart of the Wild, who will attempt to communicate through the bear if given the opportunity.

The Bear is old and clever (for a bear) and resents the control that the Hart of the Wild has over its mind and body, so it seems to be fighting the control at all times. Nevertheless, if engaged in combat, instinct will overtake the bear and it will fight viciously, though see below for saving throws.

If communicated with, the Hart will press the invaders (through a rumbling, growling bear voice using single syllable words) who they are, why they are there, have they harmed any of the animals in the wood (if so, the Hart/Bear will bark out a gruff laugh and say, "friends, yes").

Each round of combat or each round the Hart is forcing it to speak, the Bear makes a **save vs. spells** which, if successful, will break the dark spirit's control of the Grizzly Bear. If the Bear breaks the Hart's control, it will take two rounds to recover, then try to push past any invaders, kill any remaining Spirit Goblins in the den, gather up the cub (3.4) and lumber out of the den, intending to attack and kill the Hart of the Wild/Kelin Oakbender. The bear, having had the spirit in its mind for some time, will unerringly know the location of the Hart of the Wild for the next 1d4+3 days.



3.8 Deep Pool

Floating in the slowly moving, very cold water here, drifting aimlessly and swirling lazily are 3 brown cloaked corpses, priests of the old gods (Druids) who fought and died here.

Across the pool, at about water level, a cave opens up (area 3.11).

Each round spent in the water, make a system shock roll (or a Constitution check, or save vs. paralysis), failure meaning the PC is overcome by the coldness of the water and begins to sink. Characters can survive for their Constitution score in rounds underwater before they drown.

At the bottom of the pool (25' below) lay the few meager possessions of the dead priests: daggers, short swords, a bronze medallion bearing the symbol of the god of light, a **leather satchel** (with some ruined parchments; a brass ring bearing an effigy of Saint Ashar; an enchanted silver dagger, **Nightblood**).

The Parchments (3.8)

The parchments in the leather satchel are waterlogged and ruined, the ink long since washed off. If some magical means of divining their contents (speak with dead, perhaps, or a more powerful divination spell) or if Damios (area 3.10) is questioned, they were letters from "The Grand Master of the Void, the Beacon of Darkness" (a high priest of the Watchers of the Dead who recently rose to prominence among the clergy of the old gods) with instructions to seek out the convergence of the powers of the old gods, determine its source, its nature, its controllability. Much space in the letters is spent speculating about the nature of the convergence: a man-beast? a shapeshifter? an evil spirit? one of the old gods revived? an avatar of one of the old gods?

3.9 Hop Stone

The stream is very deep and runs surprisingly quickly through this channel. A flat-topped stone juts up in the middle of the open cave (more or less). The stone is dry and has some recent scratch marks on it.

The water is very cold and anyone who falls into the water here will be swept to the pool (3.8) where the current slows considerably. Each round spent in the water, make a system shock roll (or a Constitution check, or save vs. paralysis), failure meaning the PC is overcome by the coldness of the water and begins to sink. See **Drowning Rules** (page 8) for more information about how to survive underwater.

Any character with a Dexterity of at least 11 can hop across the stream to the other side easily. Those with a Dexterity of 10 or less must make a Dexterity check or fall into the water.

3.10 Damios' Last Stand

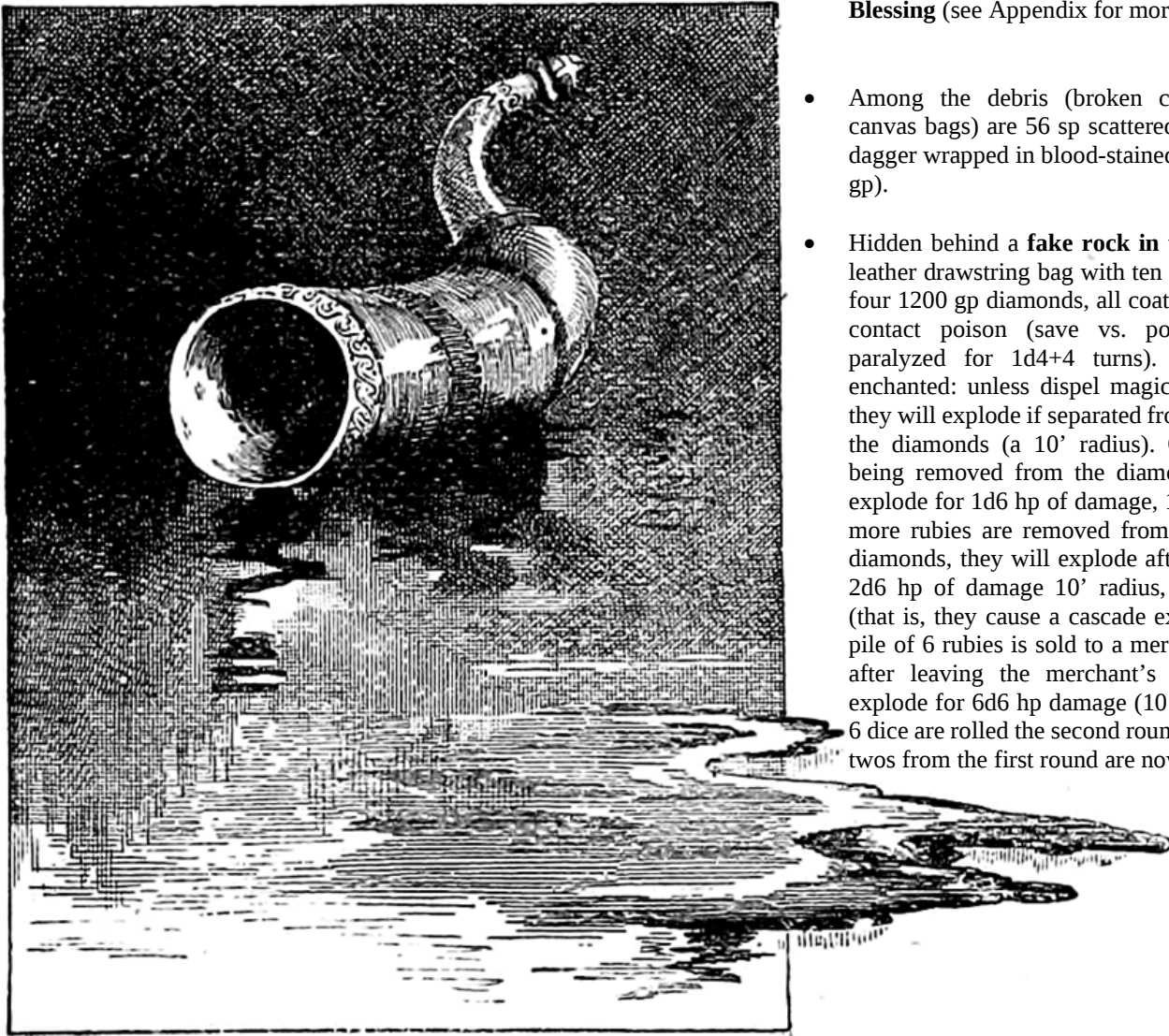
Both doors are barricaded from inside. If not opened by Damios (see below), they must be battered open, taking 25 hp of damage to push one open (bludgeoning weapons and fists and kicks do full damage, edged weapons do one point of damage per strike).

Inside is one of the priests of the old gods (his name is **Damios**) who came to investigate the rise in power of the Hart of the Wild (he will refer to it as the Convergence of the Spirits of the Old Gods).

He was gravely wounded by the Very Angry Grizzly Bear (3.7) but managed to pile debris in front of the doors and tend to his wounds. He has been here for four days without food and for one full day without water. He is very weak and will die soon if left alone.

Damios will gladly join an adventuring party, especially if they tend his injuries. He is fanatically faithful to the Cult of the Old Gods and his priority is to gather the information (see Parchments sidebar, above) for his superiors.

Damios: D4; hp 18 (2)



3.11 Smuggler's Cave

The door to area 3.10 is barricaded from within. This side of the oak and iron door is deeply scratched.

Mostly empty now, in the middle of the floor is a horn with some kind of thick liquid spilling out; a few broken crates and some moldy canvas bags are scattered about; a mostly intact barrel has moldy wheat spilling from it; and against the north wall is a tall, narrow crate.

- The horn is a magical **Horn of Celebration**, a gold and jewel decorated twisted steer horn hollowed out. When filled with any type of liquid, it is magically transformed into potent mead.
- Barrel: the mold on the wheat is mildly poisonous (contact poison, save vs. poison or lose 1d4 Constitution points for 4d6 hours). The barrel has a **false bottom** with a **leather satchel** (280gp, a forgery of the High King's Signet Ring, red sealing wax, fifty sheets of parchment, some with incomplete forged legal documents) and a carved ivory box (worth 100 gp) containing very high quality lockpicks.
- The Tall, Narrow Crate: inside is an exquisite longsword which glows faintly. This is **Bergan's Blessing** (see Appendix for more information).
- Among the debris (broken crates and moldy canvas bags) are 56 sp scattered about and a fine dagger wrapped in blood-stained cloth (worth 200 gp).
- Hidden behind a **fake rock in the east wall** is a leather drawstring bag with ten 500 gp rubies and four 1200 gp diamonds, all coated in a fast-acting contact poison (save vs. poison or become paralyzed for 1d4+4 turns). The Rubies are enchanted: unless dispel magic is cast on them, they will explode if separated from proximity with the diamonds (a 10' radius). One minute after being removed from the diamonds, a ruby will explode for 1d6 hp of damage, 10' radius. If 2 or more rubies are removed from proximity of the diamonds, they will explode after one minute for 2d6 hp of damage 10' radius, diminishing dice (that is, they cause a cascade explosion). So, if a pile of 6 rubies is sold to a merchant, one minute after leaving the merchant's store, the rubies explode for 6d6 hp damage (10'r) the first round, 6 dice are rolled the second round (but any ones or twos from the first round are now d4s), etc.

4. The Fairy Ring

In this small glade is a ring of moss-covered stones, 2-4' high, rounded and well weathered. This is a Shemarras Ring, a gate to the Faerie Realm.

Offering a sheep or a goat will summon a faerie (typically a sprite) who will escort the party to the Faerie Realm. A star flower with a phase-door or passwall spell cast on it will also grant access to the Faerie Realm.

In the center of the circle is a very worn stone with runes etched into it. The runes say (in an ancient tongue):

**“For the Woodland Heart
A Gift Is Given
From the Woodland Heart
A Blessing Received.”**

Leaving an appropriate offering on the stone will cause good/neutral aligned parties to receive the equivalent of a Bless spell for 24 hours.

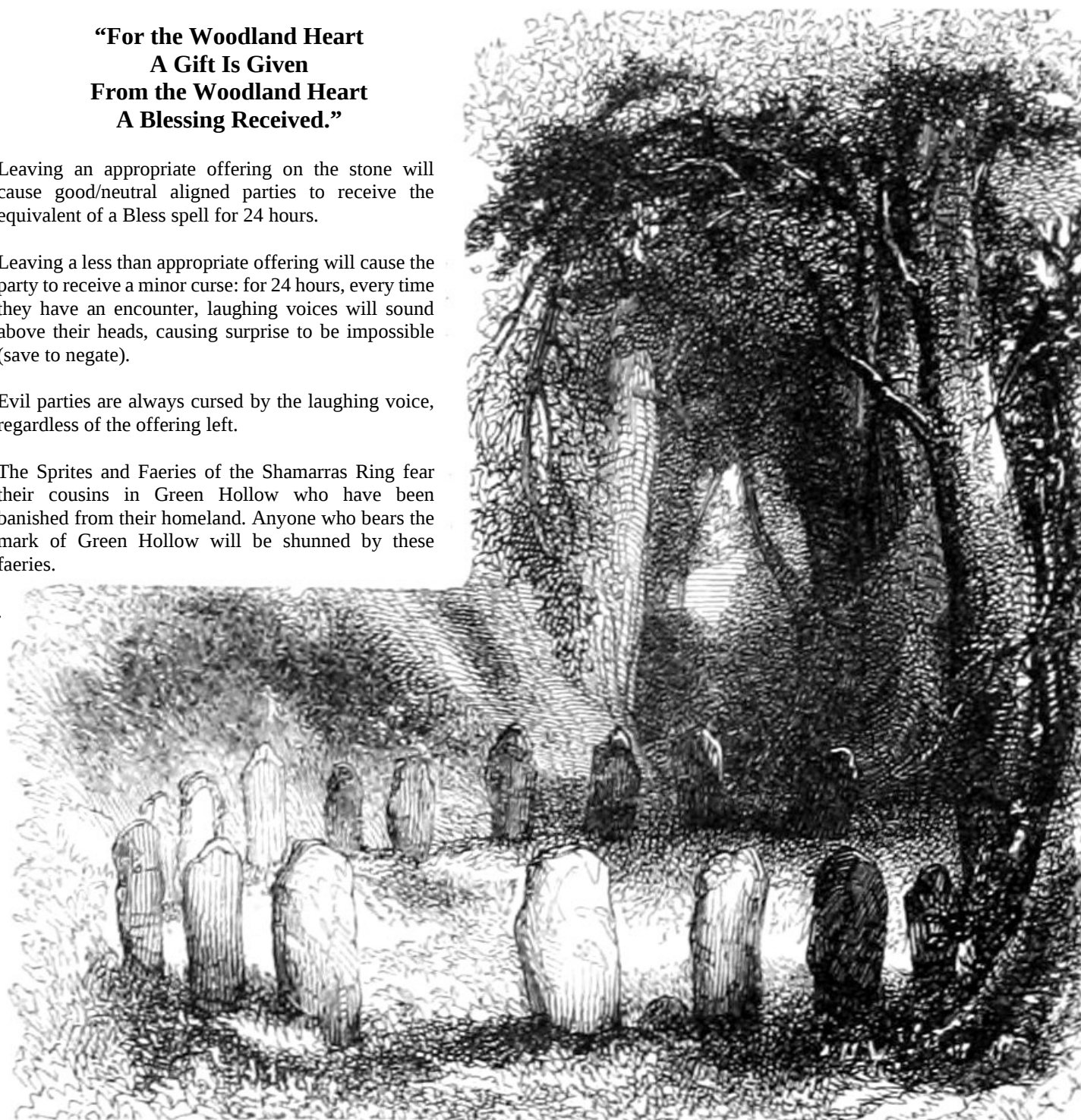
Leaving a less than appropriate offering will cause the party to receive a minor curse: for 24 hours, every time they have an encounter, laughing voices will sound above their heads, causing surprise to be impossible (save to negate).

Evil parties are always cursed by the laughing voice, regardless of the offering left.

The Sprites and Faeries of the Shamarras Ring fear their cousins in Green Hollow who have been banished from their homeland. Anyone who bears the mark of Green Hollow will be shunned by these faeries.

Leaving the Ring without leaving behind some kind of offering to the Faerie summons 5-20 invisible **sprites** who will try to use their sleep poisoned arrows to stop the party, exact a fair offering from them, tie them up and leave them somewhere unfortunate (GM discretion or random location)

If one or more sprites is killed, they will flee back to Faerie, gather reinforcements (more sprites, brownies, pixies, nixies, etc.), and bring much trouble to the party (they will become a constant nuisance until the party makes amends or may try to kill the party if the party's actions warranted such an action.).



5. Lukan's Grove

Lukan of the First People is a shapeshifter, a giant of a man (the size and strength of an ogre) who can take the form of a hulking cave bear. Lukan is one of the protectors of the forest (see Appendix for more information).

The Grove:

A stand of evergreen trees, in the midst of which is Lukan's home. Within a 200' radius of his home, animals are able to withstand the call of the Hart of the Wild, so they are not typically hostile, though they act very aggressively toward the Spirit Goblins in the area. They try to stay well hidden, especially during the day.

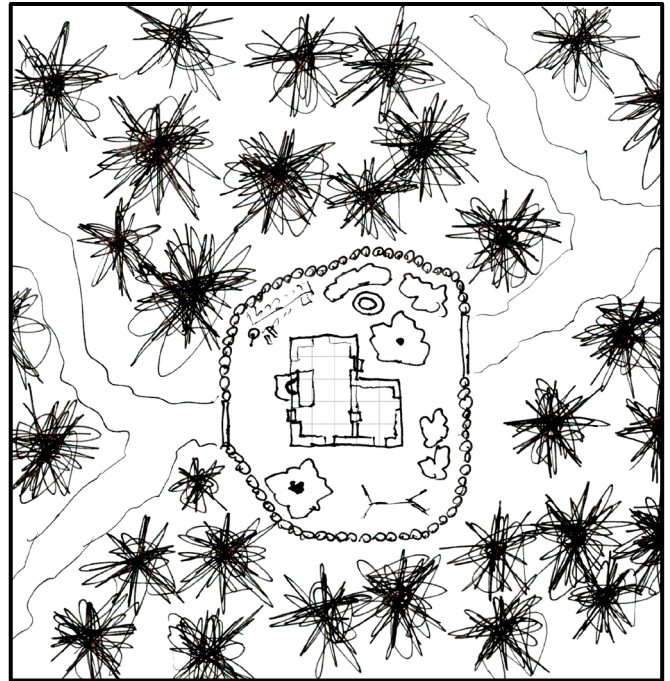
Wolf Spirit Goblins have been prowling around the grove. Lukan has killed several and he believes they are being sent by what he calls "The Beast of Darkness" (The Hart of the Wild) to torment him.

Lukan's home:

Surrounded by a wooden palisade, this two room (common room/kitchen, bedroom) log structure is scaled to about double a normal human sized dwelling: the doors are 11' tall and 6' wide, the table stands 5' above the floor, the bed is 5'x9'.

Outside the house, inside the palisade, is a well, several berry bushes, a bountiful woodpile, two apple trees and a game hoist (beneath which the bare ground is blood stained). Two gates penetrate the palisade.

The walls of his home are covered in animal skins and mounted animal heads, perfectly preserved. Above the stone fireplace is a great bow (which takes a strength of 20 to draw) and a quiver of arrows the size of spears.



Man Form or Bear Form:

From dawn to mid-afternoon, Lukan sleeps (100% chance he is home). Mid-afternoon to night he hunts with his great bow and carries a dagger the size of a longsword (30% chance he is home). Nightfall to dawn he prowls the region in giant cave-bear form (0% chance he is home).

Treasure: Locked in a chest in his bedroom: 9443 gp, 12391 sp, an ogre-sized gold and platinum ring (intertwined vines, with tiny emeralds interspersed, worth 900 gp), **2d6 Leaves of the Bearfriend.**

Encounters in Lukan's Grove

2d4	Daytime	Doing	Nighttime	Doing
2	Lukan in Man Form (afternoon or evening, otherwise no encounter)	Returning from hunting: 50% with deer over shoulder	Lukan in Bear Form	1. Chasing Wolf Spirit Goblins 2. Eating (berries, small animals, etc.) 3. Tracking something 4. Tracking the party
3	1d3 Wolf Spirit Goblins	Prowling, looking for animals and Lukan	1d3 Wolf Spirit Goblins	Hiding from Lukan, easily startled but aggressive
4	A dozen songbirds	Easily startled, explode out of tree	An owl	Hunting
5	A clutch of terrified rabbits	Running panicked (30% chance one will run into party member)	Elk 30% lone bull, 30% lone cow, 40% cow and three calves	Foraging, nervous, frequently sniffs the air
6	1d3 Wolves	1. Resting, waiting for Lukan 2. Feasting on a deer 3. Sleeping 4. Recovering from the Call of the Hart of the Wild to join the Ravenous Hunt	1d3 Wolves	Guarding Lukan's home: 1. engaged in melee with 1d4 Wolf Spirit Goblins 2. Patrolling the palisade 3. Running after startled rabbits 4. Tracking the party
7	1d3 Wolf Spirit Goblins	Prowling, looking for animals and Lukan	1d3 Wolf Spirit Goblins	Hiding from Lukan, easily startled but aggressive
8	Special: 1. Finnian 2. Hairy Man 3. A villager or the lost child (Algan) 4. Kelin Oakbender	1. Seeking an ally 2. Looking for wild mushrooms 3. Lost 4. Seeking to capture or kill Lukan (75% chance raving and irrational)	Special: 1. Finnian 2. Hairy Man 3. A villager or the lost child (Algan) 4. Kelin Oakbender	1. Seeking an ally 2. Looking for wild mushrooms 3. Lost 4. Seeking to capture or kill Lukan (90% chance raving and irrational, 1d4 Wolf Spirit Goblins accompanying)

6. Gatherer's Mill

The Gatherer is a very talented artificer who has a good reputation among the people in the area. Lately he has been moody, distracted and generally unpleasant to be around. He never leaves the mill now. He will either be in his workshop (area 6.11, 40%), staring at the fire in the furnace (area 6.10, 30%) or in his chamber, probably asleep (area 6.7, 30%). Full details are in the appendix.

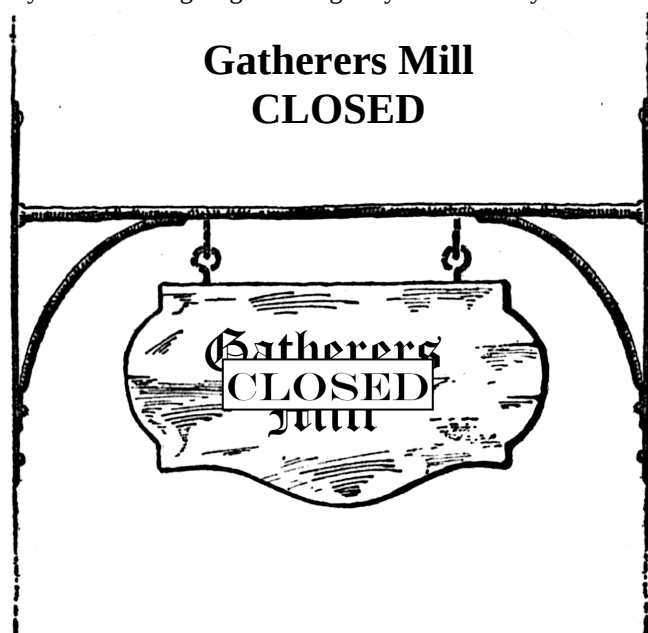
The Gatherer's apprentices have locked themselves away in their chambers since their master's personality transformation (see areas 6.12-6.14 below for more information on the apprentices).

If freed (see below), the Gatherer knows:

- Wild animals have been acting unnaturally aggressive and he believes this has been caused either by some priests of the old gods stirring up trouble or the fairies have finally broken the Fairy Pact (see Green Hill, Geographic Areas of the Greatwood above, pages 12-13).
- He summoned the Fire Demon, thinking it was a ritual to enchant his furnace to increase its output
- The people of Camden Village are good, honest people
- His apprentices are gifted artificers, but they are scheming and underhanded. He doesn't trust any of them with his true secrets
- He has helped the Mother Hag (area 12 on numerous occasions and, while she is not a good person, she is always truthful and can be helpful
- There is a creature who lives near the North Swamp that the locals call The Hairy Man (area 8). This silent creature is very powerful but seems harmless. The Gatherer has encountered him a time or two in the wilderness, but the creature doesn't (or can't) speak, it simply followed the Gatherer for an hour or so, watching every move he made
- Fairies in the area can't be trusted

6.1. Mill Closed

Deep ruts in the paths here indicate a great deal of traffic, some very recent. A large sign in the grassy area here says:



The Gatherer's Curse

The Gatherer's soul has been possessed by a powerful demon (see area 6.10), causing the change in his personality. The demon has not been able to completely submit the Gatherer to its will, it is a daily battle.

While something as simple as a bless spell would break the demon's hold on the Gatherer's mind (for 1 round per level of the spell caster), only a powerful ritual such as Restoration or a wish or the like, or banishing the demon back to the Outer Darkness, can completely break the demon's coercion of the artificer.

Killing the demon will banish it back to the Outer Darkness. In addition, the Mother Hag (area 12 below) can make a potion or a talisman of protection vs. demons (which will boost a cleric's ability to turn/banish the demon) and the paladin Dareth of the Silver City, buried in the tombs of the ancient kings (area 9 below), wielded a magic sword known as **Demonbane** which might also be used to banish the demon.

If the Gatherer is freed from his bondage to the Fire Demon, he will reward his saviors in whatever ways he can including, but not limited to:

- all his money and possessions
- freeing his indentured servants
- fabricating something magnificent
- the Gatherer doesn't know what is making the animals of the area act so aggressively, but he might be able to fabricate an "Augury Box" which could point the way to the unnatural cause of the troubles with the animals. That would take him a week, and he would need the blood of a possessed animal.

6.2. The Stable

Outside the stable is a dirty, two-wheeled cart. The doors are not locked and open silently. Inside are two mules and the stablemaster, **Gavis Gallan**. Gavis is a crusty old man, missing most of his teeth and his left ear, he spits when he talks, and he talks constantly, even when people aren't around.

Gavis lives in one of the three stalls here with his meager possessions: a beautiful leather saddle and saddlebags (which contain 93 gp and 233 sp, a dagger with the D'Gallan crest etched into the blade and a sheaf of parchments written in a strange runic language: *The Whispers of the First Gods*). Gavis does not know what these parchments say.

Gavis knows:

- Wild animals are being particularly aggressive in the area, but they leave the mill alone (he doesn't know why)
- The Peatman is more than a week late in his delivery, so the Gatherer wants Gavis to go with the old cart to the North Swamp to get the fuel order (he is terrified of the prospect)
- The Gatherer (his master) is a Fabricator who can make nearly anything (though his creations tend to be more complicated than they need to be)
- The Gatherer, normally jovial and welcoming, has been moody and angry lately (about the last six months) and has turned away a dozen good customers)
- He once rode with the Knights of the Seven Virtues and was injured at the Battle of the Desolate Plain (the saddle being his only remaining possession from his former life)

A Shadow Over The Greatwood

6.3. Main Hall

All three doors are unlocked.

Stairs lead down (metal spiral stairs to area 6.7 and tightly fitted stone stairs to area 6.11).

The rod from the large waterwheel (area 6.5) connects via a large toothed gear to a 12' diameter wheel, with a rod through the floor, endlessly creaking and groaning as it turns.

Two **Crooked Dwarfs** (Eod and Duga) sit on empty crates watching the wheel. They do not speak, though they can pantomime answers to questions. They are worried about their master who has been moody and unstable, but they mostly just try to stay out of his way.

The dwarfs will try to discourage anyone from going down either sets of stairs but will not engage in violence.

6.4. Shed

Bits of peat and twine are scattered about the wood plank floor. It smells of must and dung. A large wooden hatch opens in the floor here, a chute for dropping fuel to area 6.9 (about 15' below).

6.5. The Dam and Spillway

A masterfully built dam directs the water of the stream to the spillway, overshooting the massive waterwheel here. The current at the spillway is very strong, dragging any creature in the water over the wheel (2d12 hp damage, save vs. petrification or begin drowning).

6.6. Secret Exit

Well-hidden among the brush is a large false stone (fabricated by the Gatherer, hollow but otherwise indistinguishable from a real stone) which is detected as a secret door. It is locked (barred) from below, though there is a secret catch (treat as find trap) that will unlock the door from the outside. The tunnel runs under the stream and to the secret door in the Gatherer's Room, area 6.7.

7. The Gatherer's Room

The door here is unlocked.

A rather Spartan room, though the furniture is well-made: bed, chest of drawers, standing mirror, locked iron-bound chest. There is a 30% chance the Gatherer will be here (90% asleep if here).

Under the bed is a **cedar box** (about the size of a loaf of bread), locked and trapped (sleep poison needle, save or sleep for 1d6+3 turns) containing the **Gem of the Bright Lands**.

The **standing mirror** can, at a command, reveal a view of any area of the Gatherers Mill complex (visual only).

The **chest of drawers** contains clothing and mundane items (a silver and emerald comb worth 300 gp, an iron **Key of the King**) and a small pile of parchments written in the mysterious language of the ancient artificers (a ritual to summon a Spirit of the Earth Fire).

The **locked iron-bound chest** contains 4877 sp, 834 gp and 30 rubies (worth 100 gp each) and a chain shirt (ready to be enchanted).

6.8. Indentured Servants' Chamber

Seven **Dweorh**, dwarf-like creatures whose pale, saggy skin is peat and soot caked, live here in unhappy servitude.

1d3 Dweorh will be here at any given time (the remainder will be in area 6.9 & 6.10 below)

The Dweorh are held here by a magical bond, a debt owed to the Gatherer which they pay off in endless toil (30 years remain on their bond). The servant-slaves have no love for their master, serving as they do under compulsion, but they have not been mistreated. If freed from their bondage, they will not aid in harming the Gatherer or his apprentices, though they might promise to in order to gain their freedom.

Dispel Magic or Remove Curse will break the bond on an individual Dweorh as will taking control of the Gem of the Bright Lands (see area 6.7).

The Dweorh know:

- Their master is under a magical curse which has made him short tempered and generally unpleasant to be around (he had been a fairly benign master previously, unlike the cranky stablemaster)
- The supply of peat is running low, and the last three shipments were double normal
- The master has been keeping the furnace on full for the past month or more and he frequently speaks to the flames in a language the Dweorh do not understand
- The magical compulsion that keeps them bound to work for their master is a physical object, but they do not know what exactly it is or how it works
- They know nothing of animal attacks in the area

6.9. Fuel pile (Peat stacks)

Seven **Dweorh** (minus 1d3, see area 6.8 above for more on the Dweorh), dirty and sweaty, carry peat bricks and tend the fire of the furnace (6.10 below).

6.10. Furnace

This room-sized furnace is brick lined and stoked to white hot flames.

If the Gatherer is here (30% chance), he is staring at the flames muttering in a low voice words of a strange, guttural language.

Within the white-hot flames is **Asarean**, a **Fire Demon (type six demon)** who has taken possession of the Gatherer's soul. The demon will not willingly exit the flames (3d12 hp fire damage per round for anyone who enters the flames unprotected) and will use its magical abilities from deep inside the furnace if confronted. The demon is 70% likely to summon 1d6 **Smoke Imps** to fight any challengers, which Asarean can do 3 times per day in addition to all other Fire Demon (type six) abilities.

A Shadow Over The Greatwood

6.11. The Workshop

The doors leading to areas 6.12-6.14 (behind the great wheel and in the northern wall) are locked and barred from the other side.

The door to area 6.7 is unlocked.

This expansive, open, high-ceilinged (15' or more) room is cluttered with machinery: wheels, cogs, belts running other wheels. A long bench pushed up against the staircase (leading up to 6.4 above) contains glass vials and all manner of alchemical equipment, effervescent concoctions bubbling and steaming, unattended.

There is a **40% chance that the Gatherer will be here** among the machinery fabricating some mysterious object, muttering to himself in a strange, guttural language. If interrupted, he will lash out (to slap the offender) and scream in rage. The Gatherer does not engage in melee.

NOTE: Combat here (probably with the Fire Demon in the furnace, area 6.10) or a loud, violent confrontation with the Gatherer will draw the attention of all of the Dweorh in areas 6.8 and 6.9 in 1d4 rounds and the apprentices from areas 6.12-6.14 in 2d4+4 rounds.

6.12-6.14 The Apprentices Rooms

NOTE: all the doors in the Apprentices' Rooms are locked and the two leading into area 6.11 are barred from this side.

The three apprentices hate each other, but right now they are more afraid of their master and have forged an uneasy alliance.

Each apprentice will either be in the barracks (40% with a 60% chance sleeping), workshop (50%) or storeroom (10%)

The three apprentices (more details in the appendix) are:

Dylan Rosetree, M1/T1
Addie Lastrow, M3
Gabilla, I2/T1

6.12. Apprentices' Barracks

The door is locked, each apprentice has a key.

While there are 5 beds in this room, two are clearly unused. Each bed has a large chest at the foot, a small table beside. A large wooden table cluttered with empty wine bottles and moldy scraps of food is surrounded by six well-used wooden chairs.

The three chests of the apprentices are locked (each has a key to their own) and contain mundane items like clothing, blank parchments, gears and cogs and wheels and the like. One of the chests (Gabilla's) has 6 very old bottles of fine wine (worth 300 gp each). Each also has 3d12 gp worth of coinage. The two other chests contain foodstuffs enough to supply the three apprentices for the next three weeks.

- There is a 40% chance for one or more of the apprentices to be in this room and, if so, a 60% chance of being asleep.

- All of the apprentices know about the secret door and the unfinished escape tunnel. If threatened, one or more of them might try to hide in the tunnel.

6.13. Storage

A jumbled mess, the apprentices have thrown all manner of items in here from unfinished machinery to empty wine bottles, broken tools and unused furniture.

There is a 10% chance that one or more of the apprentices might be here.

Among the piles of stuff might be found some useful items (1 item listed below per 4 person turns of searching):

- a weathered leaf of parchment on which is written a notice that all freight and personal trappings will be thoroughly inspected at the gates. It is marked with the seal of Newtown
- Nine finely crafted fishing hooks and 30 yards of line
- a bronze hammer-shaped pendant on a beaded necklace (worth 20 gp/200 gp to a dwarf)
- a bottle of silver-label King's Own brandy
- a fine embroidered brown vest sized for a dwarf
- a pair of weathered lace-up breeches sized for a dwarf
- a watercolor painting of a city as seen from a river running through it (worth 200 gp to a collector)
- half a bottle of pickled cabbage
- a silvery pendant marked with the High King's seal, strung on a leather cord (worth 300 gp, also marks bearer as "favored by the High King")

6.14. Apprentice Workshop

Cluttered with cast off equipment from the main workshop and small forges and furnaces, the three apprentices spend a great deal of time here fabricating small mechanical devices, though most are slightly flawed.

There is a 50% chance that one or more of the apprentices might be here. If more than one apprentice is here, there is a palpable tension in the room as each works in silence on their own projects.

Among the interesting but mostly unfinished mechanical devices here a few that are (mostly) functional:

- a mechanical timekeeper in the shape of a small hourglass: will tick for 600 ticks (intended to be 10 minutes, but actually 15 minutes as the adjustment is off)
- a tiny mechanical bird that can fly 30', but it's flight path is erratic and each time it is flown it has a 30% chance of breaking the main springs
- a brass music box that plays a famous tune... almost (some of the notes are very wrong)

Among the clutter might be found (searching takes 6 person turns): Small gold bars (9, worth 50 gp each), 90 brass gears (worth 2 gp each) and a stone jar containing a quart of acid.

7. Green Hollow

Allegedly the home of the Green Man, an aspect of one of the old gods. Actually, this hollow is home to a number of sprites and leprechauns and other fae beings (banished from the land of Faerie for...well, each has its own reason).

The fairies use illusion to keep up the fiction of the Green Man in order to keep people away. The fairies have been savaged by the animals under the command of the Hart of the Wild and will gladly help any mortals who are willing to end their suffering.

Use the table below for "Encounters in the Green Hollow."

Among the many groves and meadows in this hollow is a field of Snowdrop flowers (used by the Mother Hag for potions of "Animal Influence").

In the middle of the Green Hollow is **the Stone Tree** (see Paths of Green Hollow map), a dwarfish creation from an unremembered age. The Fairies use illusion to make it seem like a beautiful fruit bearing tree unlike any ever seen before (they may even hint at it being the "fruit of the first tree" or "the fruit of the tree that brought enlightenment" or some such), but with their perverse sense of humor, the "fruit" is indeed stone, anyone who "bites" it must make a save or lose 1d4 teeth and 1 point of Charisma per tooth lost (though anyone so tricked will be considered a "good sport" by the faeries and will be befriended by them...as long as they stay in Green Hollow – if they leave and return, even for a moment, the fairies will have forgotten any previous encounters, and any Charisma penalties will be in full effect!). A stone leaf from the tree is used by the Mother Hag to reunite the spirit and the body (see area 11, Hangman's Hollow).

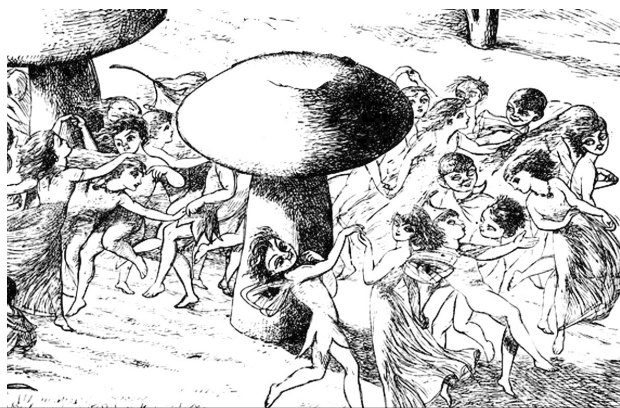
Befriended mortals will be warned about the Mother Hag (she is not wicked, but she is not good: "beware of she who thinks her own thoughts and makes her own ways") and Lukan ("he has no patience for the fair folk!"), and to watch for the Hairy Man ("the shaggy one is friend to all!")

The Mark of Green Hollow

Anyone who touches the Stone Tree will find a tiny unique shaped mole (the shape of one of the leaves of the tree) appearing somewhere on their face. This is the "Mark of Green Hollow."

While most beings will not even notice the mark, a few different creatures in the region will respond differently to seeing the Mark of the Green Hollow:

- The fairies of Green Hollow (area 7, here) will constantly try to reach up and touch the mark
- The fairies of the Shemarras Ring (Fairy Ring, area 4) will shun anyone who bears this mark
- The Dryads on Green Hill will be suspicious of anyone bearing the Mark and will not speak of the Fairy Pact or give any helpful information to the Marked
- The Mother Hag (Hangman's Hollow, area 11) will study the mark and say, "I see you've been touched by the magic of the Hollow. Pray the saints protect you." But she won't elaborate
- Lukan (Lukan's Grove, area 5) will sigh wearily when he notices the mark, look sternly at whoever bears the mark and say, "If you have allied yourselves with the Sprites of the Green Hollow, then you are very foolish indeed!" Lukan distrusts the Green Hollow fairies because they like to play tricks on him, but he doesn't believe they are evil



Encounters in Green Hollow

2d4	Daytime	Nighttime
2	The Dancing Man See Appendix or Bestiary	Old Whitebeard See Appendix or Bestiary
3	2d4 Leprechauns Pranks: magical water bucket over the head, tree branches that smack the backside, frogs in the pockets, etc.	2d4 Leprechauns Drunk, aggressive pranks: picking pockets, phantasmal force lions, polymorph object into dead fish, etc.
4	1d4+4 Brownies Playful and lighthearted unless threatened, then they flee	1d6+2 Satyrs On the prowl for women playing and singing their charm person tunes just in case someone is within earshot
5	1d6+4 Sprites Sneaky but harmless unless threatened, then aggressive	2d12 Night Fairies Angry and aggressive, will harass mortals
6	2d6 Pixies Invisible, will follow mortals and shake tree branches or throw tiny stones	3d4 Pixies Invisible, will follow mortals and make sinister animal and monster sounds in the dark
7	2d6 Leprechauns Pranks: magical water bucket over the head, tree branches that smack the backside, frogs in the pockets, etc.	2d6 Leprechauns Drunk, aggressive pranks: picking pockets, phantasmal force lions, polymorph object into dead fish, etc.
8	Wandering Jack See Appendix or Bestiary	Wandering Jack See Appendix or Bestiary

8. The Lair of the Hairy Man

The curtain covering the entrance is so weather beaten and ragged that it blends in with the hillside (treat as a concealed door).

All the curtains covering the doorways (4) are “charged” with electricity (discharges for 3d6 hp damage to any creature who touches it).

There is a 60% chance that the Hairy Man will be present.

Woven Material: The four curtains, the “chairs” in the antechamber (like beanbag chairs), the baskets in the pantry (holding mushrooms, fruits, vegetables and nuts) and the “bed” in the bedroom are all woven from the Hairy Man’s own hair. That may not be immediately obvious.

Other notable features:

- a fresh water well fed by an underground spring in the pantry
- a large number of shiny stones arranged by color and then size in the bedroom. There are hundreds of stones here, most are simple stones, though there are (4) 80 gp rubies, (2) 300 gp emeralds and (1) 1200 gp amethyst among the lot
- also in the bedroom are seven woven hair blankets (and one still in the process of being made)

The most out of place feature is the **puzzle lock** that opens the secret door in the bedroom. It consists of four concentric circles, each with a variety of symbols etched on them. The center circle, emblazoned with an eye, is iron, the next is bronze, the next is copper and the outmost is tin. All four circles rotate freely and the symbols clearly line up with one another. The center circle is somewhat blackened and worn while the outer three rings are worn and dirty, but not blackened. The creature enjoys spinning the concentric rings.

Not a true puzzle lock, as the position of the circles in relation to one another really don’t affect anything. The solution is simple: a discharge of electricity (at least 10 hp worth) into the center ring and the secret door springs open. (the Puzzle Lock Page, on page 91 and 99 refers to this puzzle lock).

The Secret Treasure Room:

The room is meticulously clean, though items seem to be piled randomly about the cave with no discernable pattern. Thirty or so (actually 37) decorative woven spheres (of hair), about 12” in diameter, on long, braided (hair) ropes (the dots on the map).

Pile 1:

- a rolled paper map of the Northern half of the Rosewood Highlands accurate as of 150 years ago (worth 150 gp)
- a twice-folded piece of brittle parchment inscribed with the name and address of a tavern in Newtown
- a horned helmet emblazoned with the symbol of a bear's head
- a richly-decorated key emblazoned with the High King’s seal (a gaudy trinket given to visiting nobles, worth 5 gp)
- an embroidered black jerkin made by a master tailor in the far southlands (worth 50 gp)
- a shield etched with the coat of arms of the Faladorn family, known throughout the Highlands for their military prowess
- a bone pan-flute inscribed with a design honoring St. Ashar

Pile 2:

- an ivory scroll-case containing a rain-stained astrologer's map (worth 150 gp to an astrologer)
- a richly-decorated pewter pint flask engraved with the High King’s seal, full of weapon-polishing oil
- a long leather bag containing a soldier's bow, leather wrist-guards, a flask of wood oils and bowstrings, and a quiver with 20 arrows
- a miniature stone idol of the Burning Saint (blasphemous, worth 100 gp and a quick burning at the stake for anyone caught with it by the Church of the Holy Saints)
- a quiver of 20 arrows
- a deerhide pouch branded with the image of a sheaf of wheat, containing 134 gp
- a richly decorated red shirt, embroidered with roses and doves (worth 50 gp)
- a half-hour glass made of pewter and leaded glass, with one end bearing the seal of the Church of the Holy Saints (worth 150 gp)
- a grimy 25-pound bag full of peat with a black raven painted on the side
- a richly inscribed walking stick capped with an iron skull (worth 75 gp)

Pile 3:

- a pewter charm in the shape of a shield, strung from a hemp cord necklace (worth 25 gp)
- a richly decorated armored plate helmet (worth 100 gp)
- a skillfully made pair of pigskin lace-up leggings stamped with the stylized image of the sun (worth 50 gp)
- sun-bleached robes.
- a deerhide bag full of human finger bones

Pile 4:

- a well-worn greatcoat (still worth 10 gp)
- a very old soldier's uniform in white and black
- a shortsword whose blade is pitted with a bell tied to the handguard, the bell is magical (**Sinner’s Bell**).
- a greasy leather case full of butcher's knives and sharpening stones (worth 15 gp)
- a smoking pipe etched with the image of a broken cartwheel (of the Cartwright’s Guild, worth 200 gp to a guild member)
- a rain-stained curved leather sheath sword with a string of pearls tied to the handle (sword worth 50 gp, pearls worth 150 gp each)
- a miniscule cherrywood box marked with runes that indicate it is holding the mummified toe of St. Alboran (worth 65 gp, but priceless to the Church of the Holy Saints)

The **Spheres** (the dots on the map) are woven from the Hairy Man’s hair and they are decorative solid spheres of hair that will glow with a pale blue light when a bit of electrical energy is applied to them (the Hairy Man touches them when he wants them to light). Once ignited, they glow for one hour.

The sphere marked on the map with a circle around the dot contains the **Mother Hag’s Soul Egg** (see area 11.6 and Appendix for more information).

9. The Tombs of the Ancient Kings

These cave tombs long predate the coming of the people of the Highlands (ancient Northman tombs).

A well-traveled path winds up Big Gusty, splitting into three trails. The right trail, the most clearly marked and heavily traveled, leads to the Water Cave (Entrance B), the left trail, less-traveled than the right trail but still clearly marked, leads to the Lower Cave (Entrance A). The central trail is overgrown and not well-kept but can be followed with relative ease to the Ghost Cave (Entrance C).

The entrances, as named by the locals:

A. The Lower Cave: Used by the local youngsters as a place to sneak away from the elders of the village for more intimate moments.

B. The Water Cave: Used by the villagers as a gathering place for young and old alike. Every spring the folk of Camden Village gather for a celebration after the first planting and they have a day long feast in and around the Water Cave.

C. The Ghost Cave: Mostly avoided by the locals, though sometimes young men and women will challenge each other to “climb the Ghost Hole” or some other challenge involving the Ghost Cave.

9.1. The Legacy of the Old Kings

This cave is lined with inscriptions in an ancient language that none of the locals speak (Old Northman). The locals believe the writing is either a curse or a promise of untold riches.

At the fork in the tunnel a red arrow has been inexpertly painted pointing to the right tunnel.

If anyone desires to translate the inscriptions they read as follows:

“The final rest of the trusted servants of the most trusted servant of the Silver City, Queen of the South, home of the dying saints. Give your master rest, you who have been loved, and pray for eternity that Demonbane lies in rest, never needed again in the lands of light and joy.”

9.2. Chapel of the Pagan Gods

A small stone altar has been set against the west wall here. The walls are carved with images of strangely proportioned men (tall and thin, no facial features) battling winged creatures of darkness.

On top of the altar are a number of small trinkets bearing the images or sigils of a variety of the saints of the Holy Church. Among the trinkets is a **Blessed Medallion of St. Ashar**.

9.3. The Pagan Mummies

Tall and slender mummified bodies are stacked in the northernmost part of this cave.

Graffiti covers the walls here, mostly names of people who have visited here, a few poor attempts at poetry. Some of the graffiti overlaps, though a few things are left untouched:

A **chalked verse** of some sort, fading but all the writing is intact (in an ancient form of the religious language of the Church of the Holy Saints, which any cleric will recognize).

A **portrait of a woman** so skillfully painted that all the vandals of the past 50 years have left it alone (actually a painting by a somewhat famous master).

On a small section of wall, between two stalactites that have fused to the wall, someone has placed a **silver mirror**.

Chalked Verse: Many years ago, a visiting Lightbringer chalked a charm of protection on the wall, a prayer that keeps undead beings at rest (within a 100' radius). The writing is fading, but still intact. If anyone obscures any of the chalk or damages the writing in any way, all undead in areas 9.3, 9.4, 9.5 and 9.6 will become animate. The verse could be written down on a scroll, creating a **Scroll of Protection from Undead, 100' Radius** which will cause all undead in the fixed radius from wherever the scroll was read to become dormant for 1d12+4 weeks. Creating the scroll destroys the magic of the chalked verse and animates all the undead in areas 9.3, 9.4, 9.5 and 9.6.

Portrait: The famous artist painted this portrait of a local woman, Cammille was her name. The artist fell in love with this married woman and purchased a charm from the Mother Hag (Greatwoods area 12) that he mixed in with his paints. The charm was to cause this woman to fall in love with him upon her first viewing this painting. It worked, but she was murdered by her husband. If the magic of the **Chalked Verse** is disrupted, she will step out of the painting as an **Anguished Spirit** who will lash out against any living being in her eternal despair. If not dispatched here, the Spirit will wander away from the tombs in 1d4 days and attack the people of Camden Village.

Silver Mirror: This mirror is always frigid to the touch, and it always shows a reflection of what is before it, even if there is no source of light. Invisible beings, other dimensional beings and illusions and all such magic is unmasked before the mirror. All reflections glow with a pale blue light. The mirror is magically attached to the wall. Dispel Magic would detach the mirror... but also dispel its magical powers. Some other magical means is necessary to remove. Attempts to pry it off the wall will destroy it.

The Mummies: If the magic of the **Chalked Verse** is disrupted, 1d3 **Mummies** will rise each round for 6 rounds. If not dispatched, these Mummies will return to their eternal rest. They will not pursue beyond the bounds of these caves (9.1-9.17).

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9.4 Three Chambers

Each of these three chambers (a, b and c) are piled high with bones, organized by type (skulls together, femurs together, spines, etc.), though some are scattered about.

If the magic of the **Chalked Verse** in area 9.3 is disrupted, the bones in each of these chambers animates into 2d6 **Skeletal Horrors** which will animate and fight in these chambers but will not pursue beyond.

Intermixed among the bones are a few valuable items. Searching turns up one cache of treasure each 10 person turns searched:

2d6	Treasure Found	Unique or Recurring?
2	Wand of Illusions	Unique
3	A Parchment with the name "Gloriana" scrawled (the Mother Hag's True Name)	Unique
4	187 gp	Recurring
5	10d6+30 sp	Recurring
6	3d10+50 gp	Recurring
7	8d10 gp & 12d12 sp	Recurring
8	6d6 gp +1d4 Rubies (50 gp each)	Recurring
9	1d4 Rubies (50 gp each)	Recurring
10	A silver plated bone flute (worth 1200 gp)	Unique
11	Scroll of Protection from Undead	Unique
12	Decanter of Endless Water	Unique

NOTE: Unique items will be found only once, of course. Recurring entries may be found multiple times, up to a total treasure value of 6000 gp OR until all the unique items have been found, then no more treasure will be gained.

9.5 The Offerings

Baskets and boxes, ransacked and tossed about, clutter the floor here. Anything of value is gone.

Fresh cut flowers are laid on a small floor mat near the western exit.

9.6 Cleared Chamber

Bones are jumbled in the north and south alcoves here, cast aside carelessly by the locals to make a clear path from area 9.1 to 9.7.

If the magic of the **Chalked Verse** in area 9.3 is disrupted, these bones animate into 54 **Skeletons** which will stalk these tunnels and chambers for 1d4 days, then wander off into the countryside.

9.7 Warnings

Warnings and danger signs are chalked on the walls and the floor here. The ceiling is wet, reflecting any light in the room like tiny twinkling stars.

Debris chokes the northern tunnel here. 50% of the time, the **Wights** on the other side of this debris (see 9.13) will be clacking rocks together.

9.8. Lover's Refuge

Wax from hundreds of candles burned over the years covers the walls in colorful panoply of secret desire.

Young lovers use this cave for privacy.

Tucked behind some loose stones are a 3 old bottles of wine (5 gp each).

9.9. Refreshing Pool

This freshwater stream fed pool is cold and deep (about 80' deep). The water constantly ripples and swirls slowly.

9.10. The Grand Hall

Detritus from decades of secret gatherings of young people have left their toll on this arched chamber. Firewood is piled against the east wall and a fireplace (with appropriate chimney and flue) have been erected. Chairs, couches, beds – cast-off and improvised furniture – are scattered about.

Among the piles of refuse and cast-off wine bottles, a few valuable or interesting items might be found (1 item per 8 person turns of searching):

- a few dozen leaves of brittle paper inscribed with prayers and hymns beloved by the cult of drunken god
- a jug of water with fermented apple slices floating in it
- a fishbone nose ring
- a tiny framed caricature of St. Ashar
- a 1-pound tin of rancid cooking grease
- a bottle of good barley wine, worth 50 gp
- a pitted dirk with a cracked leather sheath. Though old and rusting, both are expertly inscribed with a motif of bare branches and stag horns (worth 100 gp if cleaned up)

9.11. The Ghost Hole

A steep chimney climbs up about 40' from area 9.10 to 9.11. Cold wind blows through here constantly and the walls are slick with trickles of water.

There is a 10% chance per climb that a harmless spirit will pass through the chimney with the wind, moaning softly.

NOTE: the young men of Camden often challenge one another to "climb the ghost hole" and "drink from the victor's horn" (see below)

9.12. The Victor's Horn

The walls and floor here have been covered in writing, the names of those who have "climbed the ghost hole" 9.11, along with lewd and perverse verses (mostly limericks).

An area of the wall is richly (if inexpertly) decorated with gold paint and gaudy paste jewels. Hanging here is the **Victor's Horn**.

9.13-9.15. The Restless Dead

Long ago, debris from a minor earthquake collapsed the ceilings to these tunnels and weakened the overall structure of these caves.

General notes on these three caves:

- Area effect spells that cause damage such as Fireball, Lightning Bolt, Ice Storm and the like have a cumulative percentage chance of bringing down the ceiling equal to the number of points of damage inflicted (6d6 fireball doing 21 points of damage has a 21% chance of bringing the ceiling down in that area).
- Magic that interferes with the integrity of the stone (Stone to Mud, Passwall, and the like) have a 100% chance of collapsing the wall and ceiling.
- Undead are trapped these three caves and the tunnels that connect them. The **Wights** who nest in area 9.13 roam about, constantly smacking hand-sized stones together. The 30 **Zombies** in area 9.14 are dormant but will animate if any living beings come into the area. The **White Ghul** in area 9.15 typically stays seated on his ceremonial stone seat.

9.13. The Sarcophagi of the Angry Wights

Three lidless, extra long stone sarcophagi sit side-by-side in the north alcove here. Three more, lidded sarcophagi are mostly buried under rubble in the southern alcove.

The open sarcophagi belong to three **Wights** (undead Northmen, so tall and unnaturally thin, even for undead) that roam these halls, endlessly clacking stones together while the closed sarcophagi each have a very frustrated and angry **Wight** trapped within.

The Wights fear the **White Ghul** Marshall (7.15) and will follow that creature's orders if given, but they will not willingly rouse the Ghul from its near-catatonic state.

Each sarcophagus has some treasure that was buried with the Northmen acolytes of the Paladin Dereth of the Silver City (see 9.17 below).

North alcove:

1. 300 ancient Northman gp, a silver ring (engraved with the word "Sephas")
2. (2) one foot long, thin hammered silver bookmarks (worth 80 gp each), a simple gold bracelet (200 gp)
3. a magic sword (**Sithas**)

South alcove:

1. **Magic User Scroll** (Fireball [8HD], Darkness)
2. 800 ancient Northman sp, helm
3. 3 rubies (200 gp each)

9.14. The Honorguard of the Fallen Lord

30 moldering and rotted corpses sit sprawled against the walls here. Whenever a living being enters the chamber, 1d4 corpses will animate as **Zombies** each round (until all 30 are animate) and they will attack the invading living beings.

Once animated, these Zombies will wander these caves for 2d12 days, after which they will congregate back in this cave, lean against the walls and slump to the floor. They will not leave the tomb complex.

If engaged in combat, one or more of the Honorguard will attempt to move toward 9.15 and rouse their commander.

They will obey any command from the **White Ghul** in 9.15, should he feel so inclined, or anyone wielding **Demonbane** (see the Tomb of the Fallen Lord, 9.17 below).

9.15 The Marshall's Last Rest

A tall, slender, deathly pale creature sits brooding on an oversized stone seat carved as a massive dragon's head, the seat being the tongue of the wide-open maw.

The **White Ghul**, eternal Marshall of the fallen paladin, has obsessed about his undead fate for decades, always lost in his own melancholic ruminations, stone-still, silent. Only a physical touch will rouse him from this state.

Once roused, the **Ghul** will prefer to engage in conversation rather than combat, though if attacked, it will respond with its full abilities and command all the undead in these caves to rally to its aid.

The Ghul wears magical chainmail and bears a magical sword and dagger:

- **The White Lord's Defense** (White Steel Chainmail)
- **The Marshall's Staff** (a longsword)
- **Blood Spike** (dagger)

The chimney up to area 9.16 is a straight vertical tube, but the sides are very rough, with many hand and foot holds making an easy climb even for non-thieves.

The Marshall's Talking Points

- He is eternally bound to his master, Dareth of the Silver City, a Northman Paladin who fell centuries ago in battle against a demon horde
- He does not remember his own name, nor much of his former life save flashes of memory
- He will not leave these caves, nor will the honor guard
- Dareth's calling in life was to vanquish evil, particularly the demonic incursions that were common some half a millennium ago
- He knows the secret to entering Dareth's Tomb (see below) and will share the information with a Paladin or a Cleric if respectfully requested
- He will allow **Demonbane** (see 9.17) to be removed from the tomb without resistance if taken by a Paladin, a Cleric or another character who is intent on wielding it against the forces of the Outer Darkness – provided that the rest of Dareth's tomb (antechamber and final rest) is left unmolested

9.16. The Tomb's Antechamber

A grey mist covers the floor of this chamber to a depth of about 2 feet. Tapestries hang on the rough stone walls, a suit of platemail stands on a rack in the center of the room with a shield slung over the shoulder.

A table stands behind the suit of armor.

The east wall is cut stone, mortared together and to the surrounding natural cave walls and ceiling.

Mist: harmless, though it hides a very uneven floor, the entirety of which is a mural depicting a very inaccurate and stylized view of the Rosewood Highlands as seen from Heaven, through the clouds.

Tapestries: depict battles between an unnaturally tall and thin (and pale) warrior in full plate and a variety of demonic beings. Eversnow Mountain can be distinguished in the background of one of the displays. There are nine tapestries total, worth 300 gp each (and they weigh 60 pounds each).

Platemail: Black with a stylized eagle crest worked into the breastplate. Fitted for someone very tall and thin (7 feet tall), this plate is magical: **Dareth's Defense** (see Appendix). The **Shield** slung over the shoulder bears the same eagle crest on its face. On the reverse are written over a dozen prayers. If the shield-bearer recites these prayers while in battle, he or she gains the effect of a bless spell, which ends when the recitation ends.

NOTE the shield is not magical, nor are the prayers as such, but they are a petition to channel the power of the Saints, the equivalent of a 1st level cleric spell.

Table: On this plain wooden table are five goblets made of a variety of materials, which detect as faintly magical. The **Grand Mother's Vintage**. Each holds a small amount of ancient but still potent wine:

- A Bronze goblet fashioned as interwoven leaves with silver decorations on the edges (worth 300 gp)
- A Gold-plated Brass goblet with inset (paste) jewels (worth 10 gp)
- A Blue and Green Ceramic goblet (worth 50 gp)
- A Cut-Crystal goblet (worth 220 gp)
- A Pewter goblet worked with ancient Northman symbols and runes (worth 50 gp)

Wine: Each goblet has about a swallow of wine in the bottom. The wine is magical (see Appendix for how drinking the wine can affect the drinker).

9.17. The Final Rest of Dareth of the Silver City, Paladin of the North, Slayer of Demons, Defender of All That Is Holy

There is no entrance to this tomb. A way must be found through or around the wall – with the caveat that the walls here can be very unstable (see “The Halls of the Restless Dead” page 28 above for some notes on using magic in these unstable areas).

Inside this unadorned cave is a very well-preserved corpse on a simple stacked log bier.

The corpse is the earthly remains of Dareth of the Silver City: a seven foot tall bearded man, dressed in plain, decaying monastic clothes, clutching well-worn very long sword, the razor-sharp blade etched with Northman runes and bearing seven small rubies on one side of the elaborate cross-guard and seven small amethysts on the other side. This is **Demonbane**.



10. Ghost Hill

Spirits dance in the night, most are harmless, a few are helpful, a few are wicked. The Mother Hag can tell one from another.

The benevolent spirits have some information about the Hart of the Wild and how it can be stopped. The dead are upset because the spirits of animals, usually free to roam the Aethersphere and dance with these free spirits, are being trapped and coerced into wretched goblin bodies...



Nighttime Encounters on Ghost Hill

2d6	Spirit Encounter	Notes								
2	1 Beneficial Spirit: who will trade information about the Hart of the Wild for...	1. An Enduring Spirit: trade for vengeance (this woman was betrayed by her husband... 300 years ago). Can be coerced. Speaks in a harsh whisper 2. A Spectral Haunt: trade for fulfilling its vow (failed to take a message to the king). Can be coerced. Must pantomime information								
3-4	2d8 Dancing Spirits	Harmless, dancing to music only the dead can hear, no communication								
5-7	1d12 Dancing Spirits	These apparitions are being serenaded by 1d8 Song Spirits. No communication with the dead, the magic of the Song Spirits might affect the living								
8-9	2d6 Dancing Spirits	Dancing to songs sung by a thousand spectral birds, harmless though viewers must save vs. spells or be mesmerized for 1d6 rounds, or until touched. No communication								
10-11	1d4 Beneficial Spirits	Spectral Haunts who will trade information on the Hart of the Wild for being released from their vows (they all broke holy vows, must be given absolution by a priest of the Church of the Holy Saints). Must pantomime information. Cannot be coerced								
12	1 Harmful Spirit	<table border="0"> <tr> <td>1. An Anguished Spirit</td> <td>5. A Vengeance Spirit</td> </tr> <tr> <td>2. An Avenging Spirit</td> <td>6. A Wight</td> </tr> <tr> <td>3. A Ghost</td> <td>7. A Wraith</td> </tr> <tr> <td>4. A Haunt</td> <td>8. A Vampire</td> </tr> </table>	1. An Anguished Spirit	5. A Vengeance Spirit	2. An Avenging Spirit	6. A Wight	3. A Ghost	7. A Wraith	4. A Haunt	8. A Vampire
1. An Anguished Spirit	5. A Vengeance Spirit									
2. An Avenging Spirit	6. A Wight									
3. A Ghost	7. A Wraith									
4. A Haunt	8. A Vampire									

11. Hangman's Hollow

The trees in these hexes have corpses hanging from them by the hundreds throughout the narrow valley – some human, some goblin, some... less identifiable, in various states of decay from fairly recent (within the past three months) to full skeletons.

Their eyes glow like lanterns, day or night.

One-in-twenty chance of a corpse being animate, and one-in-twenty speak.

Tending the Mother Hag's fields (11.3) and orchards (11.4) are a total of 642 **Zombies** which will ignore intruders unless attacked or otherwise impeded from their work, then they will retaliate in tireless waves (1d10+10 per wave).

Encounters in Hangman's Hollow are rolled (6 on d6) once every hex. If an encounter is indicated, roll 1d4+1 for encounters on the path, 1d8+4 for encounters off the path.

Encounters in Hangman's Hollow

2d6	Encounter	Notes																
2	Peasant	1. Dazed and confused, can't even speak full sentences 2. On his way to see the Mother Hag to ask for a charm 3. On his way from the Mother Hag, denied his request, angry, ranting about the "stupid talking skull" 4. Sobbing unconsolably, will remain for 1d12+12 hours (if a full 24 hours, will die of grief)																
3	Magic Plants	1. Talking Trees which ask inane and deeply personal questions. The don't respond (regardless of the answer) but will continue to ask questions. The trees scream loudly if attacked: roll 1d8+4 for what is attracted (in 2 rounds) 2. A sentient raspberry bush waves its branches over the path, trying to shoo intruders away. Anyone who eats one or more raspberries will gain speak with plants for the next hour and then can never speak with plants again (becoming permanently "deaf" to the voice of plants) 3. (4) Shrieking Fungi 4. A Hangman Tree has shambled up next to the path, waiting for a victim																
4	2d12 Crows	Spies for the Mother Hag who will caw and flap at intruders, then fly off toward the House																
5	A Serving Man	1. The Charcoal Man – covered head to toe in charcoal dust, pushing a wheelbarrow with 52 Charcoal Briquettes – each will burn as a normal fire for one week. He won't sell them as he fears the Mother Hag's reprisals if she doesn't get her order. 100 gp each 2. The Greenleaf Man – dressed all in green, with a long bow (+1) and 12 yellow fletched arrows (+2), silently followed by a sapling Treeman (4 HD). Hunting for a runaway animate corpse 3. The Tinker – pushing a clanging and rattling cart filled with all manner of metal objects, most in some state of disrepair. Can repair any damaged magic item (cost: half the item's value). He carries a magical extradimensional coin purse (with 5200 gp available at the proper command) 4. The Tailor – dragging behind him a trunk filled with magical cloth which he can fashion into magical cloaks (cost: double the item's value)																
6	1d4 Zombies	Carrying hoes and rakes, moving from one potato field to another																
7	Animate Corpse	Broken neck with frayed hangman's noose dangling across his chest, glowing eyes, wandering aimlessly. Fights (as Zombie) if attacked.																
8	Simeon the Whittler	Looking for "the perfect branch for my next carving," Simeon wields a knife as a 9 th level fighter if engaged in combat, and carries 1d3 Carved Figures (see House of Stone and Bone and the Appendix for more information on Simeon and on his Carved Figures)																
9	An Angry Animal	<table style="width: 100%; border: none;"> <tr> <td style="width: 25%;">1. Skunk</td> <td style="width: 25%;">3. Weasel</td> <td style="width: 25%;">5. Groundhog</td> <td style="width: 25%;">7. Rabbit</td> </tr> <tr> <td>2. Badger</td> <td>4. Raccoon</td> <td>6. Porcupine</td> <td>8. Beaver</td> </tr> <tr> <td></td> <td></td> <td></td> <td>9. Grouse</td> </tr> <tr> <td></td> <td></td> <td></td> <td>10. Moose</td> </tr> </table>	1. Skunk	3. Weasel	5. Groundhog	7. Rabbit	2. Badger	4. Raccoon	6. Porcupine	8. Beaver				9. Grouse				10. Moose
1. Skunk	3. Weasel	5. Groundhog	7. Rabbit															
2. Badger	4. Raccoon	6. Porcupine	8. Beaver															
			9. Grouse															
			10. Moose															
10	2d12 Crows	Spies for the Mother Hag who will caw and flap at intruders, then fly off toward the House																
11	2d12 Zombies	1. Pushing a wheelbarrow full of potatoes, on their way to the house 2. Pushing an empty wheelbarrow, on their way to a garden or orchard 3. Dragging a corpse with glowing eyes 4. Cutting down a tree (armed with axes and saws), clearing a plot for potatoes																
12	Garoan the Bear Rider	Searching for: 1. an injured bear (to help or put out of its misery) 2. an intruder who stole a bear saddle 3. The Charcoal Man (see above) 4. The Mother Hag																



11.1 The Ford on Witch's Run

This ford is wide and shallow, the water running over and around slippery steppingstones. On either bank, right at the edge of the ford, is a single spreading oak tree with a skeletal corpse hanging from it, eyes lit like lanterns, reflecting off the rippling water of the stream (day or night).

As mortals approach the ford, the corpses moan loudly and call out in low, slow, groaning voices (both in unison):

“Begone mortals! What business have ye with the Great Lady of the Hollow? Beware if thou walk in the thick pleached alleys of her great orchards and fields. Listen to the words that warn you away!”

The skeletons repeat these warnings over and over as long as a mortal being is within 100 feet or so of the ford.

11.2 The Long Walk

The path that climbs up the lower slope of Witch Hill is steep and rocky, but avoids all of the Mother' Hag's orchards (11.4) and potato fields (11.3).

The locals always use this path.

11.3. Potato Fields

Acre after acre of tilled fields which grow low, long leafed plants (potatoes) year-round. A small army of **Zombies** tend these fields, wielding hoes, rakes, shovels, pushing wheelbarrows, pulling weeds, etc.

11.4. Mother's Orchards

Tall, twisted, flower bearing trees grow in these areas, trimmed and tended by a small army of **Zombies** wielding sickles, scythes, saws, carrying sacks full of flowers, etc.



11.5 Garoan Bear-Rider's Cave

See Appendix for more information about Garoan.

NOTES:

- Any animal encounters within the small circle on the map (a 250' radius around Garoan's Cave) will be immune to the effects of the Hart of the Wild.
- There is a 50% chance that Goroan will be in his chamber, otherwise he and 1d3 bears from 11.5.7 will be gone.
- If the Badgers (11.5.1.) warn Garoan (11.5.12) of imminent danger, he will call on the bears (11.5.7) telepathically to dispatch the intruders. The bears will take 4 rounds to get from their lair to the entrance – which they will come out of running at full speed, launching themselves off the shelf onto any perceived threat in the area.
- The statues in this complex long predate Goroan's presence. They are **Defenders of the Faith**, special guardians of the old gods. See Appendix for more information.

11.5.1. Seven Skulls

Arrayed along the base of the shelf (11.5.2) are seven skulls (left to right):

Dragon (Red), Griffin, Giant Eagle, True Giant,
Giant Serpent, Giant Elk, Stone Drake

Inside (and in a small tunnel and cave behind) the True Giant's Skull (center and largest skull) lives a clan of six adult **Giant Badgers** who are fiercely loyal to Garoan.

When strangers approach the lair, 3 Giant Badgers will pop out of the skull (eyes and mouth), while 1d2 will scurry off to warn Garoan about the intrusion. These Badgers will attack any creature that attempts to gain access to the cave unless they are accompanied by Garoan or have a familiar smell. The Badgers are not fearless, each fleeing back to the lair on first injury.

The lair itself contains some incidental treasures they have accumulated (along with a lot of trash): a leather purse (containing 72 gp and 45 sp) and a bony hand with a gold ring still on the middle finger (gold band, etched with magical symbols of fire, with a red garnet setting: **Ring of Fire Resistance**).

11.5.2. Stone Shelf

The ramp up to this shelf is steep and well-worn, but easy to climb.

The shelf is about 10' above the ground (area 11.5.1).

The stone here is deeply gouged and chipped, long claw marks dragging across the surface and the edge of the shelf is freshly broken away.

11.5.3. "Go No Farther"

A wooden sign hangs on the wall here (between the stairs in the west and the tunnel to the north) on which is written, in careful, flowing script, "Go no farther! Beyond is death!"

11.5.4. The Tack Room

Saddles of unusual size, with several long, well-worn straps sit on racks here (six saddles). A natural stone shelf on the north wall holds a pile of dirty but usable blankets, while spikes driven into the east wall hold what can only be called bridles, though they clearly are not designed to fit a horse. Seven extra-large saddle bags are piled on the floor beneath the bridles.

This is Goroan's Bear Tack room – saddles and bridles sized for his bear mounts.

11.5.5. Hellbreath's Chamber

Hellbreath is an ancient and scarred giant **Grizzly Bear** with a mean disposition. The other bears (11.5.6.) generally leave Hellbreath alone, as they have all suffered under his unpredictable ill temper at one time or another. If there is a commotion here, the other bears will NOT come to aid Hellbreath.

Hellbreath is Garoan's oldest friend and the bear is very loyal to him, as Garoan is the only being who can calm him when he falls into his fits of rage and anger. He suffers from a particularly painful parasitic disease, causing these frequent outbursts (and giving him his name – his breath is... vile).

Cure Disease would remove this disease, freeing the bear from his unpredictable fits of rage. HELLbreath would (with Garoan's blessing) befriend anyone who so cured him, becoming a follower/animal companion with extreme loyalty.

11.5.6. Covered Statue

A dirty canvas tarp covers a statue of a child with a shepherd's crook and a sword.

The statue is one of the **Defenders of the Faith**, The Shepherd of Faith (see Appendix for more information). It radiates magic (strongly) but remains inanimate unless commanded by the **Angel of Peace** (the statue in area 11.5.12). When animate, it is the equivalent of a **Caryatid Column**.

11.5.7. The Grizzly Bears' Den

Sometime in the long past the southern part of this cave was squared off, with (non-animate) carved columns in alcoves in the southernmost ends of the side walls. Tattered and dirty tapestries hang on the east and west walls (depicting pastoral scenes of fairies dancing).

Four **Grizzly Bears** lair here, fiercely loyal to Garoan. They are afraid of Hellbreath (11.5.5) and will not aid him if they hear a commotion coming from the upper area.

The **tapestries** are worth 50 gp each (damaged, if repaired worth 300 gp each) and weight 75 pounds each. The **carved columns** are covered in mud and moss so they only have the general shape of a person. If uncovered, they are revealed to be carvings of warrior women wearing full helms, scale mail, brandishing a sword and shield. The eyes of the statues are large emeralds (worth 300 gp each) and the boss on each shield can be removed (treat as secret door to discover the catch for removing the boss). These are **Charms of Protection from Faerie Magic** (see Appendix)

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11.5.8. Hanging Skulls

Four human skulls hang from the ceiling here by thin silver chains, swaying slightly, slowly turning.

When any creature other than Goroan steps onto this broad step, the skulls snap around to face the intruder, eyes glowing red. The skulls will then loudly shout in unison, "Get out ere your tomorrows end today!"

This alarm can be avoided by not stepping on the broad step here.

The shouting of the skulls alerts Goroan if he is in his chamber (11.5.12) and he prepares his defenses and summons the Grizzly Bears in area 11.5.7 telepathically to come to his aid, if they still live.

11.5.9. Warrior Statue

This is a statue of a armored warrior standing at ease, shield at rest on the ground, sword sheathed.

The statue is one of the **Defenders of the Faith**, The First Warrior (see Appendix for more information). It radiates magic (strongly) but remains inanimate unless commanded by the **Angel of Peace** (the statue in area 11.5.12).

When animate, it is the equivalent of a **Caryatid Column**.

11.5.10. Simple Trap

A simple pit trap in the floor here (10' deep, spikes at the bottom: 1d6 hp damage for the fall plus 1d4+2 spikes at 1d6 hp damage each, save vs petrification for half damage from the spikes). A hidden latch on the in the center of the inner (right-hand as climbing the steps) wall disables the trap.

11.5.11. Mother and Child Statue

A pair of joined statues, a woman and a child.

The statue is one of the **Defenders of the Faith**, simply called The Mother and Child (see Appendix for more information). It radiates magic (strongly) but remains inanimate unless commanded by the **Angel of Peace** (the statue in area 11.5.12).

When animate, the statue is the equivalent of a **Stone Golem**.

11.5.12. Goroan's Chamber

A (hair) woven curtain covers the opening to the alcove in the north. A small table stands against the far wall next to a hearth. The floor is covered with animal pelts (mostly bear).

In the alcove is a bed and a small wooden chest.

Around the corner to the south is a 10' tall statue of an angel.

The **curtain** was a gift from the Hairy Man (area 8 above) and is woven hair and functions as a ring of spell storing for any spell cast at it (Goroan does not know this)

The **table** has a small pile of papers on it and three books, one of which is lying open. The papers are brittle and frayed with age, written in a mysterious code in tiny script. Read magic or read languages will reveal these papers to be an incomplete formula for raising the dead (the very formula that the Mother Hag uses, see area 12, below). The books are mundane books of history. The open book is open to a page describe the early Holy Wars of the First Conquest.

The **bed** in the north alcove is extra-large, covered in furs, and terribly uncomfortable. A canvas satchel at the head of the bed is filled with black feathers (347 **Enchanted Crow Feathers**).

The **chest** in the north alcove is locked (Goroan has the key) and contains 844 gp and a silver charm bracelet with 9 charms (300 gp)

The **statue** is a 10' tall marble statue of an angel with its wings outstretched and curving around its front. The angel holds two long, curved bladed swords. Goroan has hung a leather jerkin on the tips of the swords.

The statue is one of the **Defenders of the Faith**, the Angel of Peace (see Appendix for more information). It radiates magic (strongly) but remains inanimate unless activated by a priest of the old gods (or one of the old gods themselves, such as the Hart of the Wild). Goroan is unaware of its magical properties.

When animate, The Angel of Peace is the equivalent of a **Marble Guardian (Medium)**.



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11.6 The House of Stones and Bones

The house itself is built of ponderous jet-black basalt slabs. The hip roof is covered in bones of all manner of creature.

The windows are shuttered both on the outside and from within. No light escapes.

11.6.1. Approaching the House

Each tree depicted on the map has a talking, animate corpse hanging from it, eyes brightly glowing. In addition, the path leading up to the house is lined with fence made of bones.

Whenever anyone comes within 50' of any of the trees, all of the **corpses** will begin to moan and chant in a groaning, whispering unison voice the "Song of the Mother Hag" (see sidebar).

- Any corpse spoken to will scream the next two lines in a shrill, angry voice, then will be silent until the chant starts again at the beginning
- Any corpse physically engaged (pushed, poked, attacked, etc.) will cause all the corpses to drop from the trees and attack as a **Vengeance Spirit**

(NOTE: there are 14 corpse-trees here)

The Song of the Mother Hag

"Let the red sun fade to the dark moon sky;
Let the worms writhe free and the nightwings fly;
Let the mortals brave and fairies bright
Come to the Mother on sliver-moon night.

"Who dare infringe her holy fields and trees
Take heed and fly to the sheltering lees
Of hills whose deep voice doth groan and cry
'Til the day dawns bright and the darkness die."

11.6.2. Front Porch

The door, which opens inward, is made of leg and rib bones, and features a skull with one red glowing eye and one blue glowing eye at roughly eye-level.

The skull speaks, acting as the Mother Hag's Doorman, engaging in conversation with any mortal being who steps onto the porch.

- What do you want with the Mother?
- Why should she hear your petition?
- How shall she be rewarded?
- Is your need great enough to face the Mother?
- ...and similar questions. The answers DO matter.

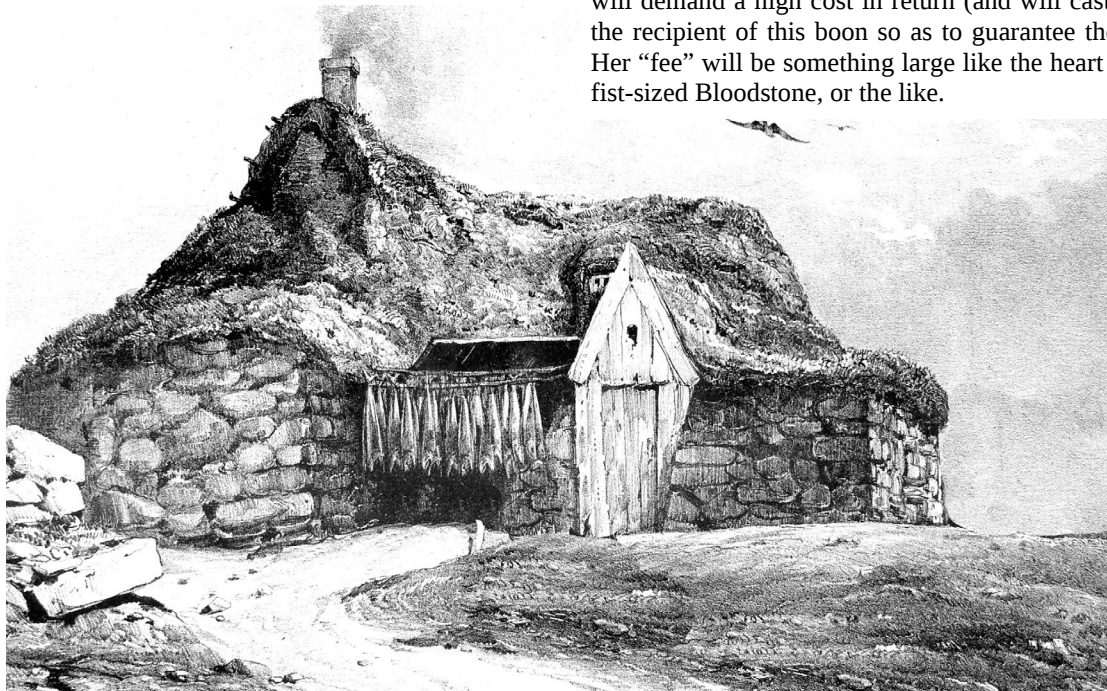
The skull is the last remains of a **Dust Lich**, its left gemstone eye a large Ruby (Globe of Invulnerability) and its right gemstone eye is a large Sapphire (Spiritwrack). Generally speaking, the Dust Lich will not seek to kill but drive away even the rudest and most aggressive of intruders, unless they seek to harm the Mother Hag, in which case it will unleash all of its powers.

11.6.3. The Cloak Room

Thirty-two pegs line these walls with a dozen cloaks hanging here:

- Red Wool: a **Cloak of Displacement**
- Red Silk: **Cloak of Fear**
- Green Wool: **Cloak of Protection +3**
- Green Silk: a **Cloak of the Elves**
- White Brocaded Silk: **Cloak of Peace**
- White Wool: **Cloak of Protection +2**
- Black Silk: **Cloak of Darkness**
- Black Wool: **Poisoned Cloak**
- Living Green Leaves: **Cloak of the Forest Lord**
- Brown Wool: **Cloak of Transformation (Bear)**
- Brown Silk: **Cloak of the Spider**
- Grey Wool: **Cloak of Invisibility**

The Mother Hag may lend a cloak to a deserving petitioner but will demand a high cost in return (and will cast a geas spell on the recipient of this boon so as to guarantee the item's return). Her "fee" will be something large like the heart of a dragon or a fist-sized Bloodstone, or the like.



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11.6.4. The Hearth Hall

The Mother Hag and her son **Simeon** spend most of their time in this room, she tending the hearth, he carving his magical wooden figures. **Falchor** the brinded cat sits grooming himself on a small stool.

A **stewpot** hangs over the fire, filled with spiced potatoes which the Mother Hag will offer to any guests or intruders. The potatoes are magical and have the effect of **Charm Person** on any who take even a single taste (save to negate).

Mother Hag's soul is encapsulated in a silver egg, hidden away in the lair of the Hairy Man (see area 8, above). Destroying the egg is the only way that the Mother Hag can be truly killed.

Note she is not evil, but she is selfish.

The Mother Hag can offer a number of services:

- She enchants small **charms** that can do one of the following (power/cost):
 - Protection from Evil 10' Radius/Gallon of Griffin Blood
 - Protection from fire/three rubies of at least 500 gp each
 - Protection from Undead/thousand-year-old corpse dust and a gold ring
- She can concoct the following **potions** (power/cost):
 - Healing/twenty fresh wild flowers from Green Hill
 - Animal Influence (treat as turn undead, only toward animals – duration 1 turn)/a Snowdrop flower from Green Hollow and the tears of a fairy
 - Fire Breathing (1 Red Dragon's breath attack for 10d6 hp damage)/the fangs of a Red Dragon and a tree branch burned by dragon fire
 - Vitality/the heart of a creature at least 100 years old

Cheating Death

In addition to her charms and potions, the Mother Hag can cheat death. She will say she can "call the spirits back from beyond the grave." And this is true. She can reinsert a person's spirit into their dead body.

What she will not reveal, however is the significant side-effect of this magical cheating of death. Unfortunately, what this does is cause the "raised" person to become an undead being, all their stats remain as before, but the affected person no longer needs to breathe, eat, drink, or sleep. Treat the affected person as an undead creature of HD equal to his or her character level with regards to magics that affect undead (turning, potions of protection, etc.)

The body begins to very slowly decompose:

- after two weeks, the "raised" person develops an unpleasant, pervasive body odor (-1 on reaction rolls with animals)
- after three weeks, any wounds suffered will cause chunks of flesh to fall away from the body
- after five weeks, the affected person becomes an undead being permanently (only wish-level magic might bring the character back from this fate)

If cast before the fifth week of "raised" existence, a Resurrection spell will truly bring the dead person back to life.

To **Cheat Death** the Mother Hag needs:

The Water of Life and the Soil of Death
Words of Hope and a Song of Lament
The Light of Day and the Dark of Night
A bough from the Never Dying Tree
And a Leaf From the Never Living Tree

(water from a running stream/river, grave soil,
Someone to pray a prayer and someone [else?] to sing a dirge,
a full day and a full [moonless?] night,
an evergreen bough,
and a stone leaf from the Stone Tree in Green Hollow)

These "ingredients" are what the Mother Hag expects, though the players may find suitable alternates which will delight the Mother Hag (and give a bonus to the raise dead attempt)



11.6.5 The Mother's Workroom

This door is magically locked. It opens with the Mother Hag's touch.

Long **tables** and bowing **shelves** are stuffed with all manner of strange items.

Dozens of unlabeled **jars** containing: newt eyes, frog toes, bat wings, dog tongues, snake tongues, purple worm stingers, lizard legs, owl wings, dragon scales, mummified human fingers and toes, pickled shark entrails, various roots and plants (such as hemlock), goat entrails, yew sticks, a dried human liver, a human nose and lips and tiny human finger bones (Macbeth)

Small **boxes** containing tiny carved stones; ivory, bone and wooden charms; and small twisted metal bits.

Hanging from the ceiling are:

- The skin of a giant serpent
- A giant stuffed alligator, missing several toes and most of its teeth
- Seven human skulls
- The skull of a giant eagle
- An 8-foot long crooked maple branch (with a cluster of still green leaves growing from one end) – a **Staff of The Gardener**

Among the jumble of curious and unpleasant detritus are a few valuable items:

- A fox-pelt mantle (worth 200 gp)
- A cedar box with gold painted glyphs around the sides containing 16 rubies worth 50 gp each
- A ceremonial dagger with runes inscribed in the blade (considered blasphemous to the Church of the Holy Saints and anyone in possession of said dagger is considered to be a heretic who must be burned at the stake)
- A palm-sized charm fabricated from intertwined sticks bound by human hair (**Protection from Evil**)



11.6.6. Simeon's Work Room

This room is well organized: sticks and branches bundled by size and type to the north, a table before a great hearth to the east, shelves with carefully arranged figures on them to the south.

The **table** contains a variety of carving tools and partially carved figures, several of which may resemble members of the party...

The **hearth** is cold and hasn't had a fire in some time. A pile of dirty sawdust and wood shavings is heaped atop the ashes. Beside the fireplace is a **Magic Broom of Sweeping** which can be commanded to sweep the floor or attack (see Appendix for more information).

The **bundles of branches** are very neatly stacked, sorted by size and type. Living behind and beneath the branches is a family of **Giant Rats** which have been befriended by Simeon, the Mother Hag and Flachor the brinded cat.

The **figures on the shelves** are **Simeon's Carved Figures**, 22 carved wooden figurines:

- A cow
- A shepherd and three sheep
- A mis-shaped dragon
- A griffin
- A mountain lion
- A three headed troll
- A grizzly bear
- A man leading an ox
- 12 warriors
- An owl
- An eagle

See Appendix for more information on the Carved Figures.

11.6.7. Mother's Larder

Sacks of potatoes are stacked floor to ceiling, filling the northern part of this room while barrels of pickled meats (unlabeled and not easily identified...) and sacks of flour and sugar, dried and fresh vegetables, and mint and various other spices are carefully stored on shelves and tables to the south.

11.6.8. Mother's Room

The door to this room is magically locked, opening only at the Mother's touch.

A comfortable bedroom, large rug on the floor, a large overstuffed chair, side tables with books (poetry), vases of fresh flowers. The fireplace always has a warm, inviting fire burning.

In the cushions of the **overstuffed chair** are hidden a silver ring engraved with stars and moons (**ring of protection +1**), and a leather pouch containing 300 pp.

A **secret trap door** in the floor (hidden under the rug) is magically locked, opening only at the Mother's touch.

The **secret door** between this room and 11.6.9. is hidden behind a moveable bookcase.

A Shadow Over The Greatwood

11.6.9. Simeon's Room

The door is unlocked and opens easily.

A neatly made bed, a table on which are some papers and a small wooden figure, a bookshelf with only three books on it, a cold hearth and, in the southwest corner between the bookcase and the hearth, a 7-foot tall carved wooden warrior figure.

The papers on the **table** are skillfully rendered sketches of human anatomy.

The **books** on the bookshelf are books of poetry. In one of the books is a loose page (if casually opened, the book will "fall open" to this page as the binding is broken) notes are scribbled in the margins, in tiny, hard to read script. These are words or phrases beside lines of poetry, sometimes with lines connecting specific words. Read Magic, Comprehend Languages or a Bard's unique skills will reveal that these are magical commands:

come alive, rest, fetch, stop, etc.

These verses can be used to animate the wooden warrior figure.

The **Wooden Warrior Figure** is a **Wooden Warrior** that Simeon carved from Rosewood Cherry tree struck by lightning. The poetic commands found in the book of poetry can be used to animate the golem, but Simeon has telepathic control of the figure and can override the simple magical commands from the book.

The **secret door** between this room and 11.6.8. is hidden behind a moveable bookcase.

11.6.10. The Hidden Room

The secret door to this room is locked and only opens to the Mother's touch.

Magical **darkness** covers this room.

Suspended by invisible magical bonds, an ancient man, covered head to toe in tattoos, sleeps a magical timeless sleep.

This is **Garaban the Inscribed**, an ancient demon-worshipping priest of the old gods whose body has been covered in magical tattoos. He has been driven mad by his imprisonment.

If any light is shed on the sleeping man, he will awaken and begin to fight against his bonds, which will not break. Within one round, however, he will try using his magic (see below) to convince someone to release him from his bonds. He is bound by the large diamond in room 11.6.12. If the target does not or cannot promise to release him, he will fly into a rage and attack.

Each of his tattoos are magical spells that he can cast at will, once per round, simply by touching the tattoo and speaking an arcane word:

Cleric: Resist Fire, Glyph of Warding, Insect Plague, Stone Tell, Word of Recall, Gate, Restoration

Druid: Detect Magic, Create Water, Protection From Lightning, Commune With Nature, Wall of Thorns, Animate Rock, Creeping Doom

Magic User: Shocking Grasp, Detect Invisibility, ESP, Dispel Magic, Feeblemind, Gate, Prismatic Sphere
Illusionist: Mirror Image, Hallucinatory Terrain, Illusionary Script, Confusion, Demi-Shadow Magic, Mass Suggestion, Permanent Illusion

Garaban is the source of the magical abilities of the Mother Hag and Simeon. If Garaban is killed or released, the Mother Hag has only normal Mother Hag abilities and all of Simeon's carved creations become inert chunks of skillfully whittled wood.

11.6.11. Ruined Shed

The north wall of the toolshed was demolished by a herd of raving moose under the influence of the Hart of the Wild. The roof has partly collapsed and the tools inside are beginning to rust and warp.

11.6.12. The Binding Stone

This door is magically locked opening only to the Mother Hag's touch.

Inside this magically darkened room is a stout oak chest, not locked or trapped. It is lead lined (so very, very heavy) and contains a neatly folded velvet cloth in which is nestled a fist-sized diamond which glows faintly (when not in a magically darkened room). The diamond is worth 5000 gp and is magically imbued with the power to bind Garaban the Inscribed (11.6.10). If the diamond is taken more than one-half mile from Garaban's prison, he will be freed. Also, destroying the diamond will release Garaban from his bonds.

11.6.13. The Basement

These dusty and cobweb filled rooms are clearly not-well used.

The only tracks that appear on the dusty floor are rat footprints (from 11.6.6) and the skittering tracks of **Giant Centipedes** which now live in the largely disused cellar. There is a 1-in-6 chance each round of encountering 1d2 **Giant Centipedes** here.

In the easternmost part of the basement is a well that has been covered over with pine boards, atop which sits a 4' perfectly cut cube of black basalt. In the corner are two 3' tall wax-sealed urns.

The **well** is home to a **Tentacled Horror** (three tentacles) which is in a deep, hibernating sleep. Noise in the cellar will awaken the Horror, however, and it will begin banging against the wooden cover of the well, unsuccessfully attempting to dislodge the cover and slither out of the well. If the basalt stone has been moved, however, the Horror will be immediately successful in removing the cover!

The **wax sealed urns** each contain a slime engulfed white and green marbled orb. These are Tentacled Horror eggs, worth 1200 gp each to the right buyer (a wizard or alchemist or witch perhaps). Unsealing the urn causes the eggs to begin to grow and they will hatch within 1d6 days of being unsealed, releasing a small **Tentacled Horror** (one tentacle) onto the world.

12. East Road Waystation

This stone walled compound was erected by the Governor of Jacob's Well to protect the eastern trade route. **Darrin Gastor** was appointed the Trade Way Protector.

Seeing his opportunity, Gastor remodeled the waystation to become a small fortified inn which he then profits from by charging travelers and merchants a **toll** for using the road and additionally for supplies, stabling, meals, etc. All of this, in addition to his monthly stipend from the Governor, has made Gastor a very wealthy man.

Gastor rules his servants and guards fairly but rigidly, though he may bend the rules or turn a blind eye toward certain laws to his own benefit. He is tolerated by the servants and the small garrison (8 guards) is as loyal as Gastor's regular payments (5 gp per month) allow.

Coaching House: This room is large enough for maybe three or four wagons if carefully maneuvered. **Tall Jim** is the coachmaster who lives in his workshop. He is exceedingly strong (S19) and agile (D16). Tall Jim might be interested in short term adventuring opportunities (he is the equivalent of a F3 with 14 hp and can gather together a sword, dagger and leather armor).

Common Room: Straw is spread on the floor and benches stacked against the north wall. Used as an overflow room for the main bar and the least expensive sleeping options (1 gp per night per person).

Guards: each of these rooms has two double bunkbeds and a few small chests. The guards are well paid (though they spend most of their money on ale in the main bar) and relatively content in their lives. **Doogan, Simple Ed, Mug Rat, Burly Jim, Hedger, Badger, Luskan and Scupper.** Doogan and Simple Ed are level 3 Fighters, the others are level 1. Any might be enticed to a life of adventuring if given enough incentive.

Guest: These rooms are from 3gp per night per person to 12 gp per night per person, depending on how Darrin decides to charge his "guests."

Hay Loft: Dylan, Micah and the Ostler live here, sleeping in the soft, piled hay.

Kitchen: Two extremely talented women cook and bake and supervise three children, all of whom work and sleep in this room. **Tanin** and **Mika** are the women, the children are **Bully, Nit and Michael.**

Laundry: Three washtubs, shelves with a canister of lye and other soaps and brushes and other cleaning items. Hooks on the south wall have items drying. The washer girl **Elnora** lives in this room. Her arms and face are scarred.

Main Bar: Clean and well stocked, if expensive. The food is good, the ale is strong and the wine is imported.

Owner & Owner Bed: These doors are always locked. Darrin has the key. This is **Darrin Gastor's** small apartment which he shares with his personal servant, **Filian** (who is mute). A wardrobe is filled with expensive clothing and a chest has 4200 gp in it.

Pantry & Stores: Flour, sugar, lard, fresh fruits, dried fruits and berries, oils, etc. The stairs go down to a root cellar where barrels of pickled meats and vegetables are kept, fresh vegetables, etc. All the barrels are marked: pickled beef, pickled cabbage, etc. One of the small barrels of pickled beef has its lid slightly ajar (all the other barrels are wax sealed) and contains a leather sack with 988 gp, 1214 sp and (9) rubies worth 300 gp each. The servants know what is in this barrel and have been known to filch a silver piece or two from time to time.

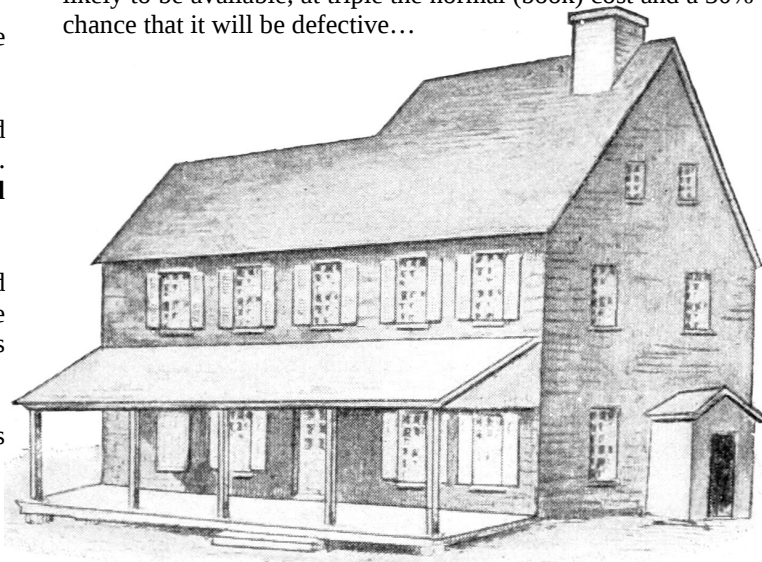
Private Dining: 10 gp a night. Heavy tapestries cover the walls such that the room is fairly soundproof (shouting will be heard clearly but talking is effectively masked from eavesdropping).

Servant: Dolan the Taskmaster, who is the chief steward of the Waystation lives here. He has a small collection of books (History of the Old Gods, Prayer Book of the Church of the Holy Saints, Bawdy Poetry, *The Story of King Joram the Wise*) worth about 20 gp each, though he believes they are very valuable. He hides 300 gp in his mattress. Dolan is a coward and a bully. Nit (a kitchen boy) is his illegitimate son.

Shed: tools, supplies, a few weapons (a couple shortwords, four daggers and an old, battered shield) are among the junk.

Stables: Six stalls, two are usually occupied by Darrin's chargers, though he will move them to the coaching house or even simply tie them outside if he can make a few gold boarding horses here. Typically, 2 gp per night per horse. The stableboys (**Dylan** and **Micah**, both eight years old) live in the hayloft with the **Ostler** (that's his only name).

Stores: This room in the Servants' shack is piled high with a variety of items that might be of interest to travelers: candles, lanterns, oil, rope, parchment, etc. Non-weapon items are 60% likely to be available, at triple the normal (book) cost and a 30% chance that it will be defective...



13. The North Swamp

Long-branched willows and tall, straight birch and aspen trees clump together with scrubby pines and berry bushes, blocking the sun from the slippery, sodden ground beneath. Traveling through the swampland is treacherous, as the ground gives way suddenly in mud or quicksand, gas bubbles erupt, hidden pools and unseen streams seem to suddenly appear in the path, and ravenous creatures lurk just out of sight.

The Harvester's Highway

These hard-packed earth and stone cart paths wind among the heath and mosses in the marshy land. The Harvester tends these paths well.

Movement on the paths is normal, movement off the path is at 1/4th normal movement.

Encounters off the path are rolled every hour, on the path every three hours (6 on a d6 for an encounter, see chart below).



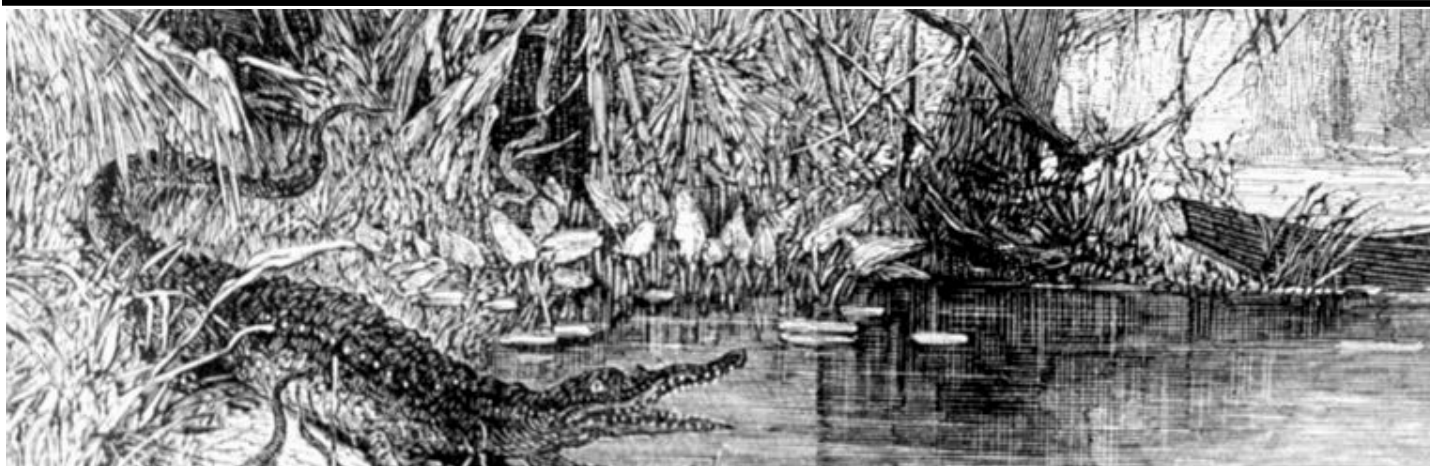
“The great swamp, which was overgrown with clumps of underbrush dipping down into the dank, slimy ooze. An odor of deadness and decay filled the air, and even in the sunlit afternoon little wisps of vapor could be seen rising from the unhealthy spot.”

From “Two Black Bottles” by Wilfred Blanch Talman with H.P. Lovecraft

North Swamp Encounters

Roll 2d8	Encounter	Notes			
2	The Hairy Man	He is searching for giant leeches and unique algae (to eat). Always curious, never aggressive			
3	A Lone Troll	1. Charmed envoy sent by Mud King (see Mud King of Stoney Creek adventure) – normal reaction roll 2. Escapee from the Chantry of the Deep Flame – hostile (-6 on reaction rolls) but will attempt to flee if reduced to half hit points or lower 3. Self-aware (that is, not insane) Troll named Therios who loves to sing, hates Goblin-kin and wants to be left alone, but will defend himself if attacked (seeking to flee at first opportunity) 4. A one-armed, one-eyed, very-scarred Troll eating a giant frog, who lashes out at anyone or anything that interrupts its meal			
4-5	The Harvester	Cutting or transporting Peat/ Hunting/ Searching for something. He is accompanied by 1-4 Bog Zombie Servants Normal reaction roll. See area 13C. for more information about the Peat Man			
6-9	Natural Hazard	1. Quicksand (20' radius pool) 2. Mud Pool (20' radius pool) 3. Unstable Ground (40' Radius) 4. Boiling Mud (100-yard radius)			
10-12	Swamp Creatures	<table style="width: 100%; border: none;"> <tr> <td style="width: 33%; border: none;"> 1. Alligators (2-5) 2. Giant Leeches (2-9) 3. Marsh Warbler (1-2) 4. Catoblepas (1) </td> <td style="width: 33%; border: none;"> 5. Bog Wraith (1) 6. Peat Zombies (2-7) 7. Giant Frogs (1-4) 8. Giant Turtles (1-3) </td> <td style="width: 33%; border: none;"> 9. Giant Spiders (1-2, see area ____) 10. Giant Salamanders (1-3, see area ____) **NOTE: Bog Wraith and Peat Zombies attack on sight. Otherwise, normal reaction roll. </td> </tr> </table>	1. Alligators (2-5) 2. Giant Leeches (2-9) 3. Marsh Warbler (1-2) 4. Catoblepas (1)	5. Bog Wraith (1) 6. Peat Zombies (2-7) 7. Giant Frogs (1-4) 8. Giant Turtles (1-3)	9. Giant Spiders (1-2, see area ____) 10. Giant Salamanders (1-3, see area ____) **NOTE: Bog Wraith and Peat Zombies attack on sight. Otherwise, normal reaction roll.
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13	Pestilence	A plague of biting and stinging insects swarms in a 20' radius. The insects do 2-8 hp damage per round (save vs. dragon breath for half damage). Running reduces the damage to half (quarter damage if save is made) and the cloud of insects will disperse after running for 4 rounds, after diving into the water or using some magical means (e.g. gust of wind). Otherwise, the swarm of insects continually renews itself and attacking relentlessly.			
14	Swamp Gas Bubble Pops	30' radius, save vs. spells or become nauseated for the next hour, all rolls at -2 (or disadvantage)			
15	The Bog Monster	1. Hunting, attacks 2. Digesting six alligators, resting, watches intruders warily, if attacked tries to flee 3. Fighting a giant alligator, victor will turn on party if still within sight after fight 4. Prowling, not hungry or angry (at the moment), normal reaction roll			
16	Unusual Swamp Creatures	1-7. Five Troglodytes hurrying back to their lair (see area ____). They will try to remain hidden and will flee if engaged. 8-9. Three Frog People, a scouting party sent from another area looking for a new swamp home for their people. They will try to remain hidden but will try to kill anyone who sees them. 10. The Fish Man (think creature from the Black Lagoon) searching for mortal flesh to consume and corrupt			

A Shadow Over The Greatwood



13A. The Harvester's Ferry

A slack rope line crosses the river here, anchored to stout oak pillars at the landward end of short wooden docks on each shore. A dirty and much-used flat-bottomed ferry boat is usually docked on the north shore.

13B. Raven Lake

Fetid and dark, the brown waters of Raven Lake are acidic and unpleasant, but potable. Layer upon layer of decaying plant matter undulates in the slow, trickling current.

Deep pockets of peat line Raven lake where the lazy current frays edges, occasionally releasing a long dead corpse, many of which rise up as Bog Wraiths and Bog Zombies. Encounters around Raven Lake at night are 100% likely to be with either 1d2 **Bog Wraiths** or 1d6 **Bog Zombies**, while during the day, 100% of the encounters along the edge of (or within the waters of) Raven Lake will be with the **Bog Beast**.

On the bottom of the center of the lake (35' deep) is the nest of the **Bog Beast**, an enormous plant-creature which feeds off of the local fauna and the occasional lost person or goblin who happens to wander within reach.

Intermingled among the roots and plants and mud and stones might be found:

- the bones of 30 humans and goblins and hundreds of animals
- a rusty but still solid mail coif and mantle
- a huge iron key with no markings
- an oilskin pouch of rat skulls, curious pebbles and miscellaneous small bones
- 63 gp at the bottom of a filthy and water-logged rawhide bag, bursting at the seams
- A wooden staff to which has been tied an owl feather (**Staff of Animal Compulsion**)
- a razor-sharp skinning knife and sheath, un-rusted
- a stone pendant on a leather cord
- a cherrywood club with silver covered spikes driven through the business end
- a silver brooch in the shape of a twin-tailed comet (worth 300 gp)
- a bundle of prayer candles, tied with a hemp cord, worth 150 gp to the clergy of the Church of the Holy Saints
- a gold necklace set with rubies and diamonds (worth 1200 gp)

13C. The Harvester's Hovel

The harvester's home is little more than a lean-to shack, carpeted with mosses and roofed with woven grasses. A thick woven mat with a large black raven painted on it covers the doorway (a hair-mat gift from the Hairy Man) and cut firewood and peat bricks are stacked in a rickety wooden rack beside an outside firepit.

Inside are the Harvester's meager possessions:

- a lamp and two gallons of oil
- a small table and single wooden chair
- an inexpertly crafted (but very comfortable) bed
- a dozen tanned and cured muskrat pelts partially assembled into a coat
- a locked chest containing 57 gp, 332 sp, a journal (detailing the everyday life of a Peat Harvester) and a small prayer book (dedicated to the old gods)
- A neatly stacked pile of (17) 6" on a side stone cubes (the **Fate Stones of Guundars the Lame** see 13F and Appendix for more information)

A small lean-to animal shed stands off to the side. If the Harvester is here, his mule Annabelle is in the shed and his two-wheeled cart is tipped up with the shafts leaning against the roof of the lean-to.

There is a 50% chance that the **Harvester** will be here at any given time. Prone to talking to himself and becoming fixated on some unique natural wonder or another ("Did you see that green-tipped bog-moth? Too early by a month. Why's they out already?"), the Harvester is a faultless tracker (90% likely to be able to follow any tracks through any terrain with a 50% likelihood of picking up lost tracks) and a skilled warrior and hunter.

What he knows:

- The swamp creatures have become very aggressive
- There are Troglodytes in the Swamp who have always wanted to be left alone, but who have become more aggressive
- There is at least one rogue Troll in the swamp as well as Giant Spiders, Giant Salamanders and restless spirits
- The Bog Beast in the lake is some kind of plant monster – very dangerous, but mostly active during the day

A Shadow Over The Greatwood

13D. Old Peat Beds

The ground near Raven Lake has been systematically cut away but is showing signs of renewed sedimentation and growth.

A long, low series of ramshackle drying racks made of long, intricately woven branches and logs has partially collapsed. The roof, comprised of tightly woven branches, is mostly intact. Most of the wood here has rotted and will likely collapse at any moment. One of the branches is woven into the roof, however, is a branch of the **Grey Willow Tree** (see area 13I, Seven Angry Sisters below).

Trampled into the ground are a few old, torn burlap sacks with a black raven painted on the side.

Investigating the peat beds causes 1d4 **Bog Zombies** to rise up from the muck and attack.

13E. New Peat Beds

The ground near Raven Lake is being harvested for peat in long, clean cut rows. Two long narrow drying sheds piled high with peat bricks in various stages of drying stand between the path and harvesting ground.

Four men (**Bog Zombies**) work painfully slowly at the peat collection day or night. They are not aggressive, but if attacked will defend themselves with the tools at hand (flat shovels, axes, picks, hatchets).

Beside one of the drying sheds is a oilskin covered wooden barrel of black paint and an oilskin bag filled with burlap sacks.

If the **Harvester** is here, he is sitting with his back against a tree, wide brim of his hat pulled down over his face, sleeping.

13F. The Broken Tower

If the **Harvester** hasn't yet been encountered, he will be here, digging through the rubble, muttering to himself. His mule (Annabelle) hitched to a little two-wheeled cart, a dozen or so cut stones (perfect cubes about 6" on a side) scattered about on the cart.

The **Harvester's** Highway leads to a large stone outcropping that rises from the muck and mire on which stands the ruins of a circular tower.

Tumbled stones from the upper levels lay scattered about at the base of this still more than two story 30' diameter hollow shell. Vines grow up the sides and a scrub pine tree has sprouted in one of the gaping holes in the side.

Amid the piles of fallen stone are dozens of perfectly cut stone cubes, about 6" on a side. The **Harvester** will pay up to 100 gp each for these cut stones as he believes (rightly so) that they are magical cubes. In fact, they are the **Fate Stones of Guundars the Lame**. 48 Stones exist, the **Harvester** has found 13 in this trip and has 17 back at his hut (13C). A total of 47 of the stones (27 more) can be found here. The 48th stone is in the roots of the **Grey Willow Tree** (see 13I, the Six Angry Sisters below). The **Harvester** does not know how many Fate Stones there really are.

The **Harvester** believes (wrongly) that an underground chamber exists beneath this tower holding great treasures.

There are Troglodyte tracks in the area leading off to the Northwest.

13G. The Harvester's Hunting Ground

Multiple trails meander through the swampy ground here, easy to follow. Encounters in this area (this hex on the map 6 on d6, once per hour) will only be Natural Hazards (50%) or Swamp Creatures (50%). See the Encounter Chart entries below.



13H. The House of Suder the Elder: Hidden Lair of the Troglodyte Clan

NOTE: this area is presently outside the influence of the Hart of the Wild so the animals in the area are not unduly aggressive – yet... (see Appendix for more information).

Once a three-story house/fortress of Suder the Elder, a cleric of the old gods, now only the walls still stand,

A small enclave of Troglodytes has lived in this swamp for centuries, remaining hidden, shunning all outsiders. Recently, the clan's chief was killed by a powerful rogue Lizard Man who has taken over the clan.

Generally speaking, the Troglodytes in this lair are not brave. Unless in the presence of their new Chief (see below), they will try to run away if injured and will surrender if given a chance. If questioned, they will reveal everything about the lair, the defenses and their new chief (whom they fear and hate). Given the opportunity, Troglodytes will offer to aid intruders and to recruit other Troglodytes encountered if possible in deposing their new Chief in return for sparing as many of the Troglodytes as possible.

If given a warning (likely from the guards at 13H3), the tribe will organize a defense.

DEFENDING THE LAIR

The Lizard Man Chieftain will organize all the Troglodytes to make a stand at 13H10, defending the breeding vats. The Lizard Man Chieftain will fight to the death but as soon as he dies, the Troglodytes will all surrender, some even turning on the breeding vats to destroy them.

13H1. Bones on the Beach

This sandy area is littered with half-buried animal and human(oid) bones (no skulls).

13H2. Befouled Ruins

The walls here enclose the Troglodyte waste pile: Troglodyte excrement, entrails and various bits of other waste. Digging through the noisome, vile mess could reveal a variety of minor items of value (see below) but exposes the searcher to a parasitic infection (save vs. poison every round of searching or become infected: lose 1 hp per hour until cured or dead – slow poison reduces the damage to 1 hp per four hours, it can be removed with cure disease or neutralize poison or any magic that completely heals a person). Among the waste (one item found per 5 person turns of searching):

- a glass phial of blue fluid (**Potion of Healing**)
- 5 vole skins in a worn and sodden canvas sack (worth 50 gp each if cleaned up)
- A torn but serviceable (if cleaned up) leather jack embossed with the livery of the Cult of the Dying Sun
- an oiled canvas drawstring bag containing 87 sp and 9 gp

- a still-sealed bottle of fine wine (300 gp)
- a sealed marble urn decorated with bas relief images of the life of St. Alboran and the inscription, "The ashes of the beatified one." Worth 50 gp for the urn, the ashes (if real) are priceless to the Church of the Holy Saints
- a brass scroll tube, sealed with wax, containing a **Scroll of Protection from Undead**, on the back of which is scrawled a coded message (if decoded, says, "The holy warrior rests on the north hill, in the caves of his ancestors, in the place of honor. With him are buried the five cups of Matorian.")

13H3. Upper Ruins Guards

Four **Troglodytes** hide among the ruined walls, watching the swamp in all directions.

If any intruders come near, one or more of the guards will try to slip away (either to Lower Lair entrance at 13H4 or to the Secret Entrance at 13H5) to warn the rest of the tribe. See above for notes on how the lair will likely be defended. If engaged, the remaining guards will surrender if given the opportunity.

13H4. Troglodyte Cave

A small shelf of stone rises about 4' above the level of the water here. A low cave opening (3' high) cuts into the hillside. Trailing vines and hanging roots conceal the cave somewhat, though the ground around the entrance has been churned by many, many Troglodyte feet, a clear trail leading into the hill.

13H5. Secret Entrance

Plinths are arranged in a circle around a paved, if overgrown, courtyard. At the center are four vaguely humanoid shaped stones. Anyone with knowledge of the old gods will understand the astrological significance of these stones and their arrangement.

A stone pedestal (as for a statue) stands just inside the southernmost part of the ring of stones. Any statue that may have stood here is long gone. The top of the pedestal is a **Secret Door** leading to area 13H17, Lower Lair which opens easily enough once found.

A Priest of the Old Gods who offers prayers and sacrifices on the night of a new moon within these stones will gain an additional first level spell per day for one month. This boon can be renewed every month on the new moon.

13H6. Spider Silk

The Lizard King has draped some Spider Silk from the walls and ceiling here to scare off would-be intruders (from area 13I, the Lair of the Six Angry Sisters below).

13H7. The Weaklings' Hall

Eleven Troglodytes lair here. Those Troglodytes who have fallen out of favor with the Lizard King are exiled here. They cower and run away if confronted. They will not join an uprising against the Lizard King (and will be slaughtered by their fellow Troglodytes if the Lizard King is dethroned).

13H8. The Main Hall

Thirty-Seven **Troglodytes** lair here, though at any given time there will only be 3d4+6 here, resting, eating, sleeping, gambling. If surprised, they will leap up to defend themselves, 1d8 of them running to warn the Lizard King of the intrusion, the rest falling back (a fighting withdrawal) three rounds later (see Defending the Lair).

Any Troglodyte reduced to a single hit point will attempt to surrender and will reveal everything about the Lizard King, the lair and the order of defense that it is able to communicate.

13H9. The Feast Hall

A dozen **Goblin** slaves busily butcher a variety of animals (Alligators, a Marsh Warbler, even a Giant Spider) in preparation for a grand feast. Blood and entrails make the floor very slippery here.

A live **Giant Salamander** is bound in the Northeast corner, squirming and thrashing. The Lizard King wants to butcher this beast himself at the feast.

13H10. The Breeding Vats

Tended by 24 **Goblin** slaves and 12 **Troglodyte** warriors, these eight bubbling pools of mud and compost contain 82 eggs, Troglodyte/Lizard Man hybrids.

Against the west wall is a marble block altar to the old gods that the **Lizard King** uses as a throne.

If the Lizard King is deposed, the remaining Troglodytes will destroy these eggs. If the Lizard King is not deposed, These monstrosities will hatch in three weeks, they will emerge from the pools fully grown and powerful, and they will lay waste to this lair and then, within a month, conquer the whole of the North Swamp, killing or driving out all the powerful creatures (the Salamanders, the Spiders, the Harvester, etc.).

13H11. The Lizard King's Retreat

The Lizard King will often sit in the darkness of this muddy, moldy room to think, to rant and rave, to pray to its gods.

Occasionally he will demand a sacrifice be brought to him and a captive, a goblin slave or one of the Weaklings (13H7) are thrown into the room with the Lizard King who tears the sacrifice apart and eats the still warm flesh.

13H12. Collapsing Room

The walls and ceiling of this room are very unstable, with water dripping (and in places pouring) down from the stream above. The floor is ankle deep in mud, excrement and other waste.

Probing the walls or ceiling, or casting spells that might affect the walls or ceiling such as Passwall, Stone to Mud, Fireball, etc. will cause the entire room to collapse. Anyone within takes 3d6 hp of damage per round, crushed by the tons of earth and stone above.

Opening the secret door in the northwest wall will also destabilize the room and bring the ceiling and walls down.

13H13. Secret Treasury

Both secret doors are locked and trapped with a **Firetrap** spell. The doors themselves are heavy stone panels that must be tipped out of their frames into the outer rooms (11&12). If the eastern door is opened (even from within) the walls and ceiling in 13H12 will collapse, burying the room and doing 3d6 damage per round to anyone caught in the rubble.

Unknown to the current occupants of this complex, this secret room contains some of Suder the Elder's greatest treasures.

The room is magically protected from the corruption of the surrounding swamp (as a kind of magical force field).

Inside the room are several shelves and two large chests.

The Shelves contain:

- idols to all the old gods (expertly carved from petrified wood, worth 150 gp to a collector, much more to a devotee of the old gods)
- warm wool robes embroidered along the border with a motif of loops and spirals
- a 25-gallon barrel of excellent apple wine stamped with the seal of the Orchard Masters of Faller Village (100-year-old barrel of wine, worth 50 gp/gallon)
- sweet liquor in a richly decorated pint flask engraved with the seal of the Clan Donnal (flask worth 50 gp, liquor worth 300 gp)
- a square tin, colorfully decorated with unspeakably indecent acts, full of stale Rosewood Tea
- a decaying leather pouch with rat skulls sewn into it, containing dried mulberries

Chest #1 Contains:

- a folded silk banner depicting the First Battle of the Northpass in which (now Saint) Ashar the Bold turned back the goblin armies, calling on the power of the old gods. Worth 300 gp as a curiosity to an art collector or a devotee of the old gods, worth 3000 gp to the Church of the Holy Saints (because of the heretical nature of the image depicted), only to be destroyed...
- a dark purple cotton robe with embroidered suns and stars (worth 50 gp)
- three gold bars (worth 600 gp each)

Chest #2 Contains:

- a leather-bound volume of the memoirs of Suder the Elder, in his own hand (worthless)
- a small cedar, velvet lined box containing a silver ring fashioned to look like intertwined vines (a **Ring of Plant Control**)
- a leather satchel containing 25 blank sheet of parchment, four unfinished letters from Suder the Elder to someone named *Geyron of the North*, and a complete and accurate, if outdated, map of the Highlands

A Shadow Over The Greatwood

13H14-15. The Dungeon

These rooms have doors that can be barred from the outside. The Lizard King uses them to house his captives. There are no guards and, apart from the Lizard King himself, the occupants of the lair pay little attention to this dark alcove.

Room 14 is occupied by 3 unruly Goblin slaves who are near death.

Room 15 is occupied by a chained, beaten and naked young man (a warrior named **Dannal** who wandered too close to the lair and was captured: F3; hp 13). His equipment is being kept in room 13H18 below.

13H16. The Task Master

This room is the lowest spot in the lair. The floor here is very muddy and a stream of water runs through the outer area. The door is frozen on its ancient rusted hinges, half open.

A particularly large and brutal **Troglodyte**, the Task Master nests in this room attended by two **Goblin slaves**. Stacked against the eastern wall, covered in muck and mire, are 300 skulls from all manner of creature: human, goblin, troglodyte, alligator, giant pike, deer, skunk, giant frog... Inside every skull is a small stone. Inside 30 of the skulls (and the Task Master knows which 30) are rubies (worth 300 gp each).



13H17. The Old Temple

This circular chamber stands directly beneath the standing stones (13H5). Stairs lead up to the base of the pedestal which hides the secret door entrance from above.

The walls are black (painted) but glitter in any light brought into the chamber – diamond dust which was blown onto the wet paint. All light sources are doubly bright in this room.

The floor is tiled in blue, white and green tiles, in a swirling pattern that makes an abstract trail that spirals from the bottom of the stairs to the center of the room.

Spells cast in this chamber from the center of the room are doubly effective (in range, duration, effect, etc.) unless cast by a priest of the old gods, in which case the effect, duration, etc. is quadrupled.

13H18. Storage

The door to this room is broken so it does not close properly and when opened, scrapes loudly across the floor.

Inside is a jumbled mess of mostly mundane items: crates and barrels and tools, broken boxes and moldy blankets and clothing, half-empty bags of grain and soured wine.

Just inside the door are a few items (belonging to Dannal the Warrior, room 13H15): a sword in a fine tooled leather sheath, chainmail, sturdy leather boots, a long wool shirt and breeches. The sword is magical (**Spellbinder**).

Among the junk and moldy debris might be found a number of interesting items including:

- a bundle of smoked sausages in a hempen net, still unspoiled
- a leather saddle stamped with the seal of the King's Inn (worth 250 gp)
- a bottle of port from the far South lands (worth 120 gp)
- a flail with a striking head in the shape of a skull, the oaken handle engraved with a passage from 'The Prophet's Words'.
- a walking cane carved from rosewood
- an embroidered brown tabard sized for a child
- 100 inches of fine silver chain wound on a brass spindle (worth 100 gp)
- a fine black cape, the border of which has been decorated with a motif of apples, cherries and tree leaves
- a miniature lead box with a hinged lid on which is engraved a skull, strung from a chain necklace. Inside are the mummified eyes of the Prophet of the Seven Sayings (almost certainly very valuable to a devotee of said prophet)
- a bundle of 12 red prayer candles embossed with images of the old gods (10 gp each)
- a grey cloak with many hidden pockets

A Shadow Over The Greatwood

13I. The Lair of the Six Angry Sisters

Six **Giant Bog Spiders** lair in the trees here. A small stream runs through the brush and a couple game trials meet here. The “sisters” often act in concert, ambushing large prey that comes through this area.

Each nest (see map) has a variety of desiccated and silk mummified bodies trapped in it, from animals such as rabbit, beaver, deer and elk as well as goblins and troglodytes and the occasional unfortunate human. 1d4 of these in each nest are **Silk Mummies**.

In the center (MOVE ON MAP) of the nests is the **Grey Willow Tree**, an ancient and dormant Treeman. Any mortal who sleeps a night under the branches of the Grey Willow Tree will receive a blessing from the tree-spirit (+1 on all rolls for 2 hours).

Buried in the roots of the Grey Willow Tree is one of the **Fate Stones of Guundars the Lame** (see 13F and Appendix for more information).



Beneath each nest, half buried in the mud and mosses of the swamp floor, are a number of treasures:

Nest 1:

- 147 gp scattered about
- a bronze helm, dented
- three swords, nine daggers, half a chain shirt
- a shield sticks half out of the mud, a rampant griffin emblazoned on the front
- a rotting leather bag containing three broken potion vials and one intact (containing a **Potion of Healing**)

Nest 2:

- 644 sp and 133 gp scattered about
- an emerald (worth 300 gp)
- two swords and three daggers
- a full chain shirt, beginning to rust
- a breastplate with the Donnal family crest emblazoned on it
- gauntlets (magical, **Gauntlets of Ogre Strength**)
- moldy leather boots

Nest 3:

- 87 sp and 214 gp scattered about
- four swords and four daggers
- a steel pot helm with a hole punched through it
- three boar spears with warped shafts
- a small carved ivory box, velvet lined but empty (worth 200 gp)
- a medallion depicting a comet passing over a city (worth 50 gp)

Nest 4:

- 1224 gp scattered about
- a silver ring with a ruby set in it (**Ring of Fire Protection**)
- a gold armband (worth 300 gp)
- three daggers
- platemail scattered about
- a broken shield with St. Ashar's crest on the front

Nest 5:

- 344 sp and 249 gp scattered about
- a rotting leather quiver with 14 arrows, 12 of which are warped and ruined, two are pristine (**Arrows +2**)
- three daggers (one is a **dagger +1, Kinslayer**)

Nest 6:

- 211 gp scattered about
- three chain shirts, two shields, four swords and eight daggers
- a wax-sealed ceramic jar containing a thick black, tar-like substance (essence of **Oozing Black Death**, worth 1200 gp to an alchemist).

13J. The Salamander Hunting Grounds

Nearly a hundred **Giant Salamanders** live on this side of Raven Lake. They rarely cross the streams to the western side.

Encounters on this side of the lake are 100% with 1d6 Giant Salamanders.

14. The Forgotten Tomb of the Crystalline God

14.1. The Landslide

The steps and door here are almost completely buried in stone and earth from a long-ago earthquake.

A clan of 5 **Giant Badgers** lives here. They have thus far resisted the influence of the Hart of the Wild (normal reactions), though if they feel threatened in any way, they will succumb to the Hart's call and become violently aggressive.

14.2. Rubble-Filled Entrance

The door to this tomb is a single slab of translucent crystal, three feet thick, with no discernable means of opening.

The **door** has been magically fused with the stone around the entrance and is unopenable. Passwall or Transmute rock to mud or similar magic will easily bypass this obstacle. The door will take 120 hp of damage to be destroyed. By contrast, the stone around the door will begin to crumble and collapse (including the ceiling in the area immediately behind the door) after only 60 hp of damage.

- area effect spells (fireball and the like) will likely bring down the ceiling before destroying the door
- spells like lightning bolt or magic missile will simply reflect off the door and do their damage elsewhere

The floor inside the door is covered in debris and the ceiling just inside the door is cracked and dust and bits of stone occasionally sift down. The ceiling is sound unless a great deal of damage has been dealt to the surrounding stone.

14.3. The Shrine of the Crystalline God

Two pillars in the center of this room are of the same material as the door (single, massive slabs of translucent crystal) and have similar properties (reflective nature, hard to damage).

The **Statue** in the northern alcove is carved from the same translucent crystal as the door and the pillars: a 9' tall twisted and disfigured unclothed man. (Note 14.4 if the statue is defiled)

The **alcoves** to the south (14.4) are magically darkened.

14.4. The Crypts of the Crystalline Priests

These three alcoves each have a permanent magical darkness cast upon them, removed with Dispel Magic cast on each alcove individually.

The **outer two alcoves** each contain the skeletal remains of a dozen humans, piled haphazardly. If any of the bones are disturbed, a **Skeletal Horror** will rise up and attack. The Horror will relentlessly attack any being in the tomb but will not pass through the main door and will drop inert 3 rounds after any intruders have left the tomb.

Mixed among the bones are:

- 884 gp, 4232 sp [fairly evenly split between the alcoves]
- Translucent crystal mace (**Adras' Justice**, see Appendix) [east alcove]
- Thirteen diamonds (worth 200 gp each) [9 west/4 east]

The **center alcove** has a marble bier in which is laid the skeletal remains of the High Priest of the Crystalline God. If the remains are disturbed, or if the statue at 14.4, the remains at 14.5 or the seed at 14.6 are in any way disturbed or defiled, the High Priest rises as a **Priest Corpse** and commands the **Skeletal Horrors** in the east and west alcoves to rise and attack the intruders while the Priest Corpse attempts to cast a Power Word spell.

The Priest Corpse wears moldy and rotted white silk robes, wears a headpiece carved from translucent crystal with three upthrust points, each topped by a diamond. The crown is worth 6000 gp as a whole, each diamond is worth 1500 gp and the crown without the diamonds could fetch as much as 4000 gp. Finally, the Priest Corpse wields a **Crystal Staff of Ground Shaking** (see Appendix for more information).

14.5. The Remains of the Crystalline God

A four-foot-tall translucent crystal stone urn is filled to rim with crystalline dust.

The dust is the remains of the crystalline creature that these cultists worshipped as a god. See 14.4 above if the dust is disturbed.

The dust is magical and can be used as **Dust of Revealing** or **Dust of Marking** (see Appendix for more information). In addition, if the dust is sprinkled on the Seed (see 14.6 below), the Seed will grow into a **Crystal Monster...**

14.6. The Seed of the Crystalline God

The door to this room is like the entrance door, magically fused to the surrounding stone with one exception: all magic reflects off this door. While the surrounding stone is not similarly magically imbued, damage to the walls and ceiling are likely to collapse the entire tomb complex (each round of damage to the stone surrounding this door has a percentage chance equal to the number of hp of damage done, cumulative).

The small room contains only a 3' cube of solid black obsidian. The block (which weighs about 5000 pounds) is worth 10000 gp. The heart of the cube is a 6" perfect sphere of crystal-clear quartz which is worth 1200 gp alone. This sphere is the **Seed of the Crystalline God** which, if dusted with the crystal powder found in area 14.5 will begin to grow in size (and apparent value, doubling every six days) and will mature into a **Crystal Monster** in 1d6+6 weeks.

14.7. The Empty Tomb

The door to this room is a simple wooden door. The room is empty.

15. Gabon's Ridge

The ridgeline here is devoid of trees and brush, scarred and blackened from a black dragon's murderous rage generations ago.

A colony of **Giant Ants** nests here in deep and complex tunnels under the ridge. All encounters on the ridge will include an additional 1d12+12 Giant Ants (along with whatever creature is encountered).

The Giant Ants on the Ridge are generally peaceable, constantly seeking food and will only engage if threatened. If one or more ants is injured or killed, the entire colony will seek vengeance on the offending parties. Every encounter in the region will include an additional 1d12+20 very hostile Giant Ants.

A. The Goblin Trail

Well-travelled by goblins, this tree covered, uneven path winds up the slope toward the Goblin Lair, surrounded by thick brush and undergrowth.

Several small clearings behind the screen of foliage reveal prime ambush locations.

B. The Lair Entrance

Three ruined statues stand on this small, mostly barren plateau, what they once represented has been completely obscured by time and the dedicated hatred of the goblins.

Blood is spattered all over the ground and a cursory search of the area will turn many goblin body parts the battered and butchered corpse of a wolf.

The entrance is a stone door, closed by not locked.

C. Spider Infested Exit

Once a secret exit to the temple, this tunnel has been infested with a group of **Giant Spiders**. See 16.14 below.

D. The Goblin Tombs

A simple cave that the goblin tribe dedicated to the burial of their dead. It smells of mold and decay. Hundreds of dead goblin bodies are piled haphazardly, skeletal remains on the bottom, more recent corpses on the tops of the piles.

Disturbing the piles of the dead goblins causes 1d6 **Skeletal Horrors** to form and attack relentlessly until the invaders leave the cave (they will not pursue, but will fall inanimate 2 rounds after the intruders leave the cave).

Among the piles of dead might be found some useful or valuable items (one of the following per 10 person turns of searching):

- strange humanoid bones (non-goblin, non-human) engraved with profane symbols, strung from a necklace cord made of sinew
- a leather bag containing 23 sp and a bronze bracelet worth 10 gp
- a copper badge bearing Ostaven provincial seal
- richly decorated (ancient symbols of the Northman faith) armored breast-and-back plate, with prayer ribbons wax-sealed to it (prayers to the old gods)
- an emerald (worth 250 gp)
- a cutlass etched with a kill tally, along with a fine red leather scabbard

E. The Trail of the Dead

Stones along the path are inexpertly cut with symbols honoring the Goblin death gods.



16. The Lair of the Slaughtered Goblins

The party might find this lair randomly wandering the area, might be led here by the goblins taking refuge in the chapel in the village (see Questioning the Goblins, page 9), sent on a mission by the villagers (see Village Council, page 8) or they might have been sent here by speaking to some animals in the region.

The lair has been overrun by animals in the service of the Hart of the Wild, and nearly all the inhabitants have been slaughtered.

The descriptions below assume the Hart has not yet been sent back to its prison via the destruction of the gate (Tower area 17.17, page 56). If the Hart has been banished, there is a 50% chance that the animals listed will still be roaming the halls of this dungeon, but they will be less aggressive and more likely to flee if confronted (except for the Maddened Wolves, area 16.6; the Deranged Shaman, area 16.4; the Giant Carrion Beetles, areas 16.10 and 16.12; and the Giant Spiders, area 16.14, all of whom will react pretty much as described in the text and the Bears in area 16.2 will aggressively defend their meals, but not fight to the death).

NOTE: if any animals are killed here, the Hart of the Wild will infuse their spirits in Goblin corpses (areas 16.10 and 16.12) to fight as the Wild Dead.

16.1. Sundered Entrance

Outside the door are torn and mangled goblin body parts: arms, legs, heads... The entire entry way is soaked in goblin blood. The **door** has been torn from its hinges and lying on the ground.

16.2. Bears

Four slender pillars stand in the center of the room, and four very angry **Brown Bears** (placed randomly) possessed by the spirit of the Hart of Darkness are feasting on goblin corpses here. They are easily surprised. They fight to the death, but whimper with their dying breath as they are finally released from the torment of the Hart of the Wild.

The walls and floor are sticky with goblin blood and guts.

The **pillars** are carved white marble statues depicting young women (as if holding up the ceiling) but defiled by the goblins (chipped and broken, some almost unrecognizable) still worth 200 gp each (4000 gp each if somehow restored to original condition, they weigh 600 pounds each). Removing the pillars weakens the ceiling, with a 15% chance per pillar removed that the ceiling will come crashing down, completely filling this chamber with rubble (and causing anyone within to suffer 12d6 hp damage and be trapped under tons of stone and earth).

NOTE: damage magic, especially area effect spells like Fireball, are likely to destroy the pillars...

Combat here draws the wolves from area 16.3 in 1d6 rounds who might (50%) join the bears to combat invaders or might (50%) simply return to their task of capturing the Shaman (see below).

16.3. Wolves on the Hunt

Six **Wolves** are scratching at the door to area 16.4, sniffing around and whimpering (if they haven't been lured away by sounds of combat in area 16.2).

The room itself is fairly empty (some wolf droppings and a stray goblin arm, a few pools of blood) except for two marble tables standing against the western wall. While the tables are covered in goblin waste, if cleaned up they are worth 800 gp each (they weigh 200 pounds each).

The door to area 16.4 is locked and very scratched and battered, but still solid.

The wolves (under the Hart of the Wild's spell) are trying to get to the Hobgoblin Shaman who has barricaded himself in area 16.4. They are easily surprised, if they have not been alerted by the sounds of combat in area 16.2.

The wolves will not fight to the death as their mission is to capture the Shaman so they will flee if given the opportunity (and return with allies if at all possible).

16.4. The Deranged Shaman

Barricaded in this room (bars on both doors) is the goblin tribe's **Hobgoblin Shaman**, driven mad by the constant scratching at the southern door and the howls from the maddened wolf pack (Area 16.6). Broken furniture and other debris is scattered about.

The **Shaman** spends most of his time sitting (or sleeping) in the fetid **corpse of a giant spider** in the center of the room, occasionally scooping a handful of the rancid goo and eating it.

The shaman tightly holds a magic wand (a **Wand of Wonder**) and will use it on any creature that comes through either door. The wand has 42 charges. Beneath the spider's corpse is the Shaman's treasure (84 gp, 32 sp, a gold ring with a diamond set worth 150 gp).

16.5. Empty Room

Southern exit: the rotting carcass of a brown bear

Eastern exit: smells faintly musky (almost a vanilla scent) and the worked stone steps down have a black stain running irregularly down the center of each step.

16.6. The Maddened Wolf Pack

Just outside the cave in area 16.5: the rotting carcass of a brown bear.

The southern exit is open (see area 16.14, Giant Spiders)

Inside the cave, 7 **Wolves** growl and snarl, pacing among the corpses of several other wolves.

A dozen of the wolves who lived with the goblins here did not succumb to the will of the Hart of the Wild and were driven to this chamber which they defend fiercely, though only 7 remain (the other five having been killed in sorties by animals under the Hart's control). The survivors have been eating their dead to survive, they have been driven mad and will attack any living thing that approaches the cave entrance.

If the wolves are unable to take down intruders, they will try to drive them to the southern exit (area 16.14, Giant Spiders).

16.7. Vicious Giant Beavers

Hissing and tail slapping, 6 **Giant Beavers** have been sent here by the Hart of the Wild. They will attack anything that enters the cave and they will fight to the death (they get one last attack as they die, so vicious are these creatures).

Combat here draws the other creatures in areas 16.8 (in 1d4+2 rounds) and 16.9 (in 2d4+4 rounds).

16.8. Angry Beavers

Two more **Giant Beavers** (see 16,7 above), hissing and tail slapping. These two are more intelligent than the others and will seek to gain some kind of advantage in combat. Also, they will not fight to the death but will flee if seriously threatened.

16.9. Confused Lynx

Two blood-covered **Lynx** are pacing in this cave which contains the rended corpses of six goblins.

Each lynx has just made its save vs. the possession of the Hart of the Wild and both of them are very disoriented. They want to escape more than anything and will try to run past any creature that doesn't threaten them.

16.10. Macabre Battlefield

Goblin and animal corpses litter this long, curved hall. 12 **Giant Carrion Beetles** are feasting on the flesh.

Each turn there is a 1-in-8 chance of another Giant Carrion Beetle arriving through a hole in the floor to feast on the remains.

The carrion beetles will attack any non-carrion beetle.

Buried among the grisly piles of putrid, rotting flesh can be found a number of useful and even valuable items (6 person turns of searching will reveal one bullet point of items):

- A small bone idol of the revered hymn-writer Aldora the White in a pigskin pouch; four usable short swords; 32 gp, a ruby worth 250 gp; a full wineskin; a battered but usable shield (**Shield +2**)

- A flag in the colors of the Clan Dunhanelan, about 6 feet by 9 feet, blood soaked; a black leather jerkin sized for a dwarf and stamped with the image of crossed hammers (treat as leather armor); a pouch with 62 sp; three usable short swords; nine usable daggers; a well-protected quiver containing 19 arrows (four are **Arrows +2**); a carved jade token (worth 300 gp)
- A quilted leather jacket embroidered colorful swans and doves, blood soaked and torn but repairable; A ring of keys (19 keys, most useless, except for a **Silver Key of the King** and an **Iron Key of the King**); five usable short swords; four usable daggers; a leather backpack with blood soaked parchments (ruined) and an old wool sock containing 18 sp and a manticore's tooth; a canvas bag containing thieves tools, a small hammer and chisel, a small saw and 32 gp; eight gold teeth (worth 2 gp each)
- A brooch emblazoned with the mark of the High King (silver, worth 250 gp); a leather backpack with mostly ruined papers, though one is a *Writ of Execution in the Matter of Jacob Hoolan of Clan Donarm* which authorizes the "bearer of this writ to seize said property the name of the king forthwith and forever," a brass signet ring and 350 gp; three usable short swords; two usable shields; a magic dagger (**Sharra's Spite**).

16.11. Empty Room

A few goblin corpses are scattered here and a dead lynx, beheaded is splayed against the northern wall.

16.12. The Goblins' Last Stand

Broken barricades at each doorway, twenty goblin corpses and dozens of animal corpses. 4 **Giant Carrion Beetles** are feasting on the dead and will attack any non-carrion beetle that enters the room.

Searching the piles of decaying bodies takes 12 person turns of searching but yields:

- A rusting warhammer etched with a sacred oath to deliver death to one's enemies (while the hammer itself is not magical, reciting the oath while fighting with the hammer gives the wielder a +2 to hit and a +3 to damage)
- A flame-damaged piece of worm-eaten parchment inscribed with the name and address of a horse merchant in the town of Horseheads
- An age-worn leather jack with an embossed design of a skull (treat as leather armor)
- A High King's Guard's white uniform, bloodstained but whole
- A magic sword (**Darkbringer**)
- A chest containing 883 gp and 2391 sp
- A gold stylized sun broach (magic, wearer can cause it to glow as light spell for 1 round per level of wearer, three times per day)
- A canvas sack with 901 gp, a dozen sheets of parchment (the goblins thought these were spell scrolls, they are recipes for various baked sweets, worth 2 gp each to a baker) and a **Wand of Negation** (4 charges)
- A dozen usable short swords, fifteen usable daggers, nine shields

16.13. The Gallery of the Mother of the Hunt

Those who know the old gods will immediately recognize the **23' tall statue** here as Mother of the Hunt (an aspect of one of the old gods), even though her visage is covered in goblin waste, blood and dried mud.

Waste and broken bits of pottery, bone and wood make the steps somewhat difficult to navigate (anyone with a Dexterity less than 9 must make a Dexterity check every 10' or stumble).

If the statue is cleaned up and an offering is made to the Mother of the Hunt, an apparition of the old goddess will appear and explain to the petitioner what is happening and how to stop the Hart of the Wild (see What the Apparition Will Reveal below).

Subsequently, if reverence is offered to this effigy of one of the old gods, the reverent will receive the effect of a Bless spell for 2d12 hours (reverence offered must be at least one hour of prayer and worship and is conferred once a week with regular worship). If the reverent is already a worshipper of the old gods, he or she receives double the effects of a Bless spell for 4d6 hours (limited as above).

16.14. Giant Spiders

While this tunnel eventually (about 1200 feet) leads to a secret exit from the dungeon, it is lined with spider webs and the desiccated corpses of their victims (animal, goblin, human, etc.).

17 **Giant Spiders** live here, 1d4 will be encountered within the first 100' of the cave and the remainder will be attracted at the rate of 1d4 per turn until all 17 come to investigate whatever has disturbed their network of webs.

Among the webs might be found:

- Up to 1200 gp (8d20 found on any given search turn)
- Up to 3000 sp (20d20 found on any given search turn)
- Up to 12 gems (1d2 per search turn: (8) 75 gp rubies, (2) 300 gp sapphires, (1) 300 gp emerald, (1) 900 gp diamond)
- Various normal items and adventuring items (normal weapons, armor, clothing, rope, torches, etc.) and a few mundane but unusual items (three chamber pots, for example, or the knucklebones of a dwarf in a leather drawstring bag, or a jar of eyeballs, all with green irises)

What the Mother of the Hunt Might Reveal

- She is the Mother of the Hunt, a spirit of the time of the Exile, the time before men came to the Great Forest
- She is ambiguous about her true name or which of the "old gods" this statue honors in truth
- The trouble with the wild animals is being caused by an even older spirit – a wicked and once imprisoned spirit she calls the Hart of the Wild, though that is not his true name which she claims to not know
- The Hart of the Wild drives wild animals mad with rage but the spell can be broken, sadly, by harming the animals
- The Hart of the Wild has influence over the spirits of dead animals, but she doesn't know exactly what kind of influence
- There is a portal linking the Mortal Realms with the Outer Darkness, the place of the Hart of the Wild's imprisonment, in a ruined tower south of this temple
- Someone or something bent the very fabric of creation to call forth the Hart of the Darkness from its prison: "Find the pillars of creation and bring them down. The tear in the veil between the Mortal Realms and the Outer Darkness is at the height of the tower. Disrupt the pillars of creation and entrap the wicked spirit once again."
- The fairies of the wood are mostly good hearted and are afraid right now, though some blame mortals for all these troubles which makes them unpredictable
- The people of the region have neglected the ways of the old gods, so the old gods have turned their backs on the people
- Of Lukan: "Bearfriend still honors the old gods and the old ways and he is blessed. Listen to him, trust him, he will speak truth and bring hope."
- Of the Mother Hag: "She is a dark spirit, an unholy union of fairy and mortal, the blood of the old gods runs through her veins. Believe every word she says, but do not trust her. She will always seek your disadvantage. She is one who holds the power of life and death in her hands. Tread lightly."



17. D'Gallan's Tower

Random Encounters Within the Tower

2d6	Encounter	Doing...
2	Kelin Oakbender, possessed by the Hart of the Wild	Raving, murdering, running naked, eating an unfortunate badger's intestines...
3-4	1d4 Wolf Spirit Goblins	Looking for Bolus or other intruders
5-9	Wild Animals 1. Coyote 2. (4) Squirrels 3. Lynx 4. (2) Possum 5. Eagle 6. Brown Bear	Either under the sway of the Hart of Darkness or trying to hide from Kelin (who wants to eat them)
10-11	1d4 Badger Spirit Goblins	Staying out of Kelin's way, looking for food
12	Bolus	Invisible, scouting, looking for a secret door

Built 300 years ago by a wizard by the name of Abnar D'Gallan, a solitary hideaway to research his quest for immortality through the process of becoming a Lich, as guided by his Demonic mentory Kalashhanta, Lord of Death.

D'Gallan gained immortality, not by ascending to lichdom but by becoming a Sorcerous Spirit who, over the centuries, has possessed a number of people. His spirit is entrapped in the gem in the display case in area 17.17(h) below.

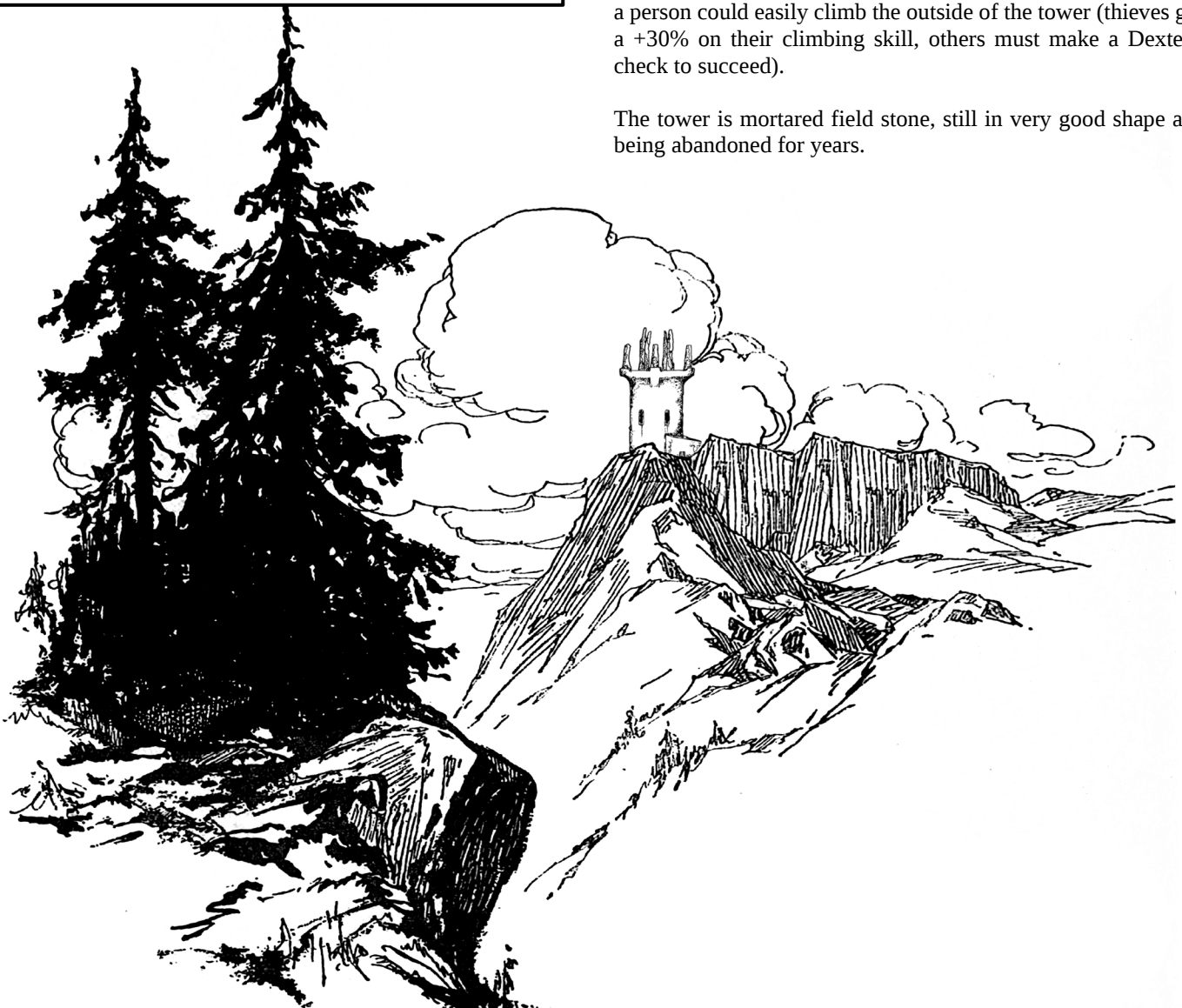
Approaching the Tower

All random animal encounters in the area immediately around the tower will be considered hostile.

The tower sits on a slope, rising above the crest of Stoney Knob. Much of the land immediately surrounding the tower was long ago cleared of trees and brush, leaving mosses and vines and low ground plants covering the hill.

Vines grow up the sides of the tower, rooted deeply enough that a person could easily climb the outside of the tower (thieves gain a +30% on their climbing skill, others must make a Dexterity check to succeed).

The tower is mortared field stone, still in very good shape after being abandoned for years.



Tower Level 1: Antechambers (Areas 17.1-5)

17.1. Poorly Repaired Entrance

Door: claw marks, latch destroyed, hanging partly open

17.2. Destroyed Guard Room

Two **Badger Spirit Goblins (Wild Dead)**, chewing on goblin rib bones, are rooting through the broken furniture and moldy piles of parchment and shredded books.

Entering the room:

- Through the front door: Spirit Goblins will attack intruders but not raise an alarm
- Knock on door: Curious, the Spirit Goblins will tear the door open (which will fall in on them, giving anyone on the outside a free round as surprise).
- Enter any other way (through door from area 17.3, teleport, etc.): Spirit Goblins will treat as friendly unless given a reason otherwise.

If **engaged in melee**, the Spirit Goblins fight to the death and do not raise an alarm.

If **communicated with** (speak with animals), the Spirit Goblins know the general layout of the tower by smell but have no real sense of left, right, up down or any concept of numbers beyond one, some and many and no differentiation of creatures beyond “not like us” but “bigger” or “smaller.”

17.3. Slimy Stairs

The **steps** are covered in animal waste. The smell is overwhelming (save vs. poison or begin retching for 1d6 rounds minus Constitution bonus). In addition, only careful movement is possible here, otherwise (running, combat, etc.) requires a Dexterity Check each round to avoid falling down the stairs.

Walls: The plaster covered walls are painted pale blue with eight sigils repeated over and over: magical symbols for earth, fire, water, air, light, darkness, life, death.

Door to 17.4 is locked (repaired)

Door to 17.2 and 17.6 are battered and closed but easily opened.

Bolus of Threehaven T3, hp 11; AC 7[12] leather armor; Atk shortsword (1d6), dagger (1d4) or shortbow (1d6); Move 12; Save 13; Special: Backstab for triple damage, Thief Skills

In addition to his armor and weapons, he has a **Ring of Invisibility**, a **Talisman of True Recall** (a brass coin marked with a magical sigil, that of Suberian the Blue), (3) 50' coils of rope, 9 flasks of oil, a lantern, about 4 days' worth of salted meat and hard cheese, and a small locked iron-bound oak chest (pilfered treasures from the tower: 121 gp, 4 rubies [30gp each], a dagger whose sheath is embossed with the D'Gallan Crest, six silver plates and four dented silver goblets all bearing the D'Gallan Crest [total value 180 gp]).

17.4. Bolus' Bolt-Hole

Door: Locked (key with Bolus) and solid, though clearly repaired.

The room is sparse: a bedroll, a small firepit, a chest (see below) and, potentially, a leather armor clad scraggly man named Bolus.

Bolus, a thief, had been using the tower as a base of operations in his search for a long lost book (for a wizard patron, a Demonologist named Suberian the Blue, offering him 10,000 gp for the book): **The Masterful Works of Nuatha of the Silver Mages: On Immortality** (See dungeon area 17.23) Once Kelin Oakbender took over the tower with his menagerie, Bolus has been unable to continue his search in earnest (though he has made a few invisible forays into the tower proper.

In the interim, he dug a **secret tunnel exit**.

The Door to area 17.5 is magically locked (the keyhole and latch shows sign of attempts to pick and force the door open).

What Bolus Knows (what he might admit to knowing):

- A very wounded man entered the tower about six weeks ago. (Bolus tried assassinating the wounded man, but he was unable to locate him)
- Three weeks ago, an earthquake and a thunderstorm rocked the tower. (Bolus heard chanting from the rooftop)
- The next night, animals tore through the tower's locked main door and made their way through the tower to the roof. (Bolus has repaired several of the doors and he is responsible for the bar on the main door)
- Since then, Bolus has been sneaking in and out of the tower. (He has dug a secret tunnel exit that he usually uses)
- The inner door (area 17.5) is “unopenable, some cursed sorcery I'll wager” (he believes the entrance to the tower dungeon must be beyond that door)
- There are sometimes goblins in the tower that are generally dumber than normal goblins, but they are more fierce. (He believes they are zombie goblins)
- The tower has been ransacked and doesn't seem to have anything particularly valuable in it. (He suspects there's a dungeon beneath, though he has not found the entrance)
- There are many dangerous creatures in the tower besides the goblins. (He is not likely to tell strangers about the Quillmen who guard area 17.6)
- If pressed, he will say he is a treasure hunter seeking his fortune (he will not reveal his mission for Suberian the Blue unless magically compelled)

Alliance: Bolus would gladly join the party, though he has his own agenda (he is searching for the book, *The Masterful Works of Nuatha of the Silver Mages: On Immortality* [Dungeon area 17.23] for his patron, Suberian the Blue and once it is found, he will do everything in his power to possess it and flee). He is not evil, just selfish. He will not reveal his desire to find the book or his patron unless he is compelled (magically, most likely).

17.5. Warded Room

The door to this room is magically locked with a spell that wards the entire room from scrying and teleporting. A simple **dispel magic** or reciting the **D’Gallan creed** (“From dragon’s heart to hidden ways, D’Gallan blood shall prevail!”), found on the wall in area 17.7) will allow entrance, though the wards against scrying and teleporting remain intact.

Powerful magic (wish, etc.) will destroy said wards as well as the magical lock.

The room is filled with stone urns (19) and stone boxes (37).

All the boxes and urns are wax sealed with a skull imprint. They are ossuaries, containing the bones of hundreds of beings, none less than 100 years old.

Seven of the Urns are **Ossuaries of the Seven Sons of Abnar D’Gallan**, containing the bones of the seven guises the Sorcerous Spirit has taken over the centuries (see area 17.16, Tapestries). Each Ossuary Urn contains an identifying mark (the rampant dragon of the D’Gallan crest is worked into the urn’s design).

If any Ossuary bearing the crest is opened, the skeletal remains within reform in 1d4 rounds and begin seeking the other D’Gallan Ossuaries with the intent to open all seven (with each skeleton reforming in 1d4 rounds), gaining more power with each Ossuary opened. Once all seven are opened, the Skeletal Warriors will try to leave the tower, sensing the call of a powerful Necromancer to whom they will give their obedience

Ossuaries Opened	Power of Skeletal Creatures (Cumulative)
One:	2 HD Wraith
Two:	3 HD Wraiths
Three:	4 HD Wraiths
Four:	5 HD Vampires
Five:	6 HD Vampires
Six:	7 HD Vampires
Seven:	8 HD Skeletal Warriors



Main Tower Level One (Areas 17.6-11)

17.6. Deadly Corridor

Doors: battered but unlocked (recently repaired)

Floor deeply stained (blood) but swept clean.

The four arrow slits (from rooms 17.8-17.9) provide firing angles covering the entire corridor. The **Quillmen** in the outer rooms will fire at any visible non-animal (including Spirit Goblins) who traverse this corridor from the Slimy Stairs (area 17.3) but not from deeper within the tower (area 17.7).

17.7. The D’Gallan Crest

The D’Gallan Crest is worked into the stone of the wall here, with the family creed written above, in an ancient language. Across the bottom of the wall, carved into the very stone, are **8 sigils**: magical symbols for earth, fire, water, air, light, darkness, life, death.

Vines: A few vines trail across the floor here (they join rooms 17.8 & 17.9). While they are easily avoided if careful, **disturbing the vines** (stepping on, cutting, etc.) alerts the Quillmen in areas 17.8 & 17.9 who will march around the corners from both rooms and begin firing quills at intruders.

Crest: Tracing the outline of the dragon rampant on the Crest, while reciting the D’Gallan family creed (“From dragon’s heart to hidden ways, D’Gallan blood shall prevail!”), the dragon outline glows for two rounds. If summoned (“come forth!” or a similar command), a **Faerie Dragon** named Shasharan will emerge from the crest and serve the summoner for 24 hours, once per month.

Tracing the outline with blood magically binds that person or creature to Shasharan and if the dragon rampant is sketched anywhere in the mortal world (with that person or creature’s blood), Shasharan will emerge from the blood sigil to serve for 24 hours (once a month).

Shasharan has a long history with D’Gallan but hasn’t been summoned in well over 100 years. Shasharan will be very curious to know what happened to the D’Gallan family (he assumes all the forms he has met are descendants of Abnar D’Gallan) and he will be very curious to learn everything he can about his new master.

17.8.&17.9. Quillman Guardians

The walls, floors and ceilings of these rooms are covered in purple-flowering vines from which hang heavy bunches of pea-sized red berries. Growing out of the vines in each room are 4 **Quillman** guardians.

The guardians will attack any non-animal that comes from the entrance of the tower or disturbs the vines on the floor in the corridor connecting these rooms (area 17.7). Otherwise, they remain relatively motionless.

NOTE: they can only move in areas where the vines grow. They will slather juice from the berries on themselves before they shoot their quills.

Berries: the juice of the berries is a very mild paralyzing agent. If ingested, it is relatively harmless, but when contracted through the skin, the victim must save vs. poison at +2 or become paralyzed for one round. As used by the Quillmen (and potentially by the party), though, the save must be made for every successful hit, and the save is at -1 for each hit point of damage done (so three points of damage nets a -1 to the save), lasting one round for each point of damage done when a save is failed.

Treasure: various small items, both valuable and mundane, are hidden under the vines.

Room 17.8: a tiny (6" tall) wooden statuette of the repentant blasphemer Saint Garamon the Pious (the Broken Saint), a red candle, a pigskin case embossed with the symbol of a stylized sun (containing a rusty serrated knife, a flask of brandy, tooth pliers, spiked tongs and branding irons), a rusted woodsman's axe, 344 gp 291 sp.

Room 17.9: an oak walking cane capped with a pewter skull, a longbow in a case richly engraved with a motif of running dogs and hares which includes a flask of linseed oil, bowstrings, a pouch of extra feathers and needle and thread for repairing arrows, a rain-beaten piece of parchment covered in forbidden runes, a soldier's identification papers from the army of the High King dated nineteen years ago, an infantryman's iron helmet engraved with the image of this tower and the D'Gallan Crest, 17 gp, 471 sp.

17.10.&17.11. Bear Dens

The floors here are covered in sticks, leaves and mud. Three **Brown Bears** lair in these two rooms. 50% chance that 1d4-1 bears are in these rooms. Any not here will be wandering the tower or the countryside.

The walls are paneled, but heavily scratched by the bears and covered in mud and debris. Small carved wooden bas relief D'Gallan crests adorn the walls at regular intervals (where they have not been destroyed by the bears), as do hooks for lanterns.

The **secret door** under the stairs leads to stairs down to the Tower Dungeon (17.18-48). The door is not locked, but the bears have pushed mud and debris against it in such a way that it is very hard to detect and very hard to open (the door swings into room 17.10). The latch is the small wooden D'Gallan crest in the middle of the door which must be turned clockwise to trip the latch.

Main Tower Level 2 (Areas 17.12-15)

17.12.&17.13. Wolf Guardians

These two chambers are immaculate, though they smell strongly of wet dog (or wolf!). Prowling here are 13 **Wolves** who fanatically **guard the door to 17.14** (locked, Kelin has the key) and the stairs up to 17.16. Any non-animals who come up the steps from 17.10 or down the steps from 17.16 will be greeted with growling and snarling wolves ready to attack. If the intruder backs away, the wolves will not attack. If the intruder advances or turns around to flee, the wolves attack.

If engaged in melee, the **Wolf Spirit Goblins** (in area 17.16, third floor) will reinforce the Wolves.

Kelin Oakbender: 10% chance he is in his chamber (area 17.14) if not already vanquished. If so, he will reinforce his wolf guardians to best of his ability, but he will attempt to flee if severely overmatched.

Tapestry: in Room 17.13, a large tapestry hangs on the wall depicting the "The Assumption of St. Garamon the Pious" worth 6000 gp to the Holy See of the Church of the Holy Saints. **NOTE** the tapestry is 14' wide and 20' tall and weighs 180 pounds.



**The Assumption of Saint
Garamon the Pious**

17.14. Kelin Oakbender's Chambers

Door: Locked (Kelin has key), sturdy, undamaged

On those rare occasions when **Oakbender** is lucid (perhaps 10% of the time), he spends his time in this room, otherwise he is encountered elsewhere in the tower or dungeon.

The crescent shaped room has a small table with a wash basin on it, a writing desk, (the rest is out of sight from the door) a small bed with a small table and lantern beside it, an alcove with two cabinets (containing several rough spun black robes).

A loose stone in the wall between the cabinets hides a ring with 7 keys (one for this room[17.14], one for room 17.15, one for the main door [17.1], three for the chests in area 17.49 and one **Iron Key of the King**).

If the wolves are engaged in area 17.12 and Kelin is present, he will use his Druid abilities to aid them and stop intruders, though if seriously threatened he will attempt to retreat into room 17.15, lock the door, and transform into a large lizard and escape through the window.

Under the Bed: a long, narrow box (bow case) containing 4 rubies (60gpv each), 9 emeralds (85 gpv each) and four magical arrows (**Oakbender's Inerrant Arrows**, badly warped arrows).

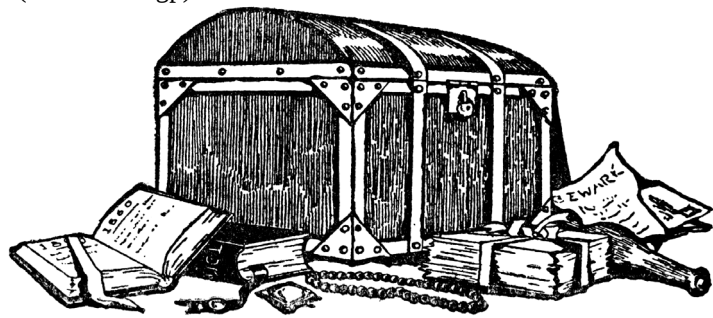
17.15. Dusty Room

Door: locked (Kelin has the key) but in good repair, hinges are squeaky

Floor has a thick, undisturbed layer of dust (unless Kelin has escaped through this room) on it. Against the wall is dust covered iron bound **chest**, several mundane books and papers, an empty wine bottle and a silver necklace (worth 300 gp).

The **chest** contains:

- a polished silver censer stamped with a wolf's head, and jar of incense (worth 1200 gp)
- seven pages of vellum covered with prayers and hymns in honor of St. Ashar
- a small pewter box etched with the seal of St. Ashar, containing strips of parchment on which are written, in a scrawling hand, passages and codes considered the most holy by the Church of Holy Saints
- a wolf-hide cape
- A stained and tattered parchment paper with notes about a Puzzle Lock (see page 91 and 99)
- a leather bag with 344 gp and a gold ring set with a diamond (worth 1200 gp).



Main Tower Level 3 (Area 17.16)

17.17. The Seven Sons of Abnar D'Gallan

This level is mostly open.

Seen from the stairs: the cages and several tapestries and many Goblins.

12 **Wolf Spirit Goblins (Wild Dead)** mill about here. Noise from below (area 17.12/17.13, Wolf Guardians) will draw their attention and they will come to the aid of the Wolves down below. They will ignore anyone who comes up the stairs from area 17.13 unless they have already engaged them in melee. They will attack any non-animal that comes down the spiral iron staircase from area 17.17 (except, of course, Kelin and anyone accompanying him).

Seven Tapestries (a-g) and **Three Glass Fronted Display Cases** hang on the walls and the two rough pillars (h-j), while **Two Empty Cages** (k,l) surround (with the pillars) an iron spiral staircase which rises through the ceiling.

The Tapestries (a-g): Each tapestry is a portrait of a different man, none bearing any family resemblance to one another. These are the "Sons" of Abnar D'Gallan, the Champion of Shadow Magic. Each is actually one of the seven forms that the **Sorcerous Spirit** has taken over the centuries.

Each Tapestry is imbued with a curse from the Sorcerous Spirit. Anyone who does not show proper respect when before a particular tapestry (bowing, even briefly) causes the portrait to leap off the tapestry and attack as a **Vengeance Spirit**. The Tapestry Creature/Vengeance Spirit will pursue throughout the tower and fight to the death. Three rounds after its "death" the portrait tapestry returns to its original state.

Tapestry a. A black plate armored warrior with a glowing countenance vanquishing a dragon with a long spear (see display case j).

Tapestry b. A smiling old man with a long beard and bald head. Magic sigils are embroidered on his black robe. In addition to normal attacks, can cast **Hold Person** at will up to four times when summoned.

Tapestry c. High King Hargeth, wearing black leather armor and mounted on a white charger, wielding a flaming sword (see case i, below). In addition to normal attacks, hits inflict an additional 1d6 fire damage.

Tapestry d. An ugly and disfigured being (gender uncertain) mostly covered in shadow and a hooded black cloak.

Tapestry e. A very fat but jolly looking middle aged man wearing flamboyant courtier's clothing and a black cape with magic sigils embroidered along the edges. In addition to normal attacks, can cast **Sleep** at will up to three times when summoned.

Tapestry f. A stern looking older woman wearing a long black dress and a black veil, a gold stylized sun pendant around her neck.

Tapestry g. A joyful looking child wearing a simple black tunic, with a raven perched on its outstretched hand. In addition to normal attacks, can summon 1d6 **Giant Ravens** which arrive in 1d8 rounds and fight until the Spirit is destroyed.

The Display Cases (h-j):

Each is a wooden box with a glass front.

Case h. Contains an amulet and two rings displayed on a velvet cloth background. The Amulet is magical, it is made of gold in the shape of a stylized sun and can be commanded to shine with the effect of a Light spell three times per day. In addition, D'Gallan's **Sorcerous Spirit** has been entrapped in the gem and will be released on its first use.

Each ring is a simple gold band, worth 100 gp each. The velvet cloth is a piece of **The Fabric of the Outer Darkness**, an ancient evil artifact (see new items for full description).

Case i. Contains a longsword (depicted in tapestry c) with a silver wire wrapped hilt, a large (300 gp) ruby in the pommel, in an ornately decorated sheath bearing the mark of the High King of the Highlands. This is the lost **Sword of King Hargeth**, a flaming long sword +2, grants its wielder +3 on Charisma and +2 on Wisdom. The wielder of the sword has, by tradition, a legitimate claim to the Rose Throne (the seat of the High King). The sword, lost since the reign of King Hargeth, is immediately recognizable by any noble in the Highlands and greatly coveted...

Case j. Contains a long, black shafted spear (depicted in tapestry a). This is the **Lance of Dark Agaran**.

The Two Cages (k,l):

Each is four stone pillars with glass/crystal "bars" comprising each of the four sides. There are no obvious means of entering the cages.

The cages are powerful magical gates. Anything teleported into them is instantly transported to either the Outer Darkness (k) or The Gates of Paradise (l). For purposes of this adventure, anything teleported into the cages is essentially lost in the multiverse...

Main Tower Level 3, Roof (Area 17.17)

17.17. The Pillars of Creation

Eight Pillars, 4 taller ones (a-d) toward the center of the tower, four shorter ones (e-h) along the edges of the tower. Each is marked with corresponding magic sigil found on the walls in areas 17.3 and 17.7.

Eighteen **Giant Hawks** roost uncomfortably here and defend the pillars to the death. The roof is slick with bird waste and carrion.

Detect Magic on any pillar will reveal a complex, invisible magical web forming a glyph which summoned the Hart of the Wild from the realm of Faerie. Augury/Divination of any kind will reveal the nature of the Glyph, but more powerful types of magic (Contact Higher Plane, Commune, etc.) are required for answers on how to stop the spell.

Disrupting the Spell: To send the Hart of the Wild back to its rightful place, the magic of one or more of the pillars must be disrupted. Only specific types of magic will work on specific pillars (see below), though wish, alter reality and similar spells would automatically disrupt one or more pillars. Also, Dispel Magic cast 36 times on any single pillar will disrupt that pillar.

Each pillar can "absorb" 36 spell levels of the appropriate type of magic or 60 points of magical damage of the appropriate type of magic (a flametongue sword or a fireball could do disrupting damage to the Fire Pillar, for example).

The pillars begin **regenerating** (2 damage points and/or 1 spell level point) every turn after one hour.

a-d. The Pillars of the Substantial Creation

- a. Earth
- b. Water
- c. Air
- d. Fire

e-h. The Pillars of the Immaterial Creation

- e. Light
- f. Darkness
- g. Life
- h. Death

Each of the Pillars of the Substantial Creation (inner circle, a-d) is immune to all magic except that of its "type" (that is, the Earth Pillar can only be disrupted by Earth Magic such as stone to mud or earthquake) and reality altering magic (such as wish, alter reality, etc.).

Each of the Pillars of the Immaterial Creation (outer circle e-h) is immune to all magic except that of the opposite type (that is Darkness is affected by Light, Death by Life or Healing, etc.) and reality altering magic (such as wish, alter reality, etc.).

The Dungeon Level (Areas 17.18-49)

General Notes

This level was D'Gallan's private chapel and laboratory, though little evidence of his prior activities remain.

The walls, floor and ceiling are fitted stone, expertly cut, laid and mortared, unless otherwise noted.

Doors: iron bound wood

Lighting: None, unless noted

North Dungeon, Fungus Kingdom (17.20-17.37)

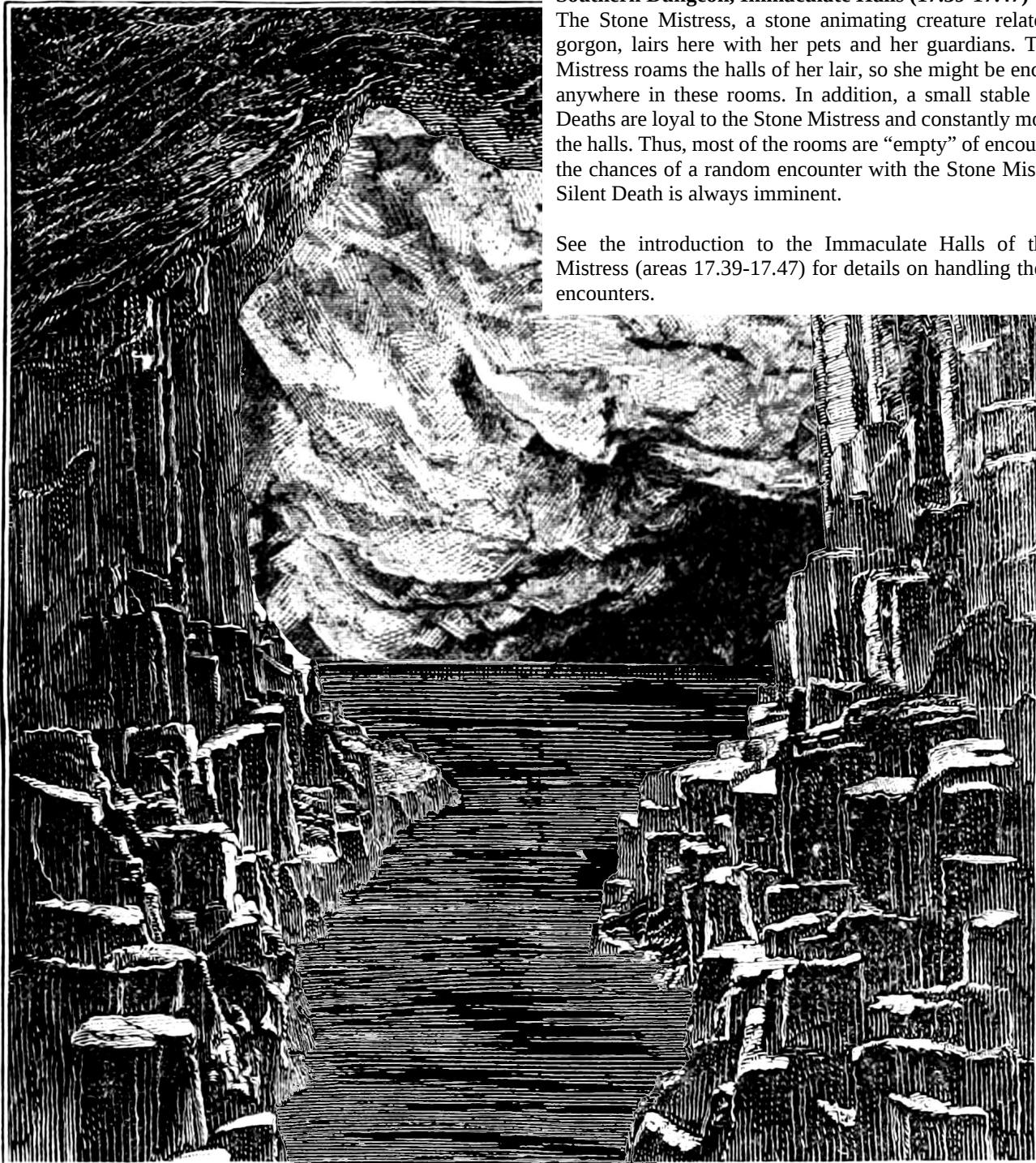
Behind the door in area 17.18 blocked by large stones, is the "Kingdom" of a powerful Fungus creature known as the Hive Mind (or the One Mind) who controls most of the creatures in those areas (17.20-17.34), though some are immune. Most of the encounters in this area are "static" in that creatures generally stay where they are listed, unless a general alarm has been sounded (see areas 17.25-17.29 for notes on combat in that area and 17.34 for the Hive Mind's last stand).

There are no "wandering monster" random encounters in the northern part of the dungeon unless the alarm has been raised (or the trolls in area 17.33 have been released).

Southern Dungeon, Immaculate Halls (17.39-17.47)

The Stone Mistress, a stone animating creature related to the gorgon, lairs here with her pets and her guardians. The Stone Mistress roams the halls of her lair, so she might be encountered anywhere in these rooms. In addition, a small stable of Silent Deaths are loyal to the Stone Mistress and constantly move about the halls. Thus, most of the rooms are "empty" of encounters, but the chances of a random encounter with the Stone Mistress or a Silent Death is always imminent.

See the introduction to the Immaculate Halls of the Stone Mistress (areas 17.39-17.47) for details on handling the random encounters.



17.18. Simple Storeroom

Boxes, barrels and bags, moldy and unusable. Floor and lowest section of steps are slippery with algae.

While both **doors are unlocked**, the northern door (to area 17.20 and beyond) has several **large stones** (6-8' diameter) blocking it, preventing it from opening into this room. The stones are magically held in place by the magic of the Stone Mistress (see Dungeon areas 17.39-17.47).

South side of room is open to the underground pool (17.19) and the floor is about 12' above the water surface.

17.19. Water Spirits

This 50' deep pool is home to 4 **Water Spirits**. They are wicked and sly, rising up out of the water to attempt to drown any mortal prey who dare approach their lair.

The shelf leading to area 17.48 is partly obscured by hanging vines.

Area 42 to the south opens up to a room right at water level.

At the murky bottom of the pool among the silt and slime are thousands of bones intermixed with the following treasures:

- Gems: 10 gp Azurite, 10 gp Banded Agate, 10 gp Malachite, 100 gp Garnet, 100 gp Jasper, 1000 gp Black Sapphire, 1000 gp Emerald, 1000 gp Jacinth, 20 gp Banded Agate, 50 gp Moonstone, 50 gp Obsidian, 500 gp Peridot, 550 gp Peridot, 65 gp Azurite, 80 gp Moss Agate.
- 3320 cp
- 944 sp
- 11851 gp
- Armor (3 leather, 2 chain [rusty], 1 chain [**Immaculate Chain +2**]), seven swords (rusty), nine daggers (rusty), broken and rotted mundane items like rope, leather bags, clothing, etc.

The Deep Shepherds of the Hive Mind (Areas 17.20-17.30)

The **floors** throughout this area slimy and slippery, covered with an inch or more of mud, rotting vegetation and waste. The **walls** are dotted with (harmless) molds and mushrooms. Grubs, beetles and other insects and larvae crawl about the muck.

The Deep Shepherds share a single consciousness controlled by the **Hive Mind**, a **Giant Fungus Creature** in area 17.46.

NOTE: Captured outsiders will be held in the makeshift prison (room 17.30) and held until the next worship service (2d8-2 days away) to be fed to the "elder god" (area 17.21).

While prisoners will be tossed into the makeshift prison with their hands tied and obvious weapons removed, armor, packs, etc. will be left on. Sacrifices are stripped naked, their equipment tossed into the pool (area 17.19), arms tightly bound to their sides with 3-6 vine ropes.

17.20. Fungus Men

Two **Fungus Men** (4 total) stand motionless in each alcove, soaking up the waste on the floor. They obey the commands of the Deep Shepherds (who, in turn, obey the **Hive Mind**) and will not bother intruders unless so ordered, even if they themselves are attacked.

17.21. The Chapel of the Elder God

Rubble is strewn about, and above the dais to the south, the wall has partially collapsed. Amid the rubble on the southern dais is a **Tentacled Horror** (2 tentacles), curled up in a ball, dormant unless loud noises are made within a 50' radius of the Horror.

Occasionally a disembodied spirit will float through the area (see 17.22, below)

Once a fortnight all the Deep Shepherds and Fungus Men gather to worship their Elder God, the Horror. This commotion rouses the Horror which feeds on whatever offering has been brought by the faithful. If inadequate, it feeds on worshippers.

Captured intruders will be kept in the makeshift prison (area 17.30) until the next worship service at which time they will be sacrificed to their god (see area intro above for details).

Behind the Tentacled Horror: the wall is fractured and crumbling. Intermixed among the rubble are dozens of bones (human, rat, goblin and Deep Shepherd), three gold rings (two plain bands worth 200 gp each and one intricately engraved with the magical sigil of fire - a **Ring of Fire Magic**).

17.22. Hall of Unforgotten Sacrifices

The floor here, free of the mud and muck of nearly every other room in this section, is deeply stained (blood from thousands of sacrifices made by D'Gallan over the centuries).

The chamber is haunted by 4 **Ghosts** and 17 **Spectral Haunts**. Because the Deep Shepherds and Fungus Men are immune to the attacks and abilities of these undead, the spirits pay little attention to the comings and goings through the hall. If mortals moving through the hall draw attention to themselves, they will be overwhelmed by the presence of all the undead at once: the Haunts trying to get the mortals to release them from their torturous existence, the Ghosts simply attacking the mortal beings out of sheer hatred.

The mortal remains of all these spirits have long since been washed away by the currents of the underground river (area 17.19), thus the Ghosts cannot be permanently killed without some miraculous solution...

All the spirits are bound to areas 17.21 and 17.22 and will not pursue beyond.

A Shadow Over The Greatwood

17.23. Locked Room

The Deep Shepherds have been unable to open this door (locked, key lost). Growing around the frame is **Rope Fungus**, looking like twisted strands of slimy rope intermingled with small bones (rat and goblin bones). The Rope Fungus attacks by lashing out with 1d4+4 strands, attempting to incapacitate and strangle its victims while sucking the life out of them.

Inside, the floor and contents are covered in several inches of dust and (harmless) mold (a Tarp Covered Large Box, a Wardrobe and a Small Box).

- A **Tarp Covered Large Box** (about a 6' cube) is packed in several layers. (Note the trap in the Wardrobe which, if triggered destroys almost everything in the box).

The top layer contains 100 empty glass potion flasks, carefully packed, beakers, braziers and numerous other alchemical tools, likewise carefully packed. Separating this layer from the one beneath is a thin wooden panel, unsecured.

The second layer contains seventeen bolts of silk cloth (about 10 yards in each, a variety of colors, worth easily 100 gp a bolt). Separating this layer from the one beneath is another thin wooden panel, unsecured.

The third layer contains five leather pouches, with 1000 coins each (two of copper, two of silver, one of gold). Separating this layer from the final layer is a false bottom.

The final layer is only about 2", just enough space for the storage of the pages of a book, an unbound (and wildly out of order, with no page numbers) copy of **The Masterful Works of Nuatha of the Silver Mages: On Immortality**. If the pages are put in correct order, the book speaks of the path of immortality, namely becoming a lich. If read in the wrong order, the reader will go insane and become a Sorcerous Spirit.

- The **Wardrobe** is locked (key is lost) and trapped. If the wardrobe is handled roughly or if it is opened without releasing the lock mechanism (by successfully picking the lock or by magical means), a glass globe filled with a magical explosive liquid will drop inside, breaking open and causing the Wardrobe to explode. Everyone in the room takes 6d6 hp damage (save for half) and the Tarp Covered Box and the small box are both destroyed (though the coins in the Tarp Covered Box survive).

The Wardrobe contains dozens of silk robes of many colors, tailored to fit a very tall, very thin person. The robes have many hidden pockets. They are worth a total of 150 gp for the lot of them. One robe, a black robe, has silver stitching along the edges. This is **Nuatha's Robe of Darkness** (see Appendix for more information).

Buried under a neatly folded pile of silk robes is a leather bag containing: **Potion of Healing** (glass vial: pale blue liquid, odorless, tastes minty), **Potion of ESP** (glass vial: purple and black sludge, smells of sulfur and tastes like burnt, rancid meat), a **Magic User Scroll** (Contact Other Plane, Limited Wish, Gate) and a single folded sheet of vellum on which is written some research about melding the various substantial and immaterial elements of creation in order to slow or halt time in a localized region. Though incomplete as research, each of the eight sigils found in areas 17.3, 17.7 and 17.17 of the tower are clearly defined here.

- The **Small Box** is a very fragile cedarwood box which contains a single glass potion vial filled with a blueish-green, thick liquid (a **Potion of Longevity**), stoppered with a cork and wax sealed with an imprint of an hourglass. (Note the trap in the wardrobe which, if triggered, destroys the box and the potion).

17.24. The Moirai of the Magic Weavers

Marble statues of three white robed women (a, b, c). These are the three "fates" who rule over magic (in an old religion no longer actively practiced in the area) and each is imbued with powerful enchantments.

a. She Who Braids the Cords

Coming within 10' of the statue causes all within 30' radius to experience the effect of a Maze spell, leading the victim 50' away per round caught in the maze (in a random direction). Once the Maze spell has run its course, the victim must save vs. spells or be under the effect of Confusion for 1d6+4 turns.

Anyone touching the statue must make a save vs. spells (at -4) or suffer the effect of Feeblemind (Intelligence effectively reduced to 1) until dispelled.

The base of the statue is hollow and contains: a Scroll (**Magic User Scroll**: Feeblemind and Maze). If the Scroll is removed or destroyed, the statue loses its enchantments.

b. She Who Appoints Destiny

It is safe to approach this statue. Anyone who touches the statue must save vs. spells or experience the effects of a Restoration Spell (all lost levels, hit points, attribute points are restored).

Any being that touches the statue a second time must save vs. spells or be stripped of all levels and hit points gained after 1st level, and all attributes are raised or lowered to 9.

The base of the statue is hollow and contains a small golden statuette, the same likeness as "She Who Appoints Destiny." It is non-magical and worth 1200 gp.

c. She Who Safeguards the Future

Coming within 10' of the statue causes a Prismatic Wall (as Sphere, but wall) to appear between the being and area 17.24b (She Who Appoints Destiny) which remains for 24 hours or until dispelled.

Anyone touching the statue must make a save vs. spells or suffer the effects of Power Word Blind (first touch), Stun (second touch) and Kill (third touch), with the fourth touch causing the victim who fails the save to be teleported 100 miles away.

The base of the statue is hollow and contains: a Scroll (**Magic User Scroll**: Prismatic Wall, Power Word, Teleport). If the Scroll is removed or destroyed, the statue loses its enchantments.

d. Broken Floor

It is only safe to approach 17.24b via this crevice if hugging the right side of the crevice and climbing up to the floor level (about 7' above). Approaching from the center or left side causes the power of the statue at 17.24a to be activated (Maze spell).

17.25. The Fungal Forest

Dozens of twisted, lanky mushroom stalks are scattered about this hallway and room. The floor is covered in soft loam and mud while the walls are overlaid with vines and tendrils.

There are dozens (hundreds?) of Giant Mushrooms here, 17 of which are **Fungus Men**, who guard the First Shepherd (17.27 below). They will attack any strangers who are unaccompanied by a Deep Shepherd. They cannot see or speak, but they have a keen sense of smell. Anyone covered in Fungus Man or Deep Shepherd ichor/entrails would be allowed passage...

The easternmost section of the hall (the rectangular section) is composted higher than the rest of the hall (the dirt/compost/muck on the floor is about 3' thick). Buried under all the compost are 8 human corpses, adventurers killed and buried with all their equipment, though most of it has been spoiled by time. Disturbing the soil (by digging, not walking or combat), will cause 1d4 of the corpses to rise as **Anguished Spirits** who attack any living creature in the vicinity, though they will focus their attacks on any Deep Shepherds in the area (not Fungus Men, though).

Combat in this hallway will draw all the forces of the stronghold:

- The Guardians in area 17.26 will arrive in one round, the oozes and the Silent Death attacking first.
- The Deep Shepherds in area 17.29 arrive in 1d4+4 rounds
- The Fungus Men in area 17.20 arrive in 1d6+8 rounds
- The Hive Mind will rally his guardians to his chamber from areas 17.31, 17.32, 17.33, 17.35 (see 17.34 for more details on "Last Stand of the Hive Mind")



Digging up the corpses:

Each corpse wears rotted clothing, rusting armor, decaying leather bags and other mundane adventuring gear. Speak with dead might evoke some interesting responses from individual corpses (name, class, personality provided). Each corpse also has some treasure buried with it.

	Name and Information (time corpse has been buried)	Treasure
1	Denaldo of Overbridge – Thief, arrogant, stupid – once stole the “handkerchief of the Lady Dasa while she was using it” (26 years)	Unstained white and gold silk brocade handkerchief (Lady Dasa’s) worth 1200 gp, Magical Thieves’ tools (see Appendix for more information)
2	Gabriel Manford – Paladin, fallen because he fell in love with a married woman, weepy, insecure, honest (11 years)	Full Plate still in serviceable condition (bears the emblem of the heir of the House of Kandassa) worth 300 gp (3000 to house of Kandassa) and a Sword of the House of Kandassa
3	Millia the Crafty – (woman) fighter/thief, smart, witty, clumsy, followed a priest into the dungeon, was sacrificed by the Deep Shepherds to the Elder God	A rotting leather bag contains 9 gems (4 rubies worth 90 gp each, 2 emeralds worth 200 gp each, an amethyst worth 1200 gp and 2 diamonds worth 1000 gp each), black magical leather armor (Shadowskin ,
4	Ergus the Holy – Priest of St. Ashar, arrogant, violent, selfish, believed he could “cleanse the taint of the old gods” from this place... He was sacrificed by the Deep Shepherds to the Elder God	Unstained cloak (Drape of the Holy), chainmail (rusty but salvageable), 312 gp, a tattered prayer book (<i>St. Ashar’s Supplications</i> , treat as a scroll of Augury)
5	Chevras Altra – Fighter, dour, angry, swears a lot, hired by Ergus the Holy to protect him. Failed. Was sacrificed to the Elder God	300 gp, the remains of a <i>Writ of Indulgence</i> (a scroll that promises absolution for a future, unnamed sin), steel pot helmet is still in serviceable condition as is a mace God
6	Master Oldon – an ancient monk, holy and soft spoken, who sought out the deeps here as a place of ascetic contemplation (32 years)	An ivory holy symbol (the symbol of St. Alboran) worth 20 gp, magical (clerics of St. Alboran gain an additional first level spell per day), 3 sp
7	Eltan of the Red Bear – fighter, humble, faithful, melancholy. Led a small force of warriors seeking wisdom from Master Oldon (28 years)	Red Chain Mail , Longsword of Command
8	Argus the Red – Thief hired by Suberian the Blue, a Demonologist (a name that will raise Bolus’ eyebrows if he is with the party), to find a book called <i>The Masterful Works of Nuatha of the Silver Mages: On Immortality</i> . He is cunning, devious, deceitful, stutters slightly, hates people with blonde hair (six months)	A small magical leather pouch (contents cannot be magically detected) containing 73 gp, a ruby (worth 200 gp) and a stone marked with a magical sigil (Bolus, if with the party, will recognize the symbol as the mark of his patron Suberian the Blue, though he might not admit it) – the stone is a Talisman of True Recall (holding the stone and speaking the name Suberian the Blue teleports the one holding the stone into Suberian’s summoning chamber, held magically by a magic circle [treat as permanent hold person spell])

17.26. Guardians of the Darkness

Six **Deep Shepherds** stand vigilant guard here at all times, though any being who passes through the Fungal Forest (17.25) without being attacked will be seen as harmless.

The Deep Shepherds control three **Grey Oozes** and one **Silent Death** and will command the creatures to attack any intruders.

Combat in this area will draw the Deep Shepherds from area 17.29 in 1d4+2 rounds. The Fungus Men in the outer hall and in area 17.20 will ignore any combat here.

17.27. The Hall of the First Shepherd

Brooding here on a mound of compost is a twisted and misshapen humanoid form: the **First Shepherd**, the “king” of the Deep Shepherds, who is the Voice of the “One Mind.”

The walls and floor are covered in vines and tendrils, mostly harmless: The **secret door** is hidden behind **rope fungus** growing on the wall, indistinguishable from everything else covering the walls without close inspection. Once the secret door is discovered and the rope fungus dispatched, it is easily opened (not locked or trapped).

Combat here will draw all the remaining forces of the stronghold, minus the Hive Mind’s guards as in area 17.25 with the addition that the Fungus Men in area 17.25 will arrive in 1d4 rounds to aid the First Shepherd.

The One Mind/Hive Mind (area 17.35) will speak through the First Shepherd:

- To negotiate an alliance against the “Snake Lady of the Stones” (Stone Mistress, 17.39-17.47), offering any and all treasure found in the dungeon if the party will destroy the Stone Mistress, or at least aid them in destroying her.
- To question prisoners: your purpose, your allegiance, what do you have to offer to the Elder God, what do you know of the deep secrets? Etc.
- To confront those who sneak in: how dare you defile the chamber of the First Shepherd? Guards!! Kill them!
- To confuse or manipulate any who speak to him.
- To protect the Hive Mind at all costs.
- To discover the secret of the Fugitive People (the Outcasts in areas 17.36 and 17.37).
- To protect the Deep Secrets (area 17.28) at all costs.

The First Shepherd is so warped by his connection with the Hive Mind (the One Mind) that he is physically incapable of even moving off of the compost heap. If attacked, he will scream (as the Hive Mind leaves him) and explode in a spectacular fungal eruption of mold, slime and entrails, doing no damage to anyone within the room (save vs. spells or begin retching...).

17.28. The Deep Secrets

The **secret door** is hidden behind **rope fungus** growing on the wall. Once discovered, it is easily opened (not locked or trapped).

This natural cave is dry and mostly free of molds, fungi and the other detritus found in these chambers. A slimy trail leads from the secret door around the bend to the very back of the chamber whose walls are covered in polpores (**shelf fungi**), of every color and size, from tiny (1” wide) pink and white bodies to some that are several feet across.

The fungi react to fire (any open flame that comes within the alcove) by shooting out a massive cloud of spores (which fills the entire secret cave in one round). The spore cloud causes all within the area of effect to save vs. spells or experience all of the mushroom effects (see “Eating the Fungus” below) to be incurred at once. Those who fail a save must make a Constitution Check every round under the influence of the spores or fall unconscious for 4d8 minus CON score turns, automatically failing saves. The spore cloud will persist as long as there is fire within the alcove.

Eating the Fungus:

Anyone who eats a shelf fungus must save vs. poison or experience a random effect:

Roll 2d8	Effect of Eating Deep Secret Fungus
2	Wisdom and Intelligence lowered by 3d6 for 1d8 hours
3	Wisdom raised by 1d6 for 1d6 hours
4	Feeblemind (as spell) for 1d8 turns
5	Confusion (as spell) for 1d8 turns
6	Clairvoyance (as spell) for 2d6 rounds
7	ESP (as spell) for 2d6 rounds
8	Mildly poisonous: lose 1d8 hp (non-lethal damage, anyone reduced to 0 or lower is unconscious for 1 hour per hp below 1)
9	Mildly hallucinogenic: consumer can hear colors, see tastes, smell sounds and can “touch the building blocks of creation” for 1d12 rounds (save vs. poison or fall asleep for 1 turn per round of having been “under the influence”)
10	Mild Stimulant: Gain 1d4 temporary hit points, +1 to CON and STR, -1 to DEX for 1d4 rounds
11	Grow larger by 25% for 1d8 rounds
12	Shrink by 25% for 1d8 rounds
13	Haste (as spell) for 1d4 rounds
14	Strength boosted by 1d6 for 1d6 hours
15	Constitution lowered by 3d6 for 1d8 hours
16	Commune (as spell)

NOTE: the effects are random, even if two beings consume bits of the same fungus. All effects are negated by a Neutralize Poison spell.

17.29. The Fetid Home of the Deep Shepherds

The floor is inches deep in mud and compost, the walls are vine and tendril covered, translucent white tendrils sway from the ceiling. 14 **Deep Shepherds** normally rest here, though if combat occurs in areas 17.25, 17.26 or 17.27, or if the Hive Mind (area 17.35) is threatened, they will awaken within 1d4 rounds and respond.

Buried among the muck and mire here are (searching turns up 1 entry per 4 person turns searched):

- A leather pouch with 234 gp and 551 sp
- A glass pitcher packed with dried mud (which, in turn, contains a delicate glass vial of pale red liquid: a **potion of healing** which will be broken if the dried mud is carelessly removed)
- A small ivory box (worth 45 gp) containing a broach (silver with rubies, stylized sun, worth 180 gp) and a ring (brass signet ring, D'Gallan crest, valuable only to prove connection to the D'Gallan line...)
- A small decorated wooden case containing several paintbrushes and pots of prepared oil paints (wax sealed), a few sponges and sheets of thick linen canvas
- A rotted canvas bag (useless) with 144 mold-covered gp
- A tinderbox (flint, steel, tinder) still dry and usable
- A short sword engraved with the D'Gallan crest, with a laced leather scabbard
- A diamond (900 gp)
- A leather blindfold, deeply stained
- A dagger (**Spiritbane**)
- An iron gauntlet (right hand) marked with the D'Gallan Crest

The **Secret Trap Door** in the floor (covered over by a Deep Shepherd mud and muck nest, easily found with a thorough search: 1d6+6 person turns of searching, unless specifically searching for secret doors, then normal chances). The trap door lifts up to open in the ceiling of room 17.46.

17.30. The Makeshift Prison of the Fungus Men

The warped and mold stained door is locked from the outside: a simple iron bar.

The walls here are covered in (edible) moss and mushrooms, floor covered in 3" of relatively fresh water (an underground stream runs through here, actually).

Anyone captured by the Fungus Men or the Deep Shepherds will be tossed unceremoniously into this room to await being sacrificed to the "elder god" in area 17.21), with hands bound and weapons taken, but all other clothing and equipment intact.

17.31.-17.35. The Guardians of the Hive Mind

17.31. The Wall of Silent Death

The entire area of worked stone (to the right of the pit, just inside the unlocked door of the room) is filled with a **Giant Silent Death** (the equivalent of three of the creatures). If the door is opened, the Deaths quiver slightly, appearing as a ripple in the air (almost like a heat mirage). There is no indication from the other side (area 17.32) of the presence of the Deaths...

The Silent Deaths will move at the behest of the Hive Mind but they will not leave area 17.31-17.32 unless the Hive Mind is dead, at which time they will flee.

17.32. Giant Mushroom Guards

This cave is about 12' lower than area 17.31, the floor here is uneven and slick with mud and slime.

A bridge runs over the crevice between this cave and area 17.33 and steps lead down to the floor of the crevice (about 9' below).

7 **Fungus Men**, fanatically loyal to the Hive Mind, stand guard here tirelessly. Their fibrous club-like arms are coated in a contact poison (save vs. poison or become extremely fatigued for 1d6 rounds: move at half speed, all rolls are made with -4 penalty). These Fungus Men will not surrender, parley or leave their assigned area unless called by the Hive Mind (see Last Stand of the Hive Mind, area 17.34).

The **Crevice** runs from area 17.24d (the Moirai of the Magic Weavers) to area 17.34 (the Hive Mind).

17.33. The Subdued Trolls

Four **Trolls** chained to the western wall with 60' long chains normally lay listlessly, digging holes into each other's flanks and watching the wounds heal.

The Hive Mind has a tenuous hold on their fragile psyches which will be broken if fire comes within 15' of a troll – all will go berserk and attack everything in their path. They will attempt to destroy the fire and to flee the dungeon.

Each round after driven berserk each troll will focus his attacks on the source of fire and each troll has a 1-in-6 chance of breaking his chain.

Once a chain is broken, the troll will break off the attack of the source of fire, will flee in a random direction seeking escape, attacking any creature who gets in the way, but ignoring any creature who tries to dodge the troll.

NOTE: insane though they might be (they are trolls after all), the trolls are NOT immune to the effects of the Moirai statues in area 17.24 a-c.

17.34. The Hive Mind (the One Mind)

This cave is filled with **Giant Mushrooms** and **Rope Fungus** (on the walls and hanging from the ceiling). In addition, 5 **Fungus Men** (as indicated on the map) are intermingled among the stalks and caps of the Giant Mushrooms (not shown).

The **Hive Mind** is a very large, green and red Shelf Fungus hanging about 8' from the floor on the southern wall. It is very intelligent, can speak seventeen languages, can cast a few spells and it sees all non-fungus beings as "animals" and lesser creatures which it holds in contempt. Thus, while the Hive Mind will attempt to avoid discovery by simply appearing as "another fungus," it will be unable to control itself if any intruder acts or speaks in a way that seems condescending (toward the Hive Mind specifically or toward fungus creatures in general). It just can't help itself sometimes...

Negotiating: The Hive Mind will gladly negotiate with intruders, even those who have killed all of his Fungus Men and Deep Shepherds as the creature has a powerful drive for self-preservation.

It will offer all the treasure hidden in this room (see Treasure below) as well as

Playing the Hive Mind:

How you choose to play the Hive Mind depends largely on your own campaign, from lighthearted to twisted and alien. Here are a few suggestions.

- lighthearted, like the Mystical Trash Heap (Fraggle Rock)
- enigmatic and cryptic, like the Sorting Hat (Harry Potter)
- sinister and evil and completely alien, like The Elder Things or Tsothogua (HP Lovecraft)
- benevolent and mysterious, like the Face of Boe (Dr. Who)

Last Stand of the Hive Mind

In the event of an invasion that threatens the Hive Mind, it will call all of the Deep Shepherds and Fungus Men to make a last stand in this area. They will fight to the death.

17.35. The Four Brothers of the Darkness

Four **Conjoined Deep Shepherds** live here, feeding off their own filth and a greenish black ooze that trickles down the wall of this pit and arguing with each other.

The Shepherds are conjoined by their shoulders and backs in such a way that they almost appear as a single, four-sided, lumpy, fungus creatures, with four faces, eight misshapen arms and eight spindly legs.

Bits of gold and silver glint in muck and mire of their home.

They are not hostile initially, but they will jerk and spasm as each "face" tries to take control of the body to address intruders. They would like nothing more than to be freed from imprisonment in this dungeon. If negotiations fail, they will try to kill any intruders.

What they know:

- They hate the Hive Mind and they can "keep out the One Mind by pushing it away in our thoughts"
- They want to be freed of these caves, but fear the Stone Mistress more than the Hive Mind
- They believe the other Deep Shepherds fear them
- They have a tenuous alliance with the Outcasts (area 17.36-17.37) because of their shared hatred of the Hive Mind and desire to be freed, but they believe the Outcasts would betray them
- They have nothing of value to offer, but would be eternally grateful for any help that can be offered them (NOTE, they have no concept of the value of gold and silver and would happily, if somewhat confusedly, give over every coin in the pit as a reward for helping them)
- They know there are ghosts in the chapel
- They know the Elder God is some kind of monster with tentacles and they are terrified of it
- They are terrified of the sun specifically and afraid of bright light in general, but not so much that they wouldn't talk with someone bearing light (they'll just be skittish)

Buried in the loathsome slime on the floor of the pit are 3944 gp and 12239 sp. It would take up to 84 person turns of searching to locate all the treasure (finding about 10% of it each 8 or so person turns). The Brothers can retrieve all 16000+ coins in 3 turns.



17.36.-17.37. The Caves of the Outcasts

17.36. The “Hidden” Cave of the Infirm

Rocks are piled in front of the entrance to this cave, making entrance difficult, but not entirely blocking the cave.

In pools of mud and slime are six... **blobs of fungus ridden flesh**. These are unfortunate Deep Shepherds who have completely lost themselves to their fungal state and are slowly transforming into pools of **Oozing Black Death**. If left unmolested, one will fully transform every 5-10 days (1d6+4) and slither away until the last one takes up residence in these caves.

The Infirm cannot communicate, nor can they attack or defend themselves. They can be destroyed by any type of magical attack or by fire or acid.

Making a lot of noise here (magic, attacking, etc.) will draw the 5 Wrinkly old men from area 17.37 in 1d4+2 rounds and is 60% likely to draw the Brothers from area 17.35 in 1d6+6 rounds.

Information the Misshapen Ones might offer:

- The One Mind (the Hive Mind) is a type of fungus that grows on the wall and it has a powerful charm effect on other fungal creatures
- They know the One Mind’s biggest weakness is hubris
- They don’t know why they are immune to the One Mind, though they suspect it is because they are so hideously deformed
- They know of the Deep Secrets (area 17.28) and can identify with 80% accuracy what effect eating a particular piece of fungus from the room will have (on them, it’s about 30% accurate on human physiology)
- They don’t have much to offer by way of reward (see below) but they do know about the “Secret Treasures, release us from this bondage and we will show it to you.” (areas 17.48 and 17.49)
- They have an irrational fear of Fungus Men
- They know about the Silent Deaths in area 17.31
- They know the “Secret of the Three Sisters in Stone, the one who confuses you, the one who scares you and the one who does nothing” (the three Moirai, area 17.24 – the Misshapen Ones are immune to the healing effects of the statue at 17.24b)
- They believe there are about 20 Deep Shepherds and maybe 40 Fungus Men in the area
- They know the First Shepherd (area 17.27) is physically incapable of doing anything (they believe it is because the One Mind has ruined his body)

17.37. The Misshapen Ones

Five wrinkly and hunched old men live in this cave, slurping on giant slugs and dangling vines.

These five **Deep Shepherds** could pass as human (in fact, they are part human), though their skin tone is decidedly blue-grey and their irises are as black as their pupils. They were banished from the clan by the Hive Mind because their minds are not receptive to its magic. The Misshapen Ones will gladly parley with intruders, provided the Infirm have been unmolested. They want to be freed from the tyranny of the Hive Mind and the Stone Mistress, neither of whom do they consider a suitable master.

Treasure: Hidden under a small pile of loose stones in the southwest part of the cave is an old leather saddlebag with 133 gp, 451 sp, and three emeralds (two small ones worth about 50 gp each and a large one worth about 250 gp)

17.38. The Forbidden Room

The eastern door is unlocked, and swings open easily.

The door to the north (the tunnel between 17.35 & 17.36) is barred from the inside.

The room is almost always empty, though the northwest corner has a small pile of broken wood (bars for the north door that have been broken over the years). **Disturbances in the dust on the floor** indicate that something has moved through this room (no discernable footprints, the dust seems “swept”) leading from one door to the other.

Generally, this room is ignored by the Fungal denizens of the dungeon (areas 17.20-17.37) because they cannot access it. At irregular intervals the Stone Mistress sends **The Stone Maiden** (area 17.44) to check on the barred door. There is a **15% chance the statue will be present**.

17.39.-17.47. The Immaculate Halls of the Stone Mistress

The floors, walls and ceilings of this section of the dungeon, with the exception of the north wall in area 17.40 (qv) are completely free of dust, moss, fungus, or debris of any kind.

This section of the dungeon has few set encounters, but every turn spent in these halls there is a 1-in-6 chance of a random encounter with one of the inhabitants.

There are nine **Silent Deaths** that roam these halls continuously sweeping dust and debris. While basically mindless creatures, they are fiercely loyal to the **Stone Mistress**, who also roams these halls aimlessly.

In addition to the Stone Mistress and the Silent Deaths, **Random Stones** will roll through the chambers on some task or another, directed by the Mistress, and several **Animated Statues** will be hard at work, though one of the statues, **The Stone Maiden** (a mute **Stone Guardian** who normally “rests” in area 17.44), often wanders the halls, sometimes on the Mistress’s business, sometimes for her own reasons.

A Shadow Over The Greatwood

Parley Notes:

The Stone Mistress wants nothing more than to be left alone, like all of her kind. While how she is engaged in an encounter (see above chart) will determine her demeanor during an encounter, her parley attempts will ultimately come down to:

- Rid the halls of the “fungus infestation” – she knows that the fungus creatures are controlled by a powerful creature, but she doesn’t know what or how
- Spare the Silent Deaths (this is negotiable, but she has a strange fondness for these creatures)
- Destroy the “Three Magic Statues beyond the unholy sanctuary” (she doesn’t know what they are there for, how they work she doesn’t know how to destroy them, these three statues are immune to her stone command ability, but she is not immune to their magic and once fell prey to both the outer statues, so she can indicate what their effects are, if she is feeling generous, but she has not truly encountered the central statue)
- The party is free to take any non-stone item they wish to take from the dungeon, but all stones belong to the Mistress
- She will **not** readily give up information on areas 17.48 17.49, just to be capricious
- She will offer the animated statues as allies (not the Stone Maiden, though she could be convinced to even relinquish the services of “her daughter,” who will likely take offense). She will under no circumstances allow the Silent Deaths to leave her area, and they will defend her to their own destruction
- If seriously threatened, she will try to flee to area 17.45 or area 17.49 and animate the statues there to come to her aid

Random encounters in the Immaculate Halls (17.39-47)

2d6

2	The Stone Mistress	She will confront intruders but try to parley (see Parley notes below). If seriously threatened, she will try to flee to area 17.45 and animate the statues there to come to her aid.
3	1 Silent Death, sweeping	Aggressive, will confront intruders
4-5	2 Silent Deaths, sweeping	Mindless, will push past intruders unless engaged (if engaged, one will attempt to seek out the Stone Mistress)
6-8	1 Silent Death, sweeping	Mindless, will simply push past intruders unless engaged
9-10	1d8 Rolling Stones	Stones roughly 18” in diameter roll down the corridor, mindlessly rolling over anything in their way (“attack” random targets as 6HD monsters doing 2d6 hp damage for a successful hit, Dexterity check or be knocked to the ground), then rolling on to perform whatever task the Stone Mistress has directed them to do
11	The Stone Maiden	50% alone, 50% with 1d2 Silent Deaths, will ignore intruders unless engaged
12	The Stone Mistress	Distracted, will not notice intruders unless physically touched (she will respond by attacking, but apologize the very next round). If seriously threatened, she will try to flee to area 17.45 and animate the statues there to come to her aid.

Engagement with Encounters:

	Silent Death	Rolling Stone	Stone Maiden	Stone Mistress
Accosted for conversation	Stop and wait for obstacle to move	Keep rolling!	Stop, cock her head to the side, silently beckon to follow to the Stone Mistress	Parley (see notes below)
Blocked	Stop and wait for obstacle to move	Keep rolling!	Stop and stare blankly at the obstacle or intruder	Sigh heavily, look disgusted, parley (with a heavy dose of sarcasm)
Touched	Attack	Keep rolling!	Lash out (attack) and then run away – toward the Stone Mistress	Retract, look angry, then attempt to parley (with contempt)
Attacked	Attack	Keep rolling!	Attack	Attack 1d3 rounds (or until she is damaged) then parley (with a contrite attitude)

A Shadow Over The Greatwood

17.39. Moldy Room

The eastern door (to the stairs up to area 17.18) is usually locked with a marble bar across the door.

The western door usually stands open.

If a **Silent Death** is encountered in this room, it will be going quickly around and around the room and there will be little evidence of mold. Anything that gets in the way of a Silent Death working here will be run over (treat as attack).

A **black and very toxic mold** (looking similar to the mold on the chests in area 17.49) constantly grows in the cracks and crevices between the fitted stones, so if no Silent Death is encountered in this room, every stone will be lightly coated in the black substance and the cracks and crevices will be heavily caked.

Any mortal being whose skin comes into contact with this mold must save vs. poison or begin to transform into a Deep Shepherd. The transformation takes a number of days equal to the victim's Constitution Score +1d8. The changes are minor at first (slight grey tinge to skin around eyes and fingernails) and become irreversible at the halfway point. Up to that point (round up). A cure disease spell will halt (but not reverse) the spread of the mutation while a restoration spell will cure it if caught in time. After the halfway point, the mutation is unstoppable and permanent, unless very powerful magic (like a wish) is used. Any being who begins to transform into a Deep Shepherd must save vs. magic every day or fall under the sway of the Hive Mind.

17.40. Holding Up the Wall

The western door (area 17.38) is unlocked and opens easily.

The eastern door (area 17.39) usually stands open.

Four **Animated Statues** are standing with their arms against the crumbling north wall. Occasionally a small stone will skitter down to the floor or a large stone will groan and shift.

If the statues are moved from their task, the wall will collapse in 1d8 rounds (minus the number of statues removed), scattering rubble throughout this room and destroying any remaining animated statues, with a 50% chance of blocking or damaging the door to area 17.38. Any being caught in the room must make a Dexterity Check to avoid taking 1d8 hp damage from the debris.

Collapsing the wall creates a natural (if somewhat unstable) tunnel between area 17.40 and area 17.21, drawing the attention of the Elder God (the **Tentacled Horror**) in 1d4+2 rounds and, if the unstable tunnel remains unblocked for 24 hours or more, the Hive Mind will send every Deep Shepherd and Fungus Man through the gap to attack and destroy the Stone Mistress and any other creature found in the Immaculate Halls (which includes the **Four Brothers of the Darkness, 31 Fungus Men and 20 Deep Shepherds**, minus any lost to previous encounters).

17.41. Great Stone Panther Face

Centered on the southwestern wall (the long diagonal wall) is a 9' diameter stone head of a panther.



When a mortal being (including, oddly enough, the Deep Shepherds) crosses the threshold of either doorway, the Panther head will roar loudly and shout (with a snarl and a bit of a lisp), "Who dares invade the Immaculate Halls of the Stone Mistress?" thus alerting the Stone Mistress to the presence of invaders.

The mouth of the Stone Panther Head is hollow and disappears deeply behind this wall. Anything placed in the mouth will be teleported to a tiny natural cave (the "stomach") at the end of the Panther's "throat," 12' behind and 8' down. Living tissue (a hand, a head!) gets a save vs. spells to resist the teleport. A failed save means that part of living tissue is teleported to the "stomach."

The "Stomach" contains:

- A rusted dagger engraved with a sacred oath to "Serve the Emperor unto death", with a leather sheath embossed with the D'Gallan crest
- A pigskin money belt marked with the image of a twin-tailed comet and containing 41 sp, 11 gp and 4 cp
- The top end of a richly engraved walking stick topped with a human skull
- An ivory calling-whistle inscribed with a design in honor of St. Ashar (**Ashar's Signal**)
- A fire-blackened astrologer's map of the northern skies
- A diamond-studded bracelet (worth 2500 gp)
- A wide cuff of a red wool shirt, beautifully embroidered in a maze pattern
- A jar of leeches
- An army sergeant's rusted helmet displaying the image of a lion rampant
- A spiked wooden club with crude engravings of skulls and holy symbols of the Church of the Holy Saints
- A set of fortune-telling runes made of stone
- A leather satchel with 180 gp still gripped by a skeletal hand
- A human skull
- A dozen human skeletal hands

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17.42. The Water Level

The water (area 17.19) is at floor level here.

The walls are delicately etched with pastoral scenes of fairies and humans dancing and frolicking.

If the Stone Mistress is encountered here, she will be shaping new scenes in the stone.

17.43. Mirrored Walls

The North and South walls and the floor and the ceiling here are polished to a highly reflective surface.

Any light source in this room is magnified to blinding brilliance so anyone in sight of the room must save vs. paralysis or become blinded (+1 bonus to the save for every 10' outside of the room the viewer is standing), with a natural 1 on the saving throw roll meaning the blindness is permanent (unless cured by magic). Blindness as a result of a normal failed save lasts 24 hours minus the victim's Constitution score.

17.44. The Stone Maiden

If not encountered elsewhere, the **Stone Maiden** will be inanimate on a pedestal here. If the Maiden has been encountered elsewhere, the pedestal will be empty, with two deep grooves in the top (where the statue's feet rest).

This mute **Stone Guardian** has served here for over a thousand years and now has allied herself with the Stone Mistress as servant and guardian.

If the Stone Maiden is on her pedestal, she will remain motionless unless a being begins traversing the hallway to the north (toward area 17.46), at which time she will leap from the pedestal (with a thunderous crash) and move at full speed to block the intruders, engaging in melee if they do not comply, calling forth its 43 **Stone Spirit Slaves** (at a rate of 1d4+2 per turn) to aid its efforts. The Stone Spirit slaves will step out of random walls at irregular intervals.

17.45. Archelon's Martyrdom of St. Garralous

The center of this chamber is a sprawling statue, a life-sized depiction of the martyrdom of St. Garralous, who was hoisted on a poleaxe by a six-armed demon, the ground littered with his loyal warriors (if this is the actual statue carved by Archelon and thought lost as the spoils of war generations ago, it is worth hundreds of thousands of gold pieces to the right buyer, if it is an homage (or a forgery), it is still worth roughly 25,000 gp). Note the 11'x18'x16' (w/l/h) statue weighs approximately 20 tons and is carved from a single piece of pure white marble, overlaid with iron, lead and bronze (armor, weapons, etc).

There are 11 human sized statues (ten fallen warriors and St. Garralous) here which the Stone Mistress can animate as **Animated Statues** and the six-armed demon animates as a **Marble Guardian, Medium** (with six attacks!). The Stone Mistress will not hesitate to retreat to this room if seriously threatened.

17.46. The Mistress' Antechamber

A single stone statue stands against the north wall here, a 9' tall man, naked but for a loin cloth, bearing a bow and a quiver full of arrows.

To the west is an alcove, to the east a door (unlocked).

This statue is a **Marble Guardian (Medium)** with the added attack of stone arrows. These arrows are +2 to hit and damage, doing 1d10 (+2) points of damage per successful hit.

Any intruders who enter the antechamber not in the presence of the Stone Mistress or the Stone Maiden are attacked.

The alcove is completely filled with a **Silent Death** which is always here, obedient to the will of the Mistress. The third round after an intruder enters the antechamber, the Silent Death will flow out of the alcove and into the room, moving to block off the southern exit.

17.47. The Mistress' Chamber

The door to this room is unlocked and opens easily.

The **ceiling** of this 30' square room is about 20' above and the stone is etched in swirling, flowing lines (think Van Gogh's *Starry Night*).

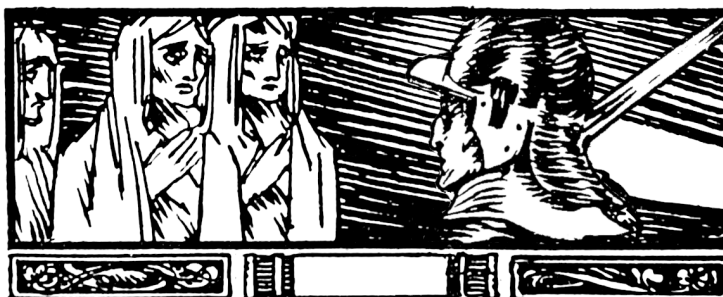
The **walls** are covered with thin stone discs, each about 1' in diameter (and perhaps 1/4" thick) made of jade, obsidian and onyx. The discs are intricately patterned.

A **stone divan and stone table** in the center of the room has a small pile of unfinished stone discs (some with no decorations, a few partially decorated, most in a rough unfinished state).

The **three small alcoves** (north, east and south walls) contain statues of weirdly stretched human-like beings with arms raised and head upturned (as if a person was stretched out to be 12' tall). These statues can be animated by the Stone Mistress as **Caryatid Columns**.

If the Stone Mistress has not been previously encountered, she will be here, lazily carving decorations on a jade disc. See Parley Notes for information.

The discs (there are 130 of them) are worth 100 gp each. The statues in the alcoves might be worth 1500 gp each (but are 12' tall and weigh about 3000 pounds each).



17.48-49. River Caves

17.48. Hidden Treasures

The upper area of this cave is screened from the pool (area 17.19) by hanging vines and tendrils, with an appearance similar to rope fungus, but harmless.

About 10' beyond the edge of the pool, the cave floor drops abruptly (15'), the lower area (eastern) being wet with spray from the waterfall to the north, causing the algae covered floor to be extremely slippery.

In niches in the walls throughout the cave are watermelon-sized ovoid objects made of fired clay.

Slippery: Movement in this cave is tricky. Only those with a Dexterity score of 15 or better are able to keep their feet on the slippery, uneven floor, and they are only able to do so with a successful Dexterity check (each turn). Those who fall must make a Dexterity check to avoid sliding into the fast-moving water to the north.

The Stream: The water at the base of the waterfall churns dangerously and the stream flows very fast to the east. Those who are not proficient swimmers are swept away by the currents.

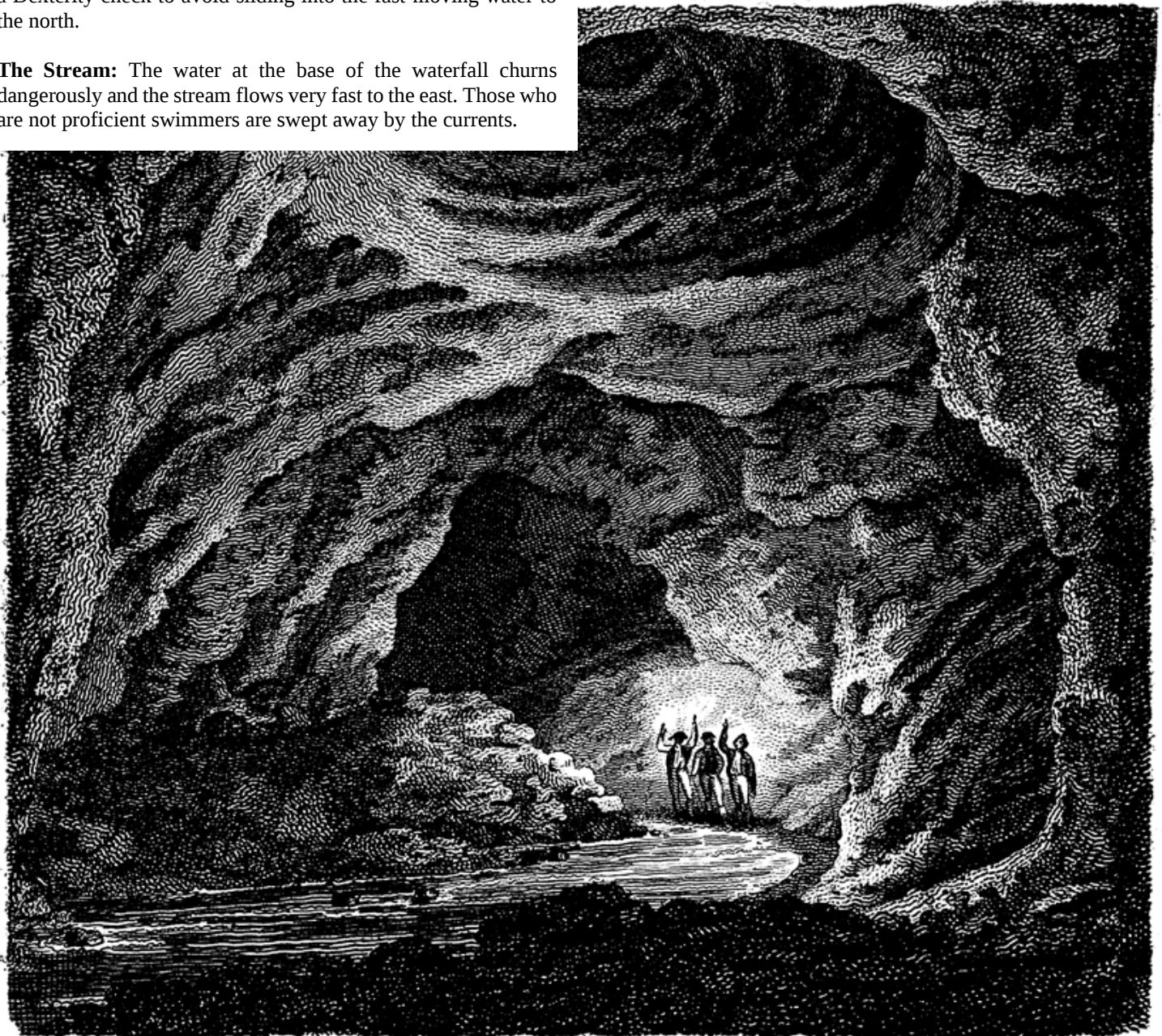
The Niches: each niche (there are 40 of them) is a 2' cube cut expertly in the stone wall. In each of the niches rests a watermelon sized ovoid, nestled on a perfectly carved ½" thick stone ring (8" in diameter).

The Ovoids: Each is perfectly formed, unmarked, hard baked clay (throughout), weighing 12 pounds each. The ovoids do not detect as magical, though the contents will.

In the center of each ovoid is a 1/8th inch thick platinum triangular (equilateral) coin, about 2" per side with writing on both faces. The edges of the coins are rounded. The coins detect faintly as magical.

The writing is in an ancient regional language and consists of 80 unique prayers (one on each side of each coin).

These 40 coins are the **Prayer Book of the Seventh House** (see Appendix for information).



17.49. D’Gallan’s Hidden Treasury

Few of the current denizens of the dungeon know about this cave, the Stone Mistress being the primary exception.

This natural cave opening is about 4’ above the normal water level in the stream, the walls are slick with moisture, several stalactites drip water onto the green tinted floor.

Three large, rusty and moldy iron-bound oak chests stand against the far wall. A small amount of wood debris is scattered about the greenish floor.

The **floor** is slick with algae (Dexterity of 12 or better to navigate successfully, others must make a Dexterity check each round or fall, making a second check to avoid sliding off the ledge into the fast-moving stream). In addition, there are two pockets of **Grey Ooze** lurking in shallow depressions beneath the algae surface, **slightly discoloring** the algae in these areas. For careless intruders (those who don’t notice the discoloration, don’t care, or who have a Dexterity less than 12), there is a 20% chance per person per round of disturbing one of the Grey Oozes which will subsequently attack. Careful exploration by semi-dexterous adventurers can avoid the oozes completely.

The **Chests** share similar construction (iron bound oak) but are of very different vintage: oldest to the left, newest to the right. All are rusty and mold covered (harmless black mold, looking similar to the mold in area 17.39), all are locked but not trapped (the keys are hidden in room 17.14), each will collapse in a heap if any attempt is made to move them beyond unlocking and opening them.

Oldest Chest (left): Lock is very rusted (-20% on lock picking attempts). Inside, wrapped in mildewed velvet (now a sickly blueish-black color):

- a 12” tall Hourglass (**Hourglass of the Moment**)
- three **Potions of longevity** (pale yellow, syrupy)
- a spell scroll (**Hold Person, Magic Jar, Time Stop** – the scroll is slightly deteriorated so there is a 5% chance that a spell might not function quite as expected when cast)
- 32 well-worn dark brown beads (about ½” in diameter with a hole through the center – prayer beads)
- a leather satchel containing 112 gp and a water damaged manuscript (D’Gallan’s notes on seeking immortality – four different hands wrote the different sections, actually decades apart, as the Sorcerous Spirit of D’Gallan possessed different individuals over time – the notes are incomplete but any competent magic user will see the research was flawed from the very beginning).
- Under a false bottom (easily revealed if the chest is moved as it will collapse in a heap):
 - Three silver and black daggers in leather sheaths decorated with ravens and stars
 - A silver chain with a silver medallion depicting three ravens
 - A moldy and ruined black velvet hooded cloak

Center Chest: Lock is moderately rusted (-10% on lock picking attempts). Inside, wrapped in very stiff but still nearly pure white linen cloth:

- A gold framed silver hand mirror, worth 1200 gp, but also magical (the **Mirror of Loial the Lucky**)
- 30 Sheets of thin copper, etched with writing - a sort of treasure map/puzzle (similar to the Qumran Copper Scroll: Entries like: “One day’s walk to the west of the well of the Smith is a grove of Rosewood Cherry trees with a lone stately Kyak tree in the very center. The treasure of Hoolan the Northman is buried under the north side of the tree – 300 keva of gold and 92 skulls of his most loyal men.”)
- A moldering folio of notes in many different handwritings and styles seeking to unlock the mysteries of the copper sheets
- An ivory box decorated with carved elephants and monkeys (6”x8”x4”) with an ivory pendant (a carved monkey) inside. The pendant is an **Ivory Animal Spirit (Monkey)**, carved from the tusk of an elephant, imbued with the spirit of a monkey. Once per day, the pendant, when thrown and the command word spoken, transforms into an elephant headed giant monkey under the speaker’s command. The creature will serve for 1 round per level of the bearer of the pendant.
- A **Potion of Gaseous Form** (pale green, effervescent liquid), an **Elixir of Health** (deep blue with a dark sediment at the bottom) and a **Potion of Vitality** (deep blue with no sediment)
- A leather satchel containing 883 gp, 2447 sp and a manuscript (D’Gallan’s notes continuing his quest for immortality – see last entry in chest above – this time in two different handwriting, the research starting over at the end of the second writer’s entries and continuing anew with the second writer... still flawed, though)

Newest Chest (right): Lock is still well oiled and easily opened (no penalty to lock pick attempts). The contents are carelessly tossed about, as if someone has searched the chest:

- A bit of bone inscribed with a design of a flame
- A very well-crafted warhammer covered with decorative, scrolling engravings. It includes an ornate scabbard richly detailed with gold filigree and images of ring of stars
- A flame blackened and age-worn flag in the colors of the High King, about 4 feet by 7. It has been carefully folded
- A shortsword with a handguard in the shape of raven’s wings and inlaid with mother-of-pearl. It is fitted into a beautiful leather scabbard decorated in a similar fashion
- Two broken potion bottles (the contents spilled onto the bottom of the chest, discoloring the wood and weakening it)
- A **Potion of Longevity** (pale green, syrupy)
- A spell scroll (**Symbol, Maze, Prismatic Wall** [as prismatic sphere, only in the form of a wall])
- A leather satchel (similar to those in the other two chests which contain manuscripts, this one has no manuscript however) with 3044 gp and a hastily scribbled note (“Suberian, tincture of Darkness, binding? Reagent? ~~Time related?~~”)

Appendix: New Items

Adra's Justice: Carved from a single piece of crystal, this mace is +1 to hit and +3 to damage and the wielder gains protection from earth elemental magic in the form of a +3 bonus on saves.

Ashar's Signal: An ivory calling-whistle inscribed with a design in honor of St. Ashar. When blown for one full round, all within hearing distance are affected: believers in the Church of the Holy Saints gain the benefit of a Bless Spell for 1d4+2 rounds; all others suffer a -1 on all rolls for 1d4+2 rounds. Usable once per day.

Bergan's Blessing: This longsword +2 glows faintly at all times and gives the wielder darkvision as long as the blade is held unsheathed, but has the unfortunate magical side effect of fatiguing the wielder, necessitating a save vs. petrification or a strength check every round of combat, failure causing a cumulative -1 to hit for the duration of the combat.

Blessed Medallion of St. Ashar: This is a 3" brass medallion with St. Ashar's likeness on the front and a prayer inscribed on the back which, if recited while holding the medallion, will bestow on the wearer the effect of a Bless spell for 1d6+4 hours.

Blood Spike: Dagger +1 with a dull black blade and a red leather wrapped hilt. Wounds inflicted by dagger continue to bleed at 1d4 hp per round until a successful save vs. petrification is made.

Charm of Protection from Faerie Magic: The bearer of this charm gains a +1 on all saves vs. Faerie Magic. -3 on all reaction rolls with Faerie Creatures if the charm is visible.

Cloaks of the Mother Hag: The Mother Hag has collected a number of magical cloaks over the centuries and has imbued each of them with a Geas spell that compels the wearer to return the cloak to the Mother Hag.

Cloak of Darkness: Black Silk: wearer is undetectable in darkness, can hide in shadows at 80% and can cast Darkness at will and Impenetrable Darkness twice per day.

Cloak of Displacement: Red Wool: the wearer appears to be 1d4 feet to the left or right of his or her actual position, giving the wearer +2 to Armor Class and a +2 to saves against anything that targets the wearer (spells, gaze attacks, breath weapons, etc.).

Cloak of Fear: Red Silk: the wearer gains +2 bonus to Armor Class but suffers a -2 penalty on all reactions (for projecting a sense of timidity) and -4 penalty on all saves vs. fear.

Cloak of the Forest Lord: Living Green Leaves: When worn outdoors, this cloak allows the wearer to blend in to the surroundings making the wearer effectively 100% invisible. In addition, the wearer can Locate Plants at will; Hold Plant, Plant Door, and Speak With Plants 3 times per day; and Pass Plant and Transport Via Pant once per week

Cloak of Invisibility: Grey Wool: everything covered by this cloak is rendered invisible (as per the spell though the invisibility is not disrupt-able).

Cloak of Peace: White Brocaded Silk: wearer gains +2 to all saves, +3 to all reactions. The wearer is continually under the effect of a Bless spell and can cast Bless twice a day.

Cloak of Protection +2: White Wool: grants the wearer +2 bonus to Armor Class and +2 bonus to saves.

Cloak of Protection +3: Green Wool: grants the wearer +3 bonus to Armor Class and +3 bonus to saves.

Cloak of the Elves: Green Silk: the wearer gains the ability to blend into his or her surroundings, outdoors or underground, at 95% effectiveness.

Cloak of the Spider: Brown Silk: wearer can Spider Climb at will and can cast Web 3 times per day. The cloak bestows a +2 bonus to saves vs. all spider poison.

Cloak of Transformation (Bear): Brown Wool: the wearer of this cloak can transform into any known type of bear. The transformation lasts one turn per level or HD of the wearer. The wearer has a -2 penalty on reactions with bears but a +4 bonus when in transformed bear form.

Poisoned Cloak: Black Wool: the wearer gains a bonus +2 to armor class and all saves except saves versus poison which are at -2. Additionally, the cloak is infused with a magical poison which diminishes the wearer's strength by 1 point per day or partial day worn (save, at -2, to negate). Strength loss is permanent unless magically cured.

Crystal Staff of Ground Shaking: This 5-foot-long, 1-inch diameter translucent crystal staff has 12 charges which renew every day at midnight.

The wielder can cast the following spells [cost]: Wall of Stone [12 charges], Earthquake [10 charges], Conjure Earth Elemental [10 charges], Stone Tell [9 charges], Transmute Stone to Mud/Mud to Stone [8 charges], Move Earth [6 charges], Stone Shape [6 charges], Stone Missiles [as Magic Missile, 1 charge per missile]

Dareth's Defense: plate +2 sized for a 7' tall person, wearer gains +3 bonus on saves vs. magic of the Outer Darkness [demons and devils and the like] as well as a +2 bonus to saves vs. fire.

Darkbringer: sword +1 with a black leather wrapped hilt and silver plating on the quillons, darkness 10' radius on command, grants wielder Darkvision.

Decanter of Endless Water: A silver pitcher with etchings in honor of the old gods around the base. Functions as a normal Decanter of Endless Water.

Demonbane: A well-worn very long sword (5' long blade), the razor-sharp blade is etched with Northman runes and bearing seven small rubies on one side of the elaborate cross-guard and seven small amethysts on the other side. A two-handed sword +1/+3 vs. demons/-3 vs creatures of the mortal realms, wielder can: Exorcise demons once per day, Turn demons 3x per day (as 12th level cleric), +2 bonus vs. magic and abilities of beings of the Outer Darkness (demons and devils and their ilk).

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Drape of the Holy: A deep blue wool cloak with green and yellow flowers embroidered into the hem. A cloak of protection +1/+3 for followers of the Church of the Holy Saints, clerics gain 1 extra spell per level per day, does not work with any other type of magical protection.

Dust of Marking: When a pinch of this dust is applied to an object or creature, it becomes magically marked. The one who applied the dust will know exactly where the marked item or creature is. Effect lasts 1d6+6 hours.

Dust of Revealing: When a handful of this dust is cast upon any item that is not visible, it becomes instantly visible, whether magically invisible, ethereal, non-corporeal, or even something in darkness (even magical darkness). The effect lasts for only a single round.

Enchanted Crow Feathers: These feathers can be used to temporarily enchant normal items in the following ways:

1	Create a hat/helm of flying by decorating with at least 10 crow feathers and casting enchant an item on the hat. Effect lasts 1 day for each feather in hat/helm.
2	10 feathers allows user to fly for 1d8 rounds. Hold five feathers in each hand and flap arms like a bird.
3	Use no fewer than 500 feathers and cast enchant an item to create a cloak of flying. Item functions for 1 day per feather in cloak, but if the number of feathers ever drops below 500, the cloak immediately ceases to function.
4	Adding feathers to any magic potion gives it the additional effect of flying (for 1 round per feather added, up to 12 per potion) with no miscibility problems.
5	Writing magic scrolls with a quill made of the crow's feathers has a 30% chance of making the scroll unreadable by any but the writer but a 1% chance of making the scroll completely unreadable.
6	Using the feathers to create some kind of magic item granting the ability to fly (such as 1-4 above) will be successful on the first two flights, but will fail after 2 rounds the third time such an item is used and will render the item not only unusable but will destroy any other magical effects the item may have originally had.
7	When feathers are gathered in a circle and a wind demon or wind elemental is summoned within the circle, the caster has a percentage chance equal to the number of feathers used for the circle to gain permanent control of the creature – as long as the feathers remain undamaged and in a contiguous circle. Breaking the circle or damaging the feathers releases the control.
8	Adding feathers to a hat/helm gives a dexterity bonus for AC of 1 for every multiple of 10 feathers used (up to a 4 point bonus)

Fabric of the Outer Darkness: A 3' square of black velvet fabric. Once soaked in the tears of angels and the blood of saints, this is a useful, but cursed object. If spread fully on a flat surface and the command word is uttered, the fabric creates a portal that will teleport without error (as the spell). The teleport magic touches the Outer Darkness and every time the teleport function is used, there is a 1% cumulative chance of attracting a random denizen of the Outer Darkness who will appear at the Teleport destination.

Fate Stones of Guundars the Lame: 48 flawlessly cut 6" cubes of pure white stone. When brought together, red glyphs and sigils appear on each of the faces, all different (288 different sigils and glyphs). When arranged in the proper order, the Fate Stones can magically affect a future event. The GM is encouraged to make use of these Fate Stones as he or she sees fit, as literally thousands of combinations are possible (which face is up, how the stones are arranged, how many stones are arranged, etc.). A simple mechanic for use would be if successfully arranged, the stones affect a targeted future event in a single, effective way (+1/-1 on a single roll, 1 round "do over", 1 missed attack hits or vice versa, etc.).

Knowledge of how to arrange the stones affects the likely outcome:

- Stones are randomly placed: 1% chance of affecting targeted future event, 1% chance of affecting a random future event
- Stones are placed with some knowledge or experience: 40% chance of affecting targeted future event, 25% chance of affecting a random future event
- Stones are placed with accurate knowledge or experience (divination magic, multiple successful uses, etc.): 90% chance of affecting targeted future event, 5% chance of affecting a random future event

Gauntlets of Ogre Strength: These black leather gloves are covered with articulated steel plates. They reduce the wearer's Dexterity Score by 2 points, but the wearer gains +4 to his or her Strength Score while the Gauntlets are worn.

Gem of the Bright Lands: This fist-sized piece of irregularly shaped quartz is used to bind the spirits of faerie creatures. Any faerie creature physically touched by the Gem of the Bright Lands must save vs. magic or be compelled to serve the bearer of the Gem for 100 years. Dispel magic cast upon the Gem releases all faerie creatures bound by the Gem but does not destroy the magic of the Gem. Only physically destroying the Gem of the Bright Lands (by casting it into an active volcano) completely destroys the magic.

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Grand Mother's Vintage: Five goblets made of a variety of materials, which detect as faintly magical. The **Grand Mother's Vintage**. Each holds a small amount of ancient but still potent wine:

- A Bronze goblet fashioned as interwoven leaves with silver decorations on the edges (worth 300 gp)
- A Gold-plated Brass goblet with inset (paste) jewels (worth 10 gp)
- A Blue and Green Ceramic goblet (worth 50 gp)
- A Cut-Crystal goblet (worth 220 gp)
- A Pewter goblet worked with ancient Northman symbols and runes (worth 50 gp)

Wine: Each goblet has about a swallow of wine in the bottom. The wine is magical.

- Drinking any one swallow of wine causes only mild drunkenness.
- Drinking three or more causes the imbiber to black out in a drunken stupor in 1d6 rounds. The blackout lasts 1d6 hours per swallow of wine consumed.
- Drinking a swallow of wine from two different goblets produces a magical effect according to the chart as follows.

NOTE: Once one goblet is emptied, no goblet will "refill" again until all five of them have been drained. Once all five goblets have been drained, a swallow of wine will appear in each of them in 30 days. Otherwise, the goblets are ordinary and can be used as normal (though in 30 days, a swallow of magical wine may appear mixed in with whatever liquid is currently in the goblet...

Wine Mixture

First drink, rows
Second drink, columns

	Bronze	Gold Plated	Ceramic	Cut Crystal	Pewter
Bronze	-	Protection from Fire Magic	Skin color change (random)	Protection from Evil	Protection from Shape changers
Gold Plated	Neutralize Poison	-	Hair color change (random)	Imbiber becomes invisible	Protection from Demons
Ceramic	Heal 1d6 hp	Protection from Air Magic	-	Gain +1d4 to saves	Protection from Evil Magic
Cut Crystal	Imbiber can see invisible	Protection from Water Magic	Eye color change (random)	-	Protection from fairy magic
Pewter	Imbiber becomes translucent	Protection from Earth Magic	Random piece of equipment or clothing changes color (random)	Imbiber assumes gaseous form	-

Example

Drinking from the Bronze goblet, then the Cut Crystal goblet results in "Protection from Evil." Drinking from the Cut Crystal goblet, then the Bronze goblet results in "see invisible."

Duration

Magical effects take 1d4 rounds to manifest and last 1d6 turns.

Helm of the Owls: This tarnished and battered bronze helm stylized owl wings sweeping off the back grants the wearer nightvision.

Homeseeker: This worn and nicked dagger +2 grants the wielder the power that with at least one round of focused concentration, the dagger always points to true north.

Hourglass of the Moment: When overturned, this magical hourglass can stop time for 1 minute, once per day.

Immaculate Chain +2: Simple chain shirt, nothing sticks to it.

Ivory Spirit Animal (Monkey): This talisman is carved from the tusk of an elephant and imbued with the spirit of a monkey. Once per day, the pendant, when thrown and the command word spoken, transforms into an elephant headed giant monkey under the speaker's command (7 HD monster, 42 hp, AC 0[19], Atk 2, 2d8 each). The creature will serve for 1 round per level of the bearer of the pendant.

Keys of the King: The Keys of the King were created by the Mage King of Aerias three hundred years ago after he had been held prisoner by a rival king for nearly a decade. The Mage King fabricated hundreds of these keys from a variety of metals and secreted them throughout his kingdom. He always carried a dozen or so on his person so he could release himself from any bondage he was put in. The keys are rare, scattered throughout the Midlands, deeply coveted by assassins and thieves. A King's key will unlock the first lock that the key of the proper type of metal it is used on. That particular key will then be forever linked to that particular lock.

Kinslyær: Long, curved dagger with a carved bone hilt in which have been cut nine notches. Kinslayer is a dagger +1, +4 vs. blood relatives.

Leaves of the Bearfriend: 2d6 oak leaves which, when burned, summon and charm a bear (50% black, 50% brown). Each leaf burns for 1d8 rounds. It takes 2d6 rounds for a bear to appear if summoned. Charm lasts twice as long as the leaf burning. Burning an additional leaf will extend the bear charm (not summon a second bear). When charm ends, bear reacts appropriately to how it was treated while charmed (if abused, attacks, if treated well, lumbers off peacefully)

Lance of Dark Agaran: This long, black-shafted spear is a spear +2/+5 vs. dragons. The wielder's face will glow any time a dragon is within 200'. In addition, the wielder gains +3 to saves vs. Dragon Breath.

Longsword of Command: An unassuming longsword which is +1 to hit and damage, wielder gains +4 bonus to Charisma Score while sword is brandished.

Magic Broom of Sweeping: A simple broom that can be commanded to sweep a floor clean or to attack a single target as a staff in the hands of a level 4 fighter! In melee the broom can only endure 3 hp of damage before breaking and being rendered useless).

A Shadow Over The Greatwood

Marshall's Staff: Long Sword +2, engraved with magical sigils that can be activated by the proper command word once per day: Command, Charm Person, ESP, Telepathy

Mirror of Loial the Lucky: A gold framed magical silver hand mirror. Concentrate for 1 full turn and the bearer of the mirror can see the current surroundings of one location or person the bearer is intimately familiar with.

Mother Hag's Soul Egg: The size, shape, and fragility of a chicken's egg, though black and purple marbled in color, this magical egg contains the soul of the Mother Hag. Possessing the egg gives the holder power over the Mother Hag and destroying the egg will permanently kill the Mother Hag. The bearer of the egg can cast "steal" the Mother Hag's spell abilities: cast Suggestion 4 times per day, ESP 3 times per day, and Hold Person and Charm Person twice per day (each casting diminishes the Mother Hag's ability to cast the spell that day).

Nightblood: This enchanted silver dagger is +1, +3 vs. lycanthropes, shapeshifters and regenerating creatures, and glows in the presence of shapeshifters, 25' Radius.

Nuatha's Robe of Darkness: This black, silk robe has silver stitching along the edges. Nuatha's Robe of Darkness, a powerful but cursed artifact which allows the wearer access to the primordial plane of Darkness (once per day), cast magical Darkness (3 times per day) and Impenetrable Darkness (once per Day). Each use of the powers of the robe slowly warps the wearer into **Shadow Fiend**. With each use, the wearer must save vs. spells or become 1% Shadow Fiend. After 25 missed saves the wearer is 25% Shadow Fiend and begins exhibiting physical changes. After 40 missed saves, the wearer is 40% Shadow Fiend and has half-strength Shadow Fiend abilities, but his or her character level is effectively halved. After 50 missed saves, the wearer begins saving at a -2 penalty. After 70 missed saves, the slide toward Shadow Fiend cannot be reversed (short of wish level magic) and the wearer no longer receives saves vs. magic after each use, the wearer has 3/4th strength Shadow Fiend abilities and 1/4 character level.

Oakbender's Inerrant Arrows: Each of Oakbender's Inerrant Arrows is a warped oak shaft but flies unerringly toward its intended target [automatic hit] doing 1d6+2 points of damage and having a 40% chance of breaking upon impact. NOTE any attempt to straighten the arrows will destroy the magic and they become useless).

Magical Thieves' Tools: A leather case with a variety of lockpicks, forging materials and a variety of other tools useful to the thief plying his or her trade. A thief using these tools gains +10%/+2 on thief skill rolls.

Prayer Book of the Seventh House: This "prayer book" is made up of 40 coins. Each coin is a 1/8th inch thick platinum triangular (equilateral) about 2" per side with writing on both faces. The edges of the coins are rounded. The coins detect faintly as magical.

The writing is in an ancient regional language and consists of 80 unique prayers (one on each side of each coin).

When the prayers are combined (physically) into specific shapes, the prayers spell out powerful rituals (5th and 6th level cleric spells) usable by anyone who worships the old gods and has a wisdom of at least 16. If combined in a three-dimensional object (an icosahedron, or 20-sided shape), and read in the proper order, anyone who worships the old gods and has a Wisdom of at least 17 can summon the most powerful of prayer rituals (7th level cleric spells).

If a worshipper of the Church of the Holy Saints employs these prayers, he or she will be abandoned by the Saints, be stripped of any boons and blessings afforded by the Church of the Holy Saints (such as a cleric's spells), and will be marked (on the forehead or cheek) with a magical mark identifying him or her as an apostate follower of the old gods: a black crow's foot shaped tattoo.

Red Chain Mail: Chain +2, white bear rampant etched on chest, wearer gains +1 in interactions with all types of bears: natural, magical, werebears, etc.

Ring of Fire Magic: A simple gold band intricately engraved with the magical sigil of fire. The wearer can cast once each day the following spells: Pyrotechnics, Fireball [6 die], Wall of Fire using the spell level number of charges each casting – the ring has 17 charges and can be recharged by casting said spells "into" the magic of the ring.

Ring of Fire Protection: This silver ring with a ruby set in it grants the wearer immunity to natural or elemental fire damage and gives the wearer 60% resistance to magical fire.

Ring of Fire Resistance: This gold band is etched with magical symbols of fire and has a red garnet setting. The garnet glows whenever the ring is actively diminishing fire damage with a brightness commensurate with the amount of damage resisted. The ring can absorb up to 50 hp of fire damage per day.

Ring of Invisibility: Bolus' Ring of Invisibility is a brass ring with three diagonal slashes inexpertly cut into the outer edge, roughly equidistant from one another. To turn invisible, the three slashes must be smeared with the wearer's blood.

Ring of Plant Control: This silver ring is fashioned to look like intertwined vines. The wearer can Speak with Plants (4 charges), Locate Plants (2 charges), Plant Growth (3 charges), Hold Plant (4 charges), Plant Door (4 charges), Anti-Plant Shell (5 charges), Pass Plant (5 charges), Transport via Plants (6 charges), Charm Plants (7 charges), Control Plants (8 charges). The ring has 10 charges which replenish every night at midnight.

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Ring of Protection +1: A silver ring engraved with stars and moons, this ring grants the wearer a +1 bonus to Armor Class and to Saving Throws.

Ring of Regeneration: This ring is carved from a troll bone, bearing skulls and triangles. The wearer regenerates 1 hp per turn while the ring is worn.

Shadowskin: Black leather armor +2, adds +20%/+4 to a thief's hide in shadows ability, wearer can cast Darkness spell 2/day.

Sharra's Spite: This long-bladed dagger +2 has a wire wrapped hilt. Magical bonus damage done to a target is absorbed by the wielder as temporary hit points, but wielder must save vs. spells or lose initiative on the next round.

Shield +2: Battered round shield with a dragon rampant painted on the face. The leather straps are very worn and when used in combat has a 20% chance of a strap failing.

Simeon's Carved Figures: These expertly carved wooden figurines are magically imbued by the power of Garaban the Inscribed. When the command word is spoken, the figurines grow full sized and animate under the complete control of the one who spoke the word and lasts as long as her or she concentrates on the animated wooden figure. They fight as Wood Golems.

Sinner's Bell: A small silver bell, often tied to a priest's robe or to a bookmark kept in a book of prayers, the bell only rings when a holy act is performed by the person who possesses the bell.

Sithas: This sword +1 grants the wielder immunity to fear.

Spellbinder: This is a non-descript sword +1. The wielder of Spellbinder gains an extra save vs. any spell cast upon him or her, including those from allies. A successful save means the spell is absorbed into Spellbinder, rendering it a +0 sword for the spell's normal duration.

Spiritbane: This dagger +1, +3 vs. undead, glows when undead are within 50'. The wielder can "turn undead" as a cleric of 4th level once per day, a cleric wielding Spiritbane adds 4 levels to his or her turning attempt once per day.

Staff of Animal Compulsion: This wooden staff has an owl feather tied to the end. The wielder can cast the following once per day: Animal Friendship, Invisibility to Animals, Locate Animals, Speak With Animals, Charm Animal.

Staff of the Gardener: This 8-foot long crooked maple branch has a cluster of still green leaves growing from one end. The **Staff of The Gardener** has twenty-eight charges: Wall of Thorns (3 charges), Speak with Plants (2 charges), Plant Growth (2 charges), Entangle (1 charge), Barkskin (1 charge) – as the charges diminish, the color of the leaves fade from green through orange to brown. The staff can be recharged by a lightning strike on a moonless night, which has a 25% chance of destroying the staff rather than recharging it.

Sword of the House of Kandassa: This longsword +2 has the emblem of the House of Kandassa emblazoned on the crossguard. It grants the wielder light on command and immunity to electrical damage while holding the sword.

Sword of King Hargeth: This longsword has a silver wire wrapped hilt, a large (300 gp) ruby in the pommel and is in an ornately decorated sheath bearing the mark of the High King of the Highlands. The **Sword of King Hargeth**, a flaming long sword +2, grants its wielder +3 on Charisma and +2 on Wisdom. The wielder of the sword has, by tradition, a legitimate claim to the Rose Throne (the seat of the High King). The sword, lost since the reign of King Hargeth, is immediately recognizable by any noble in the Highlands and greatly coveted...

Talisman of True Recall: These trinkets can come in almost any form, but they must bear the mark of their maker who anchors the item to his or her soul. When the bearer of the trinket says the word "return," he or she is transported to the presence of the soul-linked being. Magical stipulations can be put on the return such as only one bearing a certain item can return or the return is to a specific soul-imbued location, etc. Suberian the Blue uses his Talismans of True Recall to entrap the unwary.

Victor's Horn: This magical drinking horn is carved from a single dragon's horn. Once per day, when the horn is grasped and the holder says the word "thirst," the horn fills with potent, excellent wine which, if not consumed within the hour, evaporates.

Wand of Illusions: Possibly found in the Tombs of the Ancient Kings, this wand is a 2-foot-long piece of twisted brass rod, creates audible and visual illusions (as audible glamor and phantasmal force) at the cost of one charge per round.

Wand of Negation: A 9" long crooked piece of black obsidian, the wand of negation can dispel magic as a 10th level caster (1 charge) and can be used to negate spells cast at the wielder (2 charges per level of the spell negated).

Wand of Wonder: A 2-foot-long fire-tempered twisted oak branch with a diamond tipped silver cap on one end. The Wand of Wonder generates random effects: typically casting a random spell. In the Highlands, the Wand of Wonder casts random spells at random caster levels (so a fireball spell at 1st level caster level is technically possible... doing 1d6 damage). Roll d4 for spell type (1. Cleric, 2. Druid, 3. Magic User, 4. Illusionist), then roll d20 for caster level, then roll for a random spell.

NOTE there are many random magical effect tables available online if the GM is interested in quantifying a specific set of effects.

White Lord's Defense: White Steel Chain +2. The wearer gains protection from evil in the presence of undead.

Appendix: NPCs

Abnar D'Gallan

The wizard who built a tower on Stoney Knoll who became obsessed with immortality. Seeking to gain lichdom, his research failed him and he has spent the past several centuries as a **Sorcerous Spirit**, possessing a large number of mortals over the past several generations, including the High King Hargeth himself and is trapped in a gem in his tower (17.14).

Addie Lastrow

A slight, wiry girl, Addie is very quick witted, has an eidetic memory (she remembers everything she hears). A somewhat accomplished wizard (M3), Addie wants to learn the art of the Artificer with an eye to combining the two disciplines. She hates the Gatherer's other apprentices (Dylan Rosetree and Gabilla).

Addie Lastrow: Human Magic-user 3: HP 10; AC 8[11]; ATK staff(1d6) or 3 dart(1d3); MOVE 12; SAVE 13; (STR 7, DEX 13, CON 9, INT 16, WIS 10, CHA 14); GEAR staff, 6 darts(range, 15-ft), backpack, spellbook, bedroll, waterskin, small sack, flint & steel; Special: +2 spell save bonus

Spells (* memorized):

Level 1: *Detect Magic, *Light, Read Languages, Read Magic, *Sleep

Level 2: Continual Light, ESP, *Invisibility, Mirror Image

Bolus of Treehaven the Thief

Average height, bald, piercing blue eyes, Bolus speaks just above a whisper in a rasping voice. He keeps his back to the wall, always aware of his surroundings. He is not a coward, but he is practical so he will likely as not run away rather than risk dying. Bolus does not easily trust but when his trust is one, he is an unflinching ally.

Damios, Priest of the Old Gods

Damios is one of the Brown Cloaks (Druids) who traveled to investigate the troubles in the Greatwood. He is meek, quiet and withdrawn. Though very wise and intelligent (Wisdom 16, Intelligence 18), he is often unsure of himself and second guesses his abilities. He is fanatically loyal to the old gods and will often try to proselytize non-believers which is the one thing he does with absolute confidence.

Dannal Collins

A skilled warrior and would be adventurer, Dannal has wandered the Highlands in search of treasure and excitement. He boasts constantly and often exaggerates his abilities, his contribution to an event, etc. He is fiercely loyal, fairly strong (Strength 14, Constitution 16) but terribly ugly (Charisma 4).

Darrin Gastor

Gastor is the Way Trade Protector, appointed by the Governor to run the East Road Waystation. He is loud, selfish, greedy and manipulative.

Dylan Rosetree

Younger than most apprentices, dark eyed and dark haired Dylan has already apprenticed with a wizard and a thief in Newtown (M1/T1), though he ran off after frustrating his last master and wandered the Highlands until he found Camden Village and ingratiated himself with the Gatherer. Dylan is unable to sit still, speaks whatever thought comes to mind, often in inappropriate ways, and he always interrupts when others are speaking. Dylan is the Gatherer's favorite apprentice because of his aptitude so the other apprentices (Addie Lastrow and Gabilla) despise him, Dylan will not remain an apprentice much longer as he jumps into some other new endeavor.

Dylan Rostree: Human Magic User 1/Thief 1: HP 6; AC 9[10]; ATK staff (1d6); Move 12; SAVE 15; (STR 10, DEX 16, CON12, INT 17, WIS 9, CHA 12); GEAR staff, backpack, spellbook.

Spells (*memorized)

Level 1: *Light, Protection from Evil, Read Languages, Read Magic

Felchor the Brinded Cat

This house cat, brown and grey streaked fur, can teleport without error up to 5 feet and can communicate telepathically with any mortal being with which Felchor makes eye contact, usually to compel them to feed him.

Fiannan the Forest Master

This creature is the champion of the animals of the Rosewood Highlands. He is wild and capricious, at once full of bluster and bravado, the next moment friendly and welcoming. He will occasionally take pity on humans and befriend them.

The Forest Master may be encountered either in his mostly elk form (50%) or his mostly human form (50%). Only his mostly human form can be parleyed with, though his reaction will depend on whether or not those encountered have hunted any animals in the forest. Fiannan has a deep connection to the animals of the forest, knowing immediately when any are threatened or in fear. He can see through the eyes of the elk, deer and moose in the region, and chooses to do so frequently.

It is the telepathic cry of the animals in the region that brought Finnian to this area. He seeks to destroy that evil spirit which is causing such distress among his "children."

Finnian knows:

- Some evil presence is causing animals to act against their nature
- The evil presence is nearby
- The animals do not willingly submit to the evil presence
- The evil presence is not of this world
- The evil presence hunts and kills animals as well as possessing them and forcing them to serve
- The evil presence is embodied in a man who is not a man

If Finnian is killed in the presence of the party (or by the party!), the next random encounter will be with an Envoy of the Silver Queen for a reckoning of his death, as the Forest Master is the fae Queen's son.

Gabilla

A tall and imposing young woman, Gabilla's ambition in life is to become a master thief (I1/T1). Of the Gatherer's three apprentices, Gabilla has the most innate ability and is the quickest learner, though she hides her progress from the other apprentices and her master. One day she will leave, taking with her anything useful she can steal.

Gabilla: Human Illusionist 1/Thief 1; HP 7; AC 9[10]; ATK staff (1d6); Move 12; SAVE 15; (STR 11, DEX 18, CON10, INT 14, WIS 8, CHA 12); GEAR staff, backpack, spellbook.

Spells (*memorized)

Level 1: *Color Spray, Detect Invisibility, Hypnotism, Light, Phantasmal Force

The Gatherer

A very old, hunched over man, the Gatherer is an Artificer who can repair almost anything, including damaged magic items. He has become possessed by a Fire Demon he summoned into his furnace and so has been acting erratically. He laughs a lot, has red cheeks and nose, and always seems to have the right tool in hand, pulled from deep within some secret pocket of his oversized leather apron.

Garaban the Inscribed

Garaban is an ancient, demon-worshipping priest of the old gods whose body has been covered in magical tattoos. He has been driven mad by his imprisonment by the Mother Hag. When he speaks, he screams as loudly as he can, spewing epithets and vulgarities intermixed with nonsense phrases.

Each of his tattoos are magical spells that he can cast at will, once per round, simply by touching the tattoo and speaking an arcane word. Spells are cast as an 11th to 20th level caster (d10+10).

Spells:

Cleric: Resist Fire, Glyph of Warding, Insect Plague, Stone Tell, Word of Recall, Gate, Restoration

Druid: Detect Magic, Create Water, Protection From Lightning, Commune With Nature, Wall of Thorns, Animate Rock, Creeping Doom

Magic User: Shocking Grasp, Detect Invisibility, ESP, Dispel Magic, Feeblemind, Gate, Prismatic Sphere

Illusionist: Mirror Image, Hallucinatory Terrain, Illusionary Script, Confusion, Demi-Shadow Magic, Mass Suggestion, Permanent Illusion

Gavis Gallan

The stablemaster for the Gatherer, Gavis is a crusty old man, missing most of his teeth and his left ear. He spits when he talks, and he talks constantly, even when people aren't around. He is loyal to his master and is worried about the Gatherer. He was a warrior (**Fighter 4th level**) years ago and for a time rode with the Knights of the Seven Virtues. He was injured at the Battle of the Desolate Plain and retired to a quiet life of horse handling.

Gavis Gallan: Human Fighter 4; HP 33; AC 3[16]; ATK battle axe(1d8+3); MOVE 12; SAVE 11; (STR 18, DEX 9, CON 15, INT 8, WIS 6, CHA 5); GEAR plate armor, battle axe, dagger, backpack, bedroll, rope 50-ft, large sack, hammer, iron spikes (10), waterskin

Goroan the Bear Rider

A half-Northman, Goroan is nearly seven feet tall, pale white skin, very small nose. His eyes are purple and glow in firelight. He is reclusive, preferring the company of bears to any other creatures, mortal or fairy. He is likely to act aggressively toward those he encounters, hoping to drive them away, not to engage them in a fight. He will not back down from a fight, however. Goroan can Summon 1d4 bears once per day (the bears come to his call in 1d20 rounds).

Goroan Bear Rider: Human Fighter 6; HP 41; AC 3[16]; ATK Longsword (1d8+2); MOVE 12; SAVE 11; (STR 17, DEX 17, CON 14, INT 9, WIS 10, CHA 11); GEAR chain armor, longsword, dagger, backpack, bedroll, rope 50-ft, large sack, hammer, iron spikes (10), waterskin

The Hairy Man

The 8'tall, sasquatch-like creature is pensive and generally docile, intensely curious and abundantly cautious. The Hairy Man will never initiate melee, even if his home is invaded and his secret room is looted. Though mute, he is extremely intelligent and remembers everything he sees and hears. If engaged in combat, he will fight fiercely, but only to defend himself so that he might escape. When encountered, the Hairy Man will follow the party, lumbering along, eyes watching everything.

A Shadow Over The Greatwood

The Hart of the Wild

This non-corporeal evil Spirit possesses mortals and telepathically controls animals. The mortal so possessed retains all of his or her abilities but is controlled by the Hart. Each day the one who is possessed tries a save vs. spells and, if successful, partially breaks the control of the Hart of the Wild. If a possessed being successfully saves three days in a row, or if a possessed being is knocked unconscious or falls under the effect of a feeblemind spell, the control is broken and the Hart will seek a new mortal being to possess.

Each month the Hart's Aura of Influence grows, spreading its aura of influence an additional 1-mile radius (10 months, 10-mile radius).

The Call of the Ravenous Hunt: within the Hart's Aura of Influence, all wild animals save vs. spells (daily) or become extremely aggressive – mortals, immortals, magical creatures and domesticated animals are immune to the Call.

Animal Possession: The Hart can take possession of a single wild animal, experiencing all that it does through the animal's natural senses. In addition, the Hart is able to force the animal to communicate rudimentary words. Animals so possessed by the Hart must save vs. spells each round or explode... Animals who survive the possession must save vs. spells or be driven insane.

Nature Dominance: Once per day, the Hart is able to cause one of the following to happen: a violent thunderstorm and torrential downpour (3d12 turns), gale force winds (2d6 turns), earth tremor (1d8 rounds), geothermal vent (1d6 vents open). Such events are centered on the Hart and are experienced within a 1-mile radius, though to diminishing effect...

Wild Dead: The Hart of the Wild is able to infuse the dead with wild animal spirits, creating weird undead beasts. The Hart has concentrated its efforts to create Goblin Spirit Animals. To communicate with Wild Dead it is necessary to both speak with animals and speak the language of the dead creature (goblin, in this case).

The Harvester

His name long forgotten (even by himself!), the Harvester travels throughout the North Swamp cutting peat, hunting and searching for lost treasures. He is lazy and suspicious by nature, easily angered, but also quick to reconcile. He whistles tunelessly constantly. He is an expert tracker and hunter and knows more about the North Swamp than any other person.

The Harvester: Human Fighter 1; hp 8; AC 7[12]; ATK random tool (1d6+1); Move 12; Save 15; (STR 15, DEX 14, CON17, INT 13, WIS 12, CHA 9); GEAR leather apron (as leather armor), axe, pick, shovel

Kelin Oakbender

A dark druid, worshipper of the old gods, Kelin's obsession in life has been trying to drive back civilization and in that pursuit has become possessed by the Hart of the Wild (q.v.). Kelin is well over 6 feet tall, thin and spindly, with wild eyes and long dirty hair. When he speaks, he raves in a scratchy, squawking voice.

Lukan of the First People

Lukan of the First People is a shapeshifter (**Werebear**), a giant of a man (the size and strength of an ogre) who can take the form of a hulking cave bear. Lukan is one of the protectors of the forest and has had occasional dealings with the people of Camden Village, though they fear him.

In human form: Lukan is quick-tempered, sharp-tongued and very direct. He is used to living alone so he has no skills for small talk or subtext when in conversation. While he a very skilled hunter, he loves the wildlife of the area and never hunts for sport, only for his survival. He will oppose anyone who wantonly or carelessly abuses animals or the Greatwood.

In bear form: Lukan is aggressive and violent, more so now that the Hart of the Wild has returned to the mortal world. Lukan can feel the call of the Hart of the Wild pulling at him to "Join the Ravenous Hunt" and has thus far resisted the call, but he is weakening.

What he knows:

- He calls the Hart of the Wild the BEAST OF DARKNESS
- He knows the Hart of the Wild is not of this world, that it is a primordial spirit being and that it is evil. He does not know exactly what type of spirit being, however.
- He does not know how it came into the mortal world or how to banish it.
- He sometimes feels the call of the Ravenous Hunt very strongly and believes that in those moments he has been very close to the Beast of Darkness. This has happened at various places and times throughout the Greatwood, so Lukan believes the Beast of Darkness moves about.
- He is sure that the Beast of Darkness has a lair somewhere, protected by possessed animals and the abominations that are the Goblin zombies, he believes it is probably to the east and north of road (as most of his encounters of the powerful pull of the Ravenous Hunt have been in that general area).

Mother Hag

Though a monster (see the Combined Monster Statistic Chart), The Mother Hag who lives in Hangman's Hollow is unique for her kind, being infused with the magic of Garaban the Inscribed (q.v.). She is not evil, though she is very selfish. She is willing to help mortals and faeries alike, though always for a high price. Her speech is slurred, "ch" sounds are "sh" for example. Her True Name is Gloriana and if uttered in her presence, she becomes bound to the speaker of her name for 101 days, after which she is released from her bondage and the speaker becomes powerless against her magic (no saves).

Simeon

The son of the Mother Hag, Simeon's true visage is twisted by his demonic heritage, so he wears a wooden mask that he carved (a smiling boy's face). His skin is a bluish green and his hair is jet black. He never speaks, except to utter command words to animate his carved figurines. Simeon, though small of stature (4'6" tall) is exceedingly strong (Strength of 19) and clever (Wisdom of 18) and very proficient with any type of knife (gaining a +3 to hit and damage with any knife or dagger).

Suberian the Blue

This powerful demonologist is so named because of the blue tattoos that cover his body. He is a powerful wizard (M14) who, in addition to his spells, can gate a Demon Spirit once per day and can Bind Demons (as a 9th level ritual).

Combined Monster Statistics

Creature	Statistics
Alligator	HD 3; AC 4[15]; Atk 1 bite (1d6); Move 9 (Swim 12); Save 14; CL/XP 3/60; Special: Lock jaws, surprise.
Anguished Spirit	HD 4+3; AC 4[15]; Atk chains/lashes (as whip 1d4/1d4); Move 9; Save 13; CL/XP 5/240; Special: Anguish
Animals	Small – ½ HD, 1 hp damage; Medium 1-3 HD, 1d2 hp damage per HD; Large 4-10 HD, 1d2 hp damage per HD
Ant, Giant	HD 4; AC 3[16]; Atk bite (2d6); Move 12; Save 13; CL/XP 4/120; Special: None
Ashen Warrior	HD 4+1; AC 6[13]; Atk fireballs (2d6), swat (1d6/1d6); Move 9; CL/XP 7/600; Special: fireballs, hug (2d6), exploding (3d4)
Avenging Spirit	HD 8; AC 9[10]; Atk: 1 (2d8); Move 9; Save 8; CL/XP 9/1100; Special: Paralyzation, regeneration, Constitution drain
Badger, Giant	HD 3; AC 4 [15]; Atk 2 Claws (1d3), bite (1d6); Move 6; Save 14; CL/XP 3/60; Special: None
Bear, Black	HD 4+1; AC 7[12]; Atk 2 claws (1d3), 1 bite (1d6); Move 9; Save 13; CL/XP 4/120; Special: Hug.
Bear, Brown	HD 4+1; AC 7[12]; Atk 2 claws (1d3), 1 bite (1d6); Move 9; Save 13; CL/XP 4/120; Special: Hug.
Bear, Cave	HD 7; AC 6[13]; Atk 2 claws (1d6+1), 1 bite (1d10+1); Move 12; Save 9; CL/XP 7/600; Special: Hug.
Bear, Grizzly	HD 6; AC 6[13]; Atk 2 claws (1d6), 1 bite (1d10); Move 9; Save 11; CL/XP 6/400; Special: Hug.
Beaver, Giant	HD 3; AC 6[13]; Atk 1 bite (1d6) and 1 tail slap (1d6); Move 9 (Swim 12); Save 14; CL/XP 3/60; Special: None
Beetle, Giant	HD 3; AC 3[16]; Atk 1 bite (3d6); Move 9; Save 14; CL/XP 4/120; Special: None.
Beetle, Giant Carrion	HD 3; AC 3[16]; Atk 1 bite (3d6); Move 9; Save 14; CL/XP 4/120; Special: None.
Boar, Wild	HD 3+3; AC 7[12]; Atk 1 gore (3d4); Move 15; Save 14; CL/XP 4/120; Special: continue attacks 1d3 rounds after death.
Bobcat	HD 1+1; AC 6[13]; Atk 2 claws (1d3/1d3), plus rake (1d4) and bite (1d3); Move 12; Save 16; CL/XP 2/30; Special: rake.
Bog Monster	HD 12; AC 1[18]; Atk 2 fists (2d8); Move 6; Save 3; AL N; CL/XP 15/2900; Special: Damage immunities, enfold and suffocate victims.
Brownie, Fey Creature	HD 1; AC 3[16]; Atk dagger (1d2+poison); Move 12; Save 16; CL/XP 1/15; Special: Spell-like effects, poison.
Bugbear, Goblin-kin	HD 5-6; AC 5[14]; Atk 1 bite (2d4) or weapon (1d8) +0/+2; Move 9; Save 14; CL/XP 3/120; Special: Surprise opponents, 50% chance.
Caryatid Column	HD 5; AC 5[14]; Atk 1 stone sword (2-8); Move 6; SD Snap wpns.
Catoblepas	HD 6; AC 7 [12]; Atk 1 bite (1d6); Move 12; Save 11; CL/XP 8/800; Special: Poison Breath, Paralyzing Gaze.
Centipede, Giant	HD: 1d2hp; AC 9 [10]; Atk 1 bite (1d6 + poison); Move 13; Save 18; CL/XP 1/10; Special paralyzing poison, latching on.
Crystal Monster	HD 7: AC 0 [19]; Atk Shard spray (3d6) or claw (1d6); Move 12; Save 9; CL/XP 10/1400; Special: Shard spray, bend light, +1 or better weapons to hit, resistance to cold (50%)
Coyote	HD 2; AC 7 [12]; Atk 1 bite (1d6); Move 14; Save 16; CL/XP 2/30; Special: None
Crawling Horror	HD 1hp; AC 9[10]; Atk bite (1hp); Save 18; CL/XP A/5; Special: swarm
Crow, Giant	HD 1+1; AC 6[13]; Atk peck (1-3), claw (1-2); Move 3 (Fly 30); Save 14; CL/XP 1/15; Special: none.
Dancing Man, Fey Creature	HD 1; AC 8[11]; Atk 1 weapon (1d6); Move 18; Save 15; CL/XP 5/400; Special: Magic abilities.
Deep Shepherd	HD 1; AC 4[15]; Atk claws +1 (1d2+1/1d2+1) spore breath; Move 6; Save 18; CL/XP 1/10; Special: spore breath.
Demon, Granta'al the Fire Demon (Category 6)	HD 10; AC 2 [17]; Atk 1 sword (1d12+2, +2d6) and 1 whip (2d6 +1d4, entangles); Move 6 (Fly 15); Save 5; CL/XP 17/3500; Special: Magic Resistance (70%), flaming body (3d6), magic weapon required to hit, spell immunities
Demon Spirit	HD 8+3; AC -1[20]; Atk Fists (1d8+4/1d8+4) or club (2-12+4); Move 15; Save 8; CL/XP 12/2000; Special: Shapechange, spell-like powers, only hit by magic weapons.
Dryad, Fey Creature	HD 2; AC 9 [10]; Atk 1 wooden dagger (1d4); Move 12; Save 16; CL/XP 3/60; Special: Charm person (-2 save).
Dust Lich	HD 11; AC -5[24]; Atk Spell Effects, Curse; Move Nil; Save 4; CL/XP 13/2400; Special: Magic Resistance, Immune to many spells, +3 or better weapon to hit.
Dwarf, Crooked, Fey Creature	HD 4; AC 5[14]; Atk stone axe or short sword (1d6); Move 9; Save 12; CL/XP 5/240; Special: Spell-like effects, detect invisible
Dweorh	HD 3; AD 4[15]; Atk fists (1d4 each) or weapon (at +2); Move 9; Save 12; CL/XP 4/120; Darkvision, detect invisible, immune to illusions
Enduring Spirit	HD 8; AC 9[10]; Atk Claws (2d8); Move 9; Save 8; CL/XP 8/800; Special: Paralyzation, Spell-like abilities, undead immunities
Faadaor, Fey Creature	HD 1-13; AC 6[13]; Atk 1 rapier (1d4+1) at +2 to hit; Move 12; Save 12; CL/XP 6/400; Special: Spells and Spell-like Abilities.
Faerie Dragon, Fey Creature	HD 2; AC 4 [15]; Atk Bite (1d6); Move 9 (Fly 36); Save 16; CL/XP 5/240; Special: Breath weapon, spells, invisibility, magic resistance (1d6x10%), telepathy (2 miles)
Finnian the Forestmaster, Fey Creature	HD 11; AC 3[16]; Atk Spear (1d6+6) Antlers (2d8); Move 15; Save 4; CL/XP 12/2,000; Special: Summon Creatures, Camouflage, Shapechange
Fish People	HD 2+1; AC 5[14]; Atk 1 weapon (1d8); Move 12 (Swim 18); Save 16; CL/XP 2/30; Special: None.
Frog, Giant	HD 2; AC 7[12]; Atk 1 tongue (2d4); Move 3 (9 swimming); Save 16; CL/XP 2/30; Special: Swallow Prey Whole
Frog People	HD 8+4; AC 2[17]; Atk 4 Claws, 1 Bite (2d6x4, 2d8); Move 6 (hop 8); Save 13; CL/XP 10/1000; Special: Hop, tongue entraps, poison blood
Fungus Man	HD 5; AC 4 [15]; Atk 2 slams (2d4/2d4); Move 6; Save 12; CL/XP 5/240; Special: Resists electricity, spores, immune to charm
Ghast	HD 4; AC 4 [15]; Atk 2 claws (1d3), 1 bite (1d6); Move 15; Save 13; CL/XP 5/240; Special: Stench, paralyzing touch.
Ghost	HD 6; AC 0[19]; Atk Deathly cold touch (1d8 + Con drain and aging); Move (fly 12); Save 11; CL/XP 7/600; Special: Con drain, aging, cause fear.
Ghoul	HD 2; AC 6[13]; Atk 2 claws (1d3), 1 bite (1d4); Move 9; Save 16; CL/XP 3/60; Special: Immunities, paralyzing touch
Goblin, Goblin-kin	HD 1-1 to 2; AC 6[13]; Atk 1 weapon (1d6); Move 9; Save 18; CL/XP B/10; Special: -1 to hit in sunlight.
Golem, Clay	HD 12 (50hp); AC 7[12]; Atk 1 fist (3d10); Move 8; Save 5; CL/XP; 14/2700; Special: Immune to slashing and piercing weapons, Immune to most spells
Golem, Stone/Crystal	HD 15 (60hp); AC 5[14]; Atk 1 fist (3d8); Move 6; Save 3; CL/XP 16/3200; Special: +1 or better magic weapon to hit, immune to most magic.
Grey Ooze	HD 3; AC 8[11]; Atk 1 strike (2d6); Move 1; Save 14; CL/XP 5/240; Special: Acid, immune to spells, heat, cold, and blunt weapons
Griffin	HD 7; AC 3[16]; Atk 2 claws (1d4), 1 bite (2d8); Move 12 (Fly 27); Save 9; CL/XP 8/800; Special: Flight.

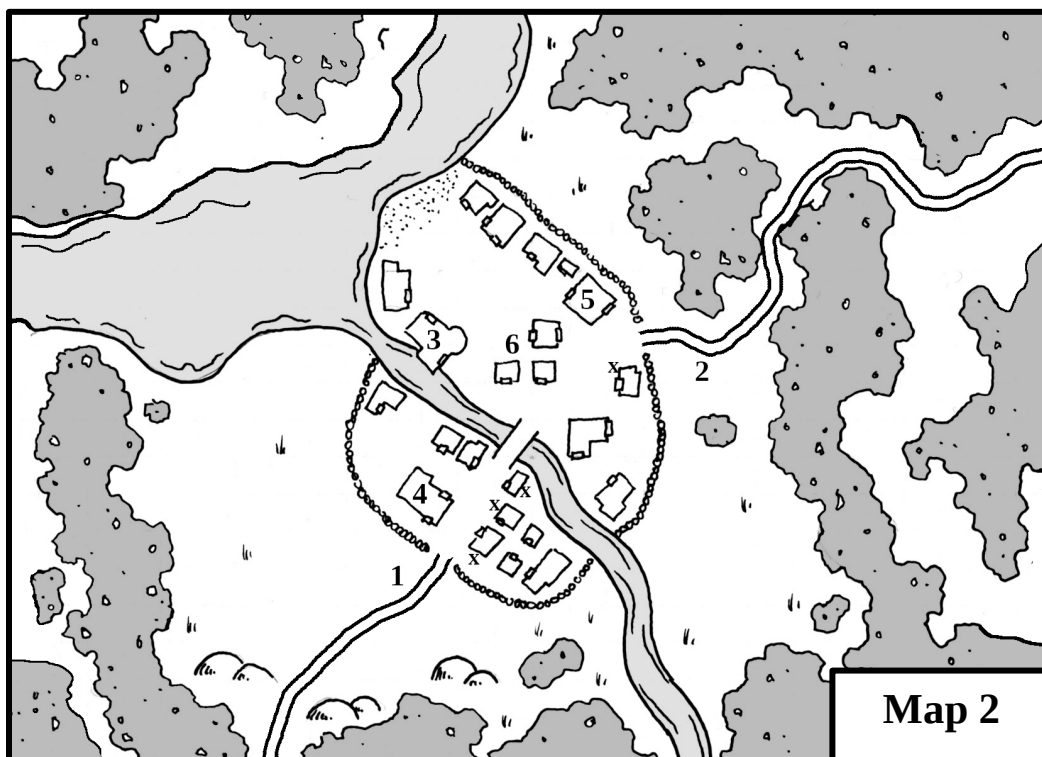
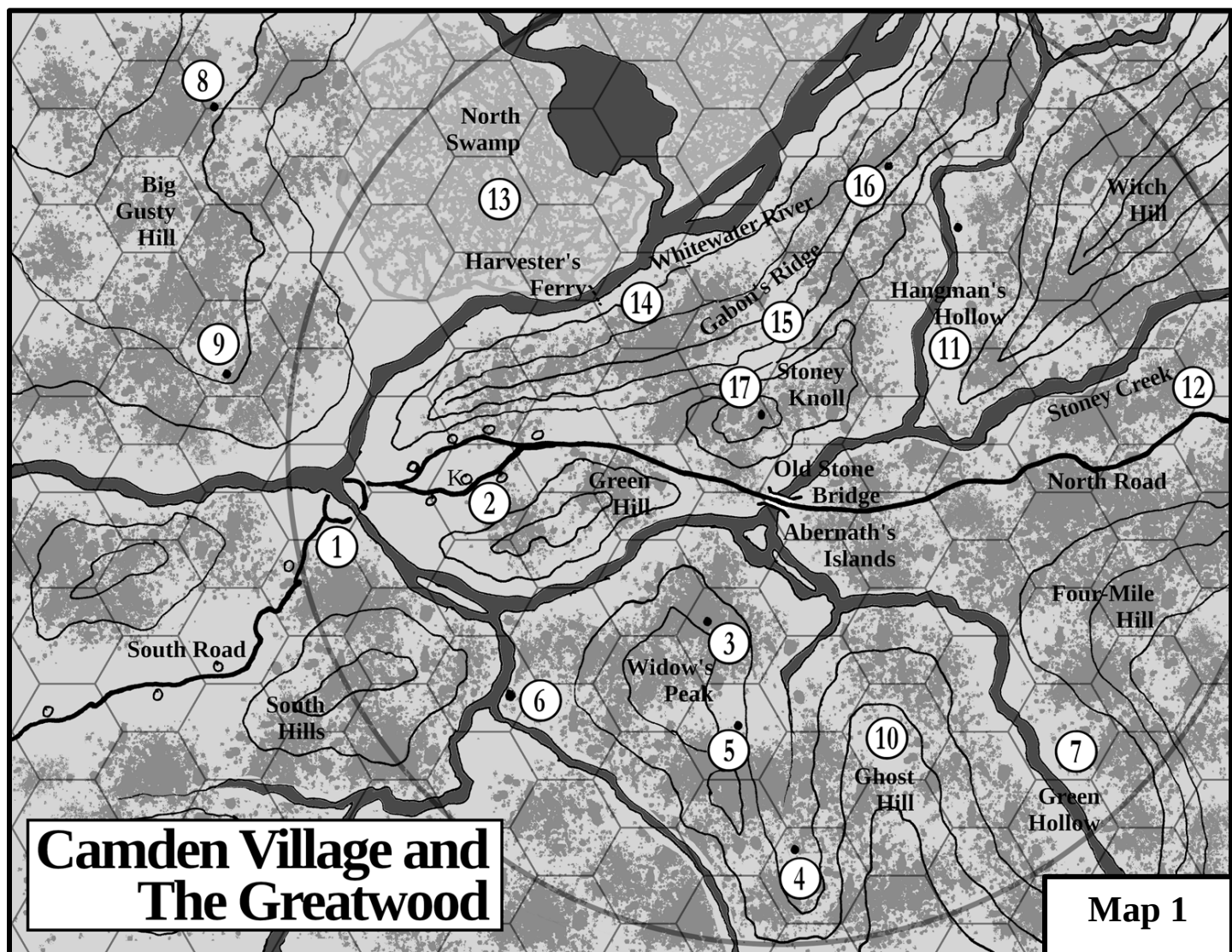
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Hangman Tree	HD 8; AC 2 [17]; Atk 1-6 vines (1d8); Move 3; Save 8; (with chaotic tendencies); CL/XP 10/1400; Special: Hallucinatory seeds, magic resistance (50%), strangle, digest prey.
Hairy Man	HD 6; AC 3[16]; Atk 1 (1d) or electric shock; Move 15; Save 14; CL/XP 6/400; Special: Electric Attack
Haunt	HD 5; AC 2[17]; Atk possession; Move 12; Save 12; CL/XP 5/240; Special: Possession.
Hawk, Giant	HD 4; AC 7 [12]; Atk bite (2d6) 2 claws (1d6); Move 3(Fly 48); Save 13; CL/XP 4/120; Special: None
Hippogriff	HD 3+1; AC 5 [14]; Atk 2 claws (1d6), 1 bite (1d10); Move 18 (Fly 24); Save 14; CL/XP 4/120; Special: None.
Hobgoblin, Goblin-kin	HD 2 or 3; AC 5[14]; Atk 1 weapon (1d8)+1/+1; Move 9; Save 17; CL/XP 1/15; Special: None.
Hostile Spirit	HD as in life or 4; AC 6[13]; Atk touch (1d3 CON); Move 12; Save 11; CL/XP 5/240; Special: Constitution drain, Enraging Touch.
Imp, Smoke	HD 2; AC 4 [15]; Atk 2 claws (1d2); Move 12/18 (flying); Save 16; CL/XP 2/30; Special: breath weapon, immune to fire, summon imp
Leech, Giant	HD 1; AC 9 [10]; Atk 1 bite (1d4); Move 3; Save 17; CL/XP 2/30; Special: Sucks blood (1 hp/round). HD 2; AC 9 [10]; Atk 1 bite (1d4); Move 3; Save 16; CL/XP 3/60; Special: Sucks blood (2 hp/round). HD 3; AC 9 [10]; Atk 1 bite (1d4); Move 3; Save 14; CL/XP 4/120; Special: Sucks blood (3 hp/round). HD 4; AC 9 [10]; Atk 1 bite (1d4); Move 3; Save 13; CL/XP 5/240; Special: Sucks blood (4 hp/round). HD 5; AC 9 [10]; Atk 1 bite (1d4); Move 3; Save 12; CL/XP 6/400; Special: Sucks blood (5 hp/round). HD 6; AC 9 [10]; Atk 1 bite (1d4); Move 3; Save 11; CL/XP 7/600; Special: Sucks blood (6 hp/round).
Leprechaun, Fey Creature	HD 1d6; AC 5 [14]; Atk Dagger (1d3); Move 15; Save 18 (16 vs. magic); CL/XP 3/60; Special: Spells, magic resistance 60%
Lizard Man	HD 2+1; AC 5 [14]; Atk 2 claws (1d3), 1 bite (1d6); Move 6 (Swim 12); Save 16; CL/XP 2/30; Special: Breathe underwater.
Lycanthrope	Werebear: HD 7+3; AC 2[17]; Atk Bite (2d4); Move 9; Save 8; CL/XP 8/800; Special: Lycanthropy Wererat: HD 3; AC 6[13]; Atk Weapon or bite (1d3); Move 12; Save 14; CL/XP 4/120; Special: Control Rats, Lycanthropy Werewolf: HD 3; AC 5[14]; Atk 2 Claws (1d3), bite (1d6); Move 12; Save 14; CL/XP 4/120; Special: Summon wolves, Lycanthropy, only hit by magic or silver.
Lynx	HD 2+2; AC 6[13]; Atk 2 claws (1d3/1d3), bite (1d4) and rake (1d6); Move 12; Save 16; CL/XP 4/120; Special: Rake rear claws
Manitcore	HD 6+4; AC 4 [15]; Atk 2 claws (1d3), 1 bite (1d8), 6 tail spikes (1d6); Move 12 (Fly 18); Save 11; AL C; CL/XP 8/800; Special: Flies, tail spikes
Marble Guardian, Medium	HD 45 hp; AC 6[13]; Atk fist (3d8); Move 6; Save 12; Special: Immunities, spell-like abilities
Marsh Warbler	HD 4+4; AC 5[16]; Atk 2 claw/2 claw/1 bite; Move 9 (Swim 12); Save 13; CL/XP 6/400; Special: Surprise, spell reflection, swim.
Mountain Lion	HD 3+1; AC 6[13]; Atk 2 claws (1d4/1d4) + rake (1d8) and bite (1d4); Move 12; Save 14; CL/XP 4/240; Special: Rake and bite.
Mother Hag	HD 7; AC 4 [15]; Atk 2 claws (1d6), 1 bite (1d8); Move 12; Save 9; CL/XP 7/600; Special: Spells
Mummified Remains	HD 5+1; AC 3 [16]; Atk 1 fist (1d12); Move 6; Save 12; CL/XP 7/600; Special: Rot, hit only by magic weapons.
Mummy, Silk	HD 5+1; AC 3 [16]; Atk 1 clawed fist (1d12); Move 6; Save 12; CL/XP 7/600; Special: Silk Mummy Disease, hit only by magic weapons.
Night Fairy, Fey Creature	HD 1; AC 6[13]; Atk 1 weapon (1d2 or 1); Move 18; Save 15; CL/XP 5/400; Special: Magic abilities, poison use.
Nymph, Fey Creature	HD 3; AC 9 [10]; Atk none; Move 12; Save 14; CL/XP 5/240; Special: Radiance charm, sight can cause blindness or death.
Ogre	HD 4+1; AC 5[14]; Atk 1 weapon (1d10+4); Move 9; Save 13; CL/XP 4/120; Special: None
Old Whitebeard, Fey Creature	HD 4; hp 24; AC 3[16]; Atk staff (1d6+2); Move 9; Save 13; CL/XP 5/240; Special: Wrestle, curse.
Oozing Black Death	HD 10; AC 6 [13]; Atk 1 attack (2d8); Move 6; Save 5; CL/XP 12/2000; Special: Digestive surface, regeneration, immune to cold, divides when hit with lightning.
Owl	HD 1; AC 5[14]; Atk 2 Claws (1d2/1d2) beak (1d2); Move 1/24(Flying); Save 17; CL/XP 1/20; Special: Darkvision, cannot be surprised at night.
Owl, Giant	HD 4; AC 5[14]; Atk 2 Claws (1d6/1d6) beak (1d8); Move 4/36 (Flying); Save 13; CL/XP 4/120; Special: Darkvision, cannot be surprised at night.
Quillman	HD 3+4; AC 6[13]; Atk 1d6 Quills 1-2hp each; Special Surprise Camouflage (75%) in woodlands
Panther	HD 5; AC 6[13]; Atk 2 claws (1d4+1), 1 bite (1d8); Move 15 (Swim 6); Save 11; CL/XP 7/600; Special: Rear claws, Camouflage
Pixie, Fey Creature	HD 1d6 hit points; AC 5 [14]; Atk 1 dagger (1d4) or arrow; Move 9 (Fly 18); Save 17; CL/XP 2/30; Special: Invisibility.
Priest Corpse	HD 4; AC 3[16]; Atk 1 touch (1d6+ level drain); Move 9 (Fly 24); Save 13; CL/XP 8/800; Special: drain Wisdom with hit, magic or silver weapon to hit, Priest spells
Raging Haunt	HD 8; AC 2[17]; Atk 1 (1d6, regardless of weapon); Save 8; Move 12; CL/XP 10/1400; Special: Constitution drain, diseased touch.
Rat, Giant	HD 3; AC 6 [13]; Atk 2 claws (1d3), 1 bite (1d6); Move 12; Save 14; CL/XP 3/120; Special: 5% are diseased
Rats, Normal	HD 1-2hp; AC 7[12]; Atk 1 bite (1+possible disease); Move 15; Save 17; CL/XP 1/20; Special: Disease, Swarm.
Raven, Giant	HD 3; AC 5[14]; Atk 1 bite (1d8); Move 2 (Fly 20); Save 14; CL/XP 4/240; Special: None.
Rope Fungus	HD 4; AC 6[13]; Atk 1d6+4 tendrils (1d6); Move 0; Save 13; CL/XP 6/400; Special: Strangulation
Salamander, Giant	Giant Lizard: HD 3; AC 5 [14]; Atk 1 bite (1d8); Move 12; Save 14; CL/XP 3/60; Special: None
Satyr, Fey Creature	HD 5; AC 5[14]; Atk 1 weapon (1d8); Move 18; Save 12; CL/XP 6/400; Special: Magic resistance (50%), pipes, concealment
Scavenger Haunt	HD 4+4; AC 5[14]; Atk 2 claws/bite (1d8/1d8/1d6); Move 12 (fly 18); Save 11; Special: Immune to mind-affecting spells, slow.
Shadow Fiend	HD 8; AC 8/5/0 [11/14/19]; Atk 2 claws (2d4/2d4) bite (1d10); Move 12 (Fly 18); Save 6; Special: Gains strength in darkness, magical abilities, Constitution drain
Shrieking Fungus	HD 3; AC 7[12]; Atk None; Move 1; Save 14; CL/XP 3/60; Special: Shriek.
Silent Death	HD 4; AC 8 [11]; Atk 1 (2d4); Move 6; Save 13; CL/XP 5/240; Special: Paralysis, electricity, fire and cold effects.
Skeletal Horror	HD 1; AC 8[11]; Atk 1 (1d6); Move 12; Save 17; CL/XP 1/15; Special: None
Skeletal Warrior	HD 9+3; AC 2[17]; Atk 1 weapon [1d8+2 or 1d10+2]; Move 6; save 12; CL/XP 13/2300; Special: only hit by magic weapons, magic resistance, detect living, spell immunities.
Skeleton	HD 1; AC 8[11] or 7[12] with shield; Atk 1 weapon or strike (1d6) or (1d6+1 two-handed); Move 12; Save 17; CL/XP 1/15; Special: None.
Song Spirits, Fey Creature	HD 2; AC 5[14]; Atk none; Move 12; Save 16; CL/XP 3/60; Special: Charm song

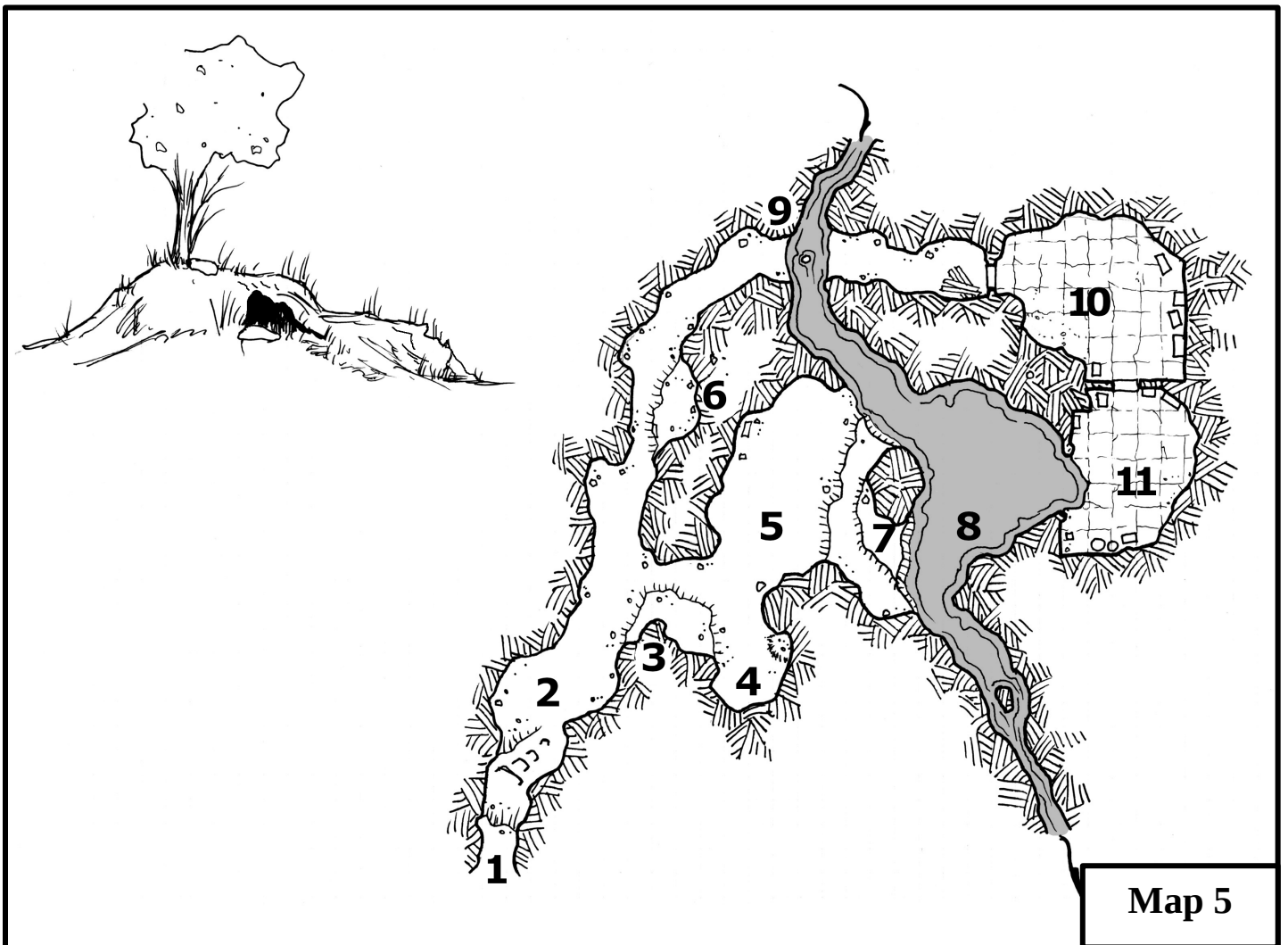
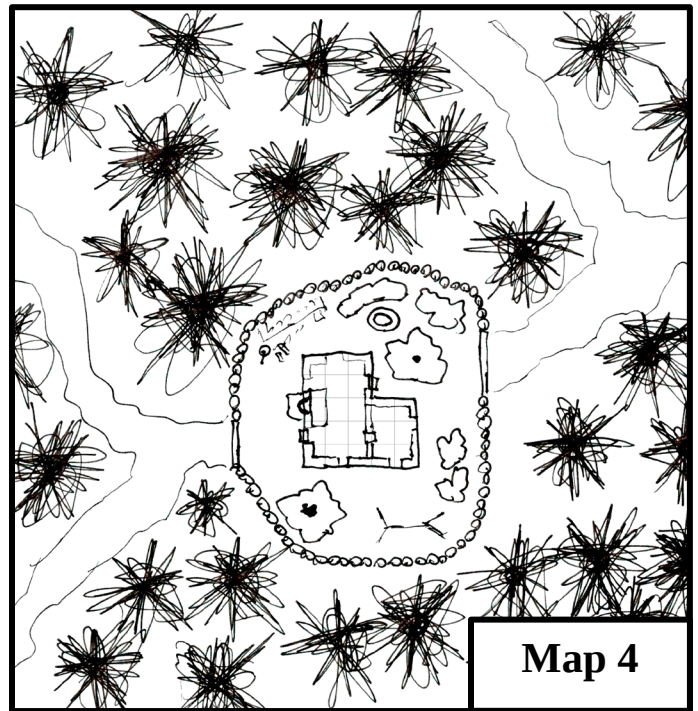
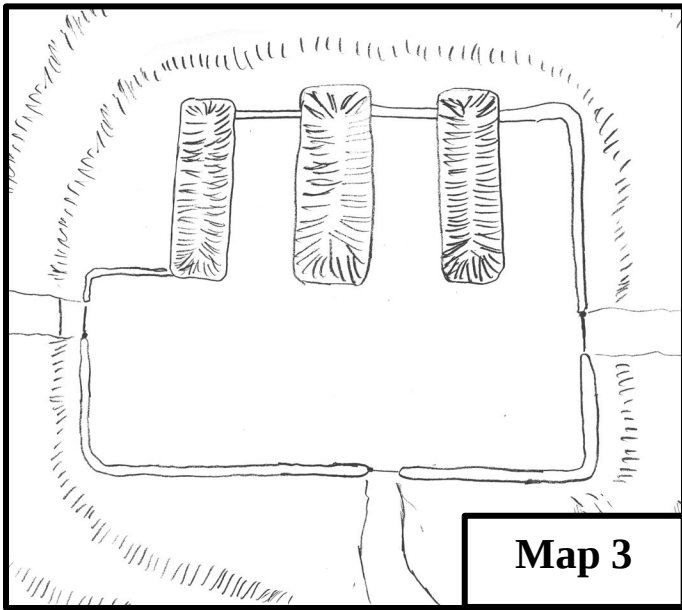
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Sorcerous Spirit	HD 5; AC 4 [15]; Atk Incorporal touch (1d8 + possession); Move 18 (Fly); Save 12; CL/XP 7/600; Special: Possession, magical abilities
Spectral Haunt	HD 2; AC 0[19]; Atk touch; Move 12; Save 16; CL/XP 2/30; Special: Charisma Drain.
Spectre	HD 7; AC 2[17]; Atk 1 spectral weapon or touch (1d8 + level drain); Move 15 (Fly 30); Save 9; CL/XP 9/1100; Special: Drain 2 levels with hit, immune to non-magical weapons.
Spider, Giant	HD 2+2; AC 6[13]; Atk 1 bite (1d6 + poison); Move 18; Save 16; CL/XP 5/240; Special: lethal poison, 5 in 6 chance to surprise prey.
Spider, Giant Bog	HD 1d4 hp; AC 3[16]; Atk 2 claws (1d2) and 1 bite (0hp + poison); Move 15; Save 18; CL/XP 1/15; Special: Poisonous bite (+4 save or paralyzed), surprise on 1-3 on d6
Spider, Giant Carrion	HD 4+4; AC 4[15]; Atk 1 bite (1d8+ rot); Move 9; Save 13; CL/XP 5/240; Special: rotting poison.
Spider, Giant Greyback	HD 4+2; AC 4[15]; Atk 1 bite (1d6+2 + poison); Move 4; Save 13; CL/XP 7/600; Special: paralyzing poison, webs.
Spider, Huge	HD 4+2; AC 4[15]; Atk 1 bite (1d6+2 + poison); Move 4; Save 13; CL/XP 7/600; Special: lethal poison, webs.
Spider, Large	HD 1+1; AC 8[11]; Atk 1 bite (1hp + poison); Move 9; Save 17; CL/XP 3/60; Special: lethal poison (+2 saving throw).
Spirit Goblin (Wild Dead)	Badger Spirit Goblin: HD 3; AC 8 [11]; Atk 2 Claws (1d3), bite (1d6); Move 6; Save 14; CL/XP 3/60; Special: None Bear Spirit Goblin: HD 4+1; AC 8[11]; Atk 2 claws (1d3), 1 bite (1d6); Move 9; Save 13; CL/XP 4/120; Special: Hug. Coyote Spirit Goblin: HD 2; AC 8[11]; Atk 1 bite (1d6); Move 14; Save 16; CL/XP 2/30; Special: None Wolf Spirit Goblin: HD 2+2; AC 8[11]; Atk 1 bite (1d4+1); Move 18; Save 16; CL/XP 2/30; Special: None.
Sprite, Fey Creature	HD 1; AC 6[13]; Atk 1 (dagger 1d4 or arrow 1d3); Move 9/18; Save 15; Special: Magic abilities, magic arrows.
Statue, Animated	HD 5; AC 4[15]; Atk2 fists (2d6 each); Move 6; Save 11; Special: Edged weapons only do 1 hp (plus magical bonuses) per hit
Stone Guardian	HD 5+4; AC 2[17]; Atk stone fists (2d6+2); Move 9; Save 11; CL/XP 7/600; Special: Immunities, regeneration, surprise.
Stone Mistress	HD 4+2; AC 3[16]; Atk 2 claws (1d6/1d6) bite (1d8) and 6+1d4 snakes (1d2 each); Move 12; Save 12; CL/XP 7/600; Special: Animate Stone, Poison Immunity
Stone Spirit	HD 6; AC 0[19]; Atk Stone fist (2d8); Move 6; Save 10; CL/XP 6/400 Special: summon slaves
Stone Spirit Slave	HD (as in life); AC 0[19]; Atk (as in life); Move 6; CL/XP varies; Special: abilities as in life
Tentacled Horror	HD 5; AC 4[15]; Atk tentacle (1d6 each); Move 3 (anchored) 12 (hovering); Save 12 CL/XP 5/240; Special: bind with tentacle
Troglodyte	HD 2; AC 4[15]; Atk 2 claws (1d3), Bite (1d4+1) or by weapon with shield (1d8); Move 12; Save 16; AL C; CL/XP 3/60; Special: Stench, chameleon skin.
Troll, Goblin-kin	HD 7 to 9; AC 4[15]; Atk 2 claws (1d4) at +1/+3, 1 bite (1d8); Move 12; Save 11; CL/XP 8/800, 9/900, 10/1000; Special: Regenerate 1d8hp/round.
Turtle, Giant Snapping	HD 9; AC 2[17] shell, 5[14] head/limbs; Atk 1 bite (4d6); Move 4 (Swim 9); Save 6; CL/XP 9/1100; Special: None
Unholy Priest	HD 6+4; AC 3[16]; Atk 1 fist (1d8); Move 6; Save 11; CL/XP 7/600; Special: Command Undead, Spells, hit only by magic weapons.
Unquiet Dead	HD 2; AC 8[11]; Atk 1 strike (1d6); Move 6; Save 16; CL/XP 3/60; Special: Immune to sleep and charm, reflect spells.
Vampire	HD 7; AC 2[17]; Atk 1 bite (1d10 + level drain); Move 12 (Fly 18); Save 9; CL/XP 10/1400; Special: Immune to non-magic weapons, only killed in coffin, regenerate (3/round), gaseous form, shapeshift, summon animals, possible permanent hit point and ability score loss. HD 8; AC 2[17]; Atk 1 bite (1d10 + level drain); Move 12 (Fly 18); Save 8; CL/XP 11/1700; Special: Immune to non-magic weapons, only killed in coffin, regenerate (3/round), gaseous form, shapeshift, summon animals, possible permanent hit point and ability score loss. HD 9; AC 2[17]; Atk 1 bite (1d10 + level drain); Move 12 (Fly 18); Save 6; CL/XP 12/2000; Special: Immune to non-magic weapons, only killed in coffin, regenerate (3/round), gaseous form, shapeshift, summon animals, possible permanent hit point and ability score loss.
Vampire, Thrall	HD 5; AC 2[17]; Atk 1 bite (1d10 + level drain); Move 12 (Fly 18); Save 11; CL/XP 7/800; Special: Immune to non-magic weapons, only killed in coffin, regenerate (1/round), , charm gaze, possible permanent hit point loss.
Vengeance Spirit	HD 4; AC 3[16]; Atk 1 touch (Root of Bitterness); Move 9 (Fly 12); Save 13; CL/XP 6/600; Special: immunities, poison touch, magic weapon to hit.
Wandering Jack, Fey Creature	HD 7; AC 3[16]; Atk Sword and Dagger; Move 12; Save 9; CL/XP 8/800; Special: Magic weapons and armor, Spell-like abilities
Water Spirit	HD 4; AC 4 [16]; Atk drowning; Move 12; Special: Immunities, regeneration.
White Ghul	HD 4; AC 0[19]; Atk 2 claws (1d6/1d6); Move 18; Save 9; Special: Spell-like abilities.
Wight	HD 3; AC 5[14]; Atk 1 claw (1hp + level drain); Move 9; Save 14; CL/XP 6/400; Special: Drain 1 point of Strength with hit, hit only by magic or silver weapons.
Will-o'-the-Wisp	HD 9; AC -8[27]; Atk 2 shocks (1d6/1d6); Move 18; Save 6; CL/XP 10/1400; Special: Lure, Lightning bolts.
Wolf	HD 2+2; AC 7[12]; Atk 1 bite (1d4+1); Move 18; Save 16; CL/XP 2/30; Special: None.
Wooden Warrior	HD 9 (40 hp); AC 2 [17]; Atk 2 slams (2d6); Move 12; Save 6; CL/XP 10/1400; Special: Alarm, immunity to cold and electricity, double damage from fire
Wraith	HD 4; AC 3[16]; Atk 1 touch (1d4+ Constitution drain); Move 9 (Fly 24); Save 13; CL/XP 8/800; Special: drain 1d4 Con points per hit, magic weapon to hit.
Wraith, Bog	HD 4; AC 3[16]; Atk 1 touch (1d6+ disease); Move 9 (Fly 24); Save 13; CL/XP 8/800; Special: cause disease with hit (as reverse of cure disease spell), magic or silver weapon to hit
Wrath Corpse	HD: 5+5; AC 7[12]; Atk death touch (1d8); Move 12; Save 13; CL/XP 6/400; Special: strength drain, immunities, only hit by magic weapons.
Yellow Mold	HD n/a; AC n/a; Atk 1d6 damage + spore cloud; Move 0; Save n/a; CL/XP 3/60; Special: Poisonous spore cloud, killed by fire
Zombie	HD 2; AC 8[11] or with shield 7[12]; Atk 1 weapon or strike (1d8); Move 6; Save 16; CL/XP 2/30; Special: Immune to sleep and charm
Zombie, Peat	HD 4; AC 6 [13]; Atk 1 longsword (1d8) or 1 hand (1d4); Move 12 (12 swim); Save 13; CL/XP 4/120; Special Resist fire (half damage)

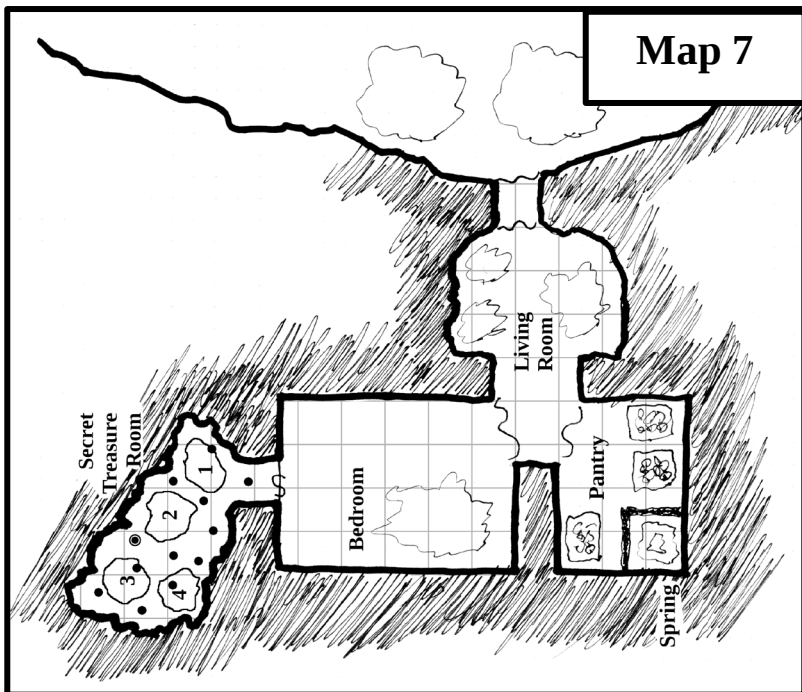
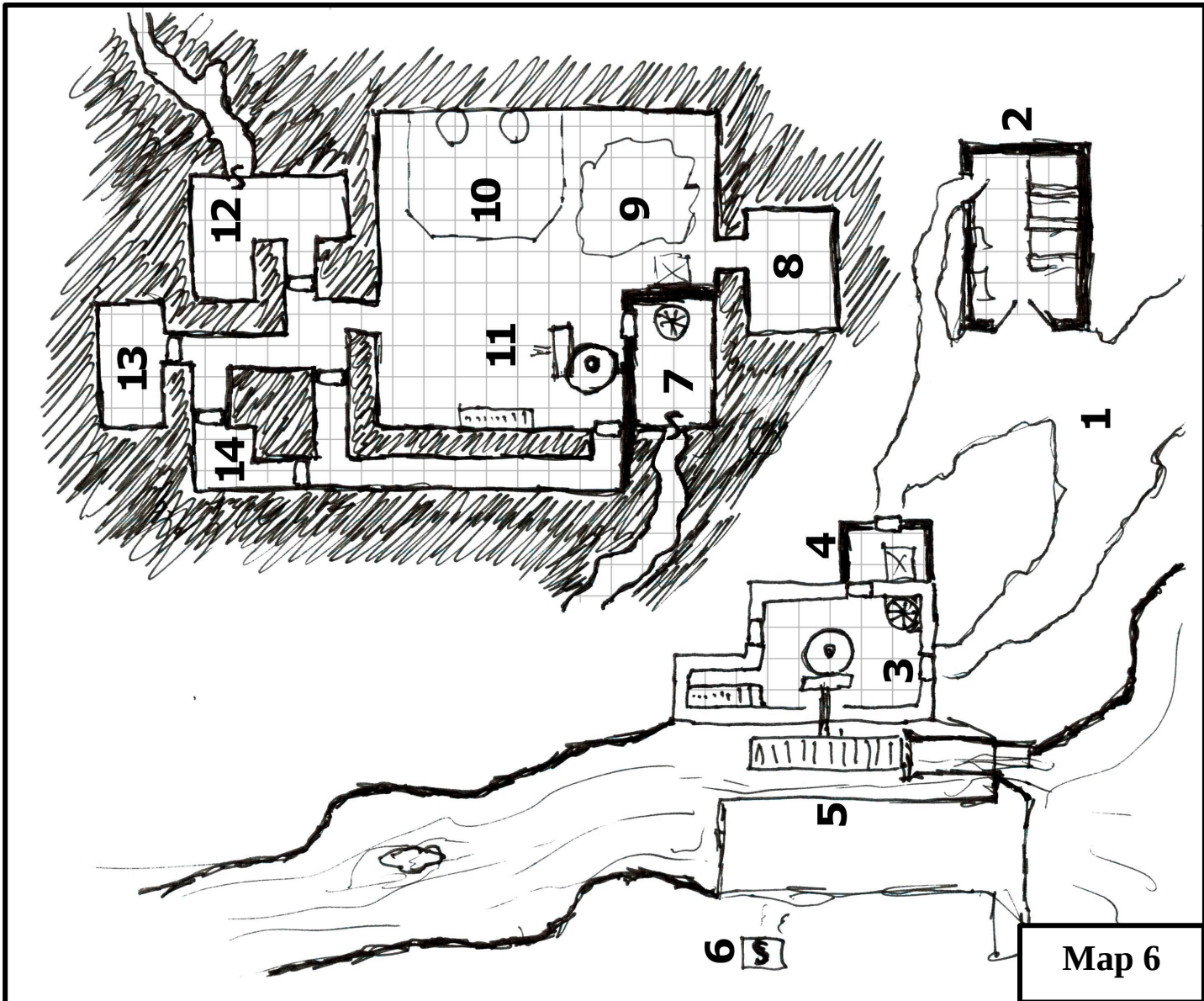
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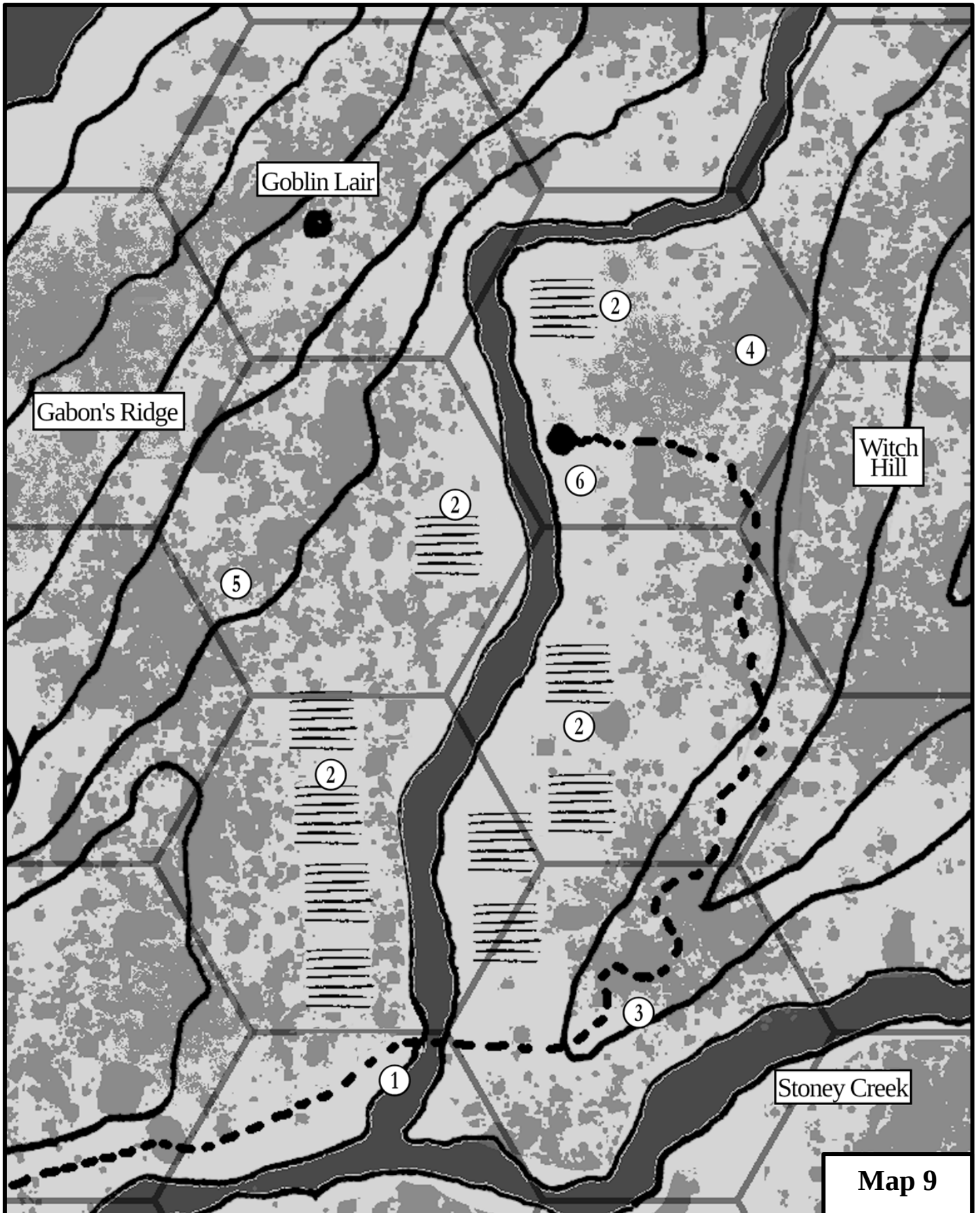


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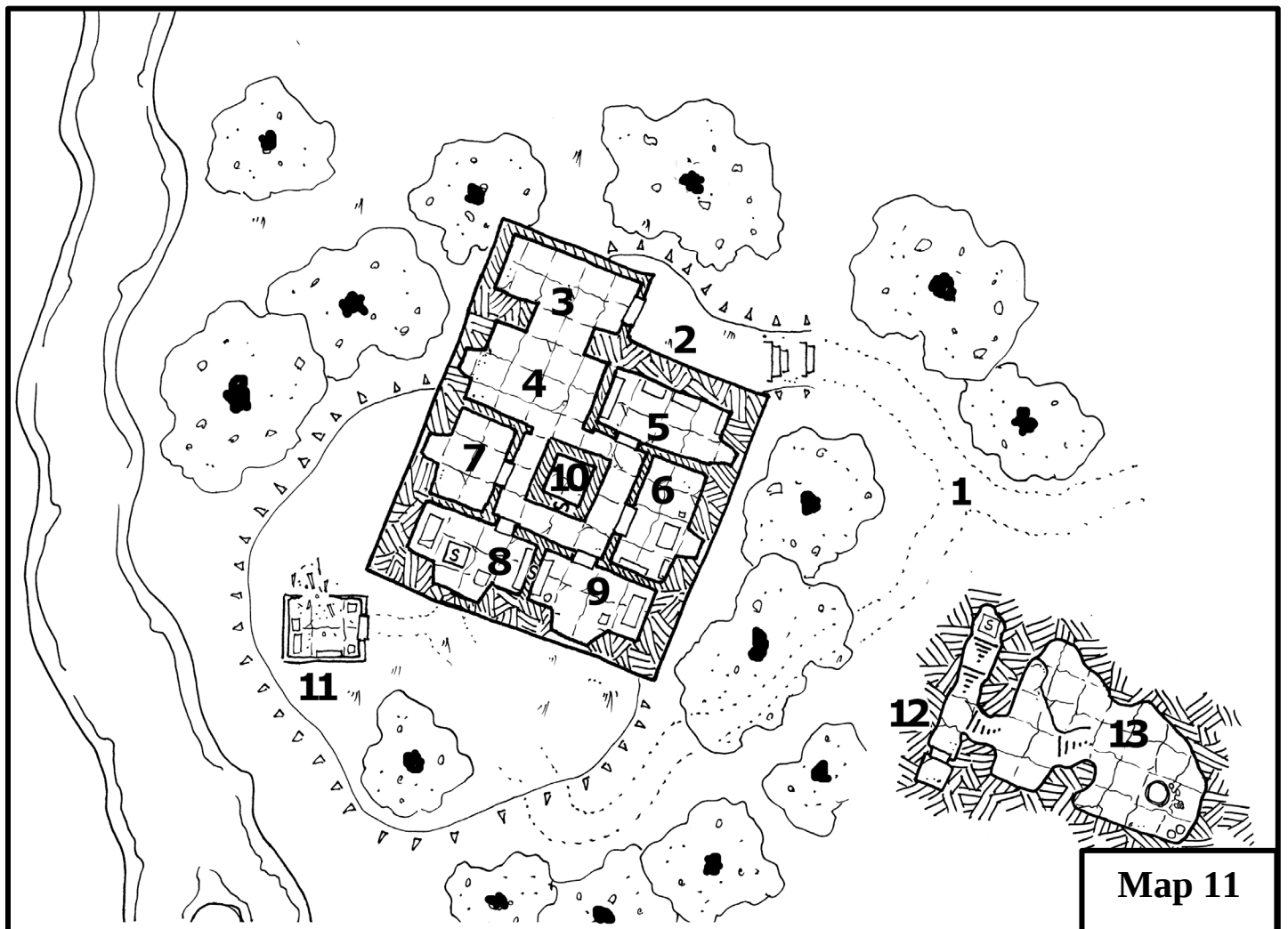
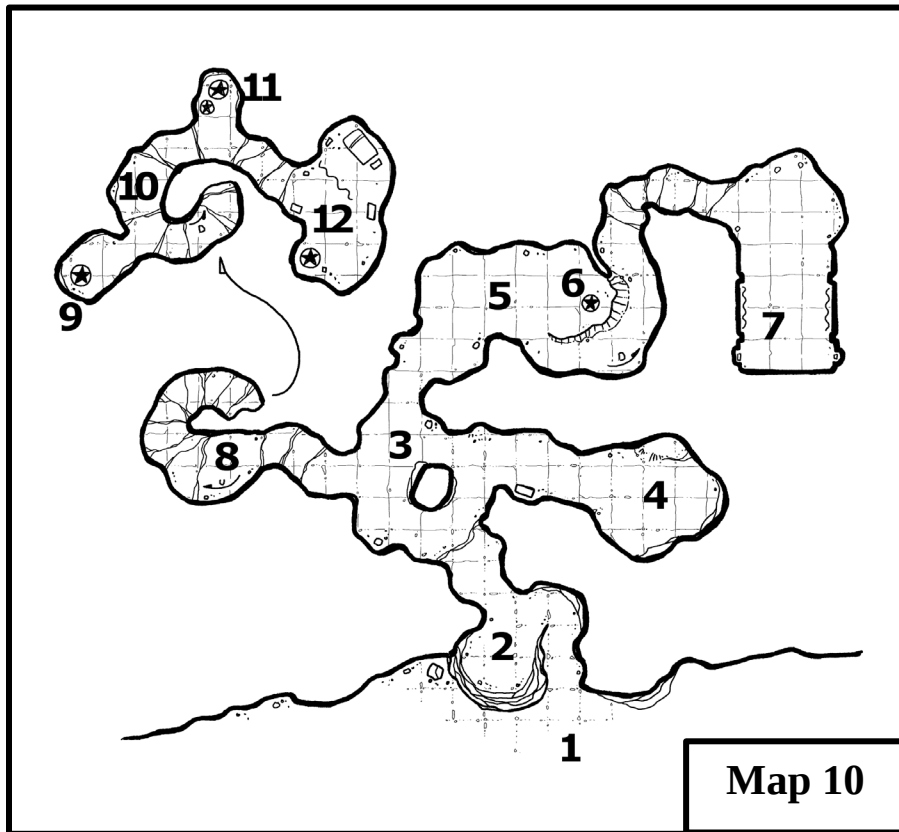


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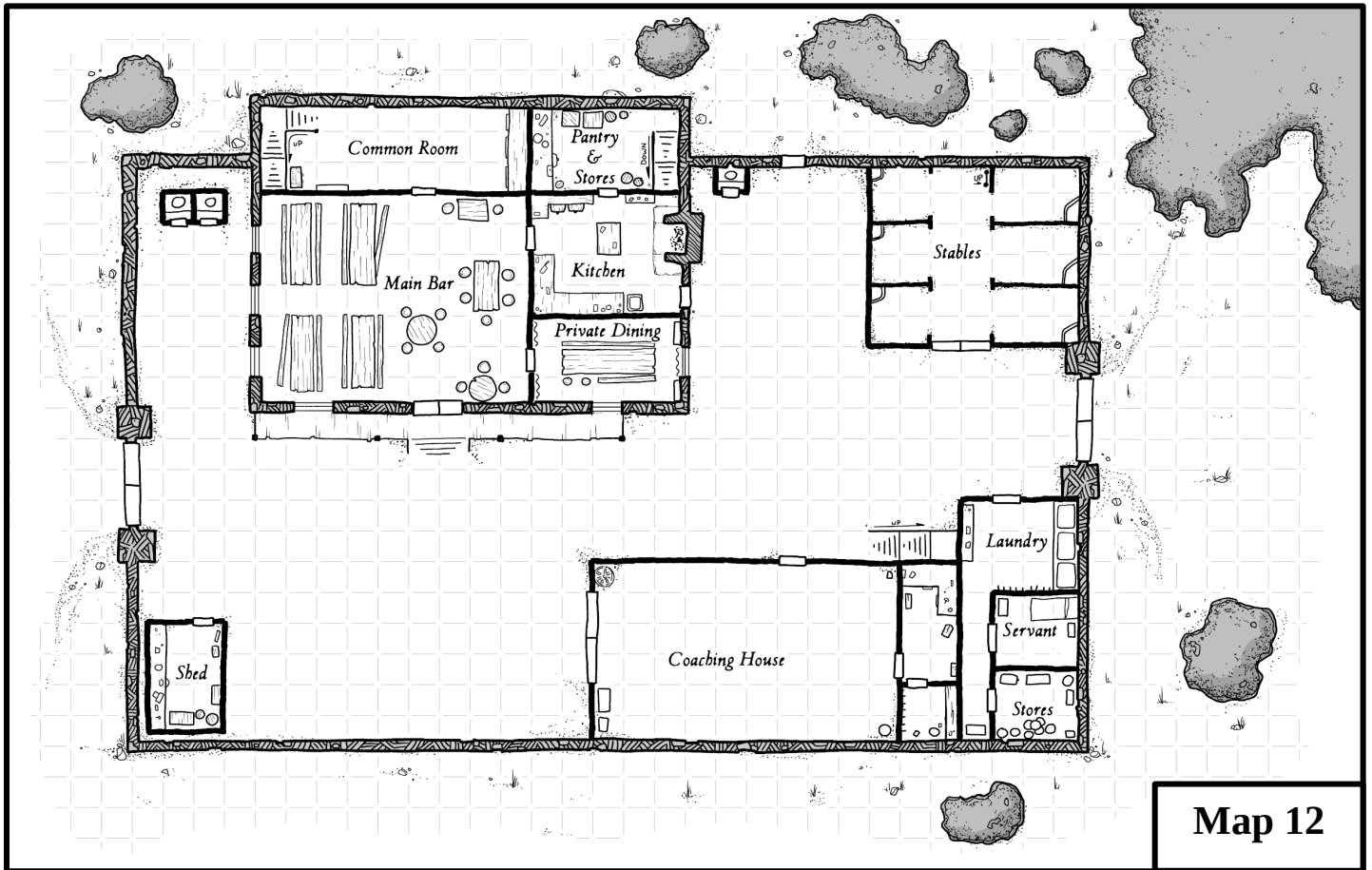


Map 9

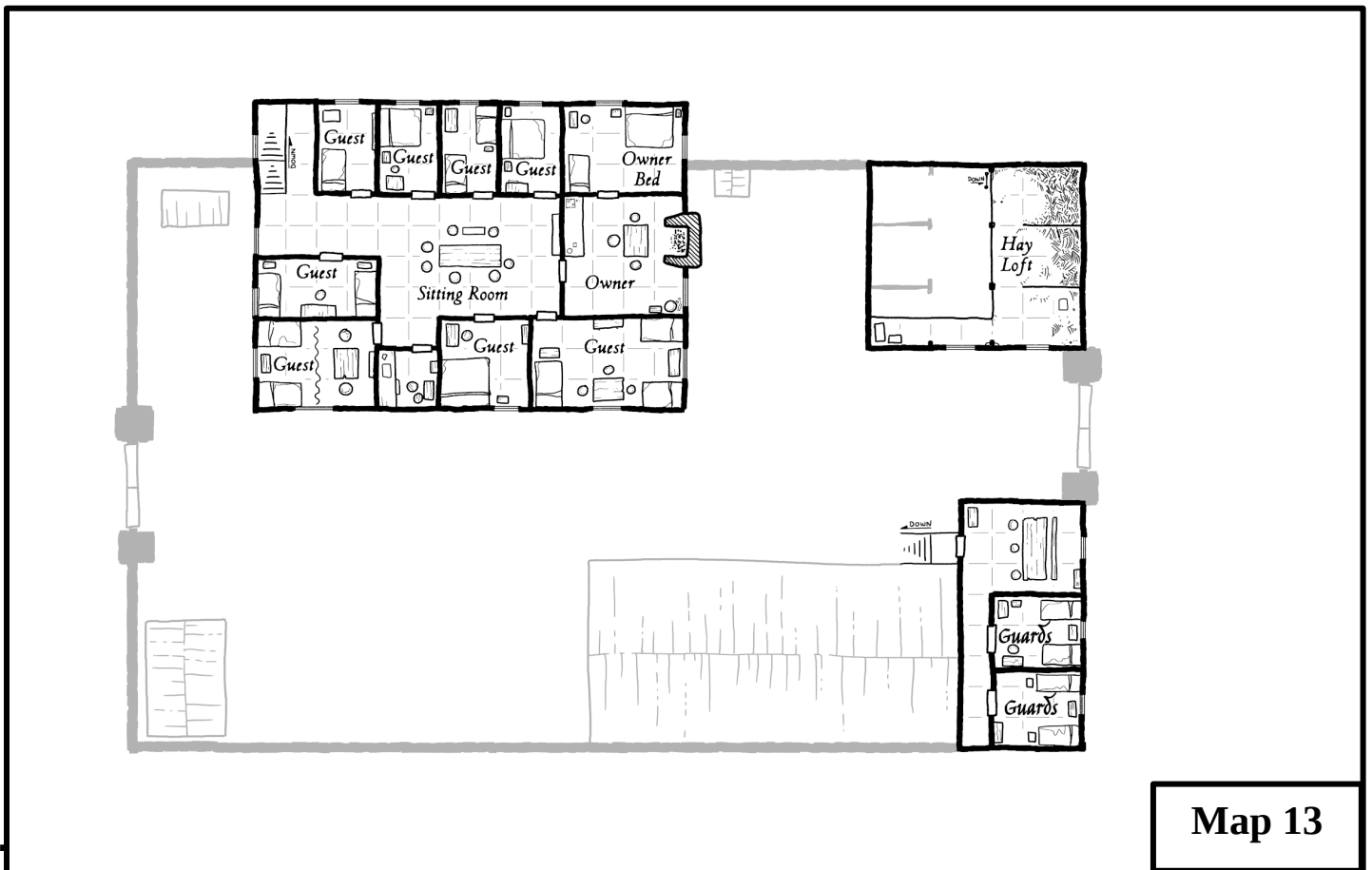
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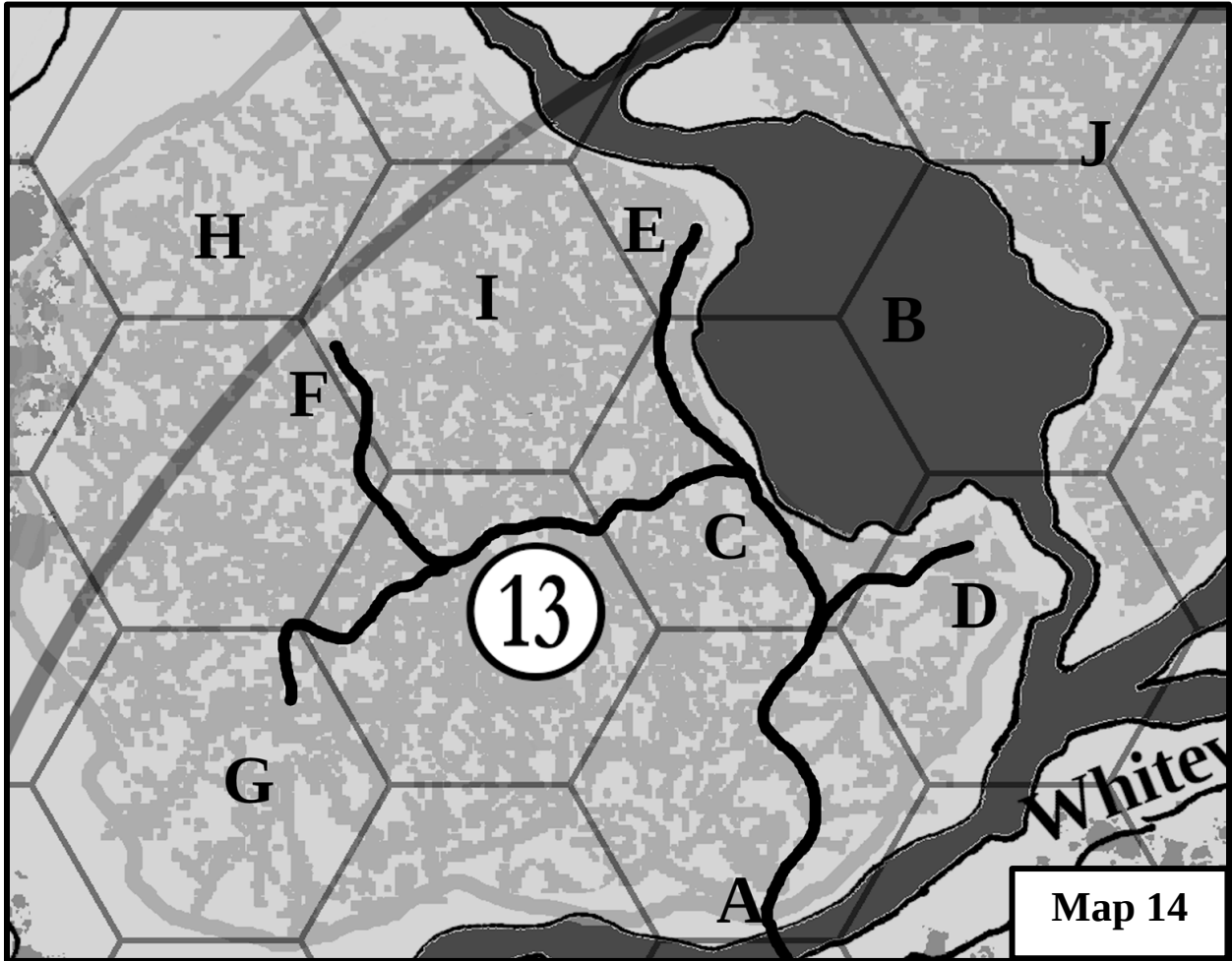
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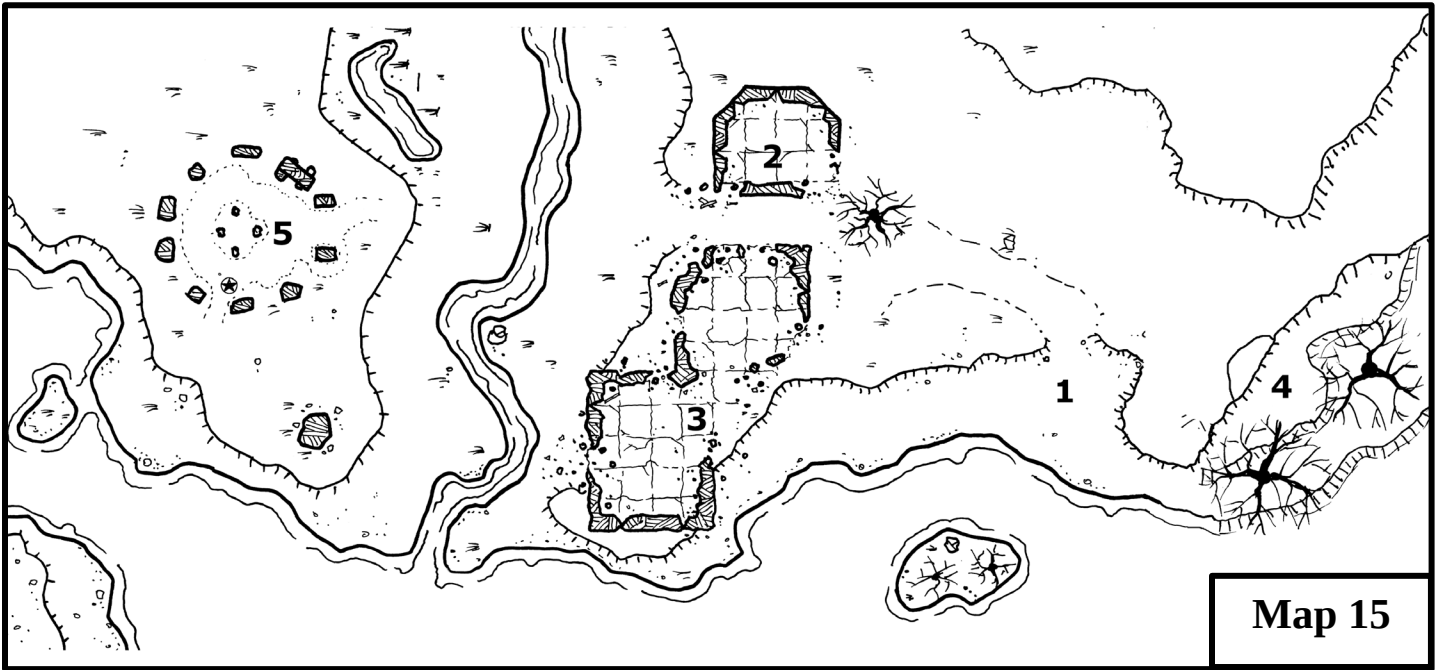
Map 12



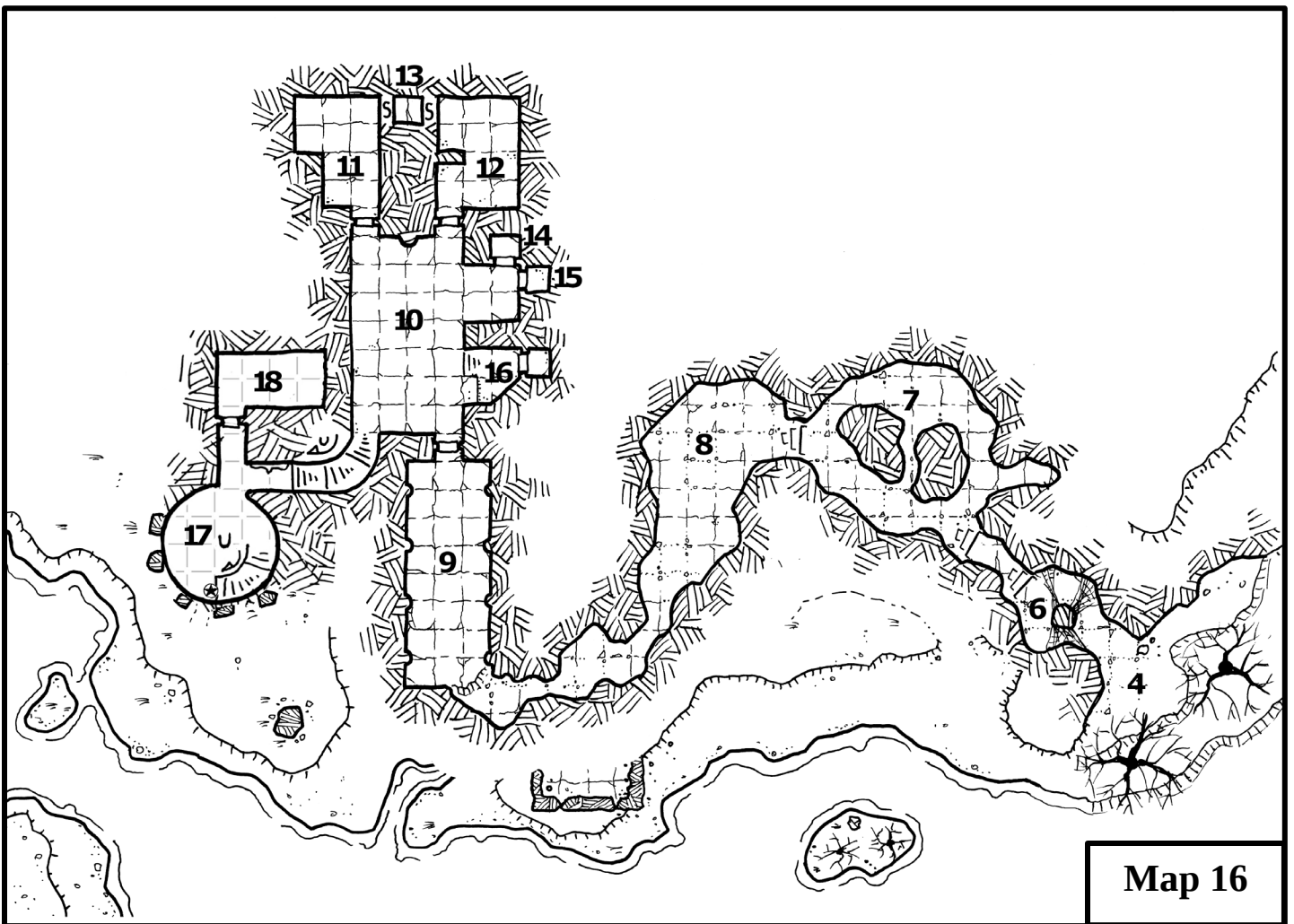
Map 13



A Shadow Over The Greatwood

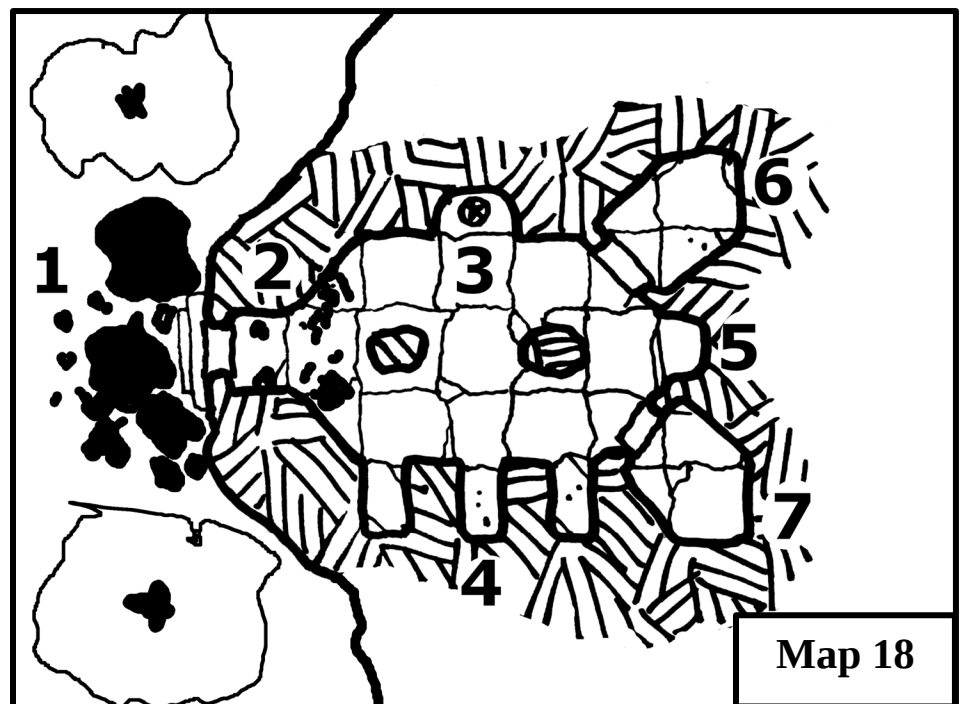
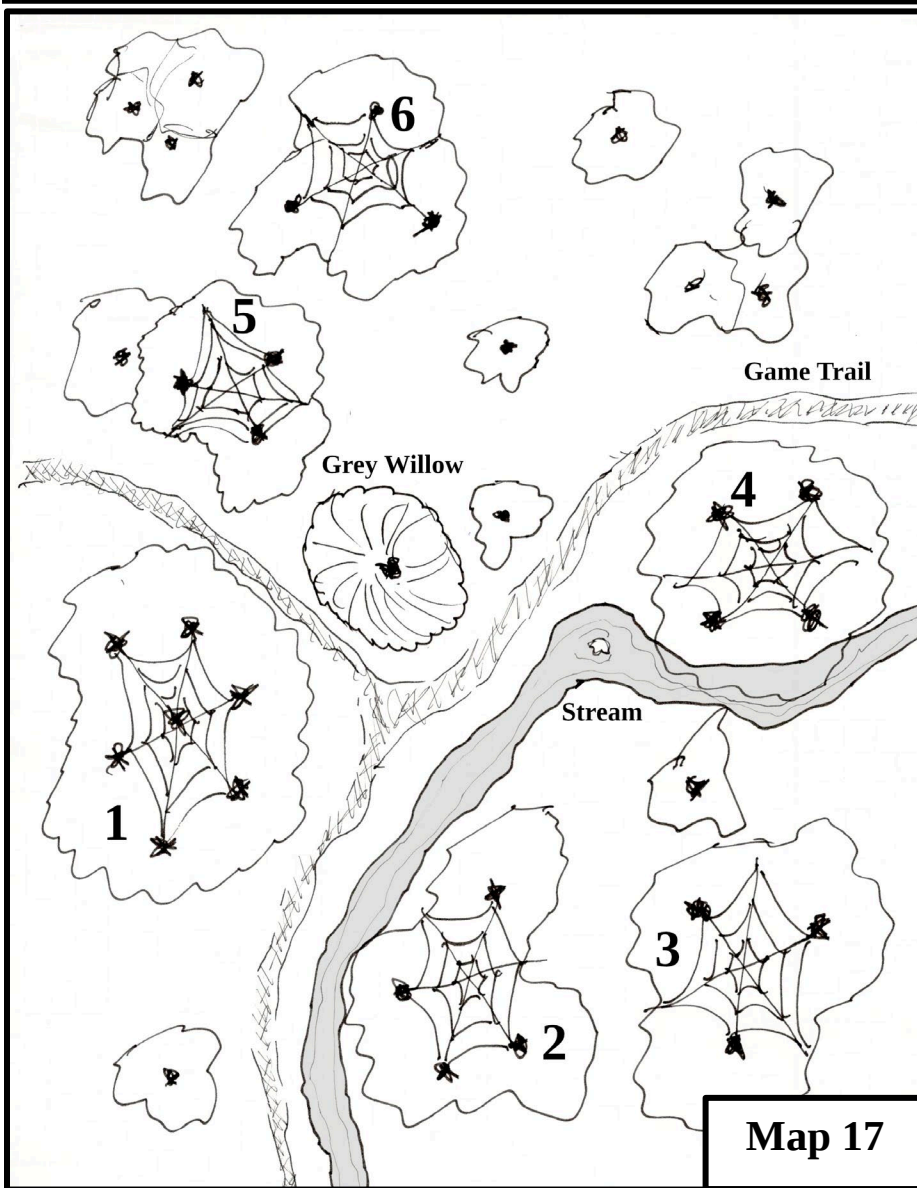


Map 15

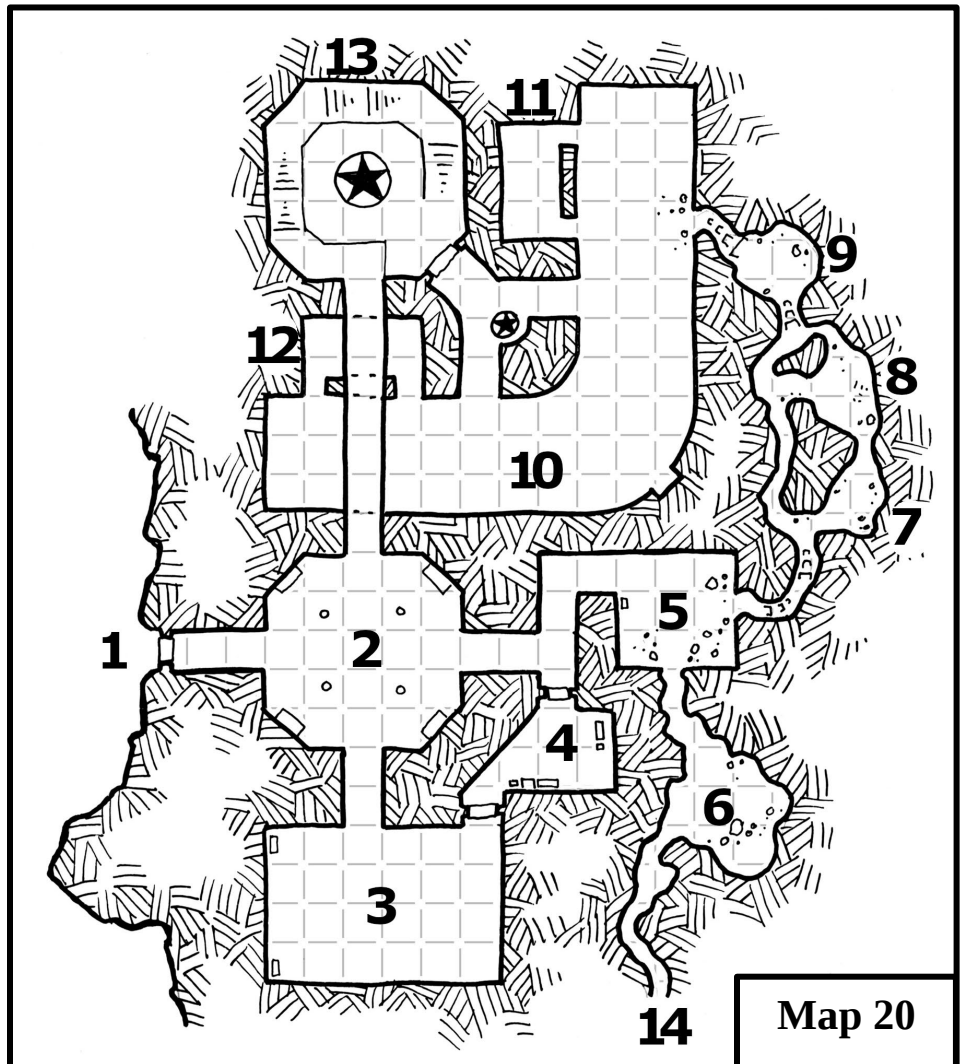
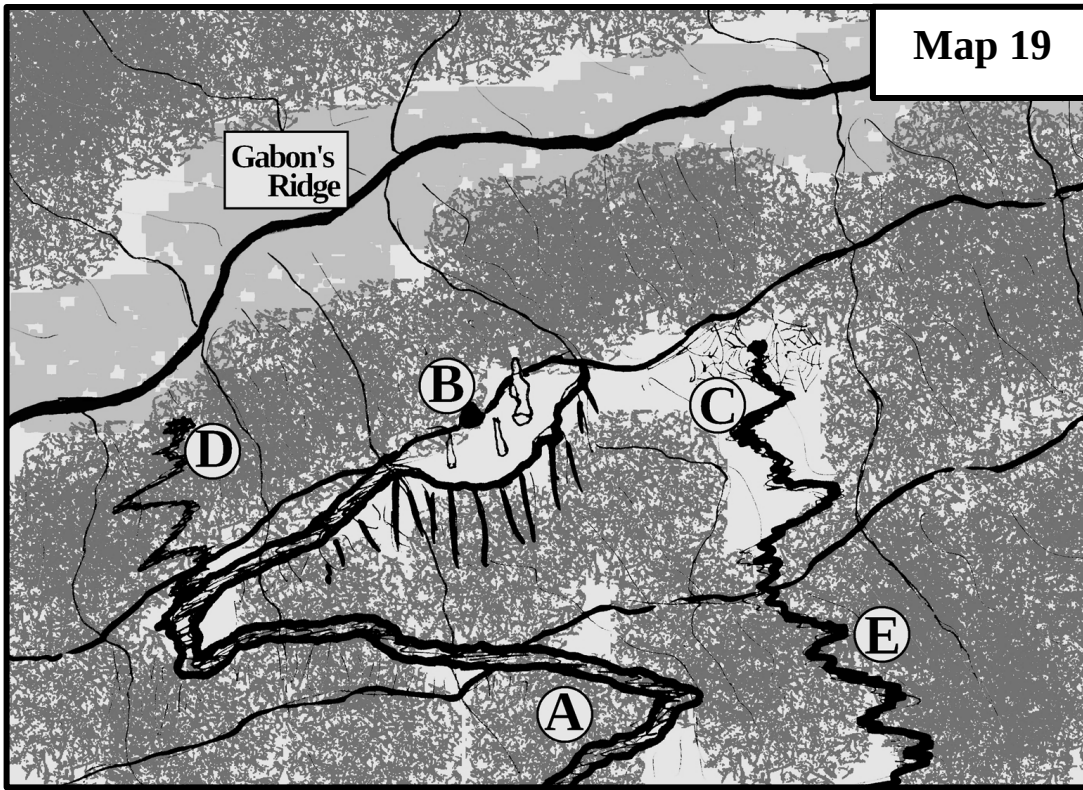


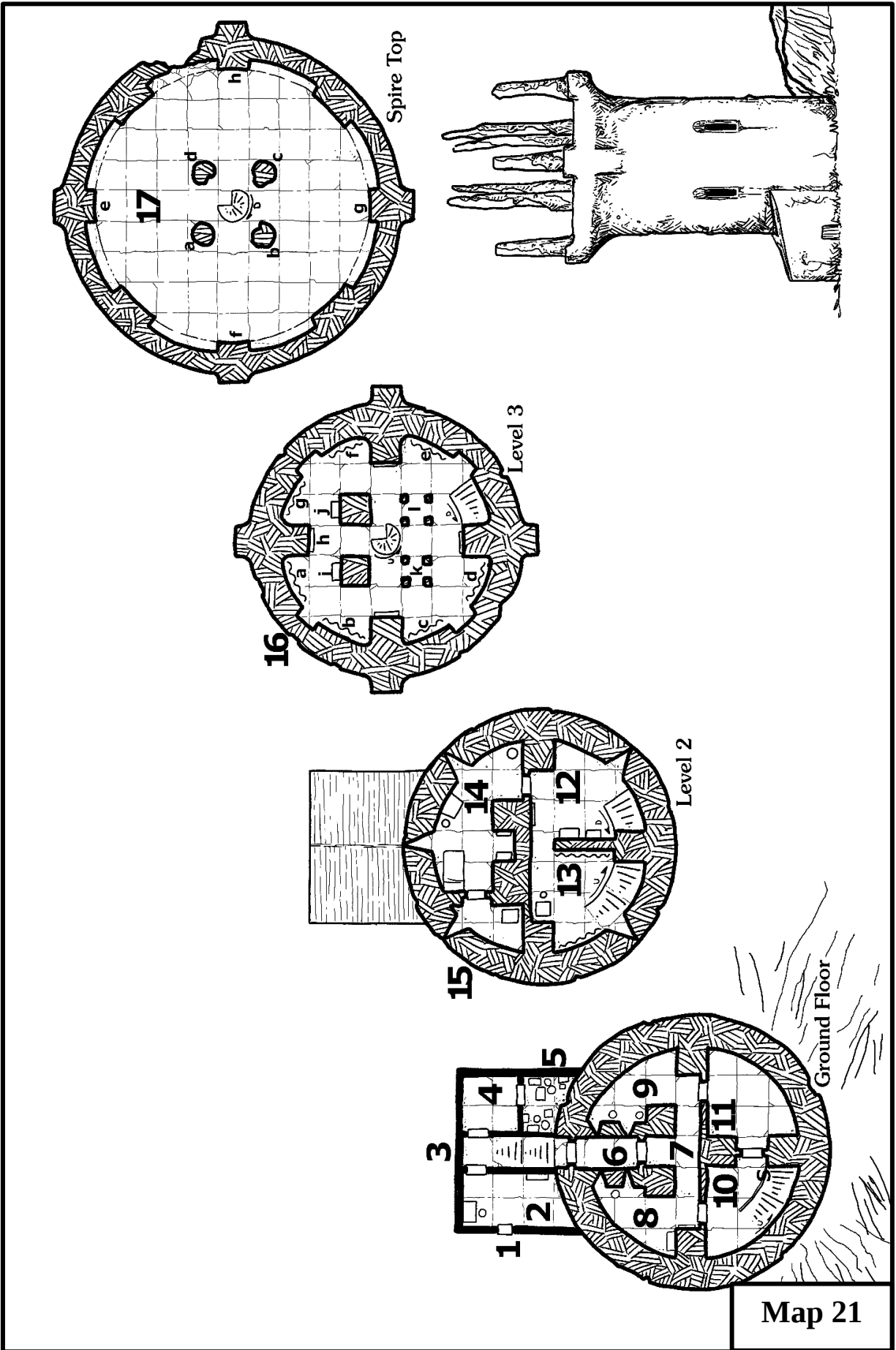
Map 16

A Shadow Over The Greatwood

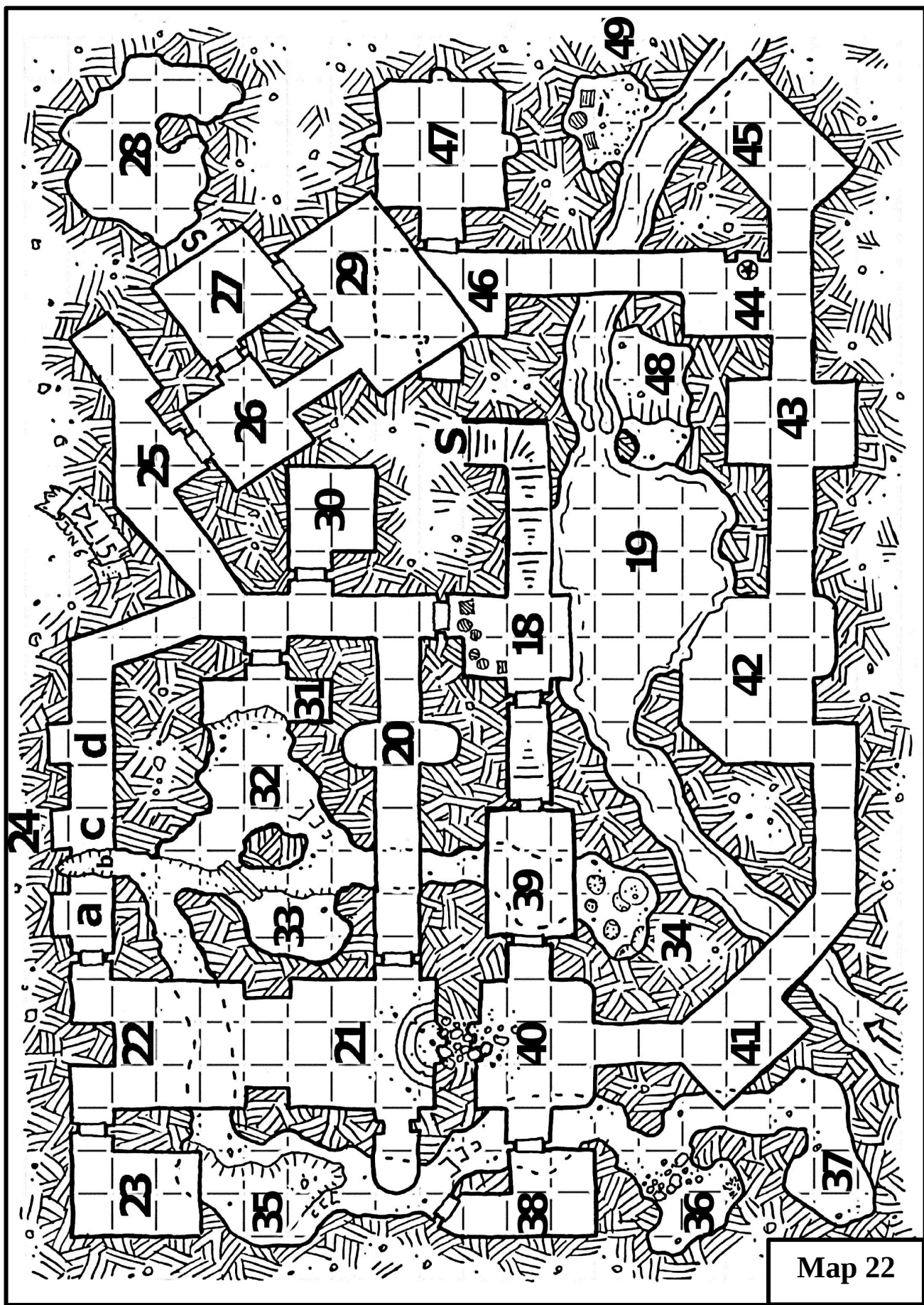


A Shadow Over The Greatwood



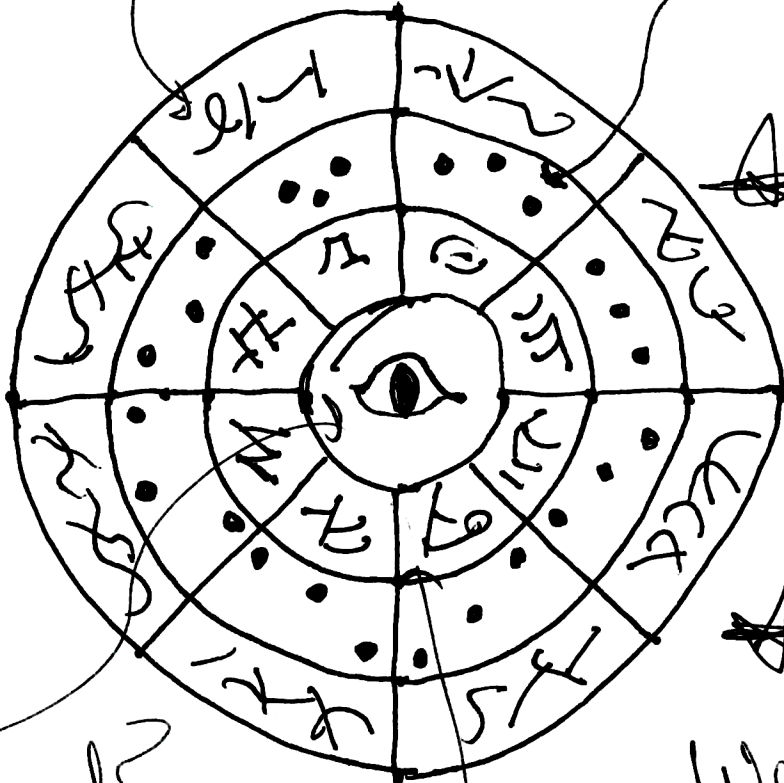


Map 21



What language
is this?

Why Three?



Each disk
rotates
freely.
Why?

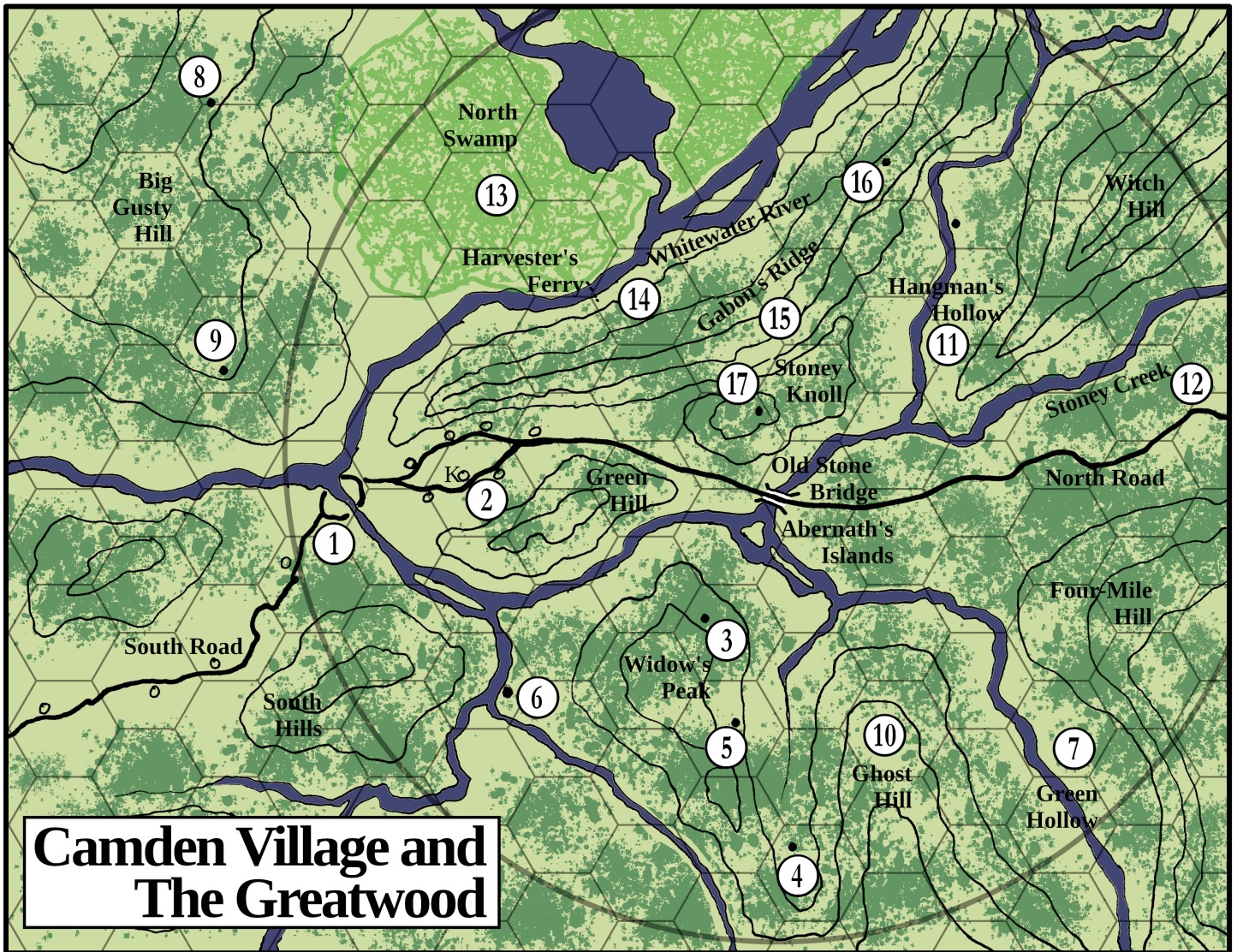
All are
well worn.

Burned?
Stained?

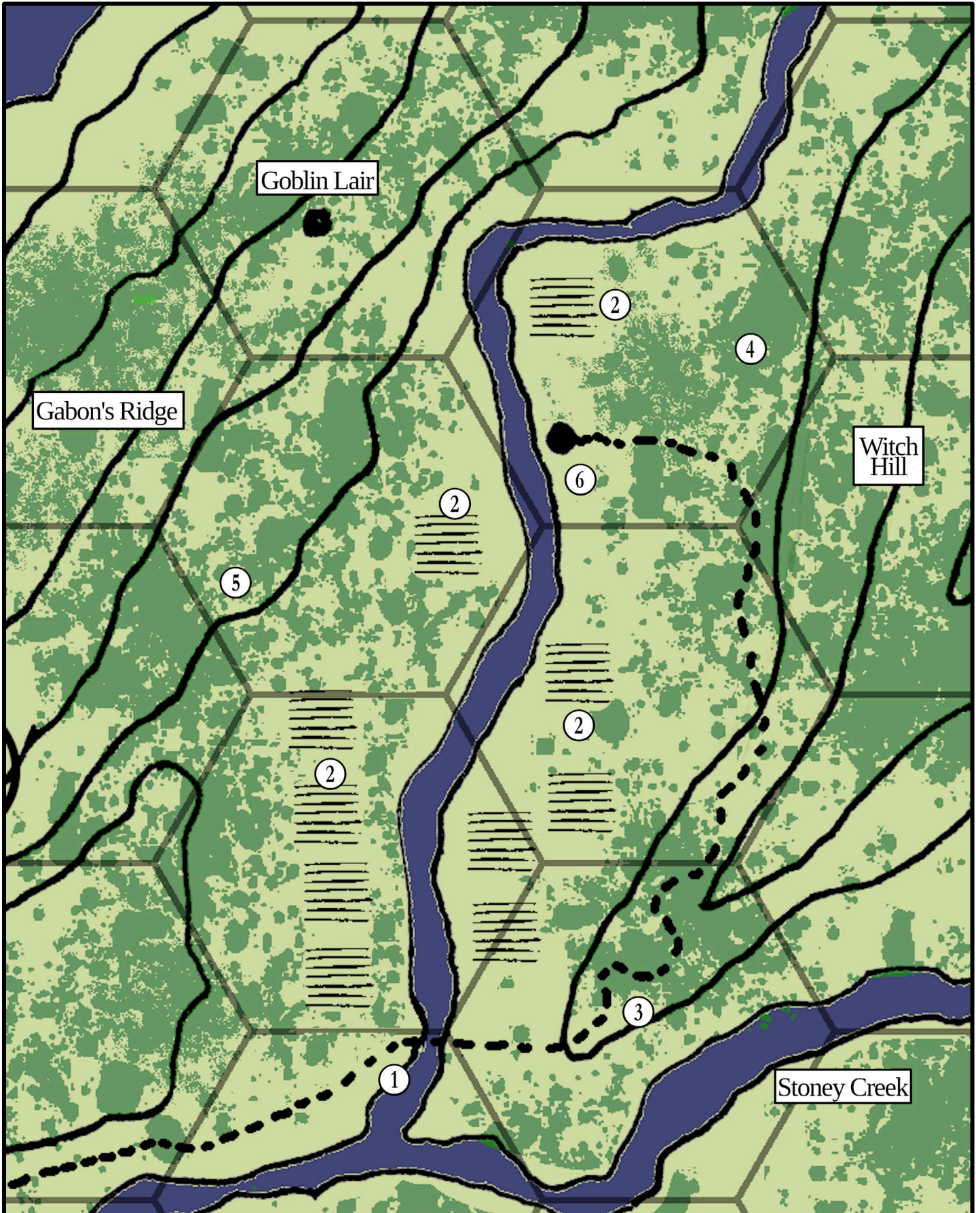
Old
symbols

Is the beast
intelligent enough
to make this?

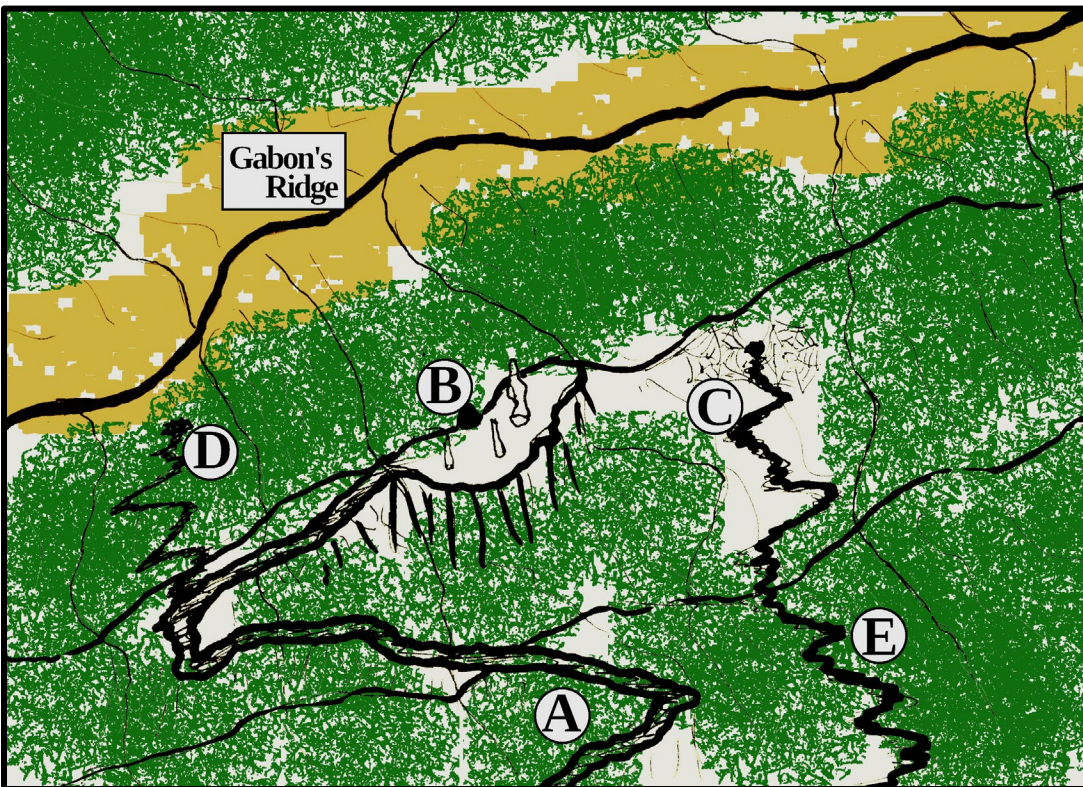
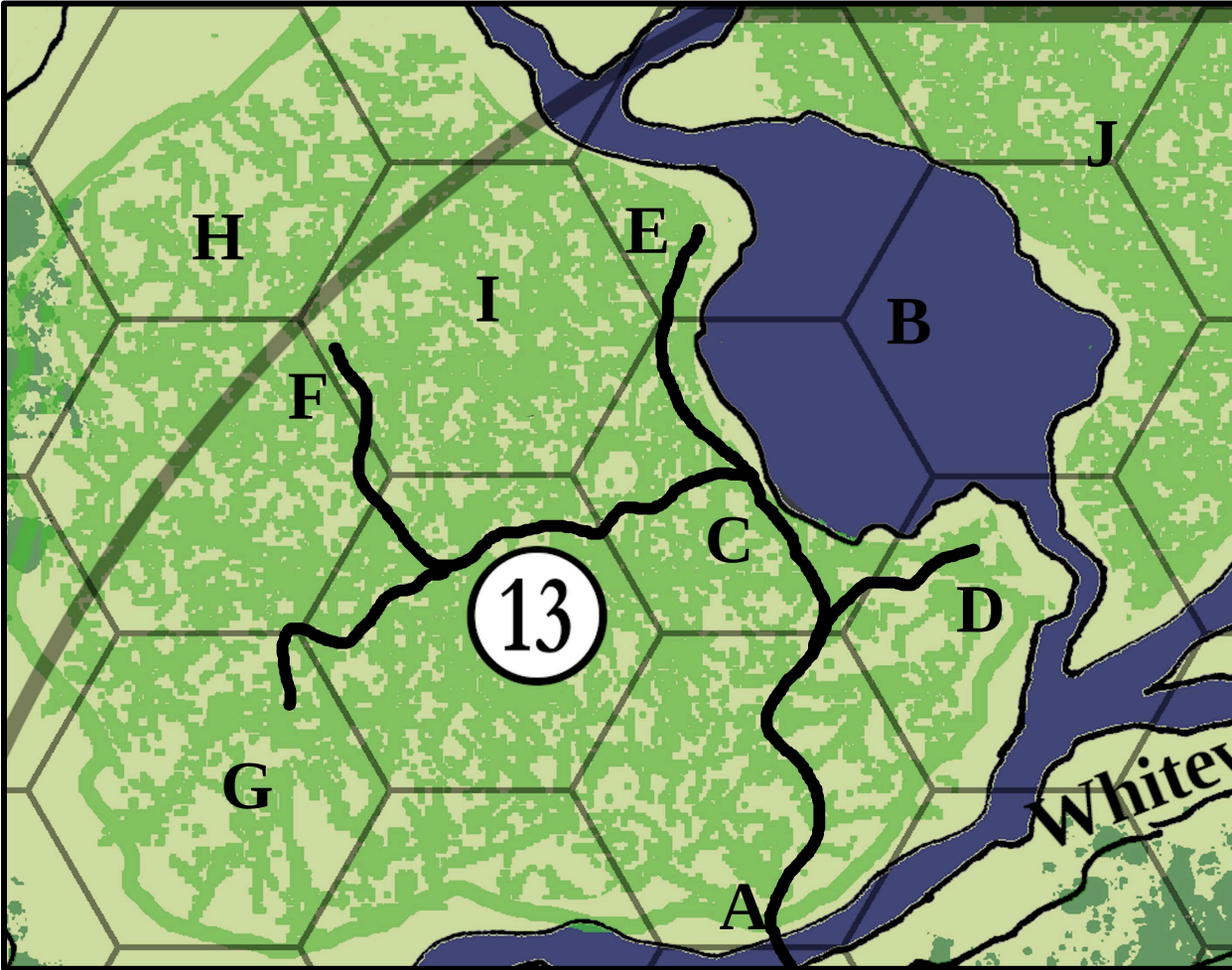
Color Outdoor Maps and the Puzzle Lock Page



A Shadow Over The Greatwood



A Shadow Over The Greatwood



What language
is this? why Three?



Each disk
rotates
freely.
Why?

All are
well worn

Burned?
Stained?

Old
symbols

Is the beast
intelligent enough
to make this?

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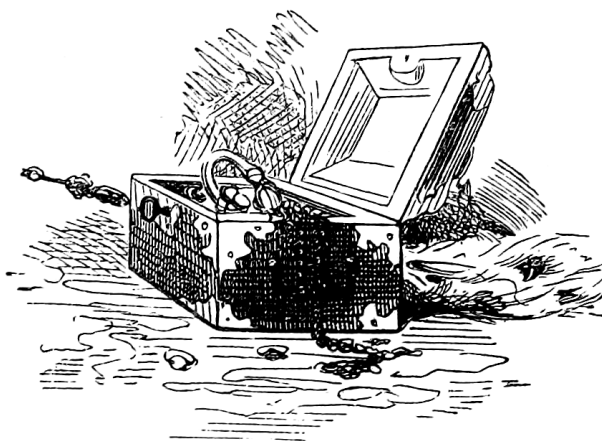
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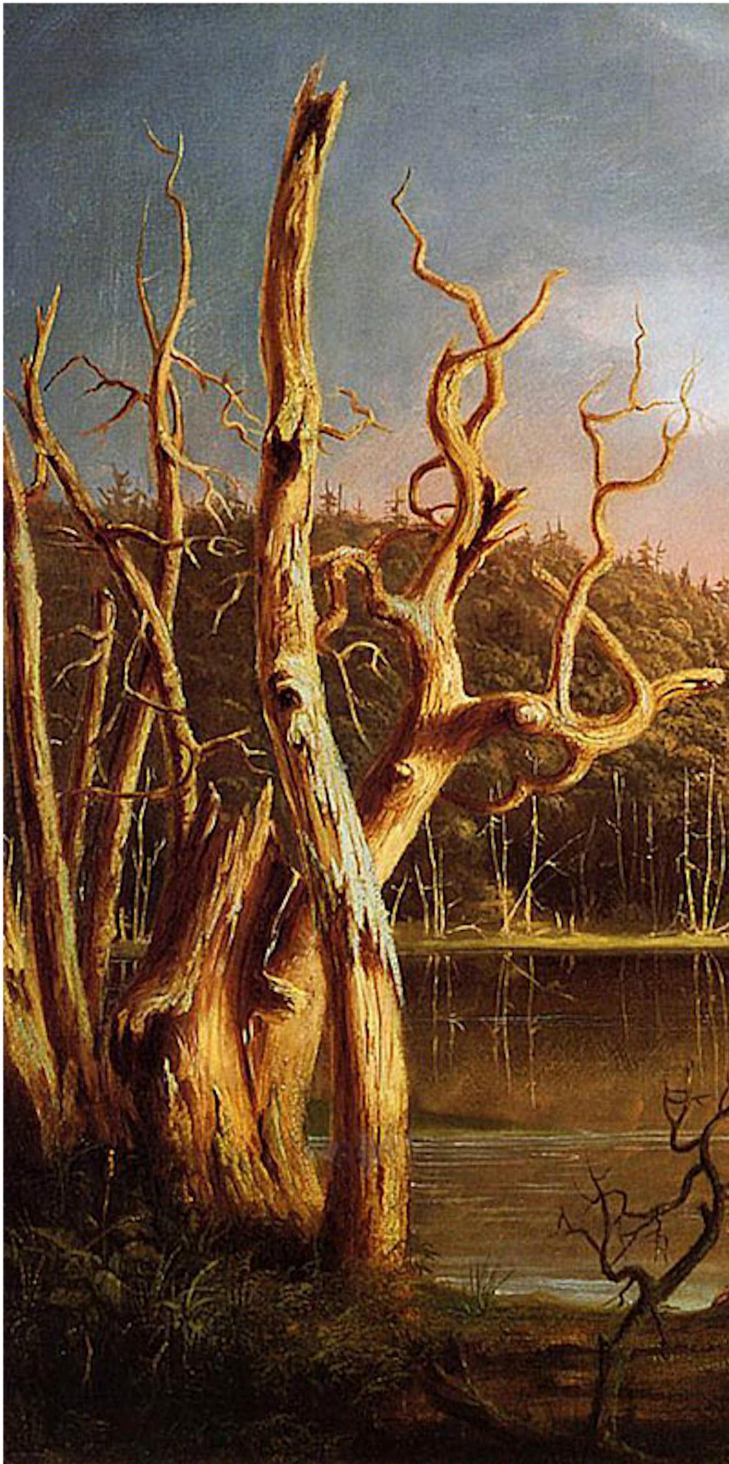
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The Rosewood Highlands

A Sandbox Adventure for Characters Level 5-7



Trouble is brewing in the Rosewood Highlands. Wild Animals, usually timid and shy around the encroaching wave of human civilization, have become very hostile, attacking with no provocation whatsoever. More concerning is the fact that predators and prey are running in packs together. To top it all off, Old Joby swears he saw some kind of beast-man up north of Gabon's Ridge... and then he says a cougar was talking to him the other day and then it exploded!

A Shadow Over the Greatwood is an adventure for characters levels 5-7 and was written for Swords & Wizards in the Highlands, a Swords & Wizardry Rules Variant.

**17 specific adventure locations
20+ NPCs, potential allies and foes
70+ New Magic Items**

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