THE WITCH OF THE TARRISWOODS

An Adventure for Character Levels 3-7
Suitable for all Old School Fantasy Games

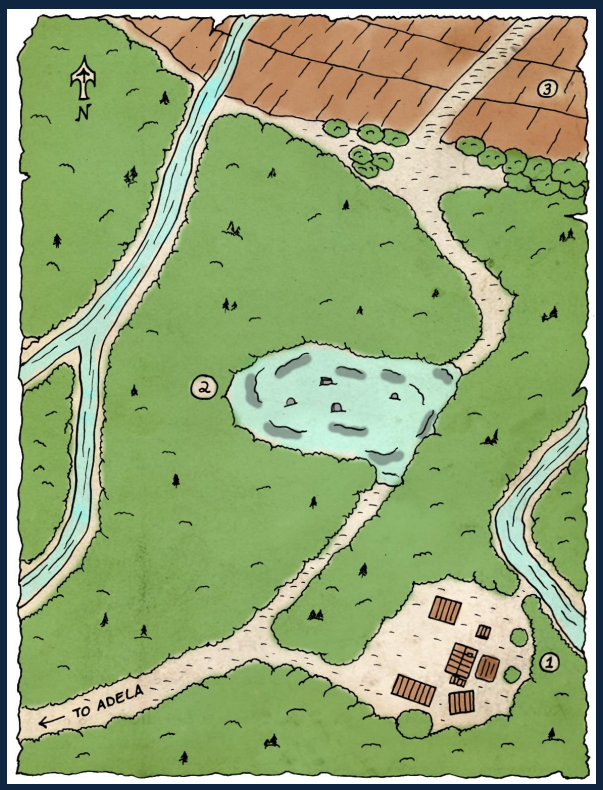
Strange creatures threaten the woods just east of the peaceful town of Adela. Many fear that an evil witch has loosed a great curse upon the land. Who will venture forth and find the cause of these troubles? Who will confront the Witch of the Tarriswoods?

Copyright © 2015 John Fredericks. All Rights Reserved.
Distributed under the terms of the Open Game License version 1.0a

SHARP MOUNTAINgames
sharpmountaingames@gmail.com

THE WITCH OF THE TARRISWOODS

Strange creatures threaten the woods just east of the peaceful town of Adela. Many fear that an evil witch has loosed a great curse upon the land. Who will venture forth and find the cause of these troubles? Who dares confront the Witch of the Tarriswoods?



This product provides a ready-play adventure for you and your players. All of the work is done for you. Just print out the character sheets, and get ready to play. It includes:

- *a base town and local personalities (NPC's)*
- *color maps (and printer friendly versions)*
- *new monsters*
- *pregenerated player characters (PC's)*
- *map images for use with a Virtual Tabletop*
- *printable large maps*

This adventure can be used with your favorite old school fantasy ruleset, retroclone, or retro-inspired game with little or no modifications. It can also be used with later editions with a little tweaking.

Gaming looks even sweeter from Sharp Mountain!

Copyright © 2015 John Fredericks. All Rights Reserved.
Distributed under the terms of the Open Game License version 1.0a

SHARP MOUNTAINgames
sharpmountaingames@gmail.com

THE WITCH OF THE TARRISWOODS

Table of Contents

		Page
Part One:	Welcome to Adela	4
Part Two:	Into the Tarriswoods	6
Part Three:	Shrine, Ground Level	8
Part Four:	Shrine, Lower Level	12
Appendix 1:	Color Maps	14
Appendix 2:	Pregenerated Characters	17
Appendix 3:	Printer-friendly Versions of the Maps	21

Copyright © 2015 John Fredericks. All Rights Reserved.
Distributed under the terms of the Open Game License version 1.0a

SHARP MOUNTAINgames
sharpmountaingames@gmail.com

PART ONE: WELCOME TO ADELA

INTRODUCTION

Welcome, and thanks for purchasing this product. This adventure is designed for use with your favorite old-school game, retroclone, or retro-inspired game. You should be able to use the stats in this adventure with little or no modification. This module provides a base town, several wilderness encounters, and an abandoned shrine for your players to explore. Pre-generated characters are provided at the end of the adventure for your convenience. Print them, pass them out, and you're ready to go. Also, your players can use their current characters if you plan to weave this adventure into your current campaign.

NOTES FOR THE GAME MASTER

Monsters: Full monster description blocks are provided for monsters that are new to this module. A "to hit" chart is provided with each for your convenience.

Armor Class: Armor class is provided in descending format, based on the "Basic" scale. If you prefer ascending armor class, simply subtract the AC from 20. For example, AC 4 becomes AC 16 (20-4 = 16) in ascending format.

Adjusting for Party Size: This adventure was designed for 4-6 players, assuming the major classes (fighter, magic user, cleric, thief) are represented. For smaller parties, feel free to reduce the number of monsters.

Rule Zero: Change whatever you like. Move magic items and rewards at will, let the monsters wander wherever you need them. Have them run away if things get bad. It's your call.

Enough preliminaries, let's get into the adventure.

Players will begin their adventure in the town of Adela. This bustling trade center lies at the crossing of a major river and the main road to the west. Local farmers, craftsmen, and hunters all ply their wares in the markets. Residents are used to seeing a wide variety of travelers, so this is a welcoming town for diverse adventuring parties.

However, all is not well in Adela. There have been attacks on the houses and farms which lie near the Tarrsiwoods, just east of town. The reports suggest that strange, unnatural creatures or spirits now roam those woods. Some whisper that an evil witch is working strange magic in the old ruins deep within the forest.

Getting the Players Involved

If your group is just beginning with this adventure, the player characters (PC's) can be residents of Adela. That way they should be willing to help out their hometown. Otherwise, they may have friends or family in town and be willing to help. Some may wish to visit the woods to learn more about what lies at those ruins. For more economically minded parties, you can offer a generous reward from the town (1500 gp, negotiable up to 2000 gp) for whoever can put an end to these troubles.

Below are some citizens of Adela who can provide information for the party. Some groups prefer a lot of investigation before heading out, others may want to get right on their way. Feel free to move items from the "What They Know" sections to whichever NPC's you like. It is recommended that they talk to the mayor, especially as he is the one who can offer a reward.

MAYOR CLIFTON DeGRAY: Mayor DeGray is a short, slender, well-dressed man. The strain of running both the town and his family's winery has turned him gray early. He is a pleasant, genuine man, and is very grateful for any help the party can offer. If the party asks around town about the recent troubles, they will certainly be directed to the mayor. If not, the mayor may send an official to ask them to come and meet with him.

What he knows:

- Adela's farmers and hunters aren't able to work in near the Tarriswoods.
- Some traders and travelers are avoiding Adela because of the attacks. This doesn't bode well for the local economy.
- The town would be willing to offer a reward of 1500 gold pieces This can be negotiated up to 2000 at the GM's discretion.
- One of his deputies, Merovic, went to the woods last week, but hasn't returned yet.

PRIOR ERIC: Prior Eric is a balding, portly middle-aged man who is head of the local church. Also, he is an amateur historian, and holds one of the largest libraries in the area. He is always eager to share his knowledge with anyone who seems even remotely interested. His little black pug dog Foo-Foo is always with him. Foo-Foo is generally quiet, but will whine and chuff if he feels he is not getting enough attention. Prior Eric could easily function as the superior for any clerics or paladins in the party. He may even ask them to try to discover the source of the troubles for the church. If PC's are asking for anyone who is familiar with the lore of the area, they will be directed to Prior Eric.

What he knows

- Historically the Tarriswoods were never settled. Only hunters and outcasts lived there.
- There is a large, ruined structure on a hillside in the woods, though few go there.
- The structure is rumored to be the former shrine of an evil sect. It has not been active in this area for several generations.
- There are rumors that an evil fountain is in the center of the structure.

LADY CATRAIN: Lady Catrain lives outside of town in a large tower. She is a beautiful woman who appears to be about 30, though some say she has lived in that tower for generations. She often has visitors from out of town, and spectral lights are seen coming from her tower. She is a formal, dignified woman who always dresses in simple but elegant gowns. She will be cordial and helpful if PC's present themselves in a noble, civil manner. Anyone in town can direct them to her tower if the PC's try to get information about the magical nature of the Tarriswoods.

What she knows

- The Tarriswoods are an area where the boundaries between planes are weakened.
- The shrine in the woods may once have held a planar gate.
- Recently a young magic-user named Llorona was seeking to make a name for herself, especially in alchemical circles.
- She was very interested in imbuing life to inanimate objects.
- The ancient fountain supposedly could be made to flow with the "Waters of Life."

Arnie Arneson: Arnie is the owner of Adela's most popular tavern and inn, "The Lost Goat." He is a portly, jovial man with a short white beard. He laughs often and long, especially at his own jokes. Don't be fooled though, he is very aware of all that happens in and around Adela. PC's will generally encounter him at the Lost Goat, where he often talks with the customers. If PC's ask anyone on the street, they will recommend his establishment as the finest in town.

What he knows

- Mayor Degray would really like to hire some folks to investigate and deal with the problem in the Tarriswoods.
- Prior Eric and Lady Catrain are good sources of historical and magical information.
- A good friend of Arnie's, Forthwind the woodsman, lives just inside the Tarriswoods and may have more information.

If the party wishes to do any shopping in town, most mundane items (rope, torches, marbles, etc...) are available at standard costs. However, armor, weapons, and magical items or potions are not as easily purchased. If the GM wishes to allow such purchases, they are of course free to adjust this suggestion.

PART TWO: INTO THE TARRISWOODS (Map 1)

Map 1. shows the southern portion of the Tarriswoods, then to the abandoned shrine. Three encounters are suggested as the party approaches the shrine.

AREA 1. FORTHWIND'S COTTAGE

Forthwind lives about 100 yards off the main forest path. The trail back to his house is narrow and dark: huge pine trees tower over anyone walking here. On approaching the cottage, secretly roll a HEAR NOISE check for any thieves in the party. On a successful roll, they hear a rustling of leaves, even though it is not a windy day. Otherwise, they enter a clearing containing a small, well-kept cottage with several outbuildings. The ground is strewn with green, leafy vines, even over the paths around the buildings.

When PC's get within 50 feet of the house, they will notice a sharp, almost rotting smell coming from the ground. It becomes sharper when they step on any of the vines. At this point, the **Animated Vines** will begin to move and attack the party. One animated vine per four PC's is recommended. After two rounds, Forthwind will charge from his cottage wielding an axe. He is a tall, wiry man, with a LONG gray beard and a furry hat.

FORTHWIND

AC 8, HD 2 (9 hp), #At 1, DMG 1d6, Save F2, ML 9

AC	**9**	**8**	**7**	**6**	**5**	**4**	**3**	**2**	**1**
To Hit	10	11	12	13	14	15	16	17	18

[GM's Note: if needed, Forthwind can be upgraded to a player character. Feel free to change his race, appearance, or gender to the player's taste. Just swap out the stats listed above with the pregenerated Fighter, Dwarf, or Halfling to represent a PC version of Forthwind.]

Forthwind will be very grateful to the PC's for helping dispatch the animated vines. He will invite them into his small home, and offer what food and drink he has. He isn't able to offer any monetary reward, but will gladly share his knowledge with the party if asked. He talks slowly and with a slight drawl (think Jed Clampett).

Animated Vine

Armor Class:	7	No. Appearing:	1-5
Hit Dice:	3 (14 hp)	Save As:	F3
Move:	20'	Morale:	12
Attacks:	3 tentacles	Treasure Type:	None
Damage:	1d4+entangled	XP:	65

These plant creatures are mindless and will fight to the death. On a successful hit, the victim takes damage and must SAVE VS. DEATH RAY or become entangled. The next round, the victim may try to free themselves. This is a full round action and requires a successful OPEN DOORS check. Also, another party member can attempt to chop at the limbs to free their companion. On a successful hit, the entangled victim is freed. However, they must make another SAVE VS. DEATH RAY or take 1d3 collateral damage.

For every round the victim remains entangled, they take 1d4 automatic damage (no save).

AC	**9**	**8**	**7**	**6**	**5**	**4**	**3**	**2**	**1**
To Hit	8	9	10	11	12	13	14	15	16

What Forthwind Knows

- These plants creatures are new to the area.
- They had him cornered in his house for two days.
- Before that, he saw some movement at the old shrine, and strange waters have been flowing through new streams in the forest.
- The shrine has long been abandoned, and is at the top of a hill about two miles up the road.
- There is also a cemetery on the way, but he has not had time to look in on it lately.

Unless Forthwind is being used as a PC, he will ask to remain behind and clean up his clearing. He has clearly been shaken by the experience and is quite nervous about meeting any more strange creatures. Not all are destined for glory.

AREA 2: THE FLOODED ROAD

As the party travels up the road, they see flooding ahead. The path itself is flooded, and the waters also extend into the tree line on either side of the path. There is a clearing to the left of the path, though that

will not be visible until they proceed farther. The water is quite cloudy, though still and undisturbed. A slight smell of algae or mold is in the air.

If the PC's wade through the water in the path, it comes up to above their knees. The bottom is muddy, but not unpassable. If players choose to skirt the path, they must make a DEXTERITY check or fall into the water. This will not cause any damage, but will trigger the next part of the encounter. As the party proceeds along, they will see the tops of several stone blocks protruding from the surface of the pond in the clearing.

When the party is halfway through the water, or when the first PC falls into the water, skeletons rise from below the surface. They wield rusty swords and spears, and will fight to the death.

SKELETON									
AC 7, HD 1 (5 hp), #At 1, DMG 1d6, Save F1, ML 12 Immune to *Sleep*, *Charm*, and mind reading.									
AC	**9**	**8**	**7**	**6**	**5**	**4**	**3**	**2**	**1**
To Hit	10	11	12	13	14	15	16	17	18

After surviving (hopefully) the skeleton attack, PC's may wish to investigate the blocks. A closer inspection reveals them to be old tombstones. There are names and strange symbols carved onto the tombstones. Magic-users or elves can attempt an INTELLIGENCE check to interpret the symbols. A successful check reveals them to be symbols used in magic involving water, or perhaps devotion to a particular plane of water.

Searching the skeletons will reveal that two of them wore bracelets with blue gems in them. They each have a value of about 75 gp each.

AREA 3: THE HILL BELOW THE SHRINE

Continuing up the road, PC's will see a hill with a muddy path that leads up. At the top of the hill, a tan stone structure can be seen, but it is too far away to discern any detail. The hill is about 50 yards tall, and strange dark clouds hover about 40 feet above the path. *[GM's Note: the clouds are not monsters in the traditional sense. They are more of an obstacle to be overcome. Some methods around (and through) the clouds are presented below.]*

RUNNING UP THE PATH - Players must make 3 STRENGTH checks to get up the hill. Thieves may use their CLIMBING skill. As soon as they try to ascend, the clouds will immediately pour down hard rain on them. This makes the path even muddier, and the pelting of the rain will cause the players to slip. Here are some outcomes based on the STRENGTH or CLIMBING checks.

- 3 SUCCESSES: The player climbs the hill, wet and muddy, but unharmed.
- 2 SUCCESSES: The player climbs the hill, but slips along the way taking 1d3 damage from the fall.
- 1 or No SUCCESSES: The player is unable to ascend and takes 1d3 damage from his or her fall.

A successful climber may wish to use ropes to help those coming up next. Several ropes will be needed due to the length of the hill, but they can be easily secured to nearby trees. Players who climb using ropes receive a +2 bonus to their check. (i.e. if their STRENGTH is 10, then they must roll a 12 or under to succeed using the rope. Thieves get a +10% on their CLIMBING check.)

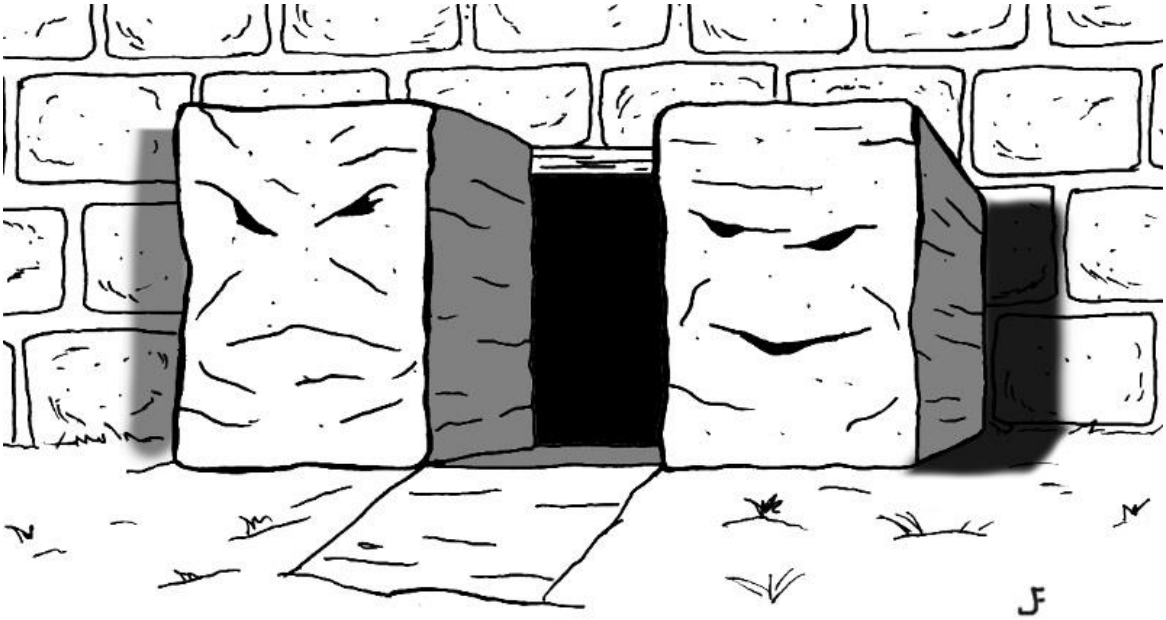
AVOIDING THE PATH - If players choose to avoid the path, the clouds will follow them and rain on them anyway. However, if players are avoiding the main path and trying to use trees and rocks to help them up, give them a +2 bonus to their STRENGTH checks or +10% to thieves CLIMBING checks.

DISPELLING THE CLOUDS - spells such as *Dispel Magic* can be used to try to remove the clouds. Assume the clouds save at 15 and above on a 1d20 roll. Also, other spells may be used at the GM's discretion.

ATTACKING THE CLOUDS - The clouds cannot be damaged by non-magical weapons. Arrows and rocks fly right through them. If players wish to attack them with magic weapons or spells such as *Magic Missile*, assume the clouds will disperse after taking 15 points of damage.

The clouds will not follow the party once they have ascended the hill.

PART THREE: SHRINE, GROUND LEVEL (Map 2)



AREA 1: APPROACHING THE ENTRANCE

The path to the shrine continues to be muddy, but it will not hinder the party's progress. As they approach the crown of the hill, they will see a large, one story stone building. The stones are tan, and the whole building has the look of the top deck of a ship. There is even a low stone railing circling the roof, though much of it has broken and fallen over the years. A ramp entrance is visible on the east side of the building. There are several possible ways to enter to the building.

THE DIRECT APPROACH - Two huge (10' tall) blocks are on either side of the entrance opening. There is a entry at the top of the ramp, and it is dark inside. Each block has a rough face carved into it. As party members approach, they hear rough voices emanating from the stones, and the voices seem to be arguing.

A successful HEAR NOISE check allows a thief hidden in the bushes to make out the conversation. Otherwise, PC's must approach to within 30' of the blocks to hear the conversation. The conversation might go something like this:

RIGHT STONE: "Ah, it is so good to be aware again, after such a long sleep."
LEFT STONE: "Bah, I was enjoying my rest."
RIGHT STONE: "But now we have a purpose again. She's going to flood the valley. We might even get to sail this shrine like it was originally intended."
LEFT STONE: "She's just using us as guards, if the old wizards couldn't pull it off, neither can she."

[GM's Note: Play this as light or as serious as you want. Their conversation is merely to up the stakes in the players' minds.]

PC's may try to bluff their way in with a successful CHARISMA check, they may try a *Silence* or *Darkness* spell on the stones (have the stones save at 12 or higher on a 1d20 roll), or try something else. If the players are successful in bluffing the stones, here's what they know:

- The witch Llorona has been coming and going into the shrine for weeks.
- Strange water has been flowing out of the shrine off and on.
- The water from inside animated the blocks.
- The witch claims she will eventually flood the valley and use her creations to take over Adela and the surrounding areas.

If the PC's fail to quietly make their way past the guardian blocks, the blocks will holler a warning to whoever is inside. This will make it impossible for the

party to perform a surprise attack on the Goppers in Area 3. Their cries will not carry to the lower level.

If players enter this way, they will see a corridor with several doors. The door to Area 3 is an original stone door from the construction of the shrine. The other doors are wood and seem to have been installed recently.

LOOKING FOR A WINDOW - Instead of approaching the main ramp, the party may scout the building in hopes of finding another entrance. On the west side, there is a stained glass window embedded into the wall. It was never meant to be opened, and the glass is very think and quite dirty. If players wish to wipe it off, they will see an image of a stormy sea, with a stone ship floating on it. If they look inside, they will see that something roughly man-sized moving around inside. Opening the window requires a successful OPEN DOORS check by at least two of the party members working together. If they enter the building this way, they be in Area 2: The Library.

CLIMBING ON THE ROOF - If players wish to climb onto the roof (either directly or by jumping from nearby trees), they find an old and rotting wooden roof. Much of the stone railing has collapsed over the years, and the wood creaks beneath their feet. The roof has collapsed in one section, and provides entrance to AREA 3: THE MUDDY ROOM. Players can easily secure a rope to the railing if they wish to enter the shrine this way. It is approximately 18' to the floor of the room. The room is dim, with some light coming through the hole in the ceiling, though no features of the room are visible from the roof.

AREA 2: THE LIBRARY

The door to this room is new, but is locked. It can be opened with an OPEN DOORS check or an OPEN LOCKS check. It is dimly lit by light coming through the dirty stained glass window. Tall shelves line the walls on either side of the doors, and there is a chest on either side of the window. The table in the middle of the room has scrolls open on it, and there are two stools. A man-sized figure is crouched behind the table.

The figure is Merovic, the town guard who was missing from Adela. He is about 30 years old and clad in leather armor and a light helmet. He is dirty, with dried mud on his clothes and face. Merovic will initially be fearful of the party, worried they are working for the witch. However if the party speaks calmly to him, they can quell his fears and get some information out of him.

Merovic will reveal that he came here to investigate the recent strange attacks from the Tarriswoods. The stone blocks at the entrance alerted the Goppers to his presence, and the Goppers knocked him about a bit and threw him in this room. He thinks he heard a woman's voice outside the door commanding the Goppers as the dock lock clicked.

Merovic has been locked in here for almost two days, so he is quite hungry and dehydrated. If the party wishes to help him, he is willing to accompany them farther into the shrine to act as extra muscle. *[GM's note: As with Forthwind, Merovic can be a replacement or additional player character. Change the race or gender as desired.]*

MEROVIC									
AC 6, HD 2 (9 hp), #At 1, DMG 1d6, Save F2, ML 9									
AC	**9**	**8**	**7**	**6**	**5**	**4**	**3**	**2**	**1**
To Hit	10	11	12	13	14	15	16	17	18

A search of the room will reveal that most of the scrolls are dry rotted and unreadable. However, a few can be used by the party. These include two scrolls of *Cure Light Wounds*, and one each of *Light* and *Levitate*. The chests by the windows are unlocked are not trapped. Both contain rotting clothes and sheets. Under the robes in one of the chests is a *Singing Marble*. This marble will make a singing note when rolled on a floor or table. The singing will stop once the marble stops rolling.

AREA 3: THE MUDDY ROOM

The door to this room is a stone door cleverly constructed to swing either way with a gentle touch. There is a 2 inch gap at the bottom of the door. Inside the room, a 1 foot thick layer of damp mud covers the floor. The lighting is dim, though some daylight does make it through the hole in the roof. At the far side of the room is a large pillar, perhaps 10 feet in diameter. Several large piles of mud are arranged around the pillar. A strange sound of "gop-gop" fills the air.

If the players talked to Merovic in Area 2., they know that the mud piles are really goppers and may attempt a surprise round. If not, the goppers will attack once the party steps about 5 feet into the room. *[GM's note: Use two goppers per three party members]*.

If the PC's decide to flee, they may attempt to jam the door to keep the goppers inside. They must also block the gap at the bottom of the door. Otherwise the goppers will follow the party into the hall or seep under the door. If the party dispatches the goppers, they may wish to search through the mud or examine the pillar. Searching through the mud, they will find coins and a large emerald. The coins have a value of 57 gp and the emerald has a value of 300 gp.

Examining the pillar will reveal that the stones are very tightly mortared. However, knocking on the pillar will suggest that the pillar is hollow inside. A successful HEAR NOISE check will allow the PC to hear the sound of ocean waves and a single voice chanting below. The words will not be intelligible. If players wish to pry loose the stones, 2 out of 3 successful OPEN DOORS rolls are needed. If they open the hole, they can see a pool beneath the pillar, and strange shimmering blue light is coming from it. If players wish to climb down the hole, then immediately move to **Map 3**. The opponents in Area 2 will attack immediately and should be given the initiative. It's difficult to surprise anyone while climbing a rope.

[GM's note: Climbing down the inside of the pillar will hurry the scenario to its conclusion. If the party has not yet explored areas 2, 4, or 5 on this level, you may rule the that the hole is not large enough for an adventurer to fit through. As always, it is your call.]

Gopper

Armor Class:	8	No. Appearing:	1-4
Hit Dice:	2 (10 hp)	Save As:	F2
Move:	30'	Morale:	9
Attacks:	2 (See below)	Treasure Type:	None
Damage:	1d6+1	XP:	65

Goppers are animated mud people. They generally hide in large mud puddles, coalescing into a human-like form when they attack. They can either attack by slamming into their opponents (1d6+1 damage) or by using their special attack (below). Most goppers are only able to say "gop-gop", which they do with great relish.

Special Attack

Goppers throw gobs of mud that instantly harden when they hit a victim's legs. They make this attack versus AC 9 (adjusted by the victims DEXTERITY). They may throw two gobs per round at one or two targets. Targets are allowed a SAVE VS. DEATH RAY. If they fail, they become entangled.

If a victim is entangled, the mud ball begins to grow and surround the victim, slowly becoming a new gopper. This is how goppers reproduce, and it does 1 point of damage the first round, 2 points the second round, etc... After six rounds, the gopper is fully grown and attacks at 1d6+1.

Each round the victim may try to free themselves. This is a full round action and requires a successful OPEN DOORS check. If they do not try to free themselves, they may attack the gopper growing on them with a -2 penalty. Other combatants may try to free the victim, but also suffer the -2 penalty.

AC	**9**	**8**	**7**	**6**	**5**	**4**	**3**	**2**	**1**
To Hit	9	10	11	12	13	14	15	16	17

AREA 4: THE BASIN ROOM

This room can be accessed from the corridor or from inside Area 5. The room is completely dark. In the far northeast corner of the room is a stone basin filled with about two feet of water. Also in the room are two statues that stand about four feet tall and are on stone pedestals. There is a chest in the room and a sleeping mat as well. No mud is on the floor, and it appears the room has been cleaned recently.

Anyone approaching within about a yard of the basin must make a SAVE VERSUS SPELLS. Failure will cause them to walk to the basin and submerge one of their hands. They are unable to do anything else while their hand is submerged.

They will have a vision of a seemingly endless ocean under dark, stormy skies. After a short time, they will see the ocean pouring through a circular pool, flooding the forests in this area. Finally, they will see a young woman floating dead in the water, a pointed, wide-brimmed hatting clutched in her hands.

The spell's effect is not dangerous, and can be broken if another party member pulls them away from the basin. Immediately after being pulled away, their mind will clear. Also, they will feel rejuvenated and will regain 1d4 hit points. At the GM's discretion, other party members may place their hands in the water and receive the same healing benefit. However, they will need to make the SAVE VERSUS SPELLS, so it may not be a good idea for all of them to go at the same time.

The statues in the room are of creatures who appear to be made of water. They are quite old and chipped, but still have a value of about 75 gp each. The chest in the room is locked and trapped. On a failed REMOVE TRAPS check, the player opening the chest will be sprayed with a bright green powder which will cling to their skin, hair, and clothes. For 24 hours, they will emit a bright green glow. The glow is harmless, but quite bright. A heavy cloak can lessen the effect.

Also inside the chest are pots and cooking gear, and a ring with a fish inscribed on it. This is a *Ring of Fish*. Anyone who wears the ring will turn immediately into a fish and cannot perform any effective tasks. They can however swim at twice their normal movement rate, and can still talk. The effect can be reversed at will and is considered a movement action (not a full round action). As a fish, the player can swim in either salt or fresh water. Also inside the chest is a scroll with the clerical spell *Protection from Evil*.

AREA 5: THE STAIRS

The door to this room is unlocked, and the room is quite dark. At the far corner are stairs that lead downward. Much like Area 3., there is a coating of mud on the floor, and two man-shaped lumps of mud are laying in the middle of the room. These two goppers have been left as guards. They appear be resting, however this is only a ruse to better observe the players.

These goppers are more intelligent than the ones in Area 3. (They're made of higher quality mud). When players come into the room, they will immediately spring up to throw mud balls at the nearest players. One will stay in the room while the other will make for the stairs, growling "Witch, here. Gop-gop." If players are able to capture or *Charm* (using *Charm Monster)* either gopper, the GM can provide as much detail as they like about the lower level. However, the gopper only responds in one or two word answers, and always ends each sentence with "gop-gop."

As players descend the stairs they move into Area 1. on **Map 3**., the air becomes quite humid. They smell salt water, and hear ripples of water splashing against stone.

PART FOUR: SHRINE, LOWER LEVEL (Map 3)

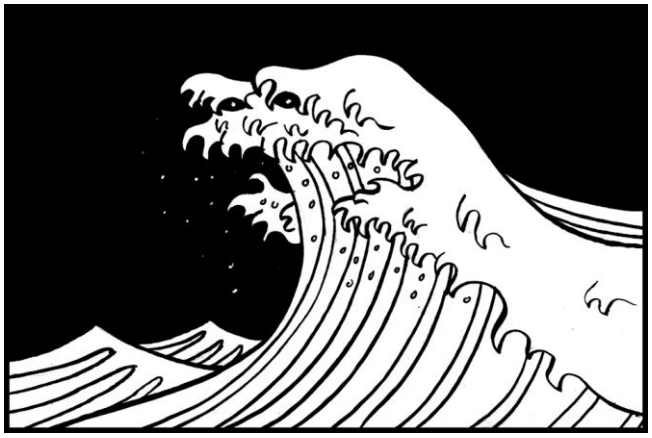
AREA 1: THE FLOODED ANTECHAMBER

The basement is dark and flooded with a about three feet of salt water. A strange blue glow can be seen coming from the doorway at the far side of Area 1. The room is about 20 feet tall, and there are four huge stone tables in the middle of the room. They stand just above the water level, and are chipped and scarred. Much of the scarring looks like it was once caused by huge knives, swords, or axes. PC's can hear what sounds like a wooden boat bumping against the stone wall. To cross the room, the players might:

JUMP FROM STONE TABLE TO STONE TABLE - Each jump requires a DEXTERITY check. If players fall into the water, they take no damage, but the Undertow will attack them. Each round the player remains on the table, the undertow will try to knock them into the water. If the party has not yet engaged the undertow, the undertow has the possibility of a surprise round. *[GM's note, the undertow are more powerful than the goppers. If things seem to be going REALLY badly for the players, have the undertow dissolve and move into room 2 to defend the witch. One undertow per two or three players is recommended.]*

USE THE BOAT - Up to four PC's can fit in the boat. No roll is needed to push it along the wall. However, the undertow will attempt to overturn the boat. Two successful attacks by one or more undertow can possibly overturn the boat. All PC's in the boat should make a STRENGTH check. If the majority of the PC's make the check, the boat is not overturned. If they are dumped into the water, the undertow will have the initiative and will attack. *[GM's note: this is not a surprise round for the undertow.]*

WADE THROUGH THE WATER - Wading through the water is not difficult. The floor of the chamber is stone and not especially slippery or muddy. However, as before, the undertow have the opportunity for a surprise round if they have not attacked before. If any PC wishes to use the RING OF FISH, they will not be harmed by the undertow in any way.



Undertow

Armor Class:	4	No. Appearing:	1-3
Hit Dice:	6 (27 hp)	Save As:	F6
Move:	180(60')	Morale:	9
Attacks:	2 (See below)	Treasure Type:	None
Damage:	1d4/1d8	XP:	65

Undertow are similar to water elementals, though they are natural creatures who enter this world through planar gates. Their first attack does only 1d4 damage, but the victim must make a DEXTERITY check or fall into the water. Once in the water, the undertow can make a second attack that does 1d8 damage. The undertow may split up its attacks to try to knock two victims into the water at once. Also, the undertow may attack two victims (or one victim twice) if they are already in the water.

AC	**9**	**8**	**7**	**6**	**5**	**4**	**3**	**2**	**1**
To Hit	5	6	7	8	9	10	11	12	13

AREA 2: THE WITCH OF THE TARRISWOODS

Upon entering this chamber, the party will see a fountain with a walkway on either side. The fountain and walkway are about three feet high, and wooden benches float in the water. On the far walkway, a young woman is standing, obviously in the middle of chanting a spell. She is wearing a gown of blue, green, and white. It swirls around her like waves. Two undertow are on either side of her in the water. Behind the fountain, there is a trident mounted upright in a hole in the stone. The central prong of the trident is crowned with a glowing blue

jewel. Occasionally water laps up from the fountain, spilling into the water below. The strange blue light is more intense now, and is clearing coming from the fountain. Anyone who looks into the fountain will see the image of a seemingly endless ocean. The ocean is surging and more and more water is pouring through the opening, perhaps from another plane.

The witch will not be surprised as the party would have made noise getting past the undertow in Area 1. She will say "Get out, let me finish my ascent to power! Leave, and I will let you live!" If the party doesn't agree to leave (unlikely, isn't it), then roll for initiative and start the final combat.

[GM's note: If you want to portray the witch as a more sympathetic figure, you could have her seem to talk to someone on the other side of the portal and be reluctant to attack. Party members might even be able to talk her into helping them dispatch the undertow and close the portal in the fountain.]

The portal to the oceanic plane can be closed by removing the wizard's staff from its mounting behind the fountain. It's a two-step process. First, upon touching the staff, the player must SAVE VERSUS PARALYSIS or be stuck rigid, unable to move. A healing spell, healing potion, or defeating the witch will release them. Next, they must succeed on an OPEN DOORS check to remove the staff. If they do not succeed the first round, and do not let go of the staff, they may try as many times as they like without needing to make another SAVE VERSUS PARALYSIS.

LLORONA, WITCH OF THE TARRISWOODS

AC 8, HD 5 (16 hp), #At 1, DMG 1d4 (Dagger), Save MU 5, ML 9

Spells available:

☐ Magic Missile ☐ Light
☐ Mirror Image ☐ Phantasmal Force
☐ Fireball (3d6)

AC	**9**	**8**	**7**	**6**	**5**	**4**	**3**	**2**	**1**
To Hit	10	11	12	13	14	15	16	17	18

Also, if the witch is killed, or forced to give up, the portal can be closed without needing to make the saving throw for the staff. Upon the closing of the portal, the water in the room will immediately seep down through the floor stones. The rooms will be left with a damp puddle throughout the basement. Upstairs, the goppers and the guardian stones at the entrance will be rendered immobile and unliving once more.

WRAPPING THINGS UP

If the witch is defeated, she will beg to be let go, claiming that she didn't know that the portal would cause such destruction in the area. She will claim that she was only trying to make animated servants for herself. *[GM's note: it is up the GM how sincere to play this.]*

If the party returns to town, Merovic will vouch for their (hopefully) heroic actions. Mayor DeGray will certainly make good on the reward money. Depending on how gracious the party is, he may even offer to have the PC's deputized to help Adela deal with future problems.

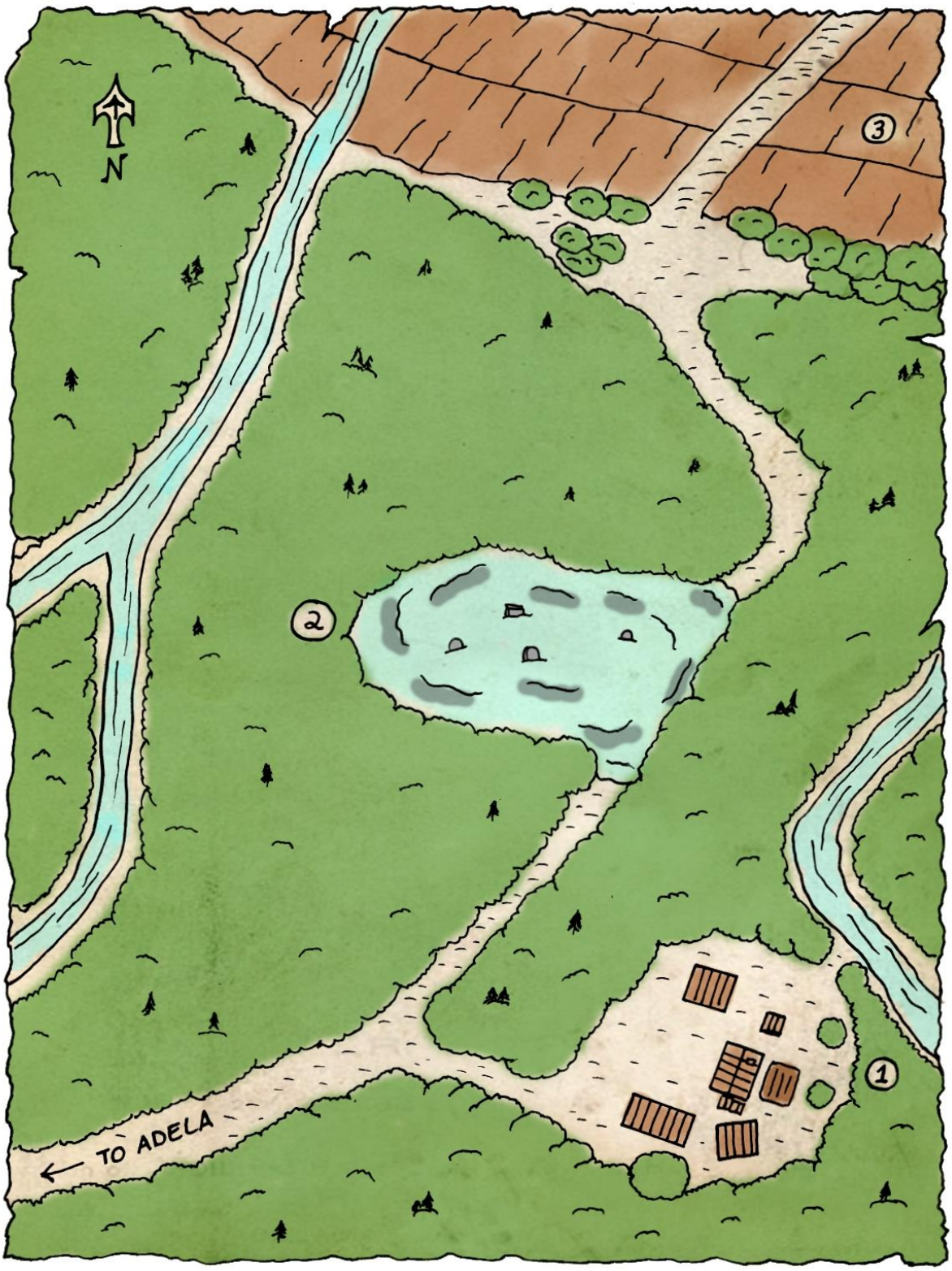
Also, they will have made an ally in the forester Forthwind. He will be happy to assist them or provide information on the Tarriswoods whenever they visit him. He would even be willing to let them build a cottage in his grove.

EXTENDING THE ADVENTURE

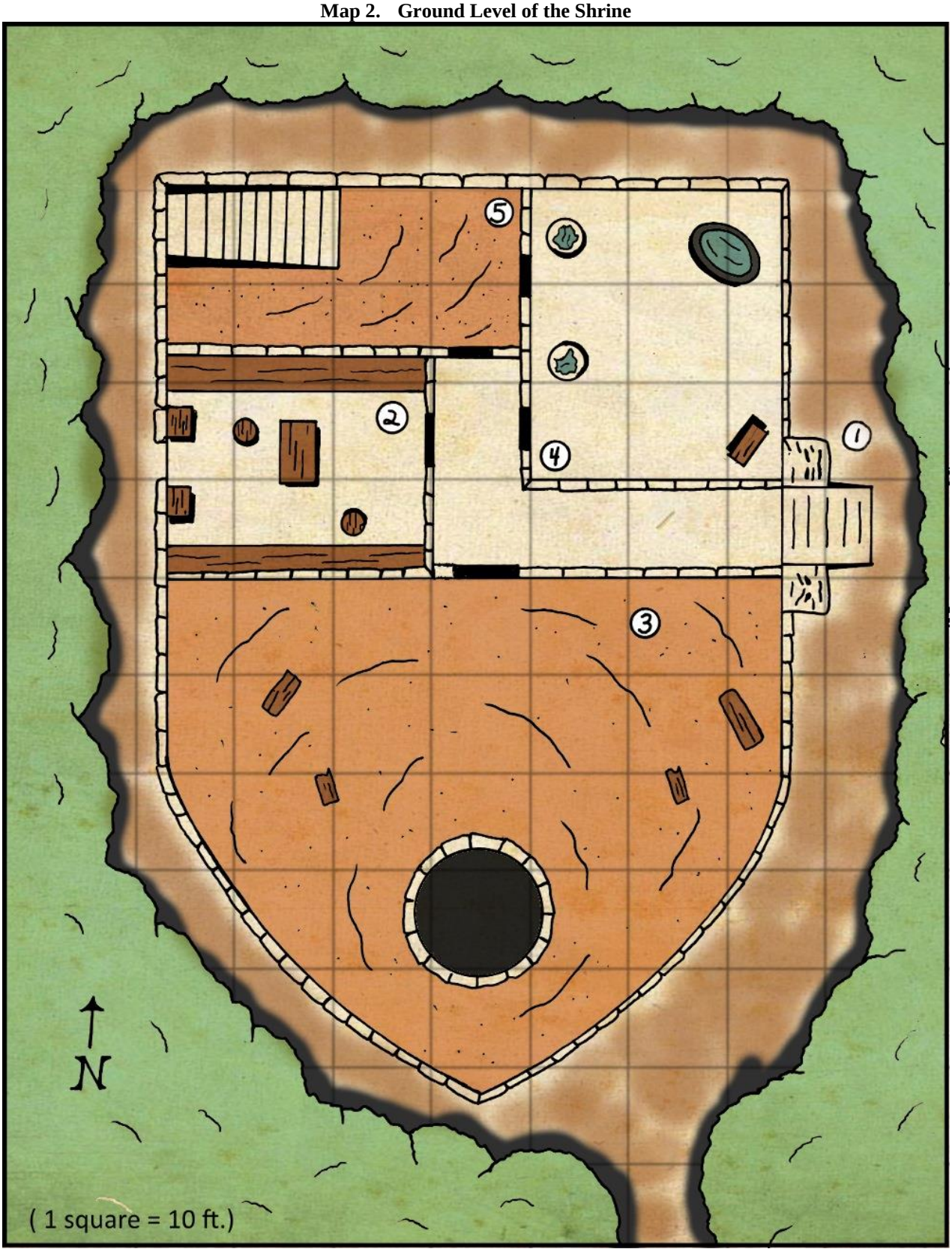
If you wish to continue adventuring in this area, the GM may create other levels below the basement of the shrine. Also, an abandoned shrine is bound to attract bandits, goblins or other villains looking for a new hideout. The party may even wish to take up residence in the shrine themselves, though they may need to undertake a few more quests to get funds for repairing the building.

Appendix 1: Color Maps

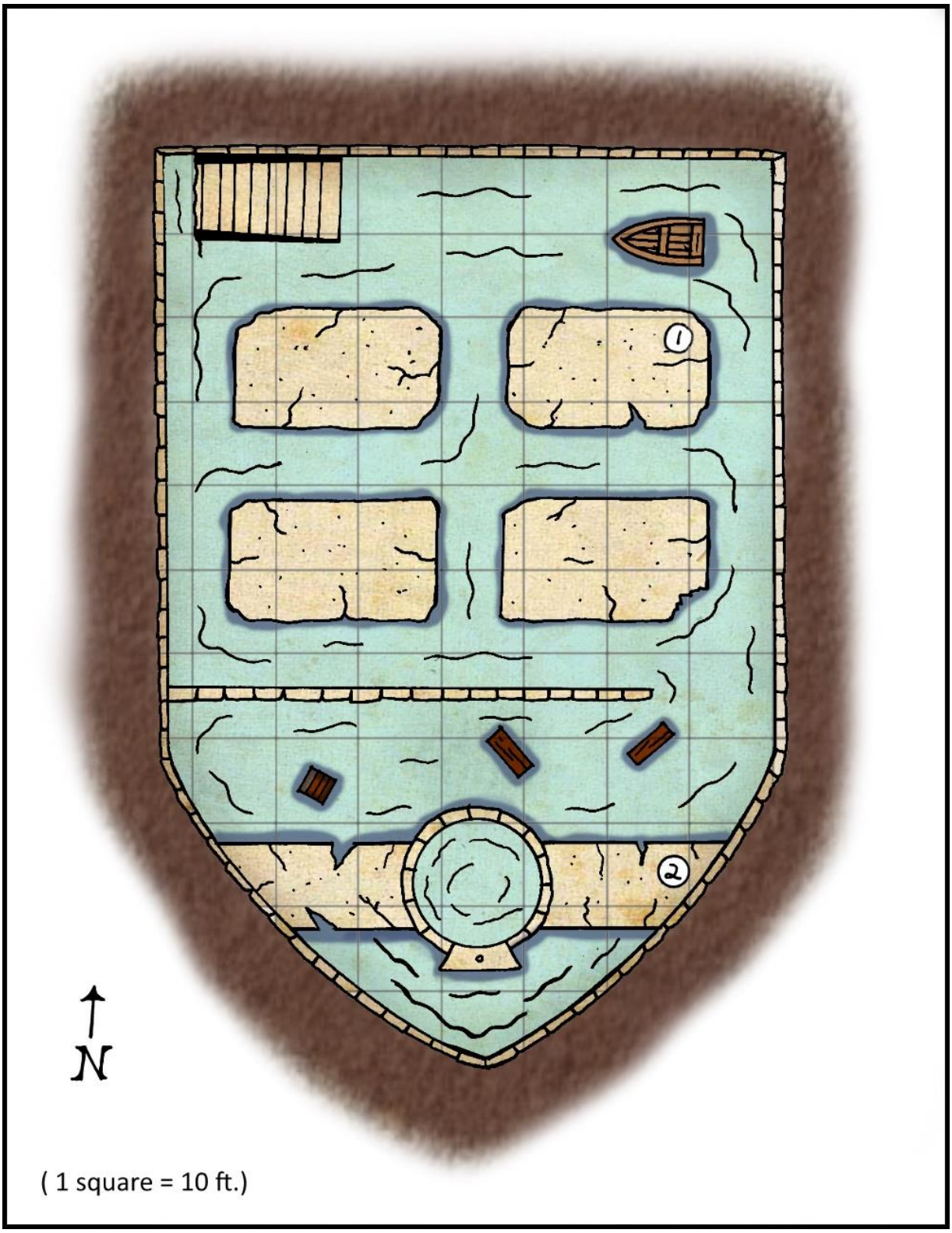
Map 1. Into the Tarriswoods



Map 2. Ground Level of the Shrine



Map 3. Lower Level of the Shrine



Appendix 2: PREGENERATED CHARACTERS

CLERIC 3 — 18 hp — AC 6

STR	*DEX*	*CON*	*INT*	*WIS*	*CHA*
14	8	10	12	16	13

Saving Throws

P/DR	*MW*	*TTS*	*DB*	*Spells*
11	12	14	16	15

Weapons
Mace: +1 (1d6+1)
Sling: -1 (1d4)

Gear
Chainmail, Mace, Sling, Holy Symbol, Holy Water, Healing Potion

To Hit

AC	**9**	**8**	**7**	**6**	**5**	**4**	**3**	**2**	**1**
Roll	10	11	12	13	14	15	16	17	18

Turn Undead

Skeleton	Zombie	Ghoul	Wight	Wraith
T	T	7	9	11

Spells
First Level (2/day)

ELF 3 — 24 hp — AC 3

STR	*DEX*	*CON*	*INT*	*WIS*	*CHA*
12	16	10	12	8	14

Saving Throws

P/DR	*MW*	*TTS*	*DB*	*Spells*
12	14	13	15	16

Weapons
Sword: +0 (1d8)
Bow: +2 (1d6)

Gear
Spellbook, Chainmail, Sword, Bow, Healing Potion

To Hit

AC	**9**	**8**	**7**	**6**	**5**	**4**	**3**	**2**	**1**
Roll	10	11	12	13	14	15	16	17	18

Special Abilities
Infravision, Find secret doors (2/6), No ghoul paralysis
Languages: *Elvish, Orc, Hobgoblin, Gnoll*

Spells
First level (2/day): *Magic missile, Sleep*
Second level (1/day): *Continual light*

DWARF 3 — 24 hp — AC 5

STR	*DEX*	*CON*	*INT*	*WIS*	*CHA*
16	12	14	10	13	8

Saving Throws

P/DR	*MW*	*TTS*	*DB*	*Spells*
8	9	10	13	12

Weapons
2-handed Axe: +2 (1d8+2)
Dagger: +2 (1d4+2)
Dagger, thrown: +0 (1d4)

Gear
Chainmail, 2-handed axe, Dagger, Healing Potion

To Hit

AC	**9**	**8**	**7**	**6**	**5**	**4**	**3**	**2**	**1**
Roll	10	11	12	13	14	15	16	17	18

Special Abilities
Infravision, Find traps and mining (2/6)
Languages: *Dwarvish, Gnomish, Kobold*

FIGHTER 3 — 24 hp — AC 4

STR	*DEX*	*CON*	*INT*	*WIS*	*CHA*
16	13	14	12	10	8

Saving Throws

P/DR	*MW*	*TTS*	*DB*	*Spells*
12	13	14	15	16

Weapons
2 handed sword: +2 (1d10+2)
Bow: +1 (1d6)

Gear
Chainmail, 2 Handed sword, Bow, Healing Potion

To Hit

AC	**9**	**8**	**7**	**6**	**5**	**4**	**3**	**2**	**1**
Roll	10	11	12	13	14	15	16	17	18

HALFLING 3 — 24 hp — AC 4

STR	*DEX*	*CON*	*INT*	*WIS*	*CHA*
8	14	16	12	10	13

Saving Throws

P/DR	*MW*	*TTS*	*DB*	*Spells*
8	9	10	13	12

Weapons
Short sword: -1 (1d6-1)
Bow: +1 (1d6)

Gear
Chainmail, Short sword, Bow, Marbles, Healing Potion

To Hit

AC	**9**	**8**	**7**	**6**	**5**	**4**	**3**	**2**	**1**
Roll	10	11	12	13	14	15	16	17	18

Special Abilities
-2 AC (large opponents)
Hide Outdoors (90%)
Hide Indoors (33%)

THIEF 3 — 12 hp — AC 5

STR	*DEX*	*CON*	*INT*	*WIS*	*CHA*
12	16	14	10	8	13

Saving Throws

P/DR	*MW*	*TTS*	*DB*	*Spells*
13	14	13	16	16

Weapons
Short Sword: +0 (1d6)
Dagger: +0 (1d4)
Dagger, thrown: +3 (1d4)
Backstab +4 to hit and double damage

Gear
Leather Armor, Short sword, 2 Daggers, Thieves tools, Healing Potion

To Hit

AC	**9**	**8**	**7**	**6**	**5**	**4**	**3**	**2**	**1**
Roll	10	11	12	13	14	15	16	17	18

Thieves' Abilities
Open Locks (25%)
Remove Traps (20%)
Pick Pockets (30%)
Move Silently (30%)
Climb (89%)
Hide in Shadows (20%)
Hear Noise (50%)

MAGIC USER 3 — 12 hp — AC 9

STR	*DEX*	*CON*	*INT*	*WIS*	*CHA*
8	13	10	16	12	14

Saving Throws

P/DR	*MW*	*TTS*	*DB*	*Spells*
12	13	13	16	14

Weapons
Dagger: -1 (1d4)
Dagger (thrown): +1 (1d4)

Gear
Spellbook, 3 Daggers, Healing Potion, Sweet Robes

To Hit

AC	**9**	**8**	**7**	**6**	**5**	**4**	**3**	**2**	**1**
Roll	10	11	12	13	14	15	16	17	18

Spells
First level (2/day): *Magic missile, Charm person*
Second level (1/day): *Web*
Languages: *Elvish, Dragon*

The following additional pregenerated characters are from the supplement **"Additional Racial Classes for Basic and Expert Style Games",** also published by Sharp Mountain Games and available on **drivethrurpg.com.**

DWARVEN CLERIC 3				**24 hp**	**AC 6**
STR	*DEX*	*CON*	*INT*	*WIS*	*CHA*
14	8	10	12	16	13
Saving Throws					
DR/P	*MW*	*TTS*	*DB*	*Spells*	
7	8	9	12	11	
Weapons					
Mace: +1 (1d6+1)					
Sling: -1 (1d4)					
Gear					
Chainmail, Mace, Sling, Holy Symbol, Holy Water, Healing Potion					
To Hit					

AC	**9**	**8**	**7**	**6**	**5**	**4**	**3**	**2**	**1**
Roll	10	11	12	13	14	15	16	17	18

Turn Undead				
Skeleton	Zombie	Ghoul	Wight	Wraith
T	T	7	9	11

Spells
First level (2/day)

Special Abilities
Infravision, Find traps and mining (2/6)
Languages: *Dwarvish, Gnomish, Kobold, Goblin*

ELVEN MAGIC USER 3				**18 hp**	**AC 9**
STR	*DEX*	*CON*	*INT*	*WIS*	*CHA*
8	13	10	16	12	14
Saving Throws					
DR/P	*MW*	*TTS*	*DB*	*Spells*	
11	12	12	14	14	
Weapons					
Dagger: -1 (1d4)					
Dagger (thrown): +1 (1d4)					
Gear					
Spellbook, 3 Daggers, Healing Potion, Robes					
To Hit					

AC	**9**	**8**	**7**	**6**	**5**	**4**	**3**	**2**	**1**
Roll	10	11	12	13	14	15	16	17	18

Spells
First level (1/day): *Magic missile, Light*
Second level (1/day): *Web*

Special Abilities
Infravision, Find secret doors (2/6), No ghoul paralysis
Languages: *Elvish, Orc, Hobgoblin, Gnoll, Dragon, Goblin*

HALFLING THIEF 3				**21 hp**	**AC 5**
STR	*DEX*	*CON*	*INT*	*WIS*	*CHA*
12	16	14	10	8	13

Saving Throws

DR/P	*MW*	*TTS*	*DB*	*Spells*
7	8	9	12	11

Weapons

Short Sword: +0 (1d6)
Dagger: +0 (1d4)
Dagger, thrown: +3 (1d4)
Backstab +4 to hit and double damage

Gear

Leather Armor, Short sword, 2 Daggers,
Thieves tools, Healing Potion

To Hit

AC	**9**	**8**	**7**	**6**	**5**	**4**	**3**	**2**	**1**
Roll	10	11	12	13	14	15	16	17	18

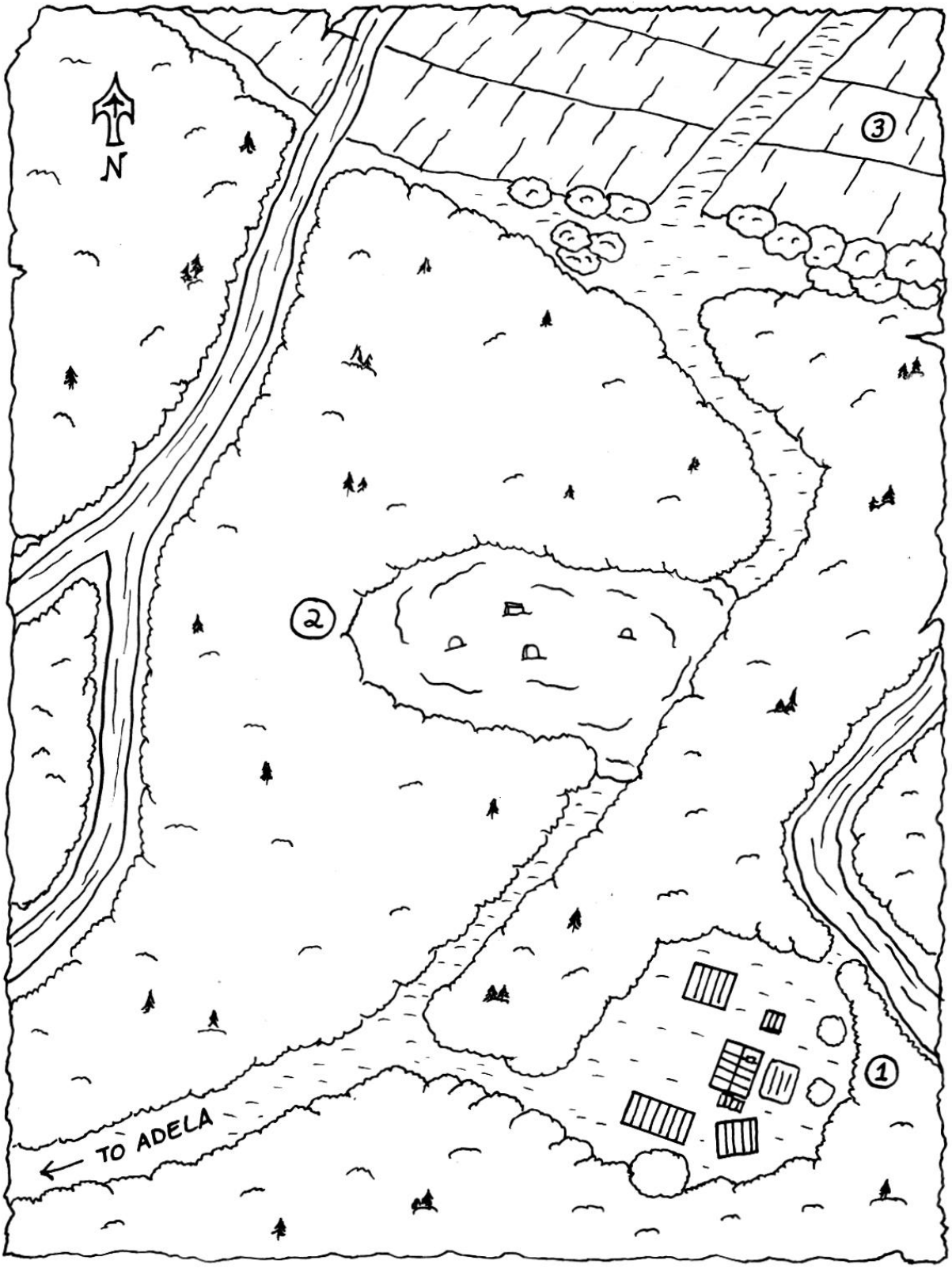
Thieves' Abilities

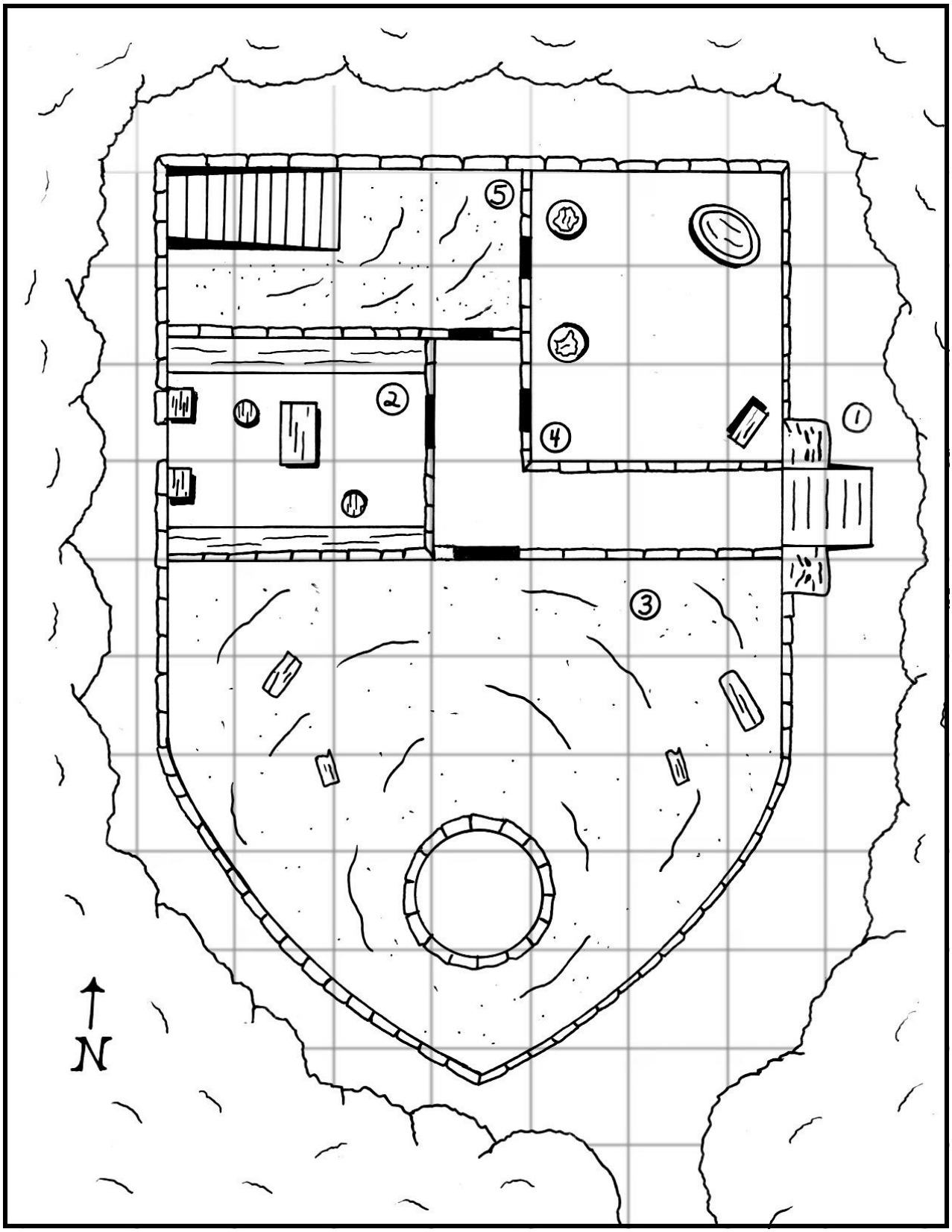
Open Locks (25%) Climb (89%)
Remove Traps (20%) Hide in Shadows (20%)
Pick Pockets (30%) Hear Noise (50%)
Move Silently (30%)

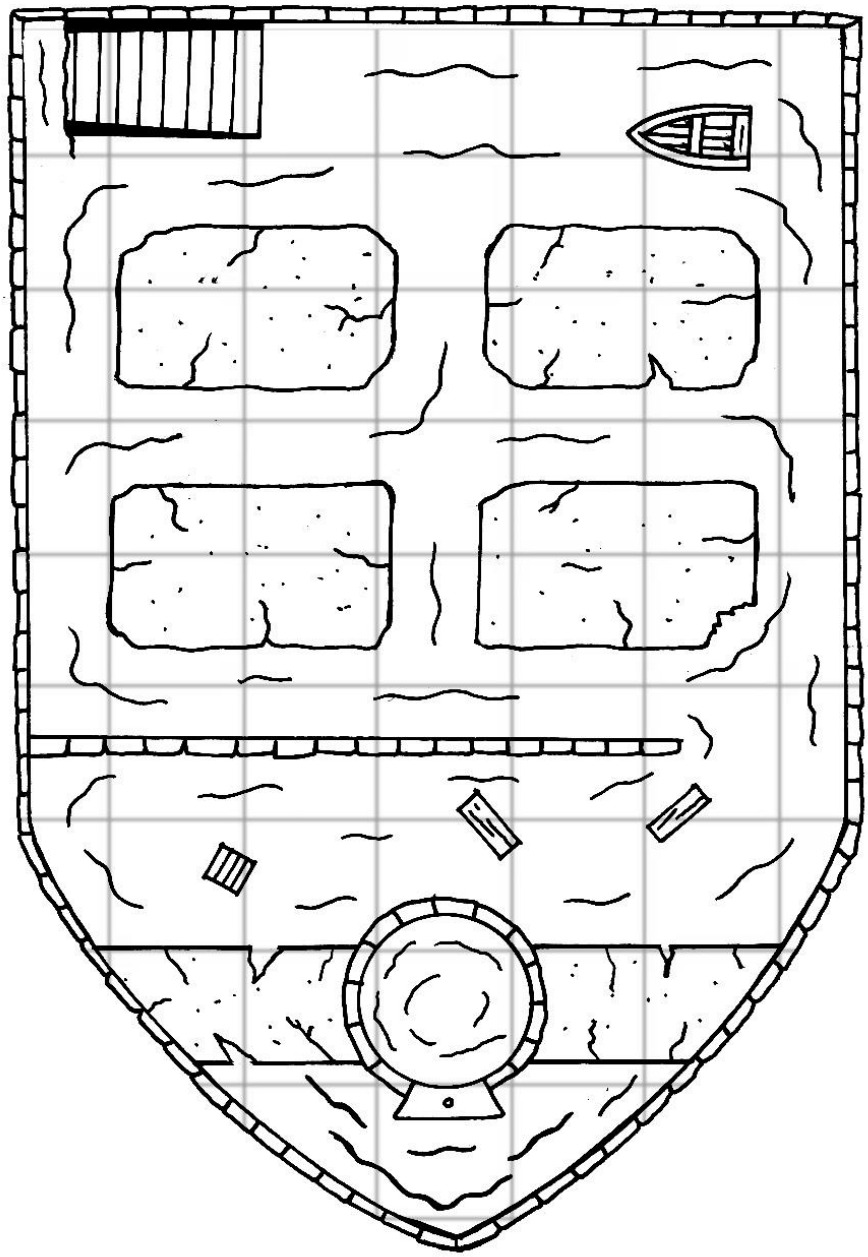
Special Abilities

-2 AC (large opponents), +1 ranged
Hide Outdoors (90%)
Hide Indoors (33%)

Appendix 3: PRINTER FRIENDLY VERSIONS OF THE MAPS




5
2
4
1
3
N



OGL

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a)"Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b)"Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d)"Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3.Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5.Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6.Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10 Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12 Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13 Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14 Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15 COPYRIGHT NOTICE
Open Game License v 1.0 Copyright 2000, Wizards of the Coast, Inc.

Witch of the Tarriswoods, Copyright © 2015 John Fredericks