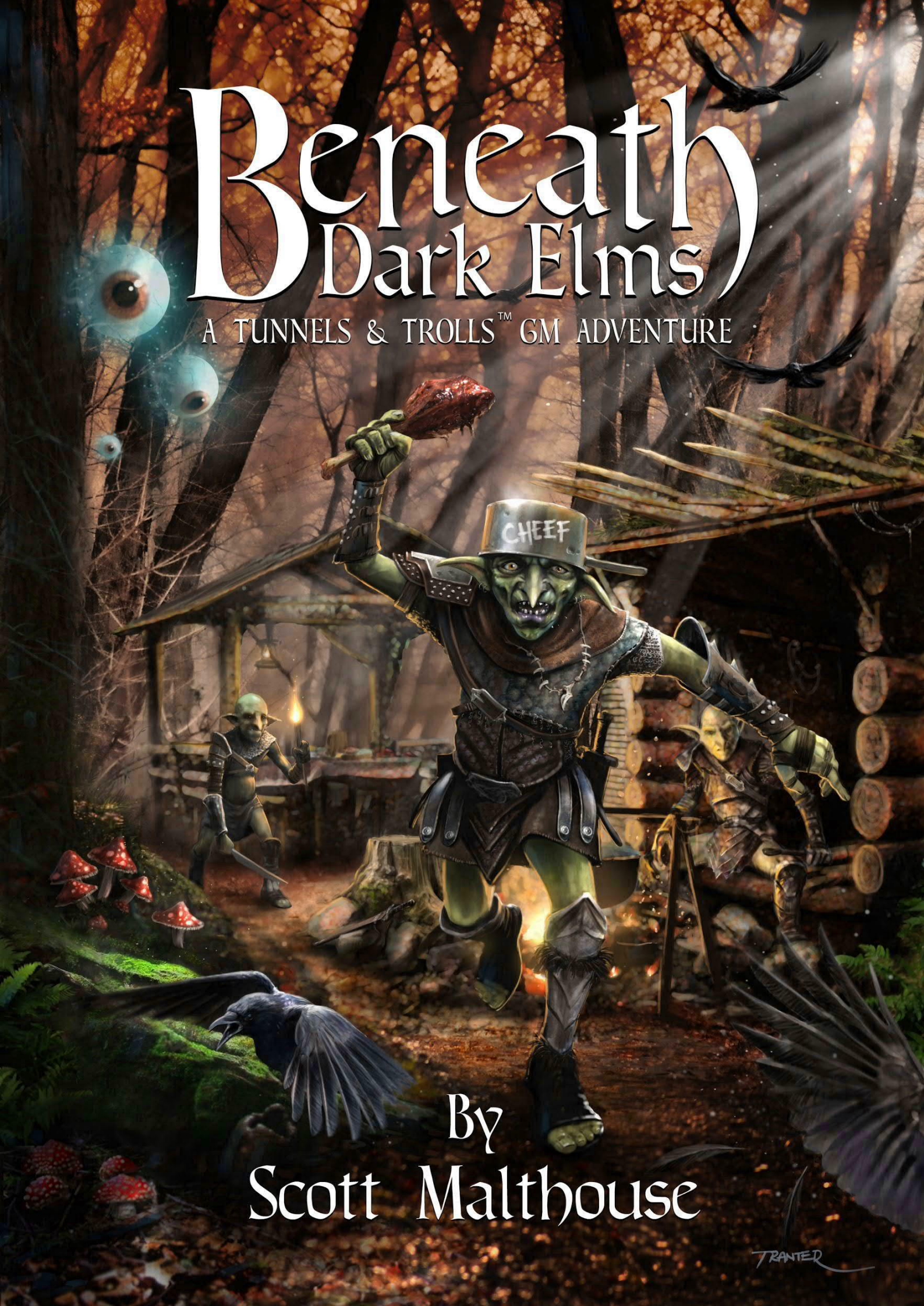


Beneath Dark Elms

A TUNNELS & TROLLS™ GM ADVENTURE



By
Scott Malthouse

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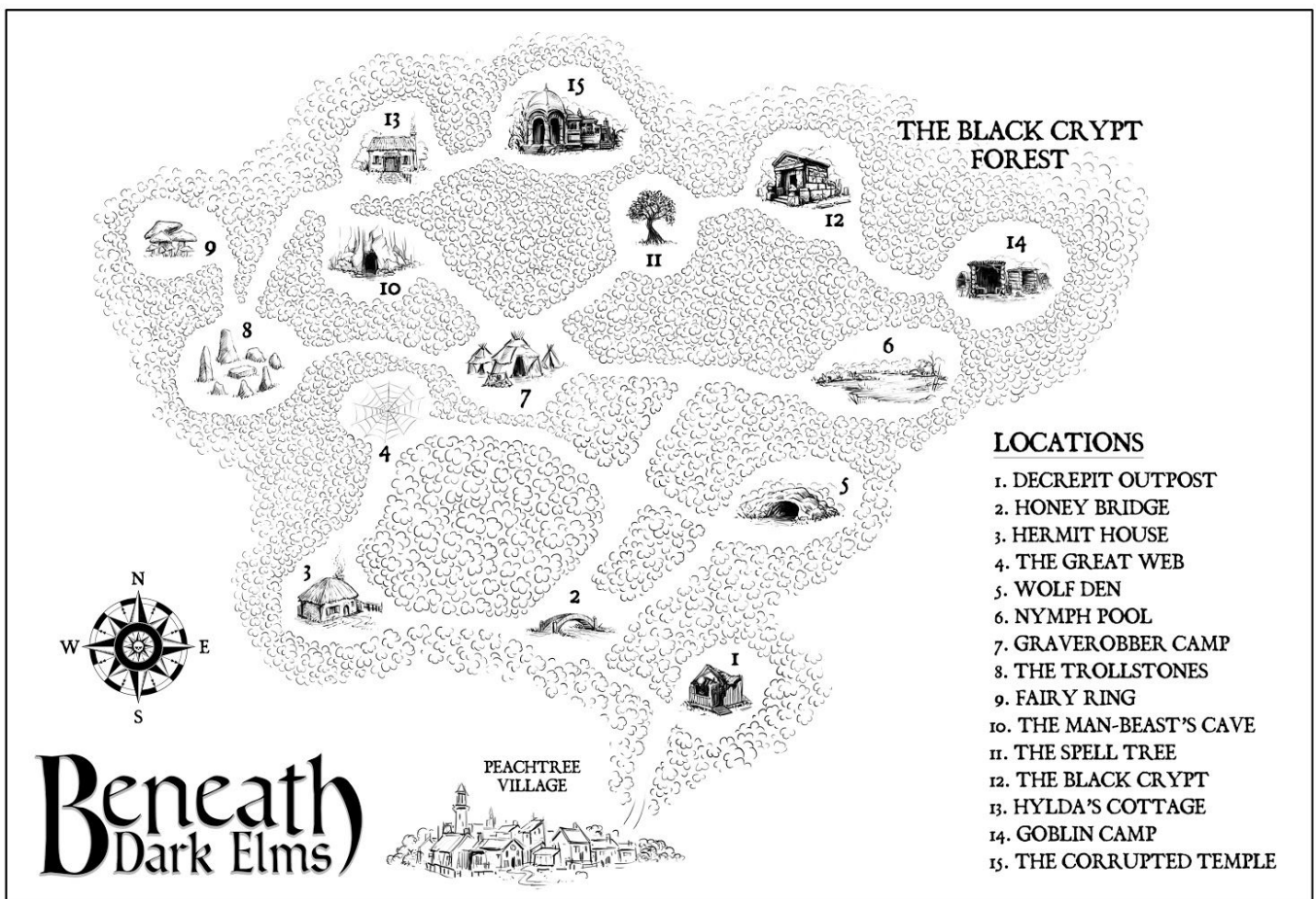
Written by Scott Malthouse
Cover art and title font by Simon Lee Tranter

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INTRODUCTION

Welcome to Beneath Dark Elms, a GM adventure for Deluxe Tunnels & Trolls (although with very little tinkering, if any tinkering at all, you can use this for 5th edition onwards). This adventure is suitable for delvers of levels 1-3, with no more than 20 adds. The GM is able to inflate the Monster Ratings of some of the adversaries in this adventure should things prove to be a cakewalk for more experienced players.

It would be folly for players to take the approach of running in and trying to bash every monster to death. Creatures in Beneath Dark Elms are not simply out to make mincemeat of any delver that crosses their paths. They have goals, allegiances and prejudices. As a GM you should play the monsters in this adventure as such - ones who are more likely to talk to a group of adventurers to get their way than outright bludgeon them with some blunt instrument.





ADVENTURE SYNOPSIS

Hylde Mugwort has found herself in a bit of a pickle. As a witch in her twilight years, she finds it tough to do the housework without the use of magic, but even that saps her energy nowadays. Upon finding a book of spells in the woods where she lives, she decided to summon a spirit who would be tasked with doing her housework for the rest of eternity. However, this book was no ordinary spellbook, but in fact a trap thrown up by the infernal realm of demons. Instead of summoning a benevolent spirit, she called to the world a demon named Draegar. Draegar, like many demons, has a specific role in his hellish realm. In his case, it's entertainment. Hylde tried to banish the demon, but to no avail. With a pin-toothed grin, Draegar put the forest and nearby village under a spell, conjuring strange creatures, devious hazards and odd personalities - giving Hylde the role as the primary antagonist in the story of his creation. No longer was she an elderly witch of the wood, but the much-feared Horned Witch, evil crone of the gnarled forest. Draegar even conjured a defenceless woodcutter's daughter to be her captive. Now all he needed was to lure a group of brave adventurers to 'save' the girl and defeat Hylde, captured on his network of ethereal eyeballs floating around the forest, beaming the action directly down

to the infernal realm for the entertainment of his demonic audience.

PEACHTREE VILLAGE

Somehow in Peachtree it always feels like spring, with pink blossoms and the smell of rose in the air. The village is small and colourfully decorated with folk art - green men painted on the sides of houses, wells dressed in floral fabrics. It was also conjured by Draegar.

- Missing posters cover the walls and signposts depicting a young girl with pixie features called **Nymia**. The reward is 1000gp for a safe return. It's signed by **Verrin, the woodcutter**.
- **Verrin Grinlowe**, a human woodcutter, is slumped over his axe, holding back tears while his stove bubbles. He's stoic, determined and shy, stumbling over his words. He has been saving money for Nymia's future, which is now the reward money. She disappeared into **Black Crypt Forest** two nights ago and Verrin believes seeking vengeance on the **Horned Witch** who took her brother **Chell** five years ago to the week.
- The local inn is the **Hare and Fox**. Patrons are mourning the anniversary of the death of **Chell Grinlowe** by pouring the last wine of the season onto the ground outside the inn. PCs who



ask about the Horned Witch receive a rumour from the **rumour table**, rolling for each person they ask (currently 10 patrons).

- The odds-and-ends shop **Bulby's** is owned by cheerful drunk hobb **Smiler Bulby**. In addition to common adventuring gear, her also sells plants with magical properties. Shade Rose is blue until a vampire is within 100 yards, when it turns white (5gp). Barron's Nettle can be made into a broth that will help people see hidden folk (8gp). Hag's Toad is a mushroom that is deathly poisonous to witches if eaten (12gp). He also sells small pots of 'offering honey' for 5gp. Villagers use these to cross the honey bridge in the forest.

Horned Witch Rumour Table. Roll 2d6

2	She decorates her house with the bones of the children she eats
3	She dances naked with seven ghouls on a full moon
4	She can inhabit your own shadow in order to kill you in your sleep
5	She has an eye on her elbow that can see secret thoughts
6	She was born from the rotten fruit of the twisted oak in the centre of the forest
7	She disguises herself and walks into the village to spy

8	Her cauldron is filled with the bubbling tears of her victims
9	You can only see her out of the corner of your eye
10	She can transform into a beautiful maiden, but her fingers remain crooked and old
11	She has lived for at least 300 years
12	On moonless nights she forages for centipedes to put into her stews

BLACK CRYPT FOREST

The trees of this grand forest are gnarled and blackened. **If cut, there's a 70% chance they will bleed.** The sounds of whippoorwills haunt the air and the wind faintly smells of decay. **There is a 2 in 6 chance of an ethereal eyeball popping up in a location**, recording the PCs adventure. They have red pupils and are the size of a tennis ball and can't be harmed. If attacked, they blink out of existence.

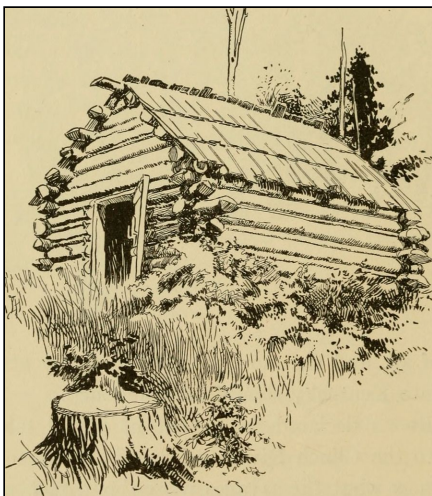
THE DECREPIT OUTPOST

- A single-room wooden shack with charred walls and a burned out roof
- The air is thick with buzzing flies. **A deer carcass lies in the centre of the room, its flanks torn off.** Dried animal tracks leave through the window. A L2SR-INT reveals this to have been made by a type of bear.



THE HONEY BRIDGE

- A broken desk has a drawer containing **five golden arrows**. When shot, a golden arrow causes the undead to explode. The bottom of the drawer has a message scrawled haphazardly: Please ask me before taking - Helia.
- **The ghost of Helia the ranger haunts this location.** She will try to make her presence known by rapping on the windows and causing a chill. If the arrows are removed from the drawer without the PCs asking whether they can take them, she inhabits the deer carcass and animates, stumbling on its hind legs to attack the PCs. **Undead Possessed Deer, MR 60.** If defeated, Helia retreats but will stalk the PCs, occasionally possessing corpses and attacking. She can be calmed with an apology, although she gets bored after three possessions.
- A narrow river runs beneath this stone bridge. A sign at both sides of the bridge asks for a **honey toll**. A sweet-smelling clay pot sits on the floor.
- Crossing the bridge without tipping honey into the pot causes a **hulking bee troll** to appear at the other side (MR80) and demand payment. It will leave the PCs alone if they pay or attack them if they don't (unless they plan on using some 'honeyed words').
- If they offer the nymph's honey, the bee troll is ecstatic - giving them a **pouch of sacred nectar** that can be used to befriend the bee shaman.
- Crossing the river without the bridge requires two successful LISRs on STR. Failing any of these will sweep them to the Hermit House.



Bee Troll (MR 60)

Spite damage: 3/ Searing stinger - one random victim receives 1d6 damage, ignoring armour. They must succeed a LISR-CON or become injected with a pheromone that causes bees and bee folk to go into a rage when they see the affected and attack them.

The bee troll is more troll than bee. It has a hulking yellow and black frame



with retractable stingers on its forearms, making a buzzing sound with its tongue when it moves.

THE HERMIT HOUSE

- A wonky wooden shack with purple smoke curling out of the chimney. Sat on a lonely porch swing is a blue cat called Fee. The river runs into a pool here where hundreds of toads have congregated.
- **Old Swampy, the local hermit**, lives here (Human, MR 8). He is chipper and enthusiastic but sometimes loses himself in thought. He is delighted to see visitors, setting out tea and cake on a little round table. There's a strong smell of baked apple in his home. Charcoal drawings of a woman adorn nearly every wall surface.
- His wife **Lelina was spirited away by fairies** after stepping into a fairy ring five years ago. He has drawn a picture of her every day since she vanished.
- **A corn doll hangs over the door.** A successful LISR-INT reveals that it's enchanted to ward away evil.
- Old Swampy has heard that the witch is able to turn people into savage beasts. This relates to **the**

beast in the cave. But knows that if the PCs are looking for answers, to seek out the Troll Maiden at the trollstones - seven greta standing stones. Speaking the words "Troll maiden, troll maiden, where art thou and thy wisdom?" will conjure her but only once.



THE GREAT WEB

- The trees are dense here and blanketed with thick silvery webbing, blocking the path north. Several dried goblin corpses are stuck high in the webbing.
- On a successful LISR-INT or LK the skittering of spiders in the trees can be heard and dark shapes



move between the gnarled branches.

- The webs can be cut fairly easily, but doing so alerts **six spiderlings (MR10 each)** who scurry down the webs to meet their trespassers. They don't attack right away, instead stopping to vibrate the webbing in a certain way to alert the **Spider Queen, Merlew (MR80)**.
- Merlew is cordial, charming and speaks in silky smooth tones. Long has she dined on the goblins of the forest, but her tastes have become refined, desiring the magical bark flesh on the dryad. If she were to taste it, she would not only allow the PCs north undisturbed, but also tell them the whereabouts of a secret magic fountain. If the PCs attempt to push ahead regardless then they will have to face her and the **six spiderlings** in combat.
- The Spider Queen's carapace resembles a large ruby (worth 500gp).

Spiderling (MR10)

Spite damage: 1/ Webbing - one random victim must succeed a LISR-DEX or STR or be unable to move from their spot for the next round.

Spiderlings are large blue spiders about the size of a wolf, with brilliantly shimmering carapaces. They wrap

their victims in webbing before sucking their bodies dry of blood, after which their bodies turn purple.

Merlew, Spider Queen (MR 80)

Spite damage: 3/ Corrosive saliva - one victim must succeed a L2SR-LK or one random item of armour burns away and becomes unusable. If they are not wearing armour, they take 2d6 damage from the acid.

Merlew is almost as old as the forest itself. Measuring the size of an adult black bear, she quite likes bargaining with people passing through the forest to earn her a more exotic variety of food, and she will always keep her word.

THE WOLF DEN

- **Four silver wolves (MR15 each)** reside in this mossy stone den. When the PCs first arrive, two of the wolves are edging closer to a **goblin wearing a jester's hat**, bearing their teeth. Without intervention they will make a short meal of the goblin. They are deathly afraid of the undead.
- **Two wolf cubs (MR6 each)** are curled up inside the den snoring.
- A ragged and bloody backpack sits in the corner beyond the cubs. Inside is a **vial of oil that increases a bladed weapon's adds**



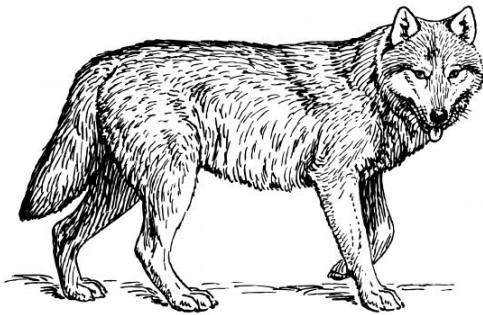
by 5 for 12 hours. There there three uses.

- The goblin jester is called **Gibbet**. He was separated from his group after they were captured by giant spiders and he escaped. He is young, shy and scared, only wanting to find his way home. He promises to give them an **ever-filling drinking horn** if he's escorted back safely. He doesn't know the way, but knows the camp is near a tree full of ravens.

Silver Wolf (MR15)

Spite damage: 1/1

Silver wolves have long flowing silver hair and brush-like tails. Like any wolf, they are highly territorial and tend to all attack a single foe at once rather than splitting up.



THE NYMPH POOL

- A wide opening in the forest containing a crystal clear lake. It seems supernaturally serene.
- **Three beautiful nymphs** wash themselves in the pool using silver urns. Their voices are like the morning breeze. Any water drank from the urn heals 2d6 CON.
- Sat on a rock near the nymphs is **a bowl of golden honey**. The nymphs are protective of the honey, as their own bees made it and will stop would-be-thieves with force.
- The nymphs ask for a hair from each of the delvers in exchange for the honey. In half an hour they will have magically crafted a **composite delver** with the strongest attributes of each PC, who will act as their guardian. The delver always stays within 50ft of any one nymph.

Nymph (MR 40)

Spite damage: 2/Alluring: The closest target must succeed a L2SR-INT or drop their weapon(s). For the next 3 rounds they are under the alluring spell of the nymph and will make every effort to protect her from harm, even if it means giving up their life in the process.



GRAVEROBBER CAMP

- A small, dirty encampment with tattered tents and a burnt out campfire surrounded by dented pots.
- **Four graverobbers called the Dead Ringers** are arguing about who should head into the **Black Crypt** first. One carries a large wooden stake and wears a black wide-brimmed hat. They are not hostile. They intend to descend into the **Black Crypt** and steal the dragon medallion from the vampire that is said to reside there. If the PCs aren't hostile towards them, they will ask them to accompany them, promising to split whatever treasure they find.

The Dead Ringers

Mossy (Hobb, MR12), obsessed with her pet crow, Esmeralda, who she's taught to say "warning". She's excitable, but gets nervous easily. She just wants friends.

Dreadman (Human, MR18), the leader and self-proclaimed ghoulish hunter. He doesn't say much and has a nihilistic outlook on life. His parents were raised from the dead by a necromancer when he was young. He still writes to them.

Gallin (Elf, MR13), an impossibly pale elf with excellent eyesight. Too bad his gammy foot means he stumbles over everything. He talks to the ghost of his sister most nights.

Prunk (Dwarf, MR12), the newest member of the group and the most vocal.

Prunk pretty much hates everything and everyone. He has a red glass eye that can see magic-infused items. He's infatuated with Mossy.



THE TROLLSTONES

- A grassy clearing is the site of a megalith, with a large table-like rock in the centre. In the dark the centre rock glows a faint purple.
- A fairy called **Wensleydale** (MR20) sits on one of the rocks in tears. His brother **Cheshire** has been lost for days in the woods.
- Speaking the words "Troll maiden, troll maiden, where art thou and thy wisdom?" will conjure the **Trollmaiden** (MR230), who will appear seated on the middle rock. These words are carved in trollish on this rock. She may not be called more than once.
- The Trollmaiden will answer one question the PCs have, but only indirectly. However, she will never try to trick them.



Trollmaiden (MR 230)

Spite damage: 6/Eraser memory: Up to ten targets within 300 yards have their memories erased. They immediately blackout and wake up not knowing who or where they are. Their memory will return in 24 hours, but they will never remember their own name.

The Trollmaiden has existed for aeons, since the first trolls walked the world. She is a demi-goddess whose lot in life is to help those with burning questions.

THE FAIRY RING

- A bright yellow ring of toadstool mushrooms that, when listened to very carefully, emit a soft, ethereal song.
- A PC who steps inside the ring hears the chiming of bells, but nobody else can hear this. If they remain for more than 10 seconds, they must succeed a L2SR-LK or be whisked away to the fairy realm, where they remain for 2d6 years. Each year, they may attempt a L3SR-STR to try escape. When it reaches the final year, they are let go and may return to the fairy ring if they wish. For every year that passes in the fairy realm, a minute has passed in Trollworld.
- Anyone who goes to the fairy realm may choose to look for the **hermit's wife**. After 2 years, they

will find her and can choose to bring her back in whatever way they see fit (bribery, diplomacy, brute force). The player(s) should narrate a thrilling story of how they managed to get her out of the fairy realm.



Effects of the fairy realm

The fairy realm is a strange place and non-fairies that return find themselves changed. Roll 1d6 on the table below to find out what lasting effects the realm has on a PC.

1	You are constantly hearing the chiming of bells. Increase the level of any saving rolls for listening by one.
2	You find that you can purify dirty water by touching it.
3	You become obsessed with mushrooms, having to stop for at least 10 minutes to pick mushrooms where they grow.



- 4 Your skin emits a faint blue light in the dark. It grows brighter the angrier you are.
- 5 You no longer have to eat, but any food tastes like ash.
- 6 You're much faster on your feet than before. Increase your Speed by 2.

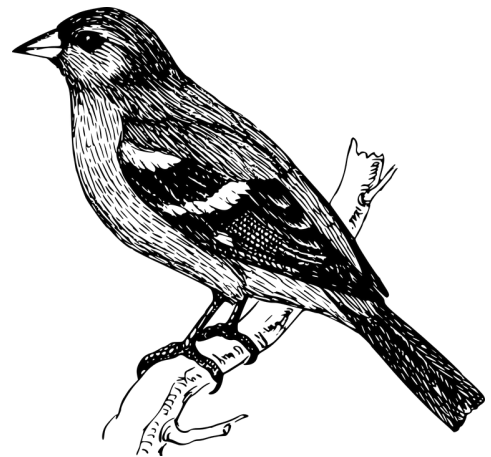
Gristh, the Man-Beast (MR 90)
Spite damage: 3/Rending: One target in melee with the man-beast suffers an extra 1d6 CON damage and one random piece of armour reduces its armour points by 1.

THE MAN-BEAST'S CAVE

- Bones litter the ground outside the mouth of this yawning, dark cave. A crude chalk face has been scratched onto the west wall. It looks vicious. Goblins know this as the man-beast's lair.
- Inside lives **Gristh**, husband of **Brek the Hunter**. He wears a cursed necklace that transformed him into a hideous beast who is unable to leave the forest. The **Man-Beast (MR90)** will attack those that enter the cave, but will recognise Brek and become calm. Removing the necklace will turn the beast back into Gristh, with all his memories intact. Suffice to say, his mind breaks when he realises what he's done.
- The cave is littered with bones. There's also a leather pack containing a **silver hourglass in the shape of a bird talon** (worth 200gp), a **loaded die that lands on 6**, and a **deck of cards with ten aces**.

THE SPELL TREE

- In an area covered with birch trees, one might oak stands out. On its trunk is carved the words 'RTLLNM SGD EHMBG', which spells **SUMMON THE FINCH** is all letters are shifted once. Speaking the sentence will summon a small finch from the branches above. The finch tells them that they may eat it whole to gain a minute of invisibility. They are not to worry, as he will once again appear in the tree after he's been eaten. He may only be summoned once.





THE BLACK CRYPT

A dark-stoned crypt covered in rotting vines. Two gargoyles flank the entrance, their eyes bulging and tongues drooping. A cold musty breeze can be felt at the threshold. Stairs descend 20ft into the darkness.

- Entrance tunnel: **Five giant red bats** (MR10 each) hang from the ceiling. It's a L3SR on DX or LK to sneak past them. If they are alerted they will swoop down and try to drain the PC's blood. Taking more than 3 rounds to defeat them will result in the **ghouls in tomb 1** to be alerted.
- Tomb 1: Several mouldy open stone caskets lay here. **Three ghouls** (MR 24) fight over a human leg, the unlucky graverobber's head lays close by. The ghouls love fresh meat. The graverobber's garments contain **an iron key** that opens the door to tomb 3 and a **bronze ring of lion roar**, which allows the wearer to spend 2 WIZ to let out a bellowing roar.
- Tomb 2: Every inch of the walls in here are lined with skulls inset into the masonry. A spindly woman with a mane of white hair sits on a chair in the corner whispering to a skull in her hands. She's a **crypt hag** (MR68) and the skull belonged to her husband Bale. She wants to reunite it with

its body, which is located in the vampire's chamber, but it has been locked away by the vampire Esteria and she doesn't know where the key is. **One of the skulls is covered in blue and green jewels** (worth 600gp). Removing it makes the crypt hag incredibly angry.

- Tomb 3: The heavy wooden door is locked. Inside is an intelligent ghoulish creature known as the **cryptkeeper** (MR56), who wears a tatty grey robe and has two large yellow eyes. The room has bare earth on the ground, with **skeletal arms** reaching out from the dirt. Anyone crossing the room must make a LISR-DX or be grabbed by one of the hands and be unable to move unless they shatter the arm (LISR-STR). The **cryptkeeper** has always desired the **jeweled skull** in tomb 2, and may help the PCs if they were to get it from the **crypt hag**. The cryptkeeper carries a **silver key to the vampire's lair**.
- Vampire's Lair: The iron door is **locked and trapped**. If someone uses the handle, their consciousness is temporarily transferred to the door. They keep their CON, but any damage done to the door is also done to the PC's CON. Their body falls to the ground, their eyes black as coal. After being unlocked, the door must be pushed without the use of the handle to gain access. The



PC's consciousness will be transferred back to their body in an hour at half their current CON. The room itself is a lavish red bed chamber that smells of lavender. If the PCs have made noise, **Esteria the vampire** (MR100) awaits in her chair, spinning a dagger in her hand. If not, she is in the middle of reading a book about nymphs and chuckling to herself. Esteria is pale with long black hair and green eyes. Her flowing white silk gown makes her look like a phantom. She's welcoming and warm, and loves to be flattered. She desires nymph blood, as she's grown bored of all other types (she has adventurous tastes). If she were to have some, she would help the PCs in any way she can, though she can only travel by night. She will not tolerate bad manners. **A headless skeleton** (MR 6) plucks a harp in the corner of the room. On the back wall is a large vault containing an empty coffin, a **blood-stained gold chalice** (worth 120gp), and a **mummified cat** that animates in the moonlight.

Giant red bat (MR 10)

Spite damage: 1/1

With a 7ft wingspan, giant red bats are the kings of the night in the forest, feeding mostly on medium-sized mammals. It lets out banshee-like scream before attacking.

Ghoul (MR 24)

Spite damage: 2/Ghoul rot - One target in melee must succeed a L1SR-CON or contract ghoul rot. After 1 day their extremities will start to blacken. After 2 days they grow sick, half their total CON. After 3 days they are unable to move and are reduced to 1 CON. After 4 days they succumb to the rot and perish. At the end of each day they may make a L2SR-LK to get better. With treatment, reduce this to L1.

Crypt hag (MR 68)

Spite damage: 3/Succumb - Anyone within 50 yards who has contracted ghoul rot suffers its effects as if an extra day has passed.

Cryptkeeper (MR 56)

Spite damage: 2/Raise skeleton- the cryptkeeper raises one MR12 skeleton from the ground up to four times per day.

Esteria (MR 100)

Spite damage: 3/Draining blood- one target in melee must succeed a L2SR-DX or have their blood drained, taking 2d6 CON damage. Esteria regenerates the same amount of CON. Esteria loses 2d6 CON for every minute she is exposed to direct sunlight, and 1d6 in indirect sunlight.



HYLDA'S COTTAGE

The forest opens to a gloomy cottage with a stone path running up to its white door. Chicken bones hang from the roof of the porch, clicking in the breeze. A lone raven calls out in the yard. The smell of rot carries on the wind. Three goblin skulls are speared on pikes at the wooden gate.

Hylde Mugwort (MR40) lives here. She is merely a pawn in Draegar's game, and one who does not want to participate. She is a crone, with a long crooked nose and one milky eye. She is irritable, sharp and has a dislike for authority. An ethereal eyeball hovers over the roof.

- **Cluttered kitchen:** The entrance door opens into a messy kitchen. Pots and pans are piled up on the side and a vat of soup bubbles over a fire in the corner. The soup smells like rotten eggs, but a taste of it replenishes $1d6+2$ CON.
- **Ale pantry:** A vast collection of beers and meads are stacked haphazardly, unlabelled. Even a sip of one causes immediate drunkenness, giving a -2 to all SRs for half an hour.
- **Living area:** The smell of brimstone is overwhelming. Three long black candles burn on an alter where a flesh-covered book lays open at a chapter entitled 'Invocations of Torment' (worth 150gp on the black magic

market, but likely to get anyone arrested selling it through legal channels). Hylde is sat at a table littered with animal bones, divining her future. In the corner is a rusty cage where the young withered **Nymia** sits, here arms wrapped around her knees, fear in her eyes. This is actually a **demon in disguise** - Nymia doesn't actually exist. Hylde is a terrible actor and it's obvious to anyone that when she stands and threatens the PCs that she doesn't mean it one bit. In fact, she rolls her eyes and explains the situation to the PCs - the girl in the cage is actually a demon. She explains that she accidentally summoned Draegar when trying to find a spell to clean her house. Instead Draegar cast a spell so she couldn't leave her cottage and installed a caged demon in the form of a young girl in her cottage. Draegar told Hylde to await a group of heroes, who she would have to stop from taking the girl.





- Hylda doesn't want a fight, but after she explains, **Nymia returns to her demon form (MR66)** and breaks out of the cage, attacking the PCs.
- Hylda has heard from her raven familiar, who can wander the forest, that Draegar has made a base of operations in **an ancient temple to the north-east**. She warns that he is powerful, probably more powerful than the PCs, so they must be careful.

Demon Nymia (MR66)

Spite damage: 2/Firewhip: the demon uses her flaming whip to entangle and burn one target within 30 yards. They must succeed a L2SR-DX or halve their combat adds in the next combat round and take 1d6 CON damage. The demon is able to change shape at will into anyone it has seen before.

The demon has red skin that flows like lava and blazing yellow eyes. A blue tongue occasionally dashes from its mouth, snakelike.

Hylda Mugwort (MR40)

Spite damage: 2/Freeze please - Hylda casts the spell Freeze please.

Hylda is an old, grumpy and jaded woman who has lived in the forest for as long as she can remember. She can't stand authority and likes to keep to herself.

GOBLIN CAMP

- Fifteen filthy makeshift log huts are strewn haphazardly around a clearing. A log banquet table stretches through the middle of the camp where **20 goblins (MR10 each)** are munching on fungus and dormice.
- The goblin chief Pike is seated at the head of the table wearing a pan on his head as a helmet. CHEEF is scrawled onto the front. He is not a fan of trespassers and believes the PCs have been sent by the witch to turn them all into toads. Unless he can be persuaded otherwise, they will take up arms in an attempt to force the PCs out of the camp (they don't really want a fight - they want to finish their dinner!).
- In the goblin cabins, PCs can find **an obsidian flute that causes rabbits to do as one commands**, a **mole who can sniff out magic**, a **berry potion** that replenishes WIZ by 10, and a **pair of spectacles that can see invisible creatures**.
- In the centre of the log table is an **ever-drinking horn** that never requires filling. Tap three times on the rim to dispense water and twice to dispense beer.

Goblin (MR10)



Spite damage: 1/1

THE CORRUPTED TEMPLE

A vine-covered temple seemingly emerges from the trees. The stone floor is charred with flame and an unearthly haze lingers in the air. The sound of clanking and hammering can be heard inside. This is the base of Draegar the Entertainer and his workshop. Through his network of ethereal eyeballs he already knows that the PCs are nearby, but he is not concerned, for he wishes to make them quite the offer.

- Temple entrance: Crumbling pillars precariously hold up the ceiling here. A **10x10yd pentagram** is in the centre of the floor. Anyone stepping in it begins throwing up infernal bees for 10 seconds, taking 1d6 CON damage. The infernal bees (MR34) then attack anyone they can see. Honey will quickly distract them.
- The black courtyard: This open courtyard has been charred by flames. In the centre stands a smoldering tree. When someone goes within 10 yards of the tree it lets out a **noxious brimstone gas** that affects anyone in 50 yards. They must succeed a L2SR-CON or keel over, taking 1d6 CON damage and reducing their STR by 2 for an hour.
- The workshop: An old prayer room has been converted into a workshop manned by **six locust demons** (MR20 each). They have a conveyor system running around the room, with a demon at certain points on the manufacturing line. Upon closer inspection they are creating **little wooden dolls in the form of the PCs**, while others are **painting posters that portray the PCs as heroes fighting a host of beasts** - all of which they have faced in their adventure so far. Draegar is planning on selling these as merchandise to the infernal realm. If the locust demons see the PCs, they stop what they're doing and surround them, holding up pencils and sheets of paper, excitedly asking for signatures. They are friendly to the PCs unless attacked.
- The altar room: This long room has a shattered altar in the west corner. Where the altar was is a throne formed of locust wings and goblin bones. Draegar (MR300) is here consulting with a locust demon, poring over several documents. As Draegar has been watching the PCs he isn't surprised when they enter but acts in a cordial and polite manner, offering them a seat at the table and addressing them as the 'honourable heroes'. He explains that he has a great opportunity for them. He has been beaming their escapades in



the forest down to the infernal realm and the reception has been fantastic. Demons were growing bored of the usual torture, so Draegar decided to mix things up and come to the mortal world to set up a fabricated adventure for ratings. He's ecstatic about how the PCs have performed and want them to sign a contract for his ethereal eyeballs to follow them around for a year, recording their adventures. In return, they will receive a cut of the merchandise profits, amounting to 1000gp per month. They will gain a bonus amount depending on the amount of danger they're in, up to a 500gp bonus each. The contract is crystal clear on this. The only small print clause is that Draegar reserves the right to alter the challenge of any adventure they undertake, which could mean adding a few more demons for variety. If they sign the contract Draegar clicks his fingers and they awaken on the outskirts of the forest with an extra 1000gp split between them. An ethereal eyeball floats above them. If they decide to attack, Draegar will gladly take them on, but will make them another offer on the contract if they are looking like they're about to die. If they sign at this juncture he will replenish their CON and teleport them to the outskirts of the forest.

- To defeat Draegar is to destroy a major demonic force. If killed, his ethereal eyeballs all disappear, as do all his creations, including the

entirety of Peachtree Village. He has an **Infernal Greataxe** (6d - can cut a hole in the fabric of reality once per day to allow up to 5 people to travel to the infernal realm), a **bracelet of stealth** that lowers the SR of a stealth-related action by 1 when worn, and a **ring of locust command** that allows the wearer to take control of the minds of locusts. The issue is that many demons in the infernal realm are going to be mad that their entertainment has now been cancelled. Some will take it upon themselves to enter Trollworld and hunt down the PCs in future adventures.

Locust demon (MR20)

Spite damage: 1/1

Locust demons are humanoid locusts that can fly with their huge buzzing wings. Below the head they are more human-like, while their head is exactly that of a locust.

Draegar the Entertainer (MR300)

Spite damage: 6/Infernal blast -

everyone within a 80 yard diameter takes 10d6 CON damage.

Draegar has a huge head in proportion to his body. His eyes are coal black and he has a long pointed nose. His fingers end in green claws and in place of feet he has goat hooves.

RANDOM CREATURES



There is a chance for the PCs to meet some other creatures and personalities on their adventure. Roll a d6 in every location they go to. On a 1 roll on the table below and include the creature rolled. If you have already rolled one of the below before, roll again or choose one.

- 1 **Brek the Hunter (MR34)** - a bearded, strong fellow on the search for his husband who he believes was killed by a man beast.
- 2 **Bee Shaman (MR40)** - a human dressed in yellow and black stripes carrying a yellow and black staff. He can control bees. Knows where the best mushrooms grow.
- 3 **Cheshire (MR8)** - a lost fairy looking for his brother Wensleydale. He is terrified of everything.
- 4 **Lilly and Milly (MR15 each)** - two dwarves from the mountains looking for honey to make mead. Lilly is nihilistic. Milly loves everyone.
- 5 **Fenny the Dryad (MR20)** - a mix of plant and human. Looking for someone to help heal her dying brother, who lies on the outskirts of the forest to the west. The blood of the giant red bat is his only hope.
- 6 **Bryana the Green (MR30)** - an elf woman adept with a bow. She is hunting the spider queen for her priceless carapace.

FACTION DISPOSITIONS

Beneath Dark Elms is presented as an open adventure where it's up to the players to decide who they want to befriend and who they wish to dispose of. It's unlikely that they will be able to defeat Draegar alone, if that's the path they wish to choose, so almost every denizen of the forest can be appeased and befriended. It's possible to end up with a large retinue of undead, goblins, spiders, and others to join their ranks. Should this happen, do take into consideration faction feelings towards one another. These are outlines in the table below.

Spiders

- Goblins hate spiders
- Dwarves are neutral to spiders
- Elves hate spiders
- The undead are neutral to spiders
- Dryads are friendly to spiders
- Fairies are neutral to spiders
- Humans hate spiders
- Nymphs are neutral to spiders

Goblins

- Dwarves hate goblins
- Elves are neutral to goblins
- The undead are neutral to goblins
- Dryads are friendly to goblins
- Fairies are neutral to goblins
- Humans hate goblins
- Spiders hate goblins
- Nymphs are neutral to goblins

Elves

- Dwarves are neutral to elves
- Goblins are neutral to elves
- The undead hate elves
- Dryads are friendly to elves
- Fairies are friendly to elves
- Humans are friendly to elves



- Spiders hate elves
- Nymphs are friendly to elves

The Undead

- Dwarves hate the undead
- Goblins are neutral to the undead
- Elves hate the undead
- Dryads hate the undead
- Fairies hate the undead
- Humans hate the undead
- Spiders are neutral to the undead
- Nymphs hate the undead

Dwarves

- Elves are neutral to dwarves
- Goblins hate dwarves
- The undead are neutral to dwarves
- Dryads are neutral to elves
- Fairies are neutral to dwarves
- Humans are friendly to dwarves
- Spiders hate dwarves
- Nymphs are neutral to dwarves

Dryads

- Dwarves are neutral to dryads
- Goblins are neutral to dryads
- The undead hate dryads
- Elves are friendly to dryads
- Fairies are friendly to dryads
- Humans are neutral to dryads
- Spiders hate dryads
- Nymphs are friendly to dryads

Humans

- Dwarves are friendly to humans
- Goblins are neutral to humans
- The undead are neutral to humans
- Elves are friendly to humans
- Fairies are friendly to humans
- Dryads are neutral to humans
- Spiders are neutral to humans
- Nymphs are neutral to humans

Fairies

- Dwarves are friendly to fairies

- Goblins hate fairies
- The undead are neutral to fairies
- Elves are friendly to fairies
- Humans are friendly to fairies
- Dryads are friendly to fairies
- Spiders are neutral to fairies
- Nymphs are friendly to fairies

Nymphs

- Dwarves are neutral to nymphs
- Goblins are neutral to nymphs
- The undead hate nymphs
- Elves are friendly to nymphs
- Fairies are friendly to nymphs
- Dryads are friendly to nymphs
- Spiders hate nymphs
- Humans are neutral to nymphs