

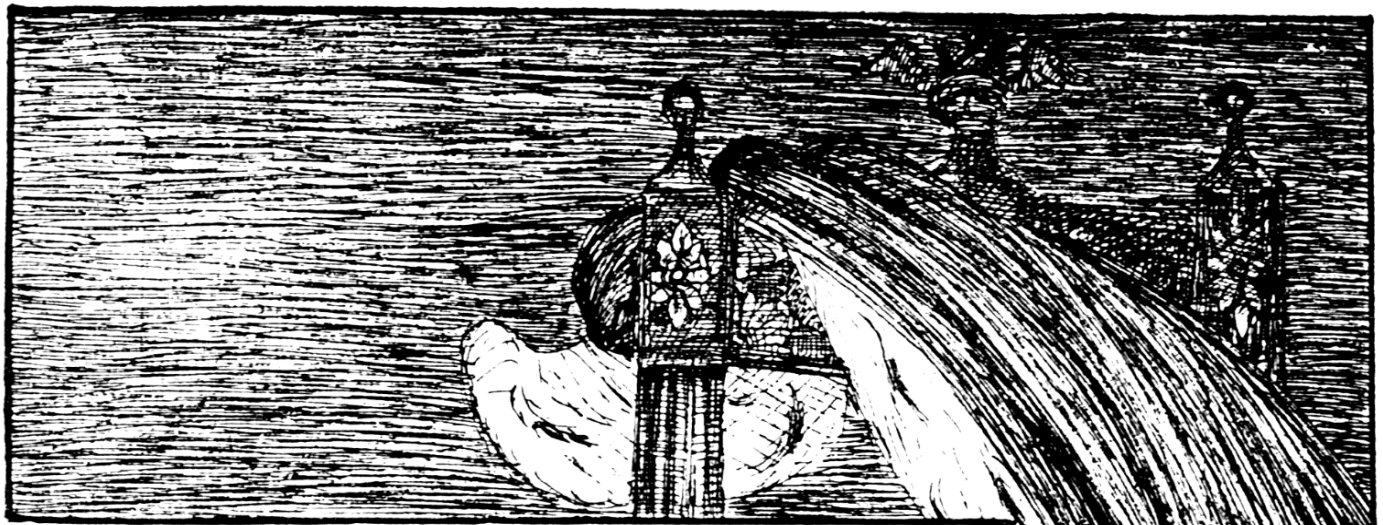
The Northern Tier

A Hexcrawl for Swords & Wizards in the Highlands



WR Beatty


**Rosethrone
Publishing**



The Northern Tier Of the Rosewood Highlands

By WR Beatty

Map #8 is public domain

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INTRODUCTION

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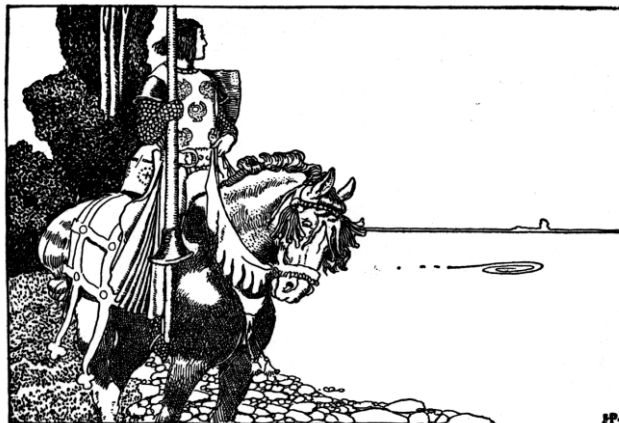
WELCOME TO THE HIGHLANDS

The Rosewood Highlands is a wild frontier, the foothills of a mountain range, the home of seven Great Clans of the People of the Forest. The Northern Tier is a small region in the Highlands east of Newtown, west of Great Oaks, right in the foothills of the Endless Mountains.

THE ROSEWOOD HIGHLANDS

The terrain in the highlands is hilly, with many bluffs, cliffs and high points. The trees in the region are largely hardwoods, dominated by its namesake, the Rosewood, a hardwood cherry tree whose spring blossoms look similar to roses. In addition to oak, cherry, maple, hemlock and various pines, small groves of kayak trees can also be found in the Highlands.

Several rivers run through the region, the Whitewater River and the Green River being the most prominent. The rivers are used for trade and travel and most of the major roads through the region run parallel to them for at least part of their journey. A single pass crosses the Endless Mountains near here, to the east, with a well-garrisoned fortress guarding the pass' southern exit into the Highlands.



The forest is sparsely populated, compared to the civilized lands to the south, east and west. This is a frontier area, with isolated homesteads and fortified border villages, logging camps and trappers and hunters and those seeking adventure being the majority of the population. There are cities, though the largest is much smaller than those of the more civilized lands. There are roads, though few are paved and most are little more than cart tracks. There are kingdoms, though the Emperor of the Kingdom of Hamlin scoffs at using such a lofty title for the warband leaders of the petty holds that dot the Highlands. Still, petty or not in the eyes of the great nations which surround them, the kingdoms of the Highlands can field some of the fiercest warriors in all the Midlands. This is no surprise, since life in the Rosewood Highlands is a constant struggle against the elements and predators which expose nature's hostility toward the encroachment of humanity, against the wild faerie creatures that haunt the deepest parts of the forest, the wicked undead who are seen from time to time in the darkest of night, and the depredations of the goblins and their ilk who hide in their deep warrens.

THE NORTHERN TIER

This sub-region of the Highlands is an area the locals call the Northern Tier. On the larger Rosewood Highlands map this region is just north and west of the city of Newtown, on the border between the Drummond Clan in the east and Great Oaks, the holdings of the Firbolg King, in the west. The Northern Tier covers the northern part of **Hex E-4**.

ON THE ORIGINS OF THIS PRODUCT

For those who care (and I realize that number might be very few), the Northern Tier began life in a series of blogposts at www.deepchantry.blogspot.com where I attempted to blog ideas for the wilderness area around one of the larger dungeons/ruins that I've been working off and on for the past couple years. This side project was supposed to spur me to finish The Chantry of the Deepflame (which is nearly complete) but, of course, it has grown and taken on a life of its own, and has spawned eight other projects. You can contact us at rosethronepublishing@gmail.com.

SUGGESTIONS FOR USING THIS BOOK

I wouldn't presume to tell anyone how they have to use a product like this. Let me just share a couple ways I might use the kind of information contained herein.

Obviously, this is a part of a larger area in my own campaign, so I drop it right in. Being only about 35x45 miles, this small area could probably be adapted to just about any campaign map. But when I have products like this, I like to cannibalize them for ideas: I might use some of the special encounters as springboards for adventures of their own, I might transplant individual encounter locations to other areas.

If my wilderness is a blank slate, I might make the whole hex-crawl key a random table and simply randomly roll to place the features as the party explores (some will fit better than others, but there you go). My intent in publishing this is simply to offer these ideas for you to use as you please. I hope you find something useful and entertaining here.

A NOTE ABOUT HIGHLANDS LOCATIONS

A few areas are, or soon will be developed as "Highlands Locations." These are locations which are more fully developed and can be used as stand-alone settings and adventures, but which have deep roots in the Highlands. The GM is free to, indeed is encouraged to, develop these locations in ways other than the directions that the official releases take.

I hope you enjoy The Northern Tier.

HIGHLANDS LOCATIONS

The Chantry of the Deepflame is the ruins of an N'Daer fortress in the Endless Mountains now overrun by goblins.

The Ghost Downs is a small wilderness area in the Lichlands, said to be haunted by a particularly curious ghost.

The Hall of the Gnome King is a secret lair of the exiled Faerie Lord. The Gnome King is a minor power in the Highlands.

The Rusted Tomb is the shabby chapel of a nearly forgotten religious sect, said to be the tomb of their patron saint.

The Sepulcher of the Burning King is the tomb of the mythical Faerie King, Caerermar the Fire Lord.

The Shrine of the Fallen Angels is a monument tucked away in the hills. The locals say that petitions made here are immediately heard by God and sometimes angels step down to help mortals.

The Summer Court of the Silver Queen is another place altogether. Through a gate found in the Northern Tier, mortals might gain access to this faerie realm. But they better be on their best behavior!

The Tumble is a ruined monastery high on a hillside above **Faller Village**. While the villagers are not unfriendly, they hide a terrible secret...



NAVIGATING THIS BOOK

The Northern Tier book is organized in a way I hope will be easy to use at the table.

The **First Section** are random Encounters. These are used just as they are in any wilderness setting. The GM decides how often to roll for encounters (I recommend 4 times per day – morning midday and evening and at least once at night). When an encounter is called for, the GM consults the chart on Page 5 (General Encounter Chart). Further rolls will indicate what type of encounter: NPC Encounters, Mundane Encounters, Dangerous Encounters or Special Encounters. Page numbers for each of these types of encounters are listed in the table.

NPC Encounters get a brief write up to give the flavor of the NPC.

Mundane Encounters are “flavor” encounters, usually something (or someone) to interact with and maybe something interesting, but generally aren’t dangerous (unless the “Dangerous Animal” subtable is called for).

Dangerous Encounters are monsters and powerful predatory animals which tend to be hostile toward those who travel the Northern Tier. Dangerous Encounters get a brief paragraph write up to inspire the GM.

Special Encounters each receive a full page write up which detail these unusual encounters, giving the GM more information and ideas for roleplaying these encounters.

The **Second Section** of this book is the Hex Crawl Key.

The **Appendices** at the end contain useful tools such as suggestions on how to build adventures in the Tier, a rumor table, a weather table, full descriptions of new items and an NPC/monster statistic section.

Many encounters include a certain amount of randomness: tables are included to make each time the particular encounter occurs somewhat unique. For some, the effects of the encounter will be randomly determined, for some, the treasure given out is randomly determined. These entries are intended to inspire the GM to not only make the encounters and the outcomes interesting, but to give a springboard to further adventure. Some of these tables make reference to items and places in the Rosewood Highlands, some are simply intriguing ideas that can be shaped (or ignored) as the GM sees fit. I have tried to make reference to items, people and ideas that appear in the Highlands (even if they are not detailed in this product) if the GM wants to seek out those other adventures, settings and locations.

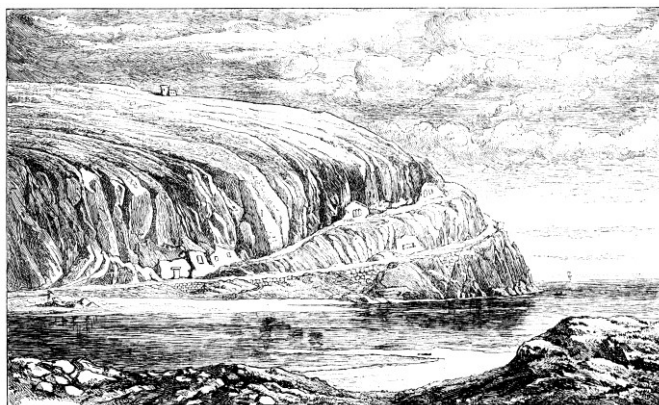
NOTE: no encounter is an “automatic attack” unless the text specifically states such. For reactions, generally use the following table for an initial reaction and then roleplay what comes next based on the party’s actions. Rolls can be modified by the appropriate Character(s) statistics:

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 (shaking hands, bowing head, purring, etc.)
20 or more	Open and enthusiastically friendly

A NOTE ON MONSTERS:

Many of the monsters in the Northern Tier hexcrawl (and in all the Rosewood Highlands products) can be found in any of the various monster books available. However, we have given many monsters a slightly different spin, tailoring them to the kind of game we play. For example, all undead in the Highlands drain statistic points, though usually only temporarily.

We will make available a free pdf of the monsters in the Rosewood Highlands products that we will continually update as new products are released, called, of course, *Bestiary of the Rosewood Highlands*. The free pdf will be largely artless, but will have stats (in Swords & Wizardry format) and full descriptions.

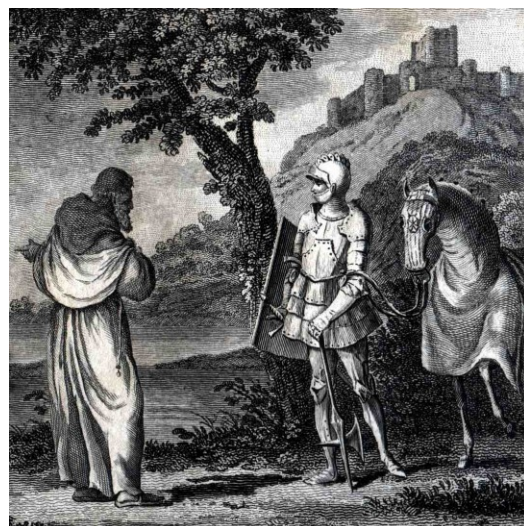


NORTHERN TIER GENERAL ENCOUNTER CHART

Roll 1d20	Encounter Type	
1-3	NPC Encounter	(Table 1, page 5)
4-15	Mundane Encounter	(Table 2, page 9)
16-19	Dangerous Encounter	(Table 3, page 12)
20	Special Encounter	(Table 4, page 17)

TABLE 1. NPC ENCOUNTERS

Roll 1d20	NPC Encounter
1-2	Abbot D'Haras of St. Abaran's Monastery
3-6	Allin the Mighty, The Mouse and The Winged Champion
7	The Envoy of the Silver Queen
8-9	Finnian the Forest Master
10-12	Goran the Wildman
13	The Hag of the Deepgrove
14-15	Hargeth the Hedge Wizard
16	Mad Agatha
17-19	Stefan Kerian, the Tinker
20	The Witch of the West Wind



ABBOT D'HARAS OF ST. ALBARAN'S MONASTERY

The Abbot (see hex 28 for information about St. Albaran's Monastery and Abbot D'Haras) is traveling with 1d4 cloistered brethren and 1d6 lay brethren as well as 1d6 hired men-at-arms. The abbot travels in a small carriage and the men-at-arms ride horses (or donkeys, if along Griffin Way), while the brothers walk.

Abbot D'Haras (AC 8, HD C9, hp 41, #ATT 1 or spell, Dam 1-6 [mace] or 1-4 [dagger] spell, AL NG)

Spells:

Level 1: Command, Create Water, Resist Cold, Sanctuary

Level 2: Augury, Detect Charm, Hold Person, Know Alignment

Level 3: Animate Dead, Create Food and Water, Dispel Magic

Level 4: Cure Serious Wounds, Detect Lie

Level 5: Raise Dead

Roll 1d6

The Abbot is traveling with:

1	A famous poet, Wallace Dansforth, whose heretical poetry is condemned by the church, but D'Haras is secretly his patron
2	His mistress, Tiaran, in the guise of a lay brother. Everyone in the Abbot's party knows who she is and disapproves
3	The Book of True Life , a magical tome that teaches the truths of resurrection (reading it removes the system shock roll or other penalties from any such spells)
4	The Church Tax for the High King (12,000 sp and four 100 gp rubies)
5	A captured fairy in a tiny, magical cage. Her name is Duannas. The Abbot plans to dissect her. He believes that some part of fairies will bestow eternal youth. She will offer magical aid to anyone who will free her.
6	The heart of an Umber Hulk and the eyes of a Griffin

ALLIN THE MIGHTY, THE
MOUSE, AND THE WINGED
CHAMPION

This mysterious man has been stalking the Northern Tier seeking injustices to right and oppressed to free. He wears bright white plate armor and wields a shield painted in gold with a stylized sun and a magic sword (**Chaosbane**, sword +1,+3 vs. creatures of chaos, -3 vs. creatures of law, glows red in the presence of chaos). Rumor has it, Allin can summon a dragon (in truth, the Mouse can polymorph into a small white dragon). Allin is loud and self-assured, yet constantly seeks affirmation. He will not tolerate even a hint of injustice in his presence, reacting with more force than is probably necessary.

Allin the Mighty (AC 0, HD F8, hp 42, #ATT sword at +2 for STR, Dam 1-8+2, AL LN).

Allin is accompanied by an enormous hawk which he calls **Champion** (AC 8, HD 3, hp 16, #ATT claws/bite Dam 1-3/1-3/1-6, AL N)

Recently Allin has been joined with The Mouse, a weak and meek little man who follows Allin around half as servant, half as sidekick. Allin tolerates the Mouse, despite his background as a thief. Allin secretly hopes to reform the Mouse.

The Mouse (AC 9, HD T4, hp 16, #ATT 1 shortsword, Dam 1d6, SA Backstab, AL N, Special: can transform into small white dragon)

ENVOY OF THE SILVER QUEEN

A Faedaor is on a mission for the Silver Queen. The Faedaor seeks:

Roll Faedor’s Task
1d6

1	The seventh son of the seventh son of the seventh son
2	Someone who has harmed Finnian, the Forest Master (See below)
3	The Witch of the West Wind (see her entry below)
4	The Brothers Five (See hex 19)
5	The Procession of Twelve Widows (See Special Encounters #30)
6	A violet which has bloomed at midnight

The Envoy will engage in conversation with any mortals encountered, attempting to gain information about its mission. If Finnian the Forest Master has been injured or killed by the party, the Envoy will attempt to geas the killer (or the one most responsible) to go directly to the entrance to the Summer Court (hex 27). The Envoy will defend itself if attacked, though it will try not to kill its opponents. If seriously threatened, the Envoy will attempt to gate out of the battle, planning to bring allies in the future to harry its molesters.

Faedaor: Envoy is 8 HD, 37 hp.

FIANNAN THE FOREST
MASTER

The Antler Son (see Hex 38 for more information on Finnian) is traveling through the area seeking an injured elk. If he is encountered in elk form, he will charge anyone in his way. If he is encountered in (mostly) human form, he can be parleyed with. If Finnian is killed, the next encounter will be with the Envoy of the Silver Queen.

Finnian the Forestmaster: HD 11; hp 60AC 3[16]; Atk Spear (1d6+6) Antlers (2d8); Move 15; Save 4; CL/XP 12/2,000; Special: Summon Creatures, Camouflage, Shapechange

GORAN THE WILDMAN

Rumor has it that Goran is part Ogre. He is a giant of a man, standing 7’3” in height, as wide as two strong men. His arms and legs are hugely muscled. Goran wears leather and fur, wields a magical ax (**Skullsplitter**, Axe +1, +3 vs. magical creatures, natural 20 roll are a head splitting cut, causing an additional 2d8 damage) and speaks in a roaring voice. He is standoffish with strangers, but fiercely loyal to his friends. Goran hates fish.

Goran the Wildman (AC 7, HD F5, hp 33, #ATT 2 fists at +3 for STR or magic axe at +3 for STR, Dam 1d4+3/1d4+3/1d8+3, AL N)

THE HAG OF THE DEEPGROVE

See the note after the Witch of the West Wind for more information on the Coven of Five. The Hag of the Deepgrove (from Hex 12) is a particularly unpleasant Greenhag. She is acerbic and confrontational, her reaction is always negative. If traveling alone, she will try to charm a member of the party, if traveling with Geryon, he will defend her to his death. If traveling with her Coven Sister, her spell casting abilities are increased.

Green Hag (Hag of the Deepgrove): HD 10 (lvl 5 witch); hp 43; AC -2[21]; Atk 2 claws (1-2+5/1-2+5); Move 12 (Swim 12); Save 5; CL/XP 11/1,700; Special: Darkvision, Spell-like Powers, Camouflage, spells

Spells
Level 1: Charm Man, Magic Disk, Reflected Image
Level 2: Bestow Curse, Locate Object
Level 3: Seduction (III)

Roll
1d4 **The Hag of the Deepgrove is travelling with:**

1	Her broomstick, flying
2	Geryon, the Druid, her lover (see hex 17)
3	Ugly Karras (Special Encounter #17)
4	Her Coven Sister, The Witch of the West Wind

Roll
1d4 **The Hag seeks:**

1	A gold statue
2	A treasure map
3	A love letter

HARGETH THE HEDGE-WIZARD

Hargeth, the eccentric hedge wizard (see Hex 33) is wandering the wilderness seeking components for potions.

Roll Hargeth is:
1d6

1	Being harassed by a small swarm of (1. Bees, 2. Gnats, 3. Bats, 4. Wasps)
2	In chains, being escorted by 2d4 goblins to (1. Witch of the West Wind, 2. The Chantry of the Deepflame [Hex 42], 3. The King Under the Water [Hex 37], 4. A clearing with another 3d6 goblins and a large stew pot)
3	Studying a poison Grippervine
4	Gathering Rosewood cherries
5	Digging at the base of a (1. Shrieker Fungus, which is screaming, 2. An oak tree, 3. A Treeman, 4. Hill, seeking truffles)
6	Running as fast as he can from a wild boar

Hargeth, Level 7 Hedge Wizard: AC 9, MU4, S:9, I:16, W:11, D:18, C:8, Ch15. 3d4 random potions.

Spells

First Level: Affect Normal Fires, Friends, Magic Aura

Second Level: Continual Light, ESP

MAD AGATHA

The eccentric miner (see hex 31 for more information) is traveling about the Northern Tier. Agatha is tall (6'2"), brawny and loud. She is affable enough (unless her dog is threatened) and will be willing to engage in conversation, she may even be tapped to accompany a party on an adventure or two (she knows the mountains very well). She inserts "yes sir" into nearly every sentence when speaking (such as, "That's a mighty fine sword, yes sir.")

Agatha typically travels with her dog, a large brown shaggy mutt whose name is Dog. Dog is fiercely loyal to Agatha.

Mad Agatha: AC 9, MV 120', NM, hp 6, THACO 20; #AT 1, D by wpn; S11, I 10, W 16, D 9, C 17, Ch 12; AL CN; XP 16

Wild Dog: hp 5

Roll Agatha is searching for:
1d8

1	Her dog
2	A new partner to work the mine (offer is 59% sincere/41% a ruse)
3	The Silver Queen (hex 27)
4	Finnian the Forest Master (hex 38).
5	Mother Sacren (Special Encounter #7)
6	The Mad Hermit (Special Encounter #11)
7	A second gold mine to stake a claim
8	Something or someone called "The Holy Wolf"

STEFFAN KARIAN, TINKER

The Tinker, Steffan Karian, is traveling through the area with his cart loaded down, making a tremendous racket (double the chance of encounters when accompanying the Tinker). Karian can repair just about any non-magical metal item given enough time and sufficient materials. Items thus repaired are only 75% as effective and are 20% likely to break again.

Steffan is a traveling tinker. He can fix almost anything mechanical, and many other things besides. He is a metalsmith, though of only fair ability. He is a Lvl 0 non-combatant but he is full of information on the whole of the Rosewood Highlands. He is a decent guide, if a bit expensive, though he is worthless in a fight. Steffan trusts easily but once betrayed his trust cannot be restored. He stutters slightly (typically on words beginning with -s, -t and -w) and gets mildly offended if people try to finish his sentences as he stutters. He has a perfect memory for names.

Steffan has two special abilities, however, that may make him useful to the party (if he joins the party, he will work toward becoming a thief – though "officially" his class will be fighter):

- outdoors he can Find the Path (as per 6th level cleric spell) 50% of the time if he is new to an area, 90% if he has been in an area before
- he has a base 50% chance of knowing something on virtually any subject (per Legend Lore, 6th level MU spell)

Steffan Karian: S 12, I 14, W 11, D 17, Cn8, Ch 8, Lvl 0, hp 5, AC 9, THACO n/a, AL N.

Roll When encountered Steffan is:
1d8

1	Repairing (1. A broken axle, 2. The donkey's harness, 3. His trousers, 4. A bird's wing)
2	Making/breaking camp
3	Sleeping on the wagon's seat while the donkey plods on at a slow walking pace
4	Singing a song (1. In praise of junk, 2. About a lost love, 3. About his donkey, 4. In praise of the Silver Queen)
5	Entertaining a dozen fairies and sprites with a wild story
6	Drunk and yelling about the unfairness of the local lord's men
7	Talking to a pig. He is convinced the pig is a (1. Princess, 2. Peasant girl, 3. The Silver Queen, 4. An angel) who was transformed by (1. A witch, 2. A demon, 3. God, 4. Hargeth the Hedge Wizard). The pig (1. Talks in Steffan's dreams, 2. Has three legs, 3. Is slowly turning to stone, 4. Is a mutated baby dragon)
8	A harp (1. Magical bard instrument, 2. Worthless junk, 3. Ancient, broken but priceless, 4. Transformed princess)

THE WITCH OF THE WEST WIND

The Witch of the West Wind has a very mercurial nature, friendly at one moment, angry and spiteful the next. She is a level 3 MU, but adds to her power if found with one of her Coven Sisters (the Coven of Five: see sidebar).

Witch of the West Wind (AC9, HD Witch 8, hp 37, #ATT 1 poisoned dagger + spells, Dam 1d4 +poison [additional 1 hp loss per round of failed saves] + spells, AL CN)

Spells

Level 1: Change Self, Find Familiar, Give Wounds, Reflected Image, Seduction (I)

Level 2: Magic Mouth, Speak with Animals, Speak with Plants, Speak in Tongues

Level 3: Continual Darkness, Protection from Normal Missiles, Vapor/Dissipate Vapor

Level 4: Control Fluid, Shock

The **Coven of Five** is a gathering of five witches in the area who have loosely aligned themselves with one another. The members of the Coven are:

- The Hag of the Deepgrove
- The Witch of the West Wind
- Shiralla the Witchwoman of Hope Cross
- The Sister of the Sunrise
- The Hardscrabble Crone

When two or more of the Coven are together, they add their sisters' spellcasting levels to their own, increasing both the number of spells they are able to cast, and the level of spells they are able to cast. In the Highlands, witches use their own spell tables (though in the absence of such, substitute appropriate Magic User spells). The Coven of Five are not the only witches in the region, but they are the most powerful, primarily because of their alliance.

Roll 1d6 The witch is travelling with her minions:

1	1d4 goblins
2	1d2 Wind Walkers
3	1d3 Wind Terrors
4	1d2 Aerial Servants
5	1d4 Invisible Stalkers
6	Wind Whip (new creature)

Roll 1d10 The Witch of the West Wind is searching for:

1	A little girl who wears a pin in the shape of an emerald heart. The witch tells them the girl is dangerous, much more than she seems to be (hex 29)
2	Mulberries from a bush on which blood has been spilt
3	Her familiar (a black cat)
4	The PCs
5	One of the women from Lake Fincher (see hex 24) who has gone missing
6	The White Lady and the Black Avenger (Special Encounters #5)
7	A mortal man she can trick into marrying her, securing his soul for a dark pact
8	A mortal man to offer a blessing to (all saves for the next 1d12 days succeed)
9	Magical crow's feathers
10	A bone carved whistle



TABLE 2. MUNDANE ENCOUNTERS

Roll 1d10	Encounter Type	
1-5	Animal Encounter	(2A – below)
6-8	People Encounter	(2B – below)
9	Weather Encounter	(2C – page 10)
10	Mundane Special Encounter	(2D – page 10)

2A. MUNDANE ANIMAL ENCOUNTERS

Roll 1d20	Animal Encounter
1	Deer: 1d4 doe with 1d6 fawns 50% 1d3 buck, 3d4 doe, 3d6 fawns 50%
2	Moose: 1 bull 60% 1 cow 30% 1 cow and one calf, 10%
3	Elk: 3d4 bulls 50% 4d4 cows with 4d4 calves 50%
4	Rabbit: 1d12
5	Quail: 1d4
6	Pheasant: 1d6
7	Grouse: 1d4
8	Groundhog: 1d3
9	Songbirds: 3d8
10	Porcupine: 1
11	Skunk: 1d3
12	Badger: 1d3
13	Beaver: 1d6
14	Raccoon: 1d4
15	Bees: 1 nest
16	Wasps: 1 nest
17	Wolf Howl in the distance (d8 for direction: 1 North, 2 North East, 3 East, etc.): 1d4+1 miles distant
18	Turtle: (1) 55%, (2) 30%, (1d4) 15%
19	Frogs/Toads: 1d12 Frogs (near water)/ 1d12 Toads (away from water)



2A1. DANGEROUS ANIMAL ENCOUNTERS

Roll 1d6	Dangerous Animal
1	Lynx
2	Bobcat
3	Mountain Lion
4	Lone Wolf
5	Lone Coyote
6	Lone Wild Boar

2B. MUNDANE PEOPLE ENCOUNTERS

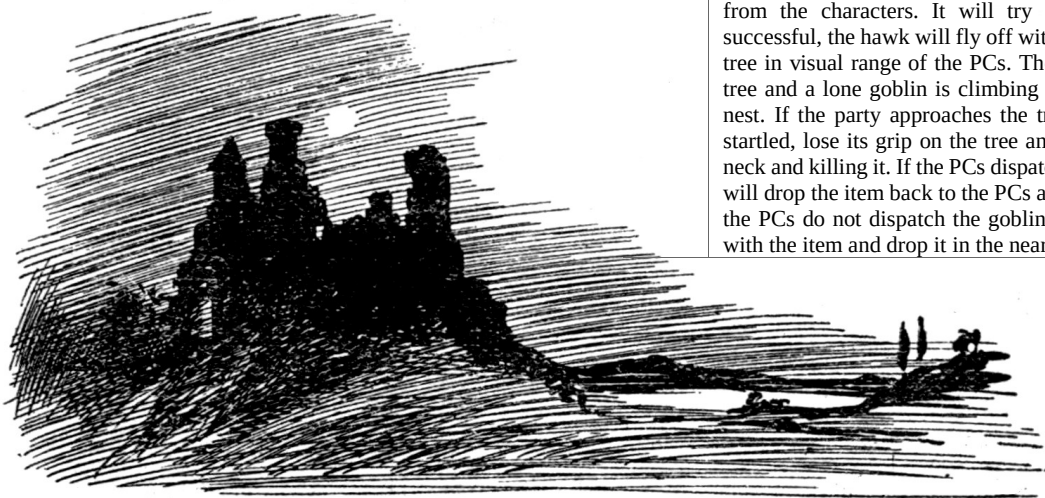
Roll 1d20	People Encountered
1	Little Girl Lost
2	Tinker
3	Deluded Wandering Knight
4	1d4 Villagers (from nearest village)
5	Woodcutter
6	Old Woman
7	Old Man
8	Lost Caravan Guard
9	Injured Man
10	Wandering Thief
11	Bandit Scout
12	Wizard In Disguise
13	Wandering Beggar
14	Pilgrim
15	False Pilgrim
16	Noble In Disguise
17	1d6 Villagers (from nearest village)
18	1d6 Monks of St. Albaran
19	Demon In Disguise
20	Angel In Disguise

2C. MUNDANE WEATHER ENCOUNTERS

Roll 1d20	Weather Result	Weather Result
1	Wind doubles in velocity for 1d8 rounds	11 Temperature drops 10 degrees over the span of one hour
2	Lightning strikes a tree 1d4 miles away (d8 for direction: 1 North, 2 North East, 3 East, etc.)	12 Wind carries smell of death
3	Clouds cover the sun/moon for 1d4 hours	13 Wind smells of rain/snow
4	A sudden rain shower soaks area 1000 yards in diameter for 1d6 turns (if raining, then 1000 yard diameter break in the rain for 1d6 turns)	14 Wind gusts unpredictably for 2 hours (velocity varies from 2-40 mph, shifting every 1d10 rounds)
5	Wind changes direction every round for 3d8 rounds (d8 for direction: 1 North, 2 North East, 3 East, etc.)	15 Wind changes direction every turn for 2d4 hours (d8 for direction: 1 North, 2 North East, 3 East, etc.)
6	Temperature rises 3d10 degrees over the span of one hour	16 Sun/moon dims noticeably
7	Temperature drops 3d10 degrees over the span of one hour	17 Wind smells musty
8	No wind (or sounds of nature) for 1 hour	18 Temperature rises 5 degrees then drops 20 degrees over the span of two hours
9	Wind blows in opposite direction	19 Lightning strikes a tree 3 miles away, then another tree 2 miles away, then another tree 1 mile away (d8 for initial direction: 1 North, 2 North East, 3 East, etc.)
10	Temperature rises 10 degrees over the span of one hour	20 Wind doubles in velocity for 2d6 turns blowing tiny debris (dirt, leaves, etc) through area

2D. MUNDANE SPECIAL ENCOUNTERS

Roll 4d12	Encounter
4	An abandoned campsite. Extra wood for a fire is piled to one side (enough for 10 hours of fire) though it appears this campsite is weeks old (at least).
5	Huge, flat stones paving a road for 200 yards in a place where no road is marked or expected to be. Locals (if any) refer to this as "The Giants' Road."
6	A seemingly crazed man leaps out of cover (brush, behind a boulder, etc.) brandishing a branch as a sword and wearing a turtle shell as a helmet and a breastplate of woven cornstalks (or some other plant). He waves the sword at the party and speaks in an unknown language and then tries to run off. He will not defend himself if attacked (he will curl into a fetal position and whimper). If followed, he will lead the party on a chase through the wilderness, making so much noise that the chance for dangerous encounters is tripled. He seemingly never tires (he can run for four days before collapsing from exhaustion).
7	A pile of stones is not simply a geologic happenstance, but the overgrown ruin of a house foundation. If searched, twenty more foundations will be discovered and a well (still usable, covered over by unstable boards – stand a reasonable chance of falling in while searching – say, save vs. spells or DEX check per PC searching). The well is 20' down to water level and the water is 20' deep, fed by an underground spring. At the bottom of the well is a skeleton (non-animate).
8	Suddenly, a huge deer jumps into the middle of the party (if in the forest) or a huge groundhog runs through the middle of the party (if in the hills/near a settlement) or a mountain goat bounds through middle of the party (if in the mountains) and then runs off, terrified by the presence of so many humans.
9	Hanging in a tree is the remains of a lute. It is probably unsalvageable and unplayable.
10	A wheelbarrow leans against a tree with a shovel and a pick. They have been in the weather for a long time, but are still useable (though the wheelbarrow has a 100 lb. weight limit, over that and it will collapse and the pick and shovel will break on a roll of 1 on a d20 when used).
11	A wolf growls from a distance, stares at the party for a moment, then lopes off.
12	Goblin tracks cover everything, but they just seem to appear here, there is no discernible trail to or from this area (even a ranger cannot detect a trail).
13	A hawk swoops down and tries to grab something small from the characters. It will try up to three times. If successful, the hawk will fly off with the item to the tallest tree in visual range of the PCs. The hawk's nest is in the tree and a lone goblin is climbing the tree to ransack the nest. If the party approaches the tree, the goblin will be startled, lose its grip on the tree and fall out, breaking its neck and killing it. If the PCs dispatch the goblin, the hawk will drop the item back to the PCs and fly off with a cry. If the PCs do not dispatch the goblin, the hawk will fly off with the item and drop it in the nearest river.



14	A woman, barely alive, lays in the dirt. If her wounds are tended and she is given water, she will fade in and out of delirium, either being at home with her husband and children on a sunny day playing “jacks and sticks” or falling into a horrified babbling about goblins and fire and blood. She will die within 3 rounds unless magical cures are given. Her name is Constance and she is from one of the hamlets nearby.	31	One tarot card lays trampled on the ground here (alt. playing card or card of a deck of many things).
15	A shallow grave is partly exposed. The skeleton is very small, probably human.	32	An ancient silver piece lays on the ground here. If the area is searched, a second can be found. Then a third. A total of seven silver pieces can be found, seemingly in a trail leading to...nothing.
16	The ground here is mounded in an odd way. If looked at from above, the ground has been shaped into a huge rune (150' across) intended to draw fertility into the field.	33	A rotted door is lying on the ground here. A rune of some sort can be discerned having been painted on it. If the door is moved, it will crumble. Beneath the ruin of the door is a human skeleton (male).
17	Three feral dogs approach the party menacingly but stop short of attacking. They growl and bark at the party but do not give chase. The noise might attract a dangerous encounter (roll on table).	34	The torso of a statue is here, lying on the ground. The weather has worn away most of the features of this armless and headless statue so that it is not discernable even whether or not the statue depicted a man or a woman.
18	Four grave markers, crudely carved in fresh planks of wood. Amelia, Deris, Mysia and Ashan. The graves have sunken in. If the party investigates, the bodies have been stolen...from underground somehow...	35	The ground here has a crack, about 18" wide at its widest point, narrowing on each end. The crack is 20' long and as deep as the GM determines.
19	A garishly painted wagon sits in a lonely spot, two horses hitched to it. No one seems to be about. Inside, the wagon is filled with “Brother Ambrose’s Miracle Cure” bottles and a snoring, drunken man (presumably Brother Ambrose).	36	A goblin body is hanging from a noose off a huge branch of an oak tree here. The body has been hanging for several days and has been slashed and bludgeoned.
20	A bag half full of moldering flour lays on the ground here.	37	A pool of black, thick, oily substance collects on the ground here, occasionally bubbling slightly. This ooze is non-magical, non-animate and non-flammable, and bubbles up from a deeper pool of ooze somewhere beneath the ground. The pool is 8' across and 2' deep.
21	Four caltrops are on the ground here, rusty but effective. Unless the party is VERY observant, horses have a 1 in 8 chance of stepping on one, people walking have only a 1 in 20 chance of stepping on one, for 1-2 hp damage. Wounded beings have a 10% chance of contracting a disease (see DMG).	38	An opening in the ground here climbs down into a 10'x10' chamber with a 5' ceiling. What appears to have been a corridor leads off to the north, but has been collapsed (this is an old, ransacked Goblin House).
22	A pool of water is here. Though there is no wind, the surface of the water ripples as if a light breeze were dancing across.	39	Shards of recently broken pottery litter the ground here smeared with something sweet smelling (raspberry jam).
23	A wild-eyed mule comes crashing toward the party. It will “attack” a random PC in its frenzy to get away from whatever has terrified it. If calmed (e.g. <i>charm animal</i>), it is completely healthy and able to serve as a pack animal.	40	A ghostly human figure wearing tattered armor appears 100 yards from the party. The figure points toward the party, then points toward the northwest, then fades.
24	A rusty sword hilt is half buried in the ground here. The blade is pitted and ruined and has nearly rusted away, but the hilt has some silver on it (could be worth up to 1 gp).	41	Regardless of the weather, a lightning bolt strikes a tree 100-1000 yards (d100x10) from the party, sending limbs and splinters of wood 200' in all directions.
25	Unnaturally large mushrooms grow here. If eaten fresh (within one turn or so of “gathering”) they nourish a person as if they have eaten for a full day. However, if gathered and consumed later, they lose their efficacy, satisfying only as normal food. After two days, they become mildly poisonous (causing dysentery). Everyone who lives within the region knows about these mushrooms and calls them Goblin Mushrooms (most won't eat them because they fear them).	42	The remains of a camp are here, the coals of the fire ineptly doused, are still warm. Tracks lead off to the east.
26	A severely wounded wild boar limps from cover and falls dead at the feet of the party.	43	Goblin tracks here indicate that the goblins have dragged several large items or creatures through this area. If followed to the source, some kind of ambush happened 100-1000 yards (d100x10) where the area is flattened down and large amounts of blood cover the ground. Following the trail in the other direction leads to a butchering area ¼ mile away. The ground at the butchering area is bloody and dozens of large and small bones. The trail is lost at the nearest river.
27	The party startles murmuration of starlings. They fly in a circle above the party until the PCs leave the area.	44	A small box is on the ground here. If opened, it will appear to be empty. However, the opener must save vs. spells or be cursed with bad luck (suffer a -1 on all rolls until <i>remove curse</i> is cast on the opener).
28	The party startles a dozen ravens feeding on the rotting body of a dead man.	45	A flagon from a famous inn in a faraway city lays on the ground here, dented and dirty.
29	The body of a dead giant spider is here. It was recently killed. Trussed up in the webs are four goblin husks and a human woman husk.	46	A shadow passes over the sun. But the sky is clear of clouds and nothing flying, not even birds, can be seen for miles...
30	The bones of something huge are mostly buried here. The bones are dragon bones and a recent rainstorm has washed away some of the hillside, exposing the bones (front legs and some ribs).	47	Day or night, wolves are heard howling far in the distance. Far off in the other direction, coyotes yip and howl as if in response.
		48	The strong smell of sulfur permeates the air here. A small crevice in a rock or in the ground here is the source of the stench, opening to a large deposit of pure sulfur which is being eroded by a recently diverted spring.



TABLE 3. DANGEROUS ENCOUNTERS

FOREST, HILL AND CLEARED HEXES

Roll 2d12	Encounter
2	Goblin Raiding Party (1d6+6 goblin warriors)
3	2-8 Wild Boars
4	1d10+10 Wolves
5	1d8+6 Coyotes
6	Goblin Raiding Party (1d8+7 warriors)
7	2 Ankhheg Encountered once, then treat as no encounter.
8	2 Brown Bears
9	2-12 Giant Slicer Beetles (will flee if more than two are killed – there are a total of 12 Slicer Beetles in the area)
10	1-4 Giant Greyback Spiders
11	1-3 Giant Boars
12	2-8 Wild Boars
13	17 Gnoles
14	A Forsaken One named Winiard. If killed, treat as no encounter.
15	2-12 Ghouls
16	2 Hill Giants (also Mountain encounters #6 to right)
17	40-400 Gabblers
18	1d8 Firbolgs
19	8 Trolls
20	Goblin Raiding Party (1d10+10 goblin warriors)
21	1-6 Longarms
22	1-2 Spiderfriends and 1-4 Giant Spiders
23	Griffins (hex 26 and the Chantry's Beautiful Gate, hex 42)
24	1-3 Statues of the Stone Mistress (hex 6)

Ankhheg: These monsters lie waiting underground, attacking when the party is directly over them. If either of the Ankhheg does maximum damage on an attack, it will try to drag its prey underground (Dexterity check to avoid). A creature dragged underground will take damage each round until it breaks free or dies. If one Ankhheg succeeds in dragging a prey underground, the other will break off attack and follow its mate to their lair to feast. There are only 2 Ankhheg in the area.

Ankhheg (2): hp 23,25

Bears, Brown: The bears will attack if they feel threatened but otherwise will desire to leave the party alone. There's a 50% chance that the bears encountered are a mother and cub (who will have 7 hp). In such a situation the mother will fight to the death to defend her cub from any perceived threat. There are a dozen brown bears in the area.

Brown Bears (2): hp: 19,21 (or 19, 7)

MOUNTAIN HEXES

Roll 2d12	Encounter
2	Goblin Raiding Party (1d8+6 goblin warriors)
3	3-30 Stirges
4	1d10+10 Wolves
5	Goblin Raiding Party (1d6+5 goblin warriors)
6	3 Hill Giants are wandering in the area, they are rather cowardly and will not willingly fight to the death (also Forest, Hill and Cleared encounters #16 to left)
7	2-12 Griffins (there are 17 Griffins in the mountains)
8	1d3 Firbolg
9	1-2 Behir
10	1-3 Slicer Beetles
11	1-2 Cave Bears
12	1 Spectre – only one Spectre haunts the mountains, after defeating this creature, treat as no encounter
13	2-4 Wights (nighttime only, if during day treat as no encounter)
14	1-3 Wraiths (nighttime only, if during day treat as no encounter)
15	Goblin Raiding Party (1d10+7 goblin warriors)
16	1d10+15 Wolves
17	1-6 Longarms
18	St. Ashar's Stallion
19	1-3 Giant Eagles (a dozen giant eagles live in the mountains to the north)
20	Avalanche!
21	1-4 Birdmen
22	Goblin Raiding Party (1d8+6 goblin warriors)
23	1-2 Cave Bears
24	1d8 Firbolgs

Bears, Cave: These aggressive creatures are seeking meat. Weak opponents will be attacked from multiple sides at once if two bears are encountered while an attack against a larger or obviously powerful opponent will be a frontal assault.

Cave Bear (1-2): 22,36

Beetles, Slicer: 12 of these fearsome giant insects roam the forest while a seemingly endless number live in the mountains. When encountered, there is a 30% chance the beetles will flee on sight, 40% chance they will stand their ground, 30% chance they will attack on sight. Inside each beetle are 1d10-6 gp from a previous meal.

Giant Slicer Beetle (up to 12 in the forest): hp 22, 25, 25, 27, 28, 29, 29, 31, 31, 31, 32, 32

Behir: 5 hungry behir wander the mountains. If more than one is encountered, the behir will be encountered fighting each other. If uninterrupted, one will eventually kill the other and then turn on the party. This behir will have only 20-50% of hit points remaining (10*1d4+1).

Behir (up to 5): 48, 54, 54, 62, 67

Birdmen: These rarely seen creatures are searching for their lost Temple of the Sun (see hex 36).

Birdmen (1-4): 2 HD; hp 11, 20, 20, 25

Boars, Giant: These creatures are slightly more intelligent than their wild brothers, though they are also of far more violent temper. Giant Boars will attack on sight, attempting a crude ambush if possible, and fight to the death.

Giant Boar (1-3): hp 25, 28, 30

Boars, Wild: These vicious creatures attack if surprised or if injured. If one or more of their number is killed, the remaining boars will flee.

Wild Boar (2-8): hp 13, 16, 18, 19, 22, 22, 23, 28

Coyotes: Cowardly, but hungry, these mangy beasts will attack chaotically, running away if one or more is killed or injured.

Coyote (7-14): hp 2, 5, 6, 6, 7, 7, 8, 9, 9, 12, 13, 14, 15, 15

Eagles, Giant: The Giant Eagles in the region are only dangerous if attacked, then they fight until reduced to 12 or fewer hit points. These Giant Eagles particularly hate goblins and will attack them on sight. They also hate dwarves, though only to the point of extreme rudeness.

Giant Eagle (up to 12): hp 11, 16, 17, 18, 19, 20, 21, 22, 22, 24, 27, 28

Firbolgs: These giants, who live in the region to the west of the Northern Tier, are on a mission from the Firbolg King.

Roll 1d6	Firbolg Mission
1	Discover what is happening among the goblin tribes
2	Visit one of the Coven of Five
3	Bring a message to the Brothers Five
4	Track a group of trolls that has savaged a Firbolg village
5	Hunt moose
6	Hunt Griffins

Firbolg (1-8): 52, 54, 56, 57, 57, 61, 62, 67

Forsaken One, Winiard: This crooked, broken creature, the cursed brood of a demon and a nymph, is a collector of gold earrings. Winiard does not attack on sight, but will parley, attempting to gain any gold earrings the PCs may have. Winiard has 9 gold earrings on his person (7 in his ears) worth 1d20+20 gp each as well as 3 small emeralds (worth 30 gp each) and 123 gp. Winiard will attempt to buy any golden earrings the party possesses. If rebuffed, he will attack.

Forsaken One Winiard: HD 3; hp 16; AC 2 [17]; Atk 2 strikes (1d4); Move 12; Save 14; AL C; CL/XP 4/120; Special: Heat Metal

Gabblers: There is a horde of Gabblers that nests in this region. They frequently move their nest and rarely molest intelligent beings in the area. If more than 80 Gabblers are encountered, the nest has been encountered. Gabblers swarm their opponents, striking the strongest looking opponents first. If the nest is encountered, the Gabblers fight to the death. Otherwise, they will withdraw after losing 20% of their number, gathering the whole nest to harass the party with hit and run tactics. There are a total of 400 Gabblers in this nest.

Gabblers (up to 400): hp 4 each

Ghouls: These undead are seeking human flesh to consume. They attack on sight. There are 19 ghouls in this area.

Ghoul (2-12): 2, 4, 5, 6, 7, 7, 8, 9, 9, 10, 11, 15

Giants, Hill: 2 Hill Giants (brothers, Gorap and Porag) are wandering in the area, they are rather cowardly and will not willingly fight to the death. They are running away from the Hill Giant King's Steading and are hoping to set up a lair of their own. They squabble back and forth and act more aggressively toward each other anyone encountered but will defend one another to the death.

Hill Giant: hp 36, 44

Gnoles: These 17 Gnoles are trying to move with stealth, gathering information for their tribe which intends to make war on the goblins of the region. They are cowardly and will run away if facing a powerful opponent but if they face only a small number of opponents, they will attempt to kill them and bury the bodies so as to hide their presence. 20% of Gnoles encounters will be with 11 of their number burying goblin bodies while 2 others are tending 4 wounded gnoles. Each Gnoles carries 1d6 sp and the leader (18hp) carries a bag with 2 small rubies (200 gp each) and a diamond (800 gp).

Gnoles (17): hp 5, 6, 6, 6, 7, 9, 10, 10, 10, 11, 12, 12, 13, 13, 15, 16, 18

Goblin Raiding Parties: Goblins have been sent out from the Godking at the Chantry of the Deepflame. They are cowardly and will negotiate or flee if seriously threatened.

Roll 1d10	Goblin Mission
1	get slaves
2	get loot
3	get food
4	find an item
5	Capture: 1. Hargeth (hex 33), 2. The Abbot (hex 28), 3. Fannian (hex 38), 4. Geryon (hex 17) 5. Gerrymander (hex 34), 6. The Witch of the West Wind)
6	gain intelligence
7	destroy the Brothers Five (hex 19)
8	push around allies of the King Under the Water
9	seek out the Gabbler nest in this region
10	get a dozen hostages (for the godking to 1. ransom 2. eat to grow stronger 3. torture for pleasure 4. feed to the tentacled horror)

Goblin: 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.

Griffins are on the prowl for horses. If the party is riding/leading horses, one Griffin will attempt to swoop down and grab a horse while the others try to distract the party. There are 17 Griffins nested in the mountains and 12 Griffins nested at the Beautiful Gate.

Griffins (up to 12 or 17): 23, 24, 25, 26, 27, 28, 29, 29, 29, 31, 31, 34, 35, 35, 36, 36, 36

Longarms: These creatures are envoys of the Gnome King, using illusion to make themselves appear to be disfigured goblins who will shun strangers. They prefer to parley and flee rather than fight.

Roll 1d6	Longarms' Mission
1	The Chantry of the Deepflame
2	The Green Hag
3	Back to the Gnome King's Hall
4	Back to the Gnome King's Hall but are lost
5	The King Under The Water
6	Wisdom Falls

Longarm (1-6): hp 14, 15, 15, 20, 21, 25

Saint Ashar's Stallion: This elusive jet black winged horse wings across the sky. The stallion will allow a LG creature ride it, if captured relatively unharmed. If attacked, the stallion is typical of winged horses in the Creature Manual but is also able to cause the equivalent of *Gust of Wind* with its wings once per round (at 8th level ability) and can *Pass Without Trace* and *Detect Evil* at will.

St. Ashar's Stallion (Winged Horse): HD 4; hp 18; AC 6[13]; Atk 2 hooves (1d8); Move 24 (Fly 48); Save 13; CL/XP 4/120; Special: Flying, Additional unique special ability.

Spectre: A single Spectre haunts this region. Always encountered at night, the Spectre wanders looking for his daughter. Children (or halflings) will cause the Spectre to flee. Any red-haired woman will be approached by the Spectre for an embrace (which is, in effect, an attack). If the embrace is not returned, the Spectre will fly into a rage and attack everyone accompanying the red-head. If the party contains no red-haired women, use standard encounter reactions.

Spectre (1): hp 32

Spiderfriends: There are 6 Spiderfriends in this region (3 lairing in hex 15, 3 have wandered into this area and move around). Only 1 or 2 Spiderfriends will be encountered at any given time, though accompanied by 1-4 Giant Greyback Spiders. 70% chance the encountered Spiderfriends will be the wanderers, 30% chance they are from Hex 15. When 1 Spiderfriend is encountered, it will be feasting with its spider "friends" on the corpse of a moose. When 2 Spiderfriends are encountered, they have set snares and traps and lie in wait (though the spiders accompanying them are impatient and are 60% likely to spoil an ambush).

Spiderfriend (up to 6): 23, 26, 27, 27, 27, 33

Spider, Giant Greyback: These spiders drop from trees or shoot webs from dark holes to try to snare prey. These are the favored "pets" of the Spiderfriends in the area (see Spiderfriend entry for information). When the encounter indicates only spiders, they will work together until one opponent is down, then they will squabble among themselves to get the dead/paralyzed victim.

Giant Greyback Spider (5 ft. diameter) (1-4): hp 15, 19, 22, 24



Statues of the Stone Mistress: (New Creature, see hex 6). These mindless, deformed, animated statues are on a quest for their mistress. They do not normally attack, but will be aggressive toward anything that blocks their mission.

Roll 1d4	Statues' Mission
1	Capture small animals for her to eat
2	Take a message (a stone tablet written in a strange, squiggly, language) to the Witch of the West Wind
3	Retrieve an item from the Witch of the Wilderness (the Green Hag, hex 12) 1. A potion 2. A charm 3. Two dozen duck hearts 4. A parchment 5. Holy water 6. Behir dung
4	Chase off a peasant (with no command to return, this deformed statue "haunts" the peasant).

Statues of the Stone Mistress (1-3): hp, 60, 60, 60

Trolls: These insane creatures attack on sight, clawing at opponents' eyes, trying to blind them. The trolls are seeking to make a lair in the area. They flee from fire and acid, but otherwise fight ferociously and drag off any slain opponents for an evening feast where victims are roasted over a bonfire.

Trolls (8): 8 HD hp 30, 31, 31, 34, 35, 37, 39, 39

Wights: These wicked undead spirits haunt the region seeking to slay the living. If one or more are killed, the survivors will flee, then stalk the opponents (the next encounters will always be with the Wights until all are destroyed).

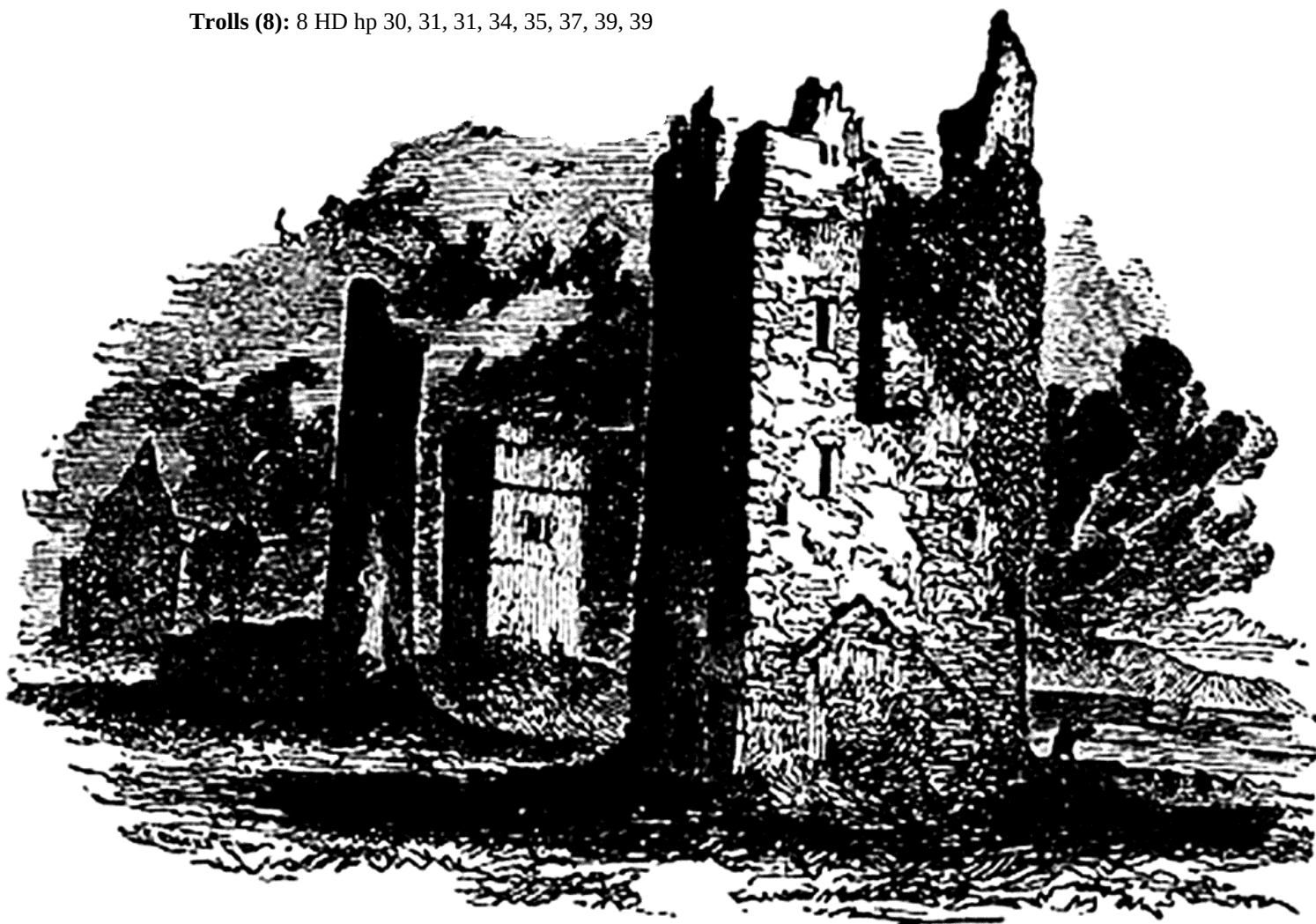
Wight (2-4): hp 9, 12, 14, 19

Wolves: A pack of very hungry wolves attacks the weakest looking opponent or any stragglers. These wolves will try to swarm their prey, dragging down an opponent with the sheer volume of their attacks. If half or more are killed or injured, they will flee and gather with another pack, returning to exact revenge.

Wolves (1-10+10): hp 5, 6, 6, 7, 7, 8, 9, 10, 12, 12, 13, 13, 13, 13, 15, 15, 15, 15, 16

Wraiths: These are spirits of fallen warriors haunting the region. They attack clerics first. They will not flee, but can be held at bay by brandishing silver weapons. Each wraith has a 20% chance of carrying a magic weapon which it will drop when killed. There is a 50% chance that any such weapons are tainted with evil

Wraith (1-3): hp 13, 16, 27



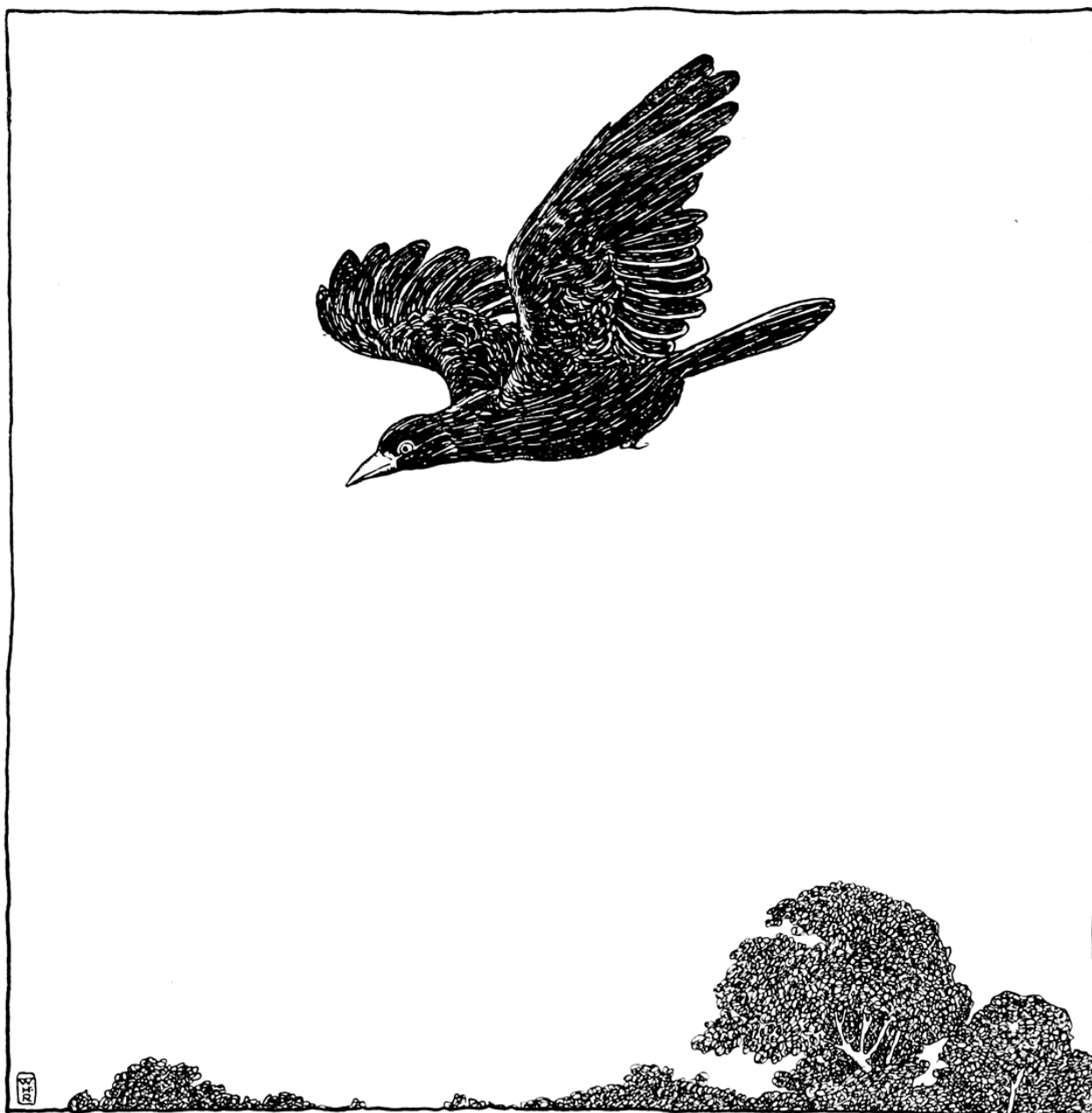


**St. Ashar's
Stallion**

TABLE 4. SPECIAL ENCOUNTERS

Roll 3d10

3	The Hermit and the Woman	13	The Fairy Box	22	The Frog King
4	Peasant Cart	14	The Hooded Wanderer	23	The Night Claw
5	White Lady and Black Avenger	15	Dorcan the Man Collector	24	Foren and Dymor
6	The Monks of the Fallen Fire	16	Wandering Jack	25	Little Children Lost
7	Mother Sacren and Her Hovel	17	Ugly Karras	26	The Seven Brothers
8	The Boy Who Dug Fifteen Graves	18	The Pitch Wanderer	27	The Seed oak
9	The Welwa	19	Fritz and Friends	28	The Brute
10	Bearfriend	20	Finn the Tiny	29	The Crow
11	The Mad Hermit	21	Bearskin	30	Procession of Twelve Widows
12	Old Whitebeard				





3. THE HERMIT AND THE WOMAN

A man and a woman walk determinedly along the path/road/whatever. The man is talking and gesturing wildly, not paying any attention to his surroundings. The man is old, with a long white beard and wears a simple tunic and trousers. The woman wears a long blue dress with a hood covering her head.

The woman is **The Prophetess of Nanias** and the man is **The Forerunner of Faith**. These spirits appear and disappear in the Highlands sometimes singly, less frequently together. They emanate an aura of awe which causes those of 3 or lesser Hit Dice/Levels to fall prostrate in awe (save to resist if desired, locals willingly submit to the aura of awe). Those of greater than 3 Hit Dice/Levels sense the power of these Spirits, but will not feel compelled to fall prostrate.

The Prophetess speaks a prophecy every sixth hour (at 6 minutes and 6 seconds after the hour, to be precise). Half of these prophecies are benign (noon and midnight), half of the prophecies will be malevolent (6 AM and 6 PM). The prophecies can be as pinpoint specific as predicting the future of a person standing in front of her or as obscure as speaking the fate of a farmer who has not yet even been born. The accuracy of the prophecies is disputable. Sample prophecies can be generated on the chart to the right.

The Forerunner speaks for the natural world. He decries the encroachment of human beings into the wilds, as roads and cities cut through the forest and trees are cleared for farmland. Druids, Rangers and those who revere nature who listen to the Forerunner for an hour will gain 1 bonus first level spell (even if unable to cast a spell normally), available for 24 hours.

Roll 1d8	Beneficent Prophecies (6AM-6PM)	Malevolent Prophecies (6PM-6AM)
1	After the eclipse, when the Avenger betrays the King, the treasure of day will be revealed.	When the sacrifice is made and the final stone is laid, the darkness will wrack the land.
2	When the king is dead and the wandering people rise up, the truth of life will be revealed.	When the sacrifice raises the great queen, the prophet of doom will speak for the dead.
3	When the sun shines no more and the guardians cry no longer, the prophet will rise again.	When the dance is done and the great wyrm falls to darkness, the Lord of the Pit will rise in anger.
4	When the false king rules no more and the black stone casts its shadow on the land, those in long exile shall wander free again.	When the stars align and the Beast of Filth has overrun the land, the Long Dark will begin with the crowning of Darkness.
5	When all that glitters is cast away so ancient foes may ride together, the lost will be found and light will shine in darkness.	When the lost melody of lament is sung and the rains in the south dry up, the time will be right for the Beast to take the throne of death.
6	When the tides fully recede on the night the planets align with the Cold Stars, the Deliverer will be born at midnight.	When the lost book of the Night Valley is opened and the Lord of Chaos bows to a new master, the blood prophet will seek his peace.
7	When the constellations turn and the Great Beast of the Wood is defeated, the fountain of life-water will issue forth for a fortnight.	When the hero of the North dies and famine and plague descend on the land, the world will suffer the crushing weight of the Outer Darkness.
8	When the clouds turn red and gold at midday and the Spirit of the Great Wood returns, the heart of the Wood will be renewed.	After the sea crushes the mountain and butterflies drink from the corpse of the World Worm, the sky will rain fire and ash.

The Prophetess: HD 1; hp 7; AC 0[19]; Atk nil; Move 12; Save 8; CL/XP 1/15; Special: Prophecies

The Forerunner: HD 2; hp 7; AC 3[16]; Atk 1 fist (1d8); Move 12; Save 11; CL/XP 2/60; Special: Blessing

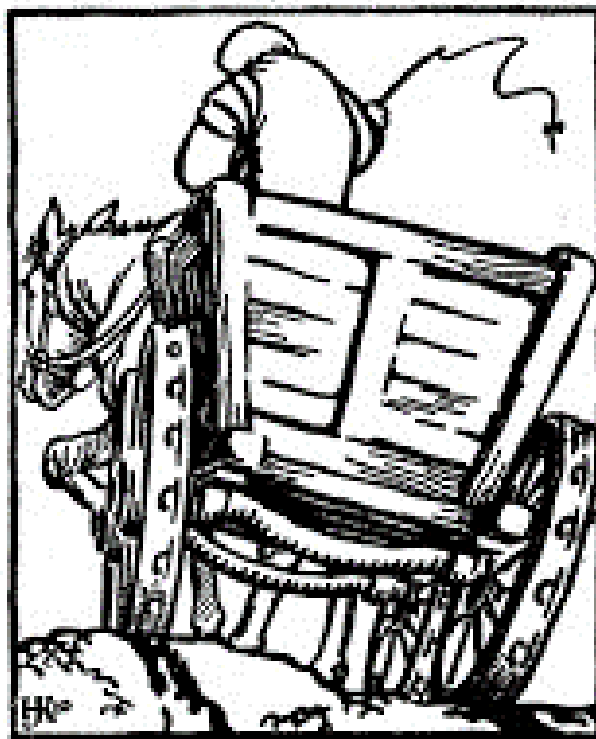
4. PEASANT CART

This only occurs on a road. A **peasant** driving a small empty cart approaches. The peasant will stop the cart and ask for a drink of water. Anyone who gives the peasant a drink of water will find that their water skin will forever be 3/4ths full (it will never be more or than 3/4ths full no matter how much a person tries to put in it, nor will it ever be less than 3/4ths full no matter how much a person drinks from it). If the peasant is given a drink, he will offer as many as 6 people a ride in the cart, whatever direction they are going. The cart goes very slowly, however, half a party's walking rate. When the party stops for the night, the peasant will make camp with them but sometime during the night the peasant, cart and ox will disappear, though no one will see or hear him leave.

If the peasant is ignored, he simply moves on, though that night the party will be visited by a very loud ox that will tramp through their camp or butt its head against the door or wall of any structure they are in.

If the peasant is insulted, he will call down a mild curse on any insulting group. The insulted peasant will say, "May your salty tongue never be satisfied." He will then kick up the ox which will travel unnaturally quickly away from the insulting group. Those who hear the curse must save vs. spells or have insatiable thirst for the next 3d12 hours.

If the peasant is killed, he, the cart, and the ox become a billowing cloud of red mist, with the effect of the spell *stinking cloud*, lasting 20 rounds and covering a 40' radius area. The appearance of the red cloud also doubles the chances for a dangerous encounter during the duration of the effect.



The Peasant: HD 2; AC 9[10]; hp 5; Atk club (1d6); Move 9; Save 18; CL/XP 2/60; Special: None.

Roll 1d8	Cart is Carrying	Secret Hidden:	Cargo Condition	Secret he is carrying:	Cargo Value
1	Nothing	Beneath the floor	Ruined	Dead plague rat(s)	Worthless
2	Flasks of Whiskey (1d6=10)	Beneath the contents	Nearly ruined	Magical Fruit	Small Value
3	1d4+3 barrels with 1000 copper coins in each	Within the contents (hollow bricks, sewn in the pets, in the barrels, etc.)	Fair	The High King's seal	Less than normal value
4	Furs/pelts	In the driver's pocket	Good	Poison vial(s)	Normal value
5	Animals (dead or alive)	Invisible (1. On the seat, 2. In the cart, 3. Following the cart, 4. Hovering above the driver)	Very good	Fairy heads and pixie wings	Greater than normal value
6	Alchemical ingredients (1. Powders in boxes, 2. Liquids in flasks, 3. Bones and feathers, 4. Base metal bars)	Driver's identity (he is 1. A demon, 2. An angel, 3. A faerie, 4. A normal man trapped in a magical cart)	Exceptional	Magical dagger (Green Man's Fang : +1, find the path 3/day, charm animal 1/day)	Very valuable
7	Dung bricks (1. Bovine, 2. Human, 3. Griffin, 4. Dragon)	Driver's motivation (1. Chaos, 2. Altruism, 3. To later attack, 4. Pass information on to his master)	Legendary	A forged letter from the King of Arcaman	Priceless
8	A huge glass vial filled with a clear liquid (1. Water, 2. Poison, 3. Distilled wyvern urine, 4. Fermented yak saliva)	Cart is a monster which will (1. Try to eat the party, 2. Buck and rumble to knock off passengers, 3. Attack as the party mounts cart, 4. Attack as the party dismounts cart.	Deadly	Vials of (1. Dragon blood, 2. Owl blood, 3. Goblin tears, 4. Gold dust)	Cursed

5. THE WHITE LADY AND THE BLACK KNIGHT

A woman dressed all in white riding a pure white (almost glowing) horse is riding next to a figure dressed in black platemail riding a jet black horse.

The woman is **The White Lady** and the man is **The Black Avenger**. The White Lady is the spirit of one of the Virgin Princesses of Urtan, killed on her wedding night by the Huntsman of the Queen of the Night. When the White Lady appears, the locals say, misery follows.

The White Lady is a **Spectre** caught in unlife by the power of the injustice of her life and death. She will question any living being she encounters asking 1d4 questions, seeking to catch the living beings in a lie. She will stop asking after a maximum of 4 questions, or when the questioned lies to her. If questions are answered honestly, the Lady and the Avenger fade away. If anyone does lie to her, she commands the Avenger to attack while she will watch from the side. If the White Lady is attacked, she will fight fiercely.

The Black Avenger is **Zealous Defender**, a new type of undead, caught in eternal unlife by a vow taken to forever protect his lady. He taunts his opponents, and will fight to the death unless his opponents flee (he will not pursue). He can use the sword's powers to find hidden opponents or to *blink* to gain an advantage. If the White Lady takes any damage, the Black Avenger will fly into a rage, attacking with a bonus of +2 to hit and damage, but a penalty of 3 points on his AC. He will defend the White Lady with his last action if necessary.

If the Avenger is killed, the Horse and armor will evaporate into black smoke, leaving behind a magical sword (black steel, silk wrapped hilt, etched with roses, tiny rose shaped ruby in hilt): **Avenger's Wrath** (sword +1, +2 vs. humans, -2 vs. undead, *detect living* three times per day, allows the user to *blink* (per the spell, at 8th level) 3/day, a NE sword).

Roll 1d10	White Lady's Question	White Lady's Curse	Black Avenger's Taunt
1	Hast thou sought truth always?	May thy name be cursed!	Where is the rest of you?
2	Hast thou brought divine justice?	May thy eyes be cursed!	Is this the best you can muster?
3	Hast thou been a defender of the weak?	May thy heart be trodden upon!	What wench taught you to fight?
4	Hast thou brought betterment to mankind?	May thy nights be restless and haunted!	I smell your fear, let me taste your blood!
5	Hast thine intent always been true?	May thy days be filled with grief!	I never tire, I never bleed. And you, mortal?
6	Hast thou taken that which is not thine?	May thy die be cast against thee!	I tire of your weakness!
7	Hast thou borne false witness?	May thy ears never hear sweet music!	Were there no true champions to be found?
8	Hast thou honored God and king?	May thy tongue only speak evil!	What does your honor mean to you?
9	Hast thou found pleasure in slaying?	May thy life be filled with fear!	How strong are you? Stronger than death?
10	Dost thou desire gold more than glory?	Let thy life be filled with death!	Pitiful, wretched, unwashed peasant!

If the White Lady is killed, she and her horse evaporate in a cloud of white smoke, leaving behind a crown of starflower blossoms and her voice echoing a curse. The crown of blossoms is the **Virgin's Crown**, imbuing the wearer with *ESP*, the ability to regenerate 1 hp per turn as a vampirc touch and it acts in all ways as a *ring of protection* +2. This is a LE item.

- Spectre (White Lady): hp 27
- Zealous Defender (Black Knight): hp 53



6. “MONKS” OF THE FALLEN FIRE

Encountered on the road in the wood, these four members of the Green King’s court have disguised themselves as monks in order to travel the region unmolested. Unfortunately, they are not terribly religious men and their disguise can be seen through fairly quickly by a suspicious, devout follower of the Way of the Master. They use some of the right phrases (“It is the Master’s will.” “The will of the Way.” “Light shine upon you.”) but they also swear when surprised or angered (a true monk would not allow himself such a worldly action) and they conceal weapons in their robes (though they try to explain this away by speaking of bandits and monsters). Most telling would be if a character actually engaged them in a matter of faith (confession, theological discussion, etc.) as these men are woefully unequipped for such a task. They will speak of being followers of St. Arius of the Fallen Fire, though no such saint or sect exists. Another telling error these false monks make is that they constantly take the name of their patron saint in vain. That is, they will say things like, “By Arius...” or “Great Arius’ Ghost!” If engaged in conversation, they are 50% likely to mention that they seem to be plagued by strange happenings – great thirst, random fire that doesn’t do any damage...

They will only fight if attacked, preferring to lie, bribe or intimidate their way out of a fight. Failing such tactics, they will try to run.

Roll 1d12	Effect of Amulet
1	A nearby inanimate object (up to 10’ cube) turns to sand and crumbles.
2	A spell cast affects the caster equally to the target (if the caster is the target, the spell has double effect)
3	Random person within 50’ gains a birthmark.
4	All within 50’ of amulet fail next saving throw.
5	Random item changes shape for 4d6 hours.
6	All women within 100 yards vanish for 1 turn.
7	Animals within 100 yards of the amulet believe bearer of amulet is a deity for 1 week.
8	The wearer of the amulet’s weight doubles for 2d8 hours, though his/her size does not change.
9	Amulet wearer gains 1 point of wisdom for 1d6 hours, then permanently loses one point of wisdom (save allowed).
10	All within 30’ become dehydrated for 1d12+3 hours, losing 1 point of Constitution every 2 hours. If constitution drops to 0 or below, person dies (save allowed).
11	In next encounter, wearer of the amulet disappears and reappears at 1d4-1 round intervals (0-3 rounds).
12	If a random person within 60’ becomes angry in the next 4 turns, the ground around the person will turn to (illusory) fire for 1d4 rounds.

These men gather intelligence for the Green King, for his remaining illegal ventures throughout the Highlands. If captured, they will trade information for their lives, then flee the region, never to return. If one or more of the “Monks” betrays the Green King, the King will put a high price on all of their heads, dead or alive.

Brother Garath (MU 5, AC 9, hp 13, I=18, wand of wonder, dagger, 32 gp, 19 sp)

Brother Michen (F 6, AC 5, hp 33, S=16, chainmail, short sword +1, 109 gp)

Brother Angus (Th 6, AC 6, hp 17, D=17, thieves’ tools, amulet of St. Arius, short sword, gold ring [60 gp], gold earring [12 gp], 33 sp)

Brother Fraklan (Th 5, AC 8, hp 11, D=15, dagger, short sword, parchment written in code [names, dates, goods being shipped], 44 gp, 13 sp, ruby [130 gp])

Amulet of St. Arius This gold plated bronze amulet (intrinsic value 25 gp) depicts a stylized star with two staves crossed in front of it. The Amulet is magical, though none of the “monks” knows what it does. If the name of St. Arius* is invoked, a random effect (see chart) will be triggered 1d20 minutes later. In addition, the Amulet offers a +1 bonus to AC.

* Note: St. Arius may not exist, but another power (a chaotic and somewhat nefarious power) responds to the utterances of the Saint’s name, bestowing the effects.



7. MOTHER SACREN AND HER HOVEL

A strange creature, **Mother Sacren**. As far as anyone knows, she has always lived in a tiny stone hovel deep in the Highlands, though no one seems to know exactly where it is. As long as anyone can remember, Mother Sacren has been old, ancient even. She has a deep interest in things magical and when wondrous items are found, she seems to turn up, asking to examine the item, sometimes offering to buy or trade for the item, sometimes offering an obscure warning about the item.

If encountered randomly, Mother Sacren will nose about the possessions of those encountered, evaluating any magical items she discovers. If her hovel is sought out, she is always home, always welcomes visitors with, “Patience, younglings, the world continues apace whether you rush or whether you wait.” Or something similar. She is never in a hurry, always subtly complaining about how much of a hurry everyone seems to be in these days. She will not talk about her past or future, but may drop veiled hints about her visitor’s futures, if she can divine such. She genuinely wants to be helpful, but is most interested in maintaining a balance (leaning toward good) in the world. Those who obtain extremely powerful items will find Mother Sacren or one of her minions (see below) seeking the item to “remove it to a safe place, away from the tempting hands of this world.” What, exactly, that means she will not divulge, only that some items “are not meant for mortals to meddle with, for their own good.”

There are those who seek Mother Sacren for her potions and trinkets. She seems able to procure nearly any item of a magical nature, or at least she has knowledge about nearly every item of magical nature ever found, lost or hinted at in myth and legend. She will not sell or trade an item to a person she deems unworthy (for whatever reason). She has been known to send those who seek her services on grand quests, either as payment for an item or service rendered, or as a way of answering the petitioner’s own questions, to find an item they seek for themselves.

In game terms, Mother Sacren is an Exile, one of the Firstborn. She has little interest in the affairs of the “lesser races” but pays attention to the magical currents of the world, attempting to remove ultra-powerful items from the hands of those she considers “children” and unable to manage such items. She whisks such items off to an extradimensional space (the Edge of Heaven) where they are guarded by powerful angelic beings.

Roll 1d8	Reaction	Item Availability	Price	Condition
1	Hostile	Available	List - 20%	Exemplary
2	Uncertain	Probably Available	As Listed	Fine
3	Uncertain	Probably Available	+10%	Normal
4	Neutral	Possibly Available	+25%	Normal
5	Neutral	Possibly Available	+60%	Normal
6	Neutral	Probably Not Available	Double	Acceptable
7	Pleasant	Probably Not Available	Triple	Acceptable
8+	Enthusiastic	Not Available	10x List	Poor

When encountered in her hovel to engage in trade, she will strike her deal, then excuse herself to the back room where from which she will disappear. If followed, the back room is simple, and empty (a small bed, a small table, a single chair, candles, a locked box containing her travel clothes – if anything is stolen, she will track down the thief and demand her items back). From the back room, Mother Sacren teleports to different places, wherever whatever item she needs can be procured. She has (for game purposes) limitless resources, but she is very powerful, so not an entity to be trifled with. This is the closest thing to a “magic shop” available in the Highlands. While Mother Sacren is able to procure nearly any item, she may not be willing, depending on the “buyer’s” need, disposition, respect, ability to offer her something of value in return and so on. Use the accompanying chart to determine her reaction.

If her reaction is Hostile, add 2 to every subsequent roll (for Availability, Price and Condition) and if Uncertain, add 1 to each roll. If her reaction is Pleasant, subtract 1 from subsequent rolls and if her reaction is Enthusiastic, subtract 2 (treating any results less than 1 to be 1, of course).

Mother Sacren (Exile): HD 14; AC 0[19]; hp 68; #Attacks 2 + spells; Damage 1d6/1d6; AL: CN; Special: Spell effects

Mother Sacren can cast ESP and Detect Good and Detect Evil at will. If attacked, she can cast Lightning Bolt 3x/day as a 12th level caster and can Teleport Without Error 3x/day. She always appears as a wizened old lady, often smoking a pipe (50% chance **magical pipeweed** – save vs magic or Charm Person), with a walking stick (actually a **magic wand** which allows the wielder to cast Identify 8x/day).





8. THE BOY WHO DUG FIFTEEN GRAVES

A boy with a shovel stands over 15 sticks poking up out of the ground, each with a straw hat dangling on it. The ground around each of the sticks is disturbed.

If engaged in conversation, the boy will grin the whole time, never blink, and answer in whispered, single word responses to any request. If asked his name, he will call himself “**Aeog**.” Detect magic will reveal that he is magical, as is his shovel and a ring on his right hand. Detect evil will show nothing (see below).

The boy is a **Grave Demon**, an apparition who sometimes appears when bodies go unburied. The Grave Demon buries each of the unburied bodies in an unholy ritual which animates the bodies as **Grave Zombies**.

Typically, Aeog will engage in “conversation” for 1d8 rounds. Then the boy will smile and gesture as if tipping his hat toward those encountered. If the gesture is returned, the boy will try to saunter off in the opposite direction of those encountered, disappearing once out of sight.

If the gesture is not returned, the Grave Demon will give those encountered an angry look, then turn in a full circle with the shovel held at shoulder height. As he does so, the hats on the sticks begin to quiver and the next round 15 Grave Zombies claw their way to the surface and attack. The Grave Demon fights with **Aeog’s Shovel** (treat as shortsword +2; mortal creatures of 3 HD or less buried with Aeog’s Shovel can be raised as a Grave Zombie, up to 20 per day and those buried by a Grave Demon with Aeog’s Shovel cannot be turned; Command Undead 3x/day) and his innate abilities (command undead, cause fear 3x/day, Gravetouch: draws 1 point of strength per hit). His ring is a ring of spell turning.

The Grave Zombies will pause one round to each gather a straw hat and place it on its head. The hats give the Grave Zombies the ability to regenerate 1 hp/round. The hats only work when physically in contact with undead, and only work for undead creatures. Destroying the hat destroys the Grave Zombie immediately. If Aeog the Grave Demon is defeated, consult the following table for what happens when Aeog dies and what treasure appears on his corpse (or where his corpse should be...).

Grave Demon: hp 37

Zombie, Grave: hp 2, 5, 5, 5, 6, 7, 9, 9, 10, 10, 11, 12, 13, 14, 14



Roll 1d6	Death Throes	Treasure
1	Explodes in green magical energy, d12 damage in 25' radius	Skull becomes a golden skull worth 500 gp, cursed (touching skull causes blindness)
2	Dissolves in a pool of acid (1d6 damage for 1d4 rounds if touched)	An amber rod, 3' long, rattles to the ground. A fairy is imprisoned within.
3	Turns to stone. Explodes if struck again (3d10 damage, 25' radius)	3 bloodstones, 2 jacinth and 2 opals grow up from the ground worth 750 gp total.
4	Fades into ghostly form, follows creature who gave death blow for 1d20 days	A giant sunflower grows where Aeog falls (takes 1 turn). The seeds heal 1 hp each but cause insomnia (1 hour sleeplessness per seed) d20+20 seeds
5	Crumbles into a swarm of beetles which attack a random living being (1-2 damage per round until burned off for 8 hp damage)	Gold coins rain from the sky. PC can catch up to 1d20+ Dexterity Bonus/round. Coins fall for 1d4+3 rounds. Coins not caught are swallowed up in the ground and disappear.
6	Collapses to ground, rises again in 1d8+12 hours unless beheaded	2 potion vials fall to the ground: 1 marked death, 1 marked life (“death” is a potion of resurrection – as per the spell, “life” is a potion of poison the potions are the “cure” for each...)

9. THE WELWA

The wind picks up, doubling in velocity for about 5 minutes, then stops completely. All sounds of nature stop. The Welwa appears.

The **Welwa** always blinks into existence directly behind its prey (randomly choose a PC if the Welwa encounters them). The creature, which glows with an unearthly greenish light, normally attacks its prey with two massive claws while using its tail to good effect, attempting to draw its prey in close for a vicious bite. While this Faerie monster has a broad rack of horns, it typically uses these defensively, brandishing them menacingly to any who threaten the creature. Being a creature of chaos, the Welwa's immunities and weakness vary every time it is encountered (see chart below)

The motives of the Welwa are inscrutable. It will focus only on a single prey and can be driven off if seriously injured. Normally, the Welwa breaks off its attack and blinks out of existence again once it has managed to bite a chunk of flesh from its prey. A creature bitten by the Welwa will never be attacked by the creature again.

The Welwa makes two attacks with its claws. If both attacks hit, the Welwa draws its prey in to bite off a large piece of flesh - the Welwa will try to bite a very fleshy part of its prey (thigh, arm, torso). The creature uses its tail to entrap its prey, wrapping the tail around the legs of the creature the Welwa is attacking. (Thus, 2 or 3 attacks plus special - tail plus special - horns). The Welwa lashes out with its horns at any non-prey who attacks the creature or otherwise tries to interfere with its attack on its prey.

The Welwa only exists in the mortal realm for the briefest of times, seeking to sate its supernatural hunger with a bit of mortal flesh. Once the Welwa takes a bite of mortal flesh, it is sated for 1d20 days.

The Welwa (Unique): HD 7; hp 39; AC 4[15]; Atk 2 claw attacks (1d6/1d6 + grapple), bite (1d4), antler gore (1d12), tail whip (1d3 + grapple); Move 15; Save 9; CL/XP 8/800; Special: tail whip, grapple, gore.



The wound of the Welwa bite never truly heals (-1 maximum hit point until something like a Restore spell is cast) and daily a greenish, slimy substance will ooze from the wound. If this greenish slime were collected, it can be used to coat items making them anathema to Faerie Creatures for 1d4 days of use (adding an ability to hit Faerie creatures to weapons, giving a 1 point bonus vs. Faerie creatures to armor class for armor or shields thus coated). Each day the wound will ooze enough to coat two small blades (knives, daggers, short swords), one medium weapon (sword, axe, etc.), or ten arrow heads. It would take three days to collect enough to coat a shield and a week for a suit of armor.

Roll 1d6	Call	Demeanor	Special Immunity	Weakness/Fear
1	Trumpet-like, very loud	Berserk	Poison	Light
2	Snarling and yipping	Cautious	Fire	Holiness
3	Growling and howling	Ravenous	Cold	Water
4	Wolf-like howl	Hesitant	Non-magical weapons	Silver weapons
5	Hissing breath	Raging	Magical weapons	Cats
6	Silent	Sly	Spells (50% MU, 50% Cleric)	Witches



10. BEARFRIEND

Crunching through the forest comes a **Cave Bear** lumbering slowly. On the bear's back is a girl wearing simple, typical peasant clothing and carrying a sack.

When encountered, the bear is hungry and, consequently, grumpy. It will be somewhat aggressive unless offered food.

The girl atop the bear knows why the bear acts unpleasantly, but sits silently atop her mount with a slightly bemused look on her face, evaluating reactions to the bear.

If the bear is consoled somehow (probably food, but there could be other creative approaches), the girl will smile and introduce herself as **Camala Bearfriend**. If treated well, she offers the party a magical charm if they will do something for her. She needs the pointed teeth of six goblins, hobgoblins, bugbears or trolls. If the party gathers what she requests, they need simply speak her name three times aloud, and she will appear presently with their gift: a charm of protection against animals (the charm is made primarily of claws and teeth of various animals: wolves, foxes, bobcats, etc. - notably absent are any items from bears). The charm gives a 3 point bonus to reactions with all animals except bears, on which the charm has no effect. Camala wants the teeth for a new charm, protection from goblin-kin.

Camala Bearfriend can give general directions to the Chantry, the Hall of the Gnome King and the King Under the Water, for those who might be interested in her offer.

If attacked, the bear will defend Camala to the death, and will be accompanied by 1d2 Cave Bears every third round until the attackers are killed or driven off, Camala's Bear is killed or Camala herself is killed. If Camala is killed, all subsequent encounters with bears are immediately hostile (unless remove curse is cast). If Camala and her bear are simply ignored, they will lumber off through the forest peacefully.

Camala: HD 1; hp 6; AC 9[10]; Atk nil; Move 12; CL/XP 0; Special: Bearfriend, Spells.

Cave Bear: HD 7; AC 6[13]; Atk 2 claws (1d6+1), 1 bite (1d10+1); Move 12; Save 9; CL/XP 7/600; Special: Hug.

Roll 1d6	Camala's Spells	In Her Bag	Bear...
1	Hold Person, Charm Person, Lightning Bolt	Human Teeth, Dog Hair	Talks
2	Detect Lie, Detect Good, Continual Light	Bear Skull, 121 gp	Has ESP
3	Monster Summoning II, Charm Person, Fly	(8) Diamonds, 100 gp each	Can Smell a Lie
4	Levitate, Flesh to Stone, Cure Serious Wounds	Bear Claws, gilded (120gp)	Eats Human Flesh
5	Animate Dead, Power Word Stun, Hold Person	Scroll (Protect. From Magic)	Can Teleport
6	Charm Person, Detect Evil, Anti-Magic Shell	Ruby-Studded Tiara (1200 gp)	Has Genius Intelligence

11. THE MAD HERMIT

A **Mad Hermit** wanders in this region. He carries a staff and wears no shoes (even in the winter), only covered by a bearskin tunic, an unkempt bushy beard and little else. He is always immaculately clean. The Mad Hermit is immune to the effects of heat and cold (even magical fire or magical cold). He speaks of himself in the third person (calling himself "The Wanderer") and he never uses pronouns or contractions. "The Wanderer greets the fine men and women before the Wanderer." "The Wanderer cannot follow such fine folk as the Wander finds here and now." "The Wanderer desires to see the friends of the Wanderer succeed." Such might be the lucid statements of the Mad Hermit. However, the Mad Hermit lives half of his life in a dream world where he is surrounded by talking animals (or singing mushrooms or dancing fairies). He spends most of his time conversing (or singing, or dancing) with these invisible creatures. In his dream state, the Wanderer uses contractions and pronouns: "I love the life we're given by the trees of happy clouds!" "He's looking at me. [Who?] That log. He never blinks." [Singing] "We have nothing more to sing but songs of songs of singing songs in green and brown and lumpy flesh the songs we've sung are yours." When he does talk and address reality, he has a fair amount of insight into the goings on of the Highlands.

If attacked, the Hermit will not defend himself, but within 1d4 rounds of being threatened, 1d10 animals (roll on the Animal Encounter Table) will come to his defense. Animals cannot be compelled to attack the Mad Hermit.



Mad Hermit: HD 1; hp 6; AC 9[10]; Atk staff (1d6); Move 9; Save 18; CL/XP 1/15; Special: see below.

Roll 1d8	How Lucid? (roll 1/turn)	Hidden In His Tunic (Roll 1/encounter)	His Staff is... (Roll 1/encounter)	Hermit's Special Powers (Roll 1/encounter)
1	Multiple Personalities	The Book of the Wanderer (reading it causes 1. Insanity, 2. Gain One Point of INT, 3. Nightmares, 4. Curse – constant dry mouth)	A Wand of Wonder	If at least half-rational, can control insect swarms, but if not, is surrounded by insect swarms (insects do not bother the Hermit but will attack random targets)
2	Paranoid	A partial map of the palace of the King Under the Water	A Staff of Withering	Can create up to (20) 1" spheres of light which he juggles
3	Singing and Dancing	Tattooed Human Skin depicting: 1. A Demon, 2. A treasure map, 3. A heart with "Eshara" written on it, 4. Magic Runes	A Cursed Staff of Withering (affects the wielder instead of target)	Can speak and understand every language (including animals, etc.) and if not at least half-rational, switches among them randomly.
4	Half-Rational	7 Vials containing 1. Goblin blood, 2. Dragon saliva, 3. Liquefied Spiders, 4. Explosive liquids, 5. Powder of Itching, 6. A captured Fairy	Staff of Healing	Can cast Slow and Shrink/Enlarge (as 10 th level caster), one spell every three rounds
5	Mostly Rational	A bone flute 1. Non-magical worth 1200 gp, 2. Magically calls sparrows, 3. Tuned so only dragons can hear it, 4. Magical – as Wand of Wonder	Staff of Striking	Immune to Illusions and Mind Controlling spells, can Reverse Gravity (at 10 th level) every 3 rd round
6	Very Rational	Magic Dagger (Night Piercer dagger +1, +3 vs. Humans, Animate Dead 1/day, Command Undead 1/day, Darkness 3/day)	Cursed Staff of Striking (affects the wielder instead of the target)	Lay on hands (as Paladin) for healing at will
7	Brilliant Conversationalist	An impossibly long snake which he calls "Amberdore"	Staff of Thunder and Lightning	Reverse of Lay on hands (does damage instead of healing) at will
8	Babbling Idiot	A mummified three headed toad which 1. Speaks, 2. Is undead, 3. Has a huge pearl within, 4. Is cursed	Staff of Swarming Insects	Fly at will and control normal and magical fire

12. OLD WHITEBEARD

A gruff voice muttering curses and self-loathing is heard some distance away. After a 2-5 rounds, a small man with the longest, most tangled white beard ever seen limps into view. The small man wears a pointed green hat and carries a long staff. If attacked, **Old Whitebeard** fights as a 10th level fighter and gains a +2 bonus to hit and damage with his staff.

This is Old Whitebeard, a faerie creature who occasionally roams the Highlands. He challenges the most powerful looking warrior to a single combat with staves. The stakes are simple: the loser must serve the winner for one day. The rules are simple, the loser is the one who is knocked down three times. The problem is also simple, Old Whitebeard cheats. He uses magic to imbalance his opponents when he fights them. For purposes of the contest, Old Whitebeard fights as a 10th level fighter, but every round his opponent must make a Dexterity check (Dex or lower on 4d6) to remain balanced. Imbalanced opponents attack at a 3 point penalty and suffer a 2 point penalty to Armor Class.

If Old Whitebeard loses the contest, he will be true to his word and will serve the victor for exactly 24 hours, disappearing at that exact moment with an echoing laugh and "Thou art worthy."

If Old Whitebeard wins the contest, he will first demand his bested opponent comb his beard. After several rounds of enjoying the humiliation of his opponent, he will clap his hands together and laugh with glee. Jumping up he will say, "I know! I want you to get the **Eye of the Moon** from the King Under the Water! Bring me the Eye of the Moon!" Old Whitebeard can give the bested opponent directions to the King Under the Water and can describe the Eye of the Moon, he can even teleport the opponent to the gate of the King Under the Water (and the opponent's friends, if asked before he teleports the bested opponent), but he will not otherwise aid the task.

If his opponent is already in possession of the Eye of the Moon, Old Whitebeard will look despondent for a moment, but then try to snatch it away (65% likely to be able to grab it – unless held by a thief, then only 50%) and disappear. Once Old Whitebeard has the Eye of the Moon, he will release his opponent from any further service. If the Eye is not surrendered, Old Whitebeard will throw a fit and disappear, but the opponent will suffer the same effects as if he or she refused to serve Old Whitebeard (see curse, below) while an opponent who willingly serves Old Whitebeard will receive a blessing at the end of his or her service (see blessing, below).

Any mortal bested by Old Whitebeard who serves him for a day will be released from his or her obligation, even if the task Whitebeard set is incomplete. It is up to the bested opponent to track the time, Old Whitebeard will happily allow him or her to serve forever...

The Curse: Old Whitebeard has no actual power to compel a creature to serve him. However, if he bests a warrior in the contest and the loser refuses to serve Old Whitebeard, the little man will sneer at the bested opponent for a moment and then disappear, placing a curse on the unwilling servant - save vs. spells or be cursed with bad luck until remove curse is cast. (In game terms, bad luck means that anytime the player has to roll dice, he or she rolls two dice, or two sets of dice, and takes the least advantageous of those rolls).

The Blessing: An opponent who willingly serves Old Whitebeard until released will receive a wink and a thanks from the little man and a blessing of good luck. (In game terms, good luck means that anytime the player has to roll dice, he or she rolls two dice or two sets of dice, and takes the most advantageous of those rolls).

Old Whitebeard: HD 4; hp 24; AC 3[16]; Atk staff (1d6+2); Move 9; Save 13; CL/XP 5/240; Special: Wrestle, curse.

Roll 1d6	What's In His Beard?	What's In His Hat?	If He Dies...
1	Seven mice, trained to steal small items (1d4+10 worthless items)	112 Oak Leaves intertwined together (grants 1 wish if worn)	His ghost haunts his killer, remove curse sends ghost away
2	A dagger (+1, wielder regenerates 1 hp/turn while held, wielder glows purple while holding dagger)	Mummified dog head which attacks if grasped (attacks as F6, 1d6 damage). Cannot move (of course)	His body immediately turns to stone, but in 1d6 days he revives and hunts his killer
3	2 weeks iron rations, a jar of honey and a small diamond (370 gp)	Honey (10 doses, heals 1d6+3 per dose)	His corpse dissolves, leaving beard and hat items
4	An owl and a pussycat who will attack	Eleven goblin fingers	He explodes in light (no damage)
5	A golden torc (worth 320 gp), a silver ring (magical ring of water walking and water breathing , wearer in coma for 1d6 days after ring is removed)	A sticky mass of pine seeds (actually it's Bear scat). Heals 1d6+4 hp if eaten, but permanently lose 1 point of Charisma. 6 doses	His corpse subsumes to poisonous mushrooms in 1d4+6 rounds. The mushroom where his head was grants 1 point of Wisdom if eaten
6	A letter from the King Under the Water inviting Old Whitebeard to meet about "the moonstone"	A ball of continual light which, if not handled once per day, explodes, bright as sunlight, for 3d6 damage	His body crumbles to dust, no items recoverable. If dust is mixed with wine, Whitebeard revives and grants one wish to whoever revived him



13. THE FAIRY BOX

This encounter begins with a **tiny girl** (about 4" tall) in a green felt hat and a red dress waving to make her presence known. If addressed, she will make her plea: her sisters, sprites all, are trapped in this area, far away from home (their home in the Faerie Realm, she will reveal if asked). The way back home is locked in a box that none of her sisters can open. Could anyone help them get back home?

The tiny girl, who has no name but will identify herself as Sprite if pressed, leads any who are willing to help to what appears to be a stone chest resting among the weeds at the base of a tree. The chest is indeed locked, and trapped (it is also magical, if detected). The obvious lock on the front of the lid is a false lock, and the trigger for the first trap which, if triggered, shoots out a small, barbed brass hook that catches the hand of the one manipulating the false lock for 1 hp damage (save vs. paralysis to avoid).

If the trap is successfully sprung, the locking mechanism of the box clicks and the chest is now unlocked (the "key" to unlock the box is a drop of mortal blood). If the chest opened, it appears empty. Immediately, 107 tiny women will swarm out of hiding and begin leaping into the box. Anything placed in the box for the first 30 minutes after it is opened immediately disappears (including the tiny women).



If a drop of mortal blood unlocks the box, it becomes a gate to the Dark Faerie Realm, teleporting anything placed therein to the Court of the Night Queen. If the box is opened in any other way, the items (and creatures) placed into the box teleport to random locations (see chart).

The tiny women are not sprites, but are **Night Fairies**, selfish and often malevolent spirits who faithfully serve the Night Queen. If the box is destroyed, if the tiny woman is ignored or attacked, if she is offended in any way, all 108 Night Fairies will swarm the offender. They attack as 1 HD creatures and do 1 hp damage, as well as special magical abilities.

Night Fairies (107): hp 1 each.

Roll 1d12	Arrow Poison	Where the stuff goes...	When the Fairies disappear, their treasure is...	Fairy Box is...
1	Sleep	To another plane: 1. Heaven, 2. The Outer Darkness, 3. Air, 4. Water, 5. Fire, 6. Earth, 7. Shadow/Darkness, 8. Alternate Prime	In a leather sack in the boughs of the tree above the box: 4656 gp, Gems (5): 100 gp Moss Agate, 100 gp Smoky Quartz, 1000 gp Star Ruby, 70 gp Azurite, 9 gp Azurite.	Stone, held fast to the ground (25+ combined strength to move...2x STR percentage chance to destroy box trying to move it)
2	Hallucination	To the treasury of the King Under the Water	In the box. 5003 sp, 1874 gp, a jade and gold bracelet (6000 gp)	Actually made of paper-mache and will collapse in on itself if handled roughly
3	Fear	To the treasury of the Godking of the Chantry	An illusion of 8000 gp and 25 diamonds which scatter on the ground	White painted onyx, fragile
4	Paralyze	To the treasury of the Gnome King	Taken with fairies: no treasure	Marble, weighs 1,200 pounds
5	Sleep	To the throne room of the Silver Queen	Laying in front of box: Gems (2): 1000 gp Black Opal, 50 gp Banded Agate.	An illusion covering a hole in the universe
6	Hallucination	To the treasury of the Night Queen	On the ground: 4537 sp, 7gp ruby.	Stone, bigger on the inside than the outside
7	Fear	To the hoard of an Ogre King	An empty leather pouch appears in air.	Stone, bigger on the outside than the inside
8	Paralyze	To the treasury of a human king	Under fairy box: 8695 cp, 4784 sp.	Wood painted to appear as stone
9	Sleep	To the home of a destitute villager	On the ground: Gems (4): 45 gp Turquoise, 50 gp Azurite, 50 gp Moss Agate, 70 gp Topaz.	An inert mimic
10	Hallucination	To Mother Sacren	In a wooden chest behind the fairy box: 3747 sp, Chalice (6000gp), Gold and silver crown (1250 gp)	A live mimic magically compelled to allow the Night Fairies passage (but not other living thing)
11	Fear	Buried just beneath the fairy box, even if the fairy box is removed, the items placed therein will be buried just beneath it	An apparition appears carrying a tray: box with 2011gp, Silver clasp (oak leaf shaped) worth 4700gp, Gold decanter (3000gp) and (7) 300 gp diamonds.	Hand carved bone (1. Dragon bone, 2. Human bone, 3. Goblin-kin bone, 4. Elk bone, 5. Griffin bone, 6. Fairy bone)
12	Paralyze	1,000 miles in a random direction d8 for direction: 1. East, 2. Northeast, 3. North, 4. Northwest, 5. West, 6. Southwest, 7. South, 8. Southeast	A large scarecrow leaps out of the fairy box and attacks. The first successful hit on the scarecrow (treat as AC 2), it explodes (like a piñata) scattering treasure: 9211 sp, 5645 gp, Gems (8): 10 gp Lapis Lazuli, 100 gp Hematite, 100 gp Jasper, 1000 gp Garnet, 50 gp Malachite, 50 gp Turquoise, 75 gp Lapis Lazuli, 75 gp Moss Agate.	Stone, cursed (until removed). Any who touch it 1. Fall under the effect of fear spell every encounter, 2. Fall under the effect of a slow spell, 3. Shrink to half size, clothing and equipment do not shrink, 4. Have nightmares (unable to fully rest and regain spells, heal, etc.)

14. THE HOODED WANDERER

When encountered, this creature always tries to stay in shade or shadows. Whenever locals have encountered her, they always have a sense of dread. She appears as a little girl wearing a deep blue velvet hooded cloak. Every time the Hooded Wanderer appears, she looks slightly different, though always with the blue velvet cloak (hair, eye and skin color varies widely in the stories). The most disturbing feature of the Hooded Wanderer is that her legs face the wrong way, or her head is on backwards. No one has ever seen her arms.

The **Hooded Wanderer** moves in and out of this reality on her quest to serve justice. She seeks out the worst criminals (murderers, rapists, etc.) and will follow them around, loudly weeping and sobbing. If confronted by a criminal, the true nature of this creature becomes immediately apparent: she opens the hooded cloak and within is a monstrous appearance – mouths with vicious teeth and tentacles which viciously attack the criminal and eat him or her.

When the righteous meet the Hooded Wanderer, she will stop 10 feet from the person (or people), peer intently into their eyes (50% chance of lowering the hood), and speak a blessing on the righteous: “May you continue in the light and live always in the way that is right. May your days be blessed and your nights in the hands of the One who Knows All.” This blessing confers +1 to saving throws during the daylight hours and gives deep sleep to the blessed one, meaning a full night’s rest is only 7 hours instead of 8.

If encountered randomly, the Hooded Wanderer is searching for a murderer named “Alaric.” She will ask (from deep inside the hood, hiding her appearance), “I seek Alaric of Newtown. Can you show him to me?”



If information about Alaric of Newtown is given to the Wanderer, she will confer her blessing on the one who tells her. If she is met with belligerence or hostility, she will give a warning (“Do not meddle in the affairs of the Fay, mortals!”) and will defend herself if attacked, though will only use deadly force if seriously threatened (she is more likely to use her spell-like powers to drive attackers away, if possible). If anyone encountered is actually a terrible criminal (murderer, etc.), she will try to draw close to that person and then attack, using her spell-like powers to the greatest effect she can to both draw the offender to her and drive away any compatriots who try to intervene.

Hooded Wanderer: hp 33

Roll 1d6	Personality	Skin Color	Eye Color	Hair Color	Treasure Hidden in Her Cloak
1	Rude	White	Black	Black	Golden earrings – justice scales (600 gp), Brooch, starburst pattern of rubies and gold (1800 gp), Silver pendant etched with oak leaves (1400 gp), Magic Dagger (Edge of Justice : +1/+3 vs. enchanted creatures, detect lie, detect evil, paralyze on natural 20)
2	Pleasant	Brown	Blue	Blonde	A bag of gems: 500 gp Sardonyx, 500 gp Spinel, 500 gp Tourmaline, 5000 gp Jacinth, 55 gp Eye Agate, 60 gp Moonstone, 60 gp Star Rose Quartz, 600 gp Ruby, 70 gp Moonstone, 70 gp Obsidian, 80 gp Eye Agate, 900 gp Fire Opal.
3	Guarded	Green	Green	Brown	A gold chalice (11,00gp) and a gold decanter (300 gp) filled with sacred wine
4	Blunt	Blue	Red	Red	A leather case filled with spell components. The case always has what a caster needs and never runs out (except... there is a 2% chance each time it is used that the spell cast with these components will have an unpredictable effect)
5	Demure	Yellow	Yellow	White	A tiny (4” long) silver hammer (30 gp) which, in the hands of a sprite, pixie or fairy, is magically imbued to build any wooden item in 1/10 th the amount of time it would normally take. If gifted to a sprite, pixie or fairy, the giver gains +10 to all reactions with Faerie creatures.
6	Unpleasant	Mottled	Purple	No hair	A gold and ruby pin (600 gp) which is actually a Faerie’s Brooch of Protection +3 (as ring) which also imbues the wearer with immunity to fire.

15. DORCAN THE MAN COLLECTOR

Every six months (give or take a few weeks) this **Giant Ogre** appears in the region and terrorizes the people of the region for about a week before mysteriously disappearing again. Dorcan is bearing four dead peasants (woodsmen) on his spear and is walking back to his camp when encountered.

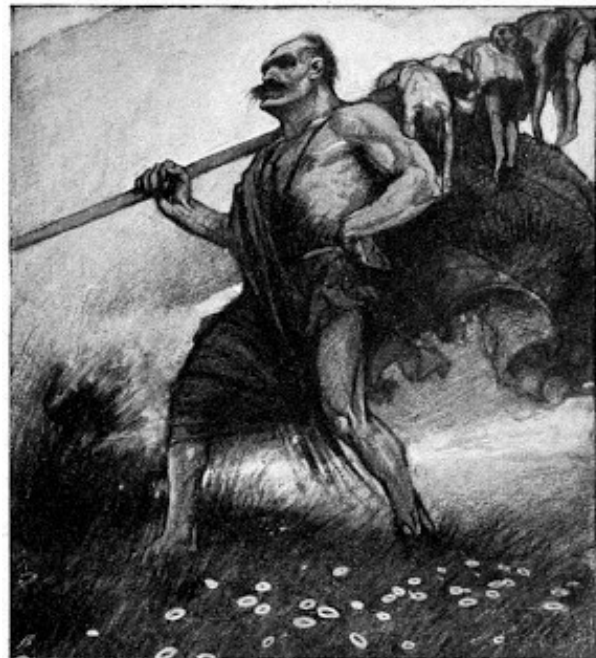
He has never been bested in the Highlands, so he is overconfident in his ability to collect the bodies of those encountered. Dorcan wears a moose skin tunic and a billowing leather cape.

He fights with his great spear which is currently laden with his kills. His first action in combat will be to fling the corpses draped across his spear at anyone who is unarmored, knowing that a flying body hurled from his spear has been enough to kill the average peasant. Treat corpse missiles as a ballista shot at point blank range (adding Dorcan's Hill Giant equivalent strength bonuses). Though the Giant Ogre is not terribly intelligent, he is very clever. He can be outsmarted, but he will not fall for obvious traps or tricks. He will use anything he can to his advantage (he will kick dirt into the face of an opponent, for example, and use the very long reach of his spear to every advantage), but, like most of his kind, he will only focus on a single enemy when engaged in combat.

If brought to less than half his hit points, he will try to flee in disgrace, leaving the region altogether. However, he will return after two weeks with his two brothers, Galbron and Kirant, searching for those who humiliated him to exact his revenge.

The three brothers will attempt to set up an ambush, possibly pushing their prey toward one of the other encounter areas (for example, they might be encountered outside of the Gnome King's Hall, hoping their quarry will entrap themselves in that place as they flee the three brothers' attack, or they might be encountered near the Spiderfriends' lair). If Dorcan is killed, his brothers will wander the Rosewood Highlands to avenge his death, causing wanton death and destruction.

Ogre, Giant: hp 45



Roll 1d8	What's in the Giant Ogre's Bag (besides ordinary items like rocks and rotting flesh)?	Who did Dorcan Kill Recently?	Special Weakness	Surprising Ability
1	Skulls (1. Human Men, 2. Faerie, 3. Human Women, 4. Human Children; 5. A Giant Ogre; 6. A Mountain Giant).	Three peasants, only known to their families	Afraid of fire	Darkvision
2	A giant sized pipe and a 40 pound bag of tobacco.	A minor noble and his retainer. 500 gp reward for returning the corpses and a small land grant.	Cannot tolerate loud noises (covers ears immediately)	Regenerates 1d6 hp/turn
3	Small casket, magically sealed. Contains the remains of a Night Fairy and a gold chain (100 gp) and a gold locket (900 gp) with the image of the Night Queen inside. If the casket is opened, the spirit will attack (as Night Fairy, though non-corporeal undead). The locket is mildly cursed (-5 on reactions to Faerie). The curse can only be removed by giving the locket to a Night Fairy.	A good friend of the king. 700gp reward for returning the corpse, 1000gp bounty on Dorcan's head. King will knight the Man Collector's conqueror and offer a barony to the one who presents Dorcan's head.	Easily distracted and confused – talking to him stops him from acting or attacking...	Can speak every human language and can read magic scrolls
4	Giant-sized boots and a giant axe head.	Three runaway boys.	Afraid of Water	Jump 20'
5	A serviceable saddle and bridle, riding boots and saddlebags.	Three Northmen. If revealed to the common people, rumors of another Northmen invasion begin to circulate.	Afraid of flying creatures	Stunning breath (as hold person)
6	A dozen wolf pelts (worth 25gp each to the right buyer).	Three peasants, outsiders.	Afraid of Wind	Fear touch
7	25 feet of iron chain, manacles and three bear traps.	Three warriors.	Afraid of Spiders	Touch heals
8	1d6+6 Giant Mushrooms. If eaten cause: 1. Dysentery, 2. Healing (2d4+2); 3. Courage (as potion), 4. Fear (as spell), 5. Sleep (as spell), 6. Charm person (as spell, eater is charmed by first person who talks to him/her). The whole mushroom must be eaten, taking 1d4+2 rounds.	The Queen's Champion. The person (people) who bring the corpse to the crown will be accused of his murder, even if Dorcan's head is presented as well.	Once he kills a man, he immediately begins eating the flesh...	Fire breath (as dragon breath – hp in damage, 3x/day)



16. WANDERING JACK

A middle-aged bearded man heavily laden with packs and bags, wearing a sword and carrying a staff, **Wandering Jack** is well known to and well loved by the local people. Jack is a champion of the helpless and the downtrodden. When encountered, there is a 30% chance that he is hurriedly moving to someone's rescue (a peasant hunter being attacked by a wild boar). Otherwise, he is jovial, open, and friendly, welcoming strangers to the region.

Wandering Jack is a font of information about the region: he knows all the common knowledge, has a 70% chance to know whether a rumor is true or not, he knows where nearly all of the important locations are in the region and many of the unimportant locations as well. He may accompany the party for a time, but because of his chaotic nature, he will not remain long, and he will always help someone in distress, no matter the consequences to himself or those with him.

Wandering Jack is no normal human being, however. He is a descendant of the Gnome King, kind of the "bad apple" of the Gnome King's chaotic and rather evil lineage. Jack does not easily admit his heritage, but spends his life trying to make amends for the chaos and destruction his kin have wrought over the centuries. He fights with a magical staff (as a **wand of lightning**) and carries two magic swords (**Fool's Hand**, a cursed longsword +1/+3 vs. Faerie creatures, detect invisible and darkvision 2/day each, renders wielder susceptible to magical attacks [-4 penalty on saves] and **Grossbeak**, a shortsword +2/-2 vs. Faerie Creatures grants the wielder invisibility to mortals and demons 3x day, ESP on command) and a magic dagger (**The Nick**, a dagger +1 with dancing fairies etched in the black steel blade). His leather clothing is likewise enchanted (granting him a +2 bonus to armor class).

Wandering Jack: hp 27

Roll 1d12	What's In His Knapsack?	At Will Spell-Like Abilities Letter (C,D,I,M) indicates what type of magic (at 18 th casting level), reversible at will
1	First aid bundle: bandages, alcohol, medicine, a small book called, <i>The Physick of the Primitive</i>	Weather Summoning (D), Feather Fall (M), Monster Summoning I (M), Power Word Kill (M)
2	Colorful ribbons – blessed by St. Ganarat and woven into a bracelet, these ribbons grant protection from evil spirits (Protection from Evil, 10' radius).	Find Traps (C), Power Word Blind (M)
3	Treasure: Gems: 50 gp Moss Agate, 50 gp Obsidian, 500 gp Bloodstone, 500 gp Emerald, 500 gp Pearl, 500 gp Peridot, 500 gp Tourmaline, 5000 gp Sapphire, 55 gp Turquoise, 700 gp Star Sapphire, 80 gp Rock Crystal, 80 gp Sardonix, 9 gp Azurite, 9 gp Moss Agate, 90 gp Peridot; Scrolls: Magic User (Cone of Cold, Fumble, Fireball) and Cleric (Ressurrection)	Anti-Plant Shell (D), Weather Summoning (D), Affect Normal Fires (M), ESP (M), Cloudkill (M), Teleport (M)
4	A pendant (worth 30 gp) depicting St. Ganarat. If the wearer reveres St. Ganarat, there is a 1% cumulative chance per day of reverence of gaining a blessing from the saint (per Bless spell)	Cure Blindness (C), Charm Person/Mammal (D)
5	A book called The Moral and Spiritual Center of Man . If read with comprehension (which takes 22 minus INT score weeks), the reader will gain 1 point of Wisdom.	Detect Pits and Snares (D), Dimension Door (M), Projected Image (I), Programmed Illusion (I)
6	Treasure: 2314 gp; Magic Dagger (Kinslayer , dagger +1/-2 vs. small creatures, grants wielder clairaudience 3/day and clairvoyance 1/day)	Spiritual Hammer (C), Locate Object (C), Mind Blank (M), Massmorph (I)
7	A jeweled belt buckle worth 900 gp, from the collection of the High King of the Highlands (bearing his crest, no less)	Find the Path (C), Magic Mouth (M), Symbol (M), Incendiary Cloud (M), Permanent Illusion (I), Veil (I)
8	Coins: 11,312 cp; 1892 sp	Enlarge (M)
9	A magnifying glass and a compass.	Insect Plague (C)
10	The Chalice of Hederos , a cup made from a unicorn horn. Drinking from it heals 1d6 hp per person per day. If poison is placed in the cup, it crumbles to dust.	Cure Light Wounds (C), Dig (M), Permanent Illusion (I), Prismatic Wall (I)
11	A wand of fire and fire extinguishing	Stone to Flesh (M)
12	Coins: 1313 sp	Cure Critical Wounds (D)

NOTE: Some of these at will spell-like abilities are way over powered (they were generated randomly). The GM may wish to choose others.

17. UGLY KARRAS

This hunchbacked man has been outcast from his village and clan because he has done wicked things. **Ugly Karras** denies any wrongdoing, in fact his story is one of long being misunderstood because of his deformities and his slurred speech. His story is, however, completely false (though he absolutely believes it himself). He is deformed because he made a pact with a demon and tried to manipulate that agreement in a way that angered the demon. If discovered, he will say he was sold into bondage to the demon and will beg to be released from the curse (see below).

Karras carries a book with him at all times, usually in his satchel though he takes it out from time to time to admire it. He knows that it is magical, but he has no idea what it might be. He would be willing to trade the book (a *Manual of Infinite History*).

Karras is a man who has been imbued with two special abilities (which have come with a price). The first is he can read people's minds (ESP) as long as he is looking into their eyes. The second special ability is the ability to pass through walls (as per the spell passwall). He desired these abilities to enhance his own abilities as a thief. The price was high to begin with, he must cause a gallon of human or demihuman blood to be spilled onto the bare ground every week for a year. When he sought to cheat the demon by gutting a corpse every week and spilling the blood of the already dead, the demon cursed him with these deformities and demanded that Karras spill a gallon of living human or demihuman blood every week.



Since, Karras has been seeking to be released from his agreement. He will do almost anything, say almost anything to be released. To be released, he has to have the following spells cast on him: bless, remover curse, restoration. Doing so has a 5% cumulative chance per spell to attract the attention of the Type 5 demon who currently owns Karras' soul. Releasing him from his bondage will not release him from his own selfish and wicked ways, however.

Once encountered, Ugly Karras should show up every so often, begging to be released, offering to serve, anything to stave off the torment of the demon. He guards his special abilities, but might slip up and use them if he believes he can get away with it. Karras generally only carries a knife with which he is very proficient.

Ugly Karras: hp 19.

Roll 1d8	What Else Is In His Satchel?	What's In His Boots?	How Is He Demon Plagued?
1	Bunches of wolvesbane and 9 silver arrow tips.	Six gold coins minted with the faces of six saints	Surrounded by a cloud of flies and mosquitoes
2	1d10 doses of sleep powder (as spell) – digest or inhale.	A small board painted with a holy symbol on it	Mumbles demonic language (that he doesn't understand)
3	A collection of goblin-kin scalps and finger bones.	A gold chain (worth 20 gp)	Nightmares
4	A pixie trapped in amber and a box of 63 iron nails.	9 sp	Hallucinations of the Outer Darkness
5	Three bottles of fine wine, three bottles of poisoned wine. A secret mark is on the label of the non-poisoned bottles.	Sheepgut harp strings and a tuning peg.	Is visited by demon 1/week to extract blood payment
6	Seven scrolls. Six are diagrams of magical symbols and sigils, the seventh is an incantation (which appears to take 9-12 hours) wherein the six pages of symbols and sigils can be melded into a trace for a tattoo which, when applied to human skin, will render the human being immune to demon possession. The seventh scroll, however, lies. The tattoo will make the human being who wears the tattoo a slave of a powerful demon lord.	Half a locket (with the Silver Queen's picture in it). The Silver Queen has the other half. Karras stole this by killing one of the Silver Queen's suitors. Anyone who possesses this and enters the realm of the Silver Queen will be held for execution.	Randomly hurts people close at hand. He will attack without provocation until he draws blood, then try to direct the bleeding toward the ground. In play, there is a cumulative 1% chance per hour spent with Karras that he will attack.
7	A pint bottle of Karras' blood and a nicked and rusty sacrificial knife.	A tiny bottle with a powerful healing potion in it (cure 1d20+6 hp)	Constantly hears voices whispering curses in his ears. Will miss important things said.
8	A box of small carved wooden soldiers, about 5 inches high. There are 22 soldiers. If a wooden soldier is cast into the fire, out will leap a human-sized flame soldier after 1d6 rounds of burning. The Flame Soldier is a F3 with 12 hp and fights with a flaming longsword (1d8 damage, + 1d4 fire damage). The Flame Soldier remains until destroyed and will be under the command of the person who cast the toy soldier into the fire to begin with.	Right boot: silver flask (worth 20 gp) with 2 doses of holy water Left boot: Tin flask with cheap whiskey in it.	Afraid of the darkness and the light, afraid of fire and water, afraid to go to sleep.

18. PITCH WANDERER

This undead creature is the animated corpse of a girl who was murdered by drowning her in one of the Tar Pits in hex 17. The **Pitch Wanderer** is a tormented soul, seeking revenge on all men for the injustice done to her in life. Everywhere she goes, she leaves a trail of tarry footprints and globs of smoking pitch (the trail disappears after 6 hours).

The Pitch Wanderer violently attacks men on sight, hurling balls of flaming pitch at them, or grabbing them with her hands (also flaming pitch). Weapons which successfully hit the Pitch Wanderer must save vs. crushing blow or become stuck her. Stuck weapons require a 20 Strength to remove, even after the Pitch Wanderer is dead.

She will not fight women. If attacked by a woman she will pause in whatever she is doing, look quizzically at the woman, then continue on with whatever she was doing, as if the attack from the woman never happened. No matter how many times she is attacked by a woman, she will not respond in kind. However, for every hit landed by a woman, there is a 10% cumulative chance that the Pitch Wanderer will flee. She fights men to the death.

Pitch Wanderer: hp 13



Roll 1d10	Special Weakness NOTE some of these may conflict with Immunities	Special Immunity NOTE some of these may conflict with Weaknesses
1	Fire does triple damage to Wanderer	90% magic resistance
2	Normal water does 1d6 points of damage, Holy Water does 2d8 points of damage to the Wanderer	Magical energies directed at the Wanderer are absorbed by the pitch covering her and then are 50% likely to be hurled at prey with the next pitch ball (spell effects in addition to pitch ball damage)
3	Mind affecting spells automatically affect the Wanderer	Edged weapons do half damage, blunt weapons do only a single point of damage
4	Silver does double damage	Immune to fire
5	Iron does double damage	Immune to water
6	Wood does double damage	Immune to cold
7	Will not cross running water	Blunt weapons do half damage, edged weapons do a single point of damage
8	Stops and weeps after killing, defenseless and inconsolable for 1d4 turns	Silver weapons have no effect, magic weapons do only their plus value in damage
9	Swings from rage to sorrow every 1d4 rounds. When enraged, attacks, when despondent tries to walk away	Only hit by silver or magical weapons
10	Pitch won't flame, no fire damage, normal damage halved	Only hit by cold iron weapons

19. FRITZ AND HIS FRIENDS

Fritz is considered a crazy man by the people of the Highlands. He travels around the highlands with quite a menagerie: a donkey (Asson), a brown bear (Cubby) and a mouse (Dan). He talks to his three friends as if they are people and the animals are very tame in his presence. The animals are also very protective of Fritz if he is threatened. When encountered, Fritz has discovered a wooden box bound in iron bands (floating on a stream or river if one is nearby, otherwise, simply on the ground). He will be talking to Dan (the mouse) about how to open the box as Asson and Cubby sit watching. Fritz speaks in a halting way as if language doesn't come easy (his laugh should sound like a donkey's bray) and moves in an awkward way, if frightened he will drop to all fours and kick hard with his feet.

Fritz and his friends are not exactly what they seem to be. Three men were beating their donkey when the Witch of the West Wind came to investigate, took pity on the donkey, and polymorphed the whole lot of them. Fritz, the donkey, has been transformed into a human, the three men into each of the animals.

As part of the curse, none of them can remember being anything other than what they are, though the animals all have uncanny intelligence for their kind (they do not talk, however). None of the animals really knows how to act as an animal, but instinct will drive them to defend themselves



Fritz is puzzling over the iron lock on the large box. He has no idea how to open it. See the chart for what is inside the box.

Fritz: HD 1; hp 4; AC 9[10]; Atk nil; Move 12; Save 16; Special: Powerful kick.

Cubby (Brown Bear): HD 4+1; AC 7[12]; Atk 2 claws (1d3), 1 bite (1d6); Move 9; Save 13; CL/XP 4/120; Special: Hug.

Asson (Mule): HD 3; AC 7[12]; Atk kick (1d6x2) bite (1d3); Move 12; Save 14; CL/XP 2/30; Special: None

Dan (Mouse): HD 1hp; AC 9[10]; Atk nil; Move 6; Save 16; CL/XP0; Special: None.

Roll 1d8	What's in the Box?	What's Fritz Carrying?	How to End the Curse?
1	The clothing of a noble, worth about 300 gp.	Eggs, bacon and a bag full of herbs. A meal made from these satisfies for the whole day. Enough for 6 meals.	Seal a new tomb that is older than time with wax from the Holy Bees, tinted red
2	Dried meat: 1. Griffin, 2. Horse, 3. Human, 4. Faerie	A bag of dust, three pinches: 1. Choking and sneezing, 2. Disappearance, 3. Appearance, 4. Talcum powder	Make wine from apples taken from a pear tree, pour the wine on unholy ground while praying to a saint
3	17 books on the history of the Seven Lost Brothers.	A note scrawled in red letters, written mirror image, which says, "Until you learn respect for all."	Write the Witch of the West Wind's Truename in red on each cursed being's forehead
4	Kegs of: 1. Whiskey, 2. Cheap wine, 3. Honey Mead, 4. Salt water, 5. Holy water, 6. Ale	A golden chalice filled with insect eggs. Eating the eggs grants a 2 point bonus to AC for 1d6 hours. Eggs reappear every night at midnight.	Make an offering of the thing the petitioner most values to the Witch of the West Wind
5	Bones: 1. Human, 2. Goblin-kin, 3. Faerie, 4. Dragon, 5. Griffin, 6. Elf, 7. Dwarf, 8. Animate skeletons (3d4)	A variety of bone dice in several shapes (four d6, three d8 and three d20). These are Chaos Dice and are fully explained in the Appendix: New Items.	If the animals are killed, Fritz will transform back into a donkey. If Fritz is killed, the transformations of the animals are permanent unless Fritz can be resurrected, which would end the curse.
6	Rusted and mostly ruined weapons bearing the marking of the King Under the Water.	7 tiny crystal bottles with 1. Potent wine, 2. Holy Water (7 applications), 3. Weak poison (7 doses), 4. A divided potion of healing (each dose heals 1 point).	Find a drop of primordial darkness, expose it to sunlight at noon, then anoint each of the polymorphed beings with it on the forehead.
7	1d4+4 bound and gagged goblins. If freed, they will gladly serve their liberator until goblin-kin are encountered, at which time goblins will betray liberator.	A bag of dried figs, seven giant black olives, four grapes and a vial of olive oil. Combining the items into a draught gives the imbiber a 3 point bonus on saving throws for the day, but also slows the imbiber's movement to one-half normal.	Gather the following: the blood of a demon, the tears of an angel, bark from a thousand year old tree and gold dust from a faerie hoard. Brew a potion. Allow each cursed creature to drink. A non-cursed creature who drinks the potion transforms into an oak tree.
8	400 arrows (20 bundles of 20) 2d20 random arrows are magical (+1)	100 gold pieces and a 1000 gp diamond. The diamond is a gem of seeing.	Read aloud the holy writings revered by St. Ashar until the curse is broken.

20. FINN THE TINY

A spirit from the Faerie realms, **Finn the Tiny** is a benevolent spirit known and beloved by the people of the Highlands. He is only about 3 inches tall, so he is easily overlooked. When Finn encounters good or neutral aligned beings, he is friendly and welcoming.

Evil beings are best avoided in Finn's opinion, but his natural curiosity sometimes draws him to see what even the most wicked of creatures is doing.

Finn's favorite pastime is hunting dragonflies which he cooks and eats. He knows a great deal about the highlands and can be a source of information about many of the major encounters found in this region. Finn is very unpredictable, flitting from one interest to another without warning. He might spend an hour fascinated by a rock, then chase after a butterfly for ten seconds then be mesmerized by a cloud (20% chance per round of being distracted). The only thing that is guaranteed to hold his attention are dragonflies. His big dream is to hunt and kill a giant dragonfly and make a coat out of its skin. He is too timid to actually do this alone, though he would gladly join a hunt (with the same chances of being distracted, even though he is living out his dream).

Finn wears a **horned crown** which bestows random magical effects and **magical dragonfly-skin** (leather) **armor**, granting him a bonus to his AC of 2 points. A tiny emerald chip (seemingly worthless) is embedded in his bow. This is **the Focus Emerald**, bestowing a +3 to hit with any bow into which this gem is set.

Finn is 50% likely to have some additional treasure (see chart below).

Finn the Tiny: (Sprite) hp6



Roll 1d6	Finn is distracted by...	Finn's crown bestows:	Finn's treasure
1	A sound: 1. The distant buzzing of dragonfly wings, 2. The call of a raptor, 3. The whisper of a fairy weeping, 4. Birdmen singing a summoning song	Makes wearer undetectable for 1d8 rounds 3/day.	In a tiny bag of holding, 2783 sp and a diamond crusted crown worth 3000 gp.
2	A smell: 1. Smoke (1. Charred goblin remains, 2. Campfire, 3. Forest fire, 4. Smokehouse [50% bacon 50% human flesh]), 2. Almonds and lavender, 3. Wet beast (1. Elk, 2. Griffin, 3. Giant boar, 4. Night fairy) 4. Treasure (1. Gold, 2. Silver, 3. Diamonds, 4. Potions [1. Healing, 2. Heroism, 3. Flying, 4. Invisibility])	A rainbow of colored light explodes around the wearer, causing blindness to all within 50' who see the display. 5/day.	A tiny magic dagger – Wingbane : dagger +1/+4 vs. flying creatures (1d2 base damage), tightgrip (cannot be accidentally dropped or knocked from hand while wielder is conscious)
3	Seeing 1. An illusion of (1. A red dragon, 2. A flight of Griffins, 3. Forty enslaved women being led by a demon, 4. The Silver Queen), 2. A flight of dragonflies, 3. How grass dances in the wind, 4. An interesting shadow, 5. A pretty stone, 6. Magical flowers	With a thought, can cast 100 mph gust of wind (cone 50' long, 20' wide at end) 3/day or cloudkill (as spell) 1/day.	A magical vine belt, wrapped around his waist many times. The vine (3 feet long) cannot be cut by anything less than a +3 magical blade, has 80% magic resistance for spells cast upon it, can stretch to be up to 30 feet long, can be animated to perform simple tasks.
4	Clouds shaped like (1. A dragon, 2. A giant's face, 3. An immense turtle, 4. A giant bat, 5. A beautiful woman, 6. A cow with wings) 30% chance that the cloud becomes what it appears to be, and drops out of the sky (probably violently)	Wearer is able to polymorph into a (tiny, 2' tall) elk with 1 HD and move rate of 48.	A tiny scroll, written in a fey language, if read without magical aid, causes confusion (as spell). Scroll of find the path (as druid spell).
5	A thought (1. What if I only spoke in rhymes? 2. How does the yolk get in the egg? 3. How do dragons laugh? 4. What if I only fly backwards?)	Wearer is able to turn gaseous 2/day.	A single silver piece (magic: detect silver, appraise accurately)
6	Something shiny (1. A random gold piece, 2. A will o wisp, 3. A glint of light in the distance, 4. The reflection of sunlight or moonlight on water)	Summons a fairy dragon (80% friendly, 15% neutral, 5% hostile).	A diamond set in his crown worth 1200 gp. Removing does not affect the magic of the crown.

21. BEARSKIN

Bearskin is a gruff and unpleasant man. When encountered in his human form, he will be standoffish and unkind. In his bear form, Bearskin is actually friendly and gentle when approached in a non-hostile way.

Bearskin is a **Werebear**. He prowls the region as a protector and friend of the forest. He is well acquainted with the Brothers Five (Treemen in hex 19) and the Forestmaster (hex 38) and is able to magically call their aid (50% chance the Forestmaster, 50% one of the Brothers). Bearskin will fight to defend himself or to defend the forest and its denizens. He is 60% likely to be accompanied by one or more animal companions (see chart below).

If anyone says his name three times, there is a 50% chance he will appear within 1d6 turns. If summoned, the summoner had better have a good reason for calling him, or be in dire need, or Bearskin will react in a hostile, possibly violent, way.

Once encountered, Bearskin will keep tabs on those who have encountered him. If they prove to be friends of the forest, he may come to their aid at a particularly important moment. If they prove to be destructive to the forest or creatures therein, he will send dangerous animals after them. Every animal encounter will be with a dangerous animal (see Mundane Encounters, Animal Table, Potential Dangerous Animals Sub-table).

Bearskin’s beard hairs can bestow upon another the ability to polymorph into a bear (25% black, 25% brown, 25% grizzly, 25% cave). A single hair gives the ability for 1d6 hours. If someone wins his favor, he might pluck a beard hair and give it to this favored person. If his beard were shaved, about 40d10 usable hairs could be harvested.

Bearskin (Werebear): hp 40

Roll 1d6	Disposition	Animal companion	Treasure (roll randomly or assume he has all of these)
1	Gruff but friendly	1d3 brown bears	Bearskin cloak: protection from elements (save bonus of 3 vs. elemental effects), AC bonus 3, heavy like chainmail, lose 1 point of Dex while wearing due to bulkiness.
2	Unpleasant, rude, angry	1d4 elk	Staff of the Wanderer: At will:know the path, find water; affect normal fires 3/day, light 3/day, summon weather 1/week.
3	Distracted and in a hurry	2 grizzly bears	Leggings of the Wild: Untraceable when walking/running in a natural environment (but indoors, leaves noticeable marks)
4	Unfriendly but not hostile	1d6 wolves	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)
5	Suspicious	4d6 squirrels	A gold ring, as twisted vines with elemental symbols intertwined. Ring of elemental command (summon and command an elemental of the smallest size, 1/day)
6	Unfriendly and possibly hostile	3 black bears	A gold and ruby cloak clasp in the shape of an arrow (Broach of Shielding: grants protection from normal missiles and a +4 bonus of protection vs. magical missiles, whether arrows, bolts or spells)



22. THE FROG KING

When encountered, the **Frog King** simply appears to be an overly large frog, perched on an odd black stone. This large frog, however, can talk. Given the chance, he will introduce himself as **King Bertram** of the Grand Wood. His "kingdom" is whatever he can see and his subjects are whoever or whatever is before him. He will treat an encountered party as if they were his vassals. The Frog King really is a polymorphed king, though the transformation has driven him insane. Changing him back to a human being (dispel magic at 9th caster level, remove curse at 6th caster level, restoration, etc.) has a 50% chance of curing his madness and a 50% chance of driving him a complete break with reality. The Frog King occasionally breaks into random songs. The effects of his songs are listed below (save vs. spells to negate, also dispel magic, silence, etc. are powerful defenses against the songs). The Frog King will also offer a reward for completing a quest (see below) for him. How the King accesses this reward (if, indeed, he can) is up to the GM.

Frog King: (Frog Form): hp 2
(Human King Form): hp 6.

Wind Elementals (Minor): As Air Elemental, 4 HD,
 hp 13, 14, 17, 19, 21, 22, 24



If threatened, King Bertram can summon the **Seven Brothers of the Wind**, minor wind elementals (4 HD) which wink into existence within one round and are under the Frog King's command for 7 rounds, one Brother returning to the Elemental Plane of Air each round. The Frog King can summon the Brothers once per day.

Roll 1d6	The Frog King's Song	The Quest	The Reward
1	"The Call of the Deep" – air breathing creatures who hear this song experience the effects of drowning for the duration of the song (1d6+10 rounds). A being can survive the effects of drowning for a number of rounds equal to their full Constitution score (if the song goes longer than a being's CON score, the being drowns and dies). Actions performed during this song are at half speed and with a 2 point penalty on hits, damage and saves.	"Find the heart of the forest, bring me a draught of its lifeblood in the horn of a dragon."	Each arm becomes tattooed with 1d6 tattoos, each depicting a random spell effect. The bearer of the tattoos can release the spell effects at will. Releasing the spell effect causes the tattoo to disappear.
2	"The Misty Mires" – for 2d4 rounds, the effect of cloudkill descends on the area (at 12 th casting level). The cloud will be centered on the King (who appears to be immune) and will travel with him.	"Bring me a drop of moonlight gathered by the Night Fairies of the Seeded Glen."	Being gains Darkvision and the ability to see invisible.
3	"Black Water Rushing" – a wave of darkness, 80' radius, centers on the Frog King. The darkness lasts the duration of the song (1d12+12 rounds) and is accompanied by the nearly deafening sound of roaring water. Light, Darkvision, etc. cannot penetrate or dispel the darkness.	"Raise my banner above the ruins of the Hopeless Mother and lay claim to the treasures of the Lost Children. You may keep the treasures, but the kingdom is mine."	750 gems worth 100 gp each. Each gem is marked with the Frog King's seal, not recognizable to any jeweler, except to suggest that they might be stolen.
4	"The Blessings of the Marsh" – Fog rolls in for the duration of the song (1d10+10 rounds). Those who breathe the misty vapors are healed one hit point per round and gain water breathing ability for 1 hour per round of the song (save negates effects).	"Find the Spiral of the Hopeful Dawn, cast the Deep of Night into its depth and bring me the Eye of the Broken Land."	Being gains: water breathing and the ability to talk to amphibious creatures.
5	"The Lure of the Fens" – this song is hauntingly beautiful, causing listeners to succumb to the charm of the Frog King (as charm person, with no Hit Dice limit). The song lasts 2d12 rounds and those who fail their saves and fall under the charm remain so for one day per round of the song's duration. Charmed beings willingly submit to the Frog King's quest.	"Conquer the Conqueror Worm and bring me its heart."	The Frog King offers 800 Night Fairy Slaves. If refused, he will offer 800 silver pieces. If refused, he will sing the "Lure of the Fens" (see #5 to the left) to attempt to charm the questers.
6	"The Past and the Future" – Each round of the duration of this song (3d8 rounds), a Marsh Corpse rises from the ground (Marsh Corpse (Zombie) , with marsh gas breath weapon for 1d8 hp; 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, Breath Weapon). Corpse Zombies act randomly, attack nearest creature (even Frog King) or wander off to find others to kill.	"Travel the Bright Way of Darkness into the Eye of the Black Sun where you will find the Peace of the Ages and the Strife of the Past. Unite them and bring me the Balance of Forever."	A magic sword (Bloodprick), a magic hat (Sarnas' Bonnet) and a magic belt (The Cinch of the Titans). The sword can only cut warm-blooded creatures, the hat gives the wearer the ability to transform into a giant frog and the belt gives the wearer the ability to carry up to ten times the weight he or she could normally carry.

23. THE NIGHT CLAW

This Faerie Cat prowls the Highlands. It is very large, the size of a mountain lion, and midnight black, with orange eyes, and its cry is like the howl of a wolf, but deeper and with more warble.

When encountered, the Night Claw will approach slowly and cautiously at first, not immediately betraying its disposition (see below).

Its disposition varies depending on the time of day. In the morning (sunrise to noon), the Claw is friendly and playful, in the afternoon (noon to sunset) the Claw is haughty and standoffish. In the night (sunset to sunrise), the Claw is a malevolent predator, attacking mortal beings, human or animal, without pause.

The Night Claw can blink 4 times per day and hide in shadows and move silently with 90% success. Once the Night Claw kills its prey, it keens over the corpse, wailing loudly, for two hours, then fades away, returning to its faerie home. If attacked during the keening, the Night Claw runs off but stalks its attacker, seeking an opportune time to attack. Once the Night Claw has killed and mourned (and, if necessary, avenged itself if attacked), the Night Claw will sleep for 1d12 days.

The gaze of the Night Claw is said to have magical powers over people, though the stories about what those powers are differs (see chart below).

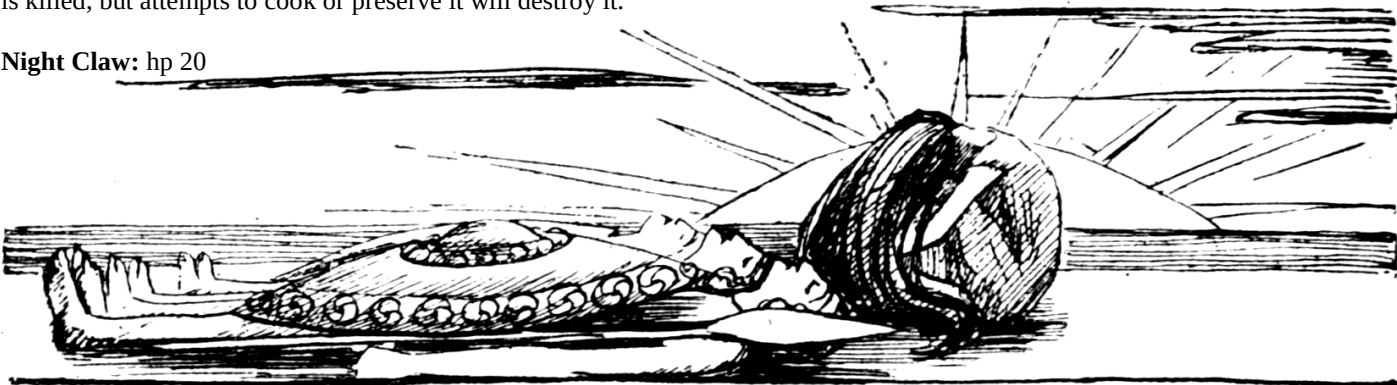
The gut of the Night Claw is magical. Anything placed in it will dissolved within 6d8 minutes. The magical properties of the stomach will last for 1d6+2 days after the creature’s death.

The brain of the Night Claw, if eaten raw, will give the consumer the ability to blink 4 times per day for 1d6+1 months, but will permanently alter the consumer’s personality to become like the Night Claw’s disposition (friendly in the morning, malevolent at night). Two saves are rolled if the brain is eaten. The first is for the Bink effect (save negates it). The second rolled to counteract the “curse” of the Night Claw’s disposition (even if the first is failed). The curse can be removed with powerful magic like wish and restoration, or remove curse cast at a minimum of 12th level. The brain can be eaten up to three days after the Night Claw is killed, but attempts to cook or preserve it will destroy it.

Night Claw: hp 20



Roll 1d10	The Night Claw’s Gaze (at will, once per round, 12 th caster level)	Night Claw’s Keening Attracts:
1	Acts as Charm Person spell as written	1d3 Ghosts
2	Acts as Charm Person spell, with no upper limit for Hit Dice or number affected	1d2 Wraiths
3	Acts as Hold Person spell, as written	2d8 Goblins
4	Acts as Hold Person spell, freezing 1d8 beings (regardless of level or HD) for 1d10 rounds.	2d8 Wolves
5	Mass Charm (as spell)	2d6 Coyotes
6	Mass Suggestion (as spell)	1d4 Carrion Creepers
7	Feeblemind (as spell)	1 Imp
8	Cause Blindness	1d8 Spectral Haunts
9	Magic Jar: the gaze of the Night Claw seeks to trap the soul of an individual in any nearby tree. The Night Claw then takes over the body (as described in the spell description)	Major power notices (20% angel, 20% demon, 20% Angel Prince, 20% Demon Lord, 20% Powerful NPC)
10	Forget (as spell)	The Forestmaster



24. FOREN AND DYMER

When encountered, two men are seen sitting on a tree branch, talking with each other. They are having an animated conversation about the High King. **Foren** (on the left) hates the High King and believes that the Clans should rule themselves. He sees no need for a High King, seeing the position as simply a drain on the Clans' resources with no benefit given to the people. **Dymer** (on the right) argues that under the High King, the people of the Highlands are finally united, finally at peace, the King's patrols keep that peace. Dymer points out that the recent Goblin War took its toll on the Highlands but it would have been much worse without the High King.

If not molested, Foren and Dymer will continue arguing, ignoring any other beings in the area. If interrupted or attacked, the two will leap off the branch and attack. These are **Hostile Spirits**, two very angry men who were killed near here 250 years ago. Hostile Spirits simply exist to fight, either physically or verbally. They will not relent until dispatched, and even then, they reform the following day unless their physical remains are completely destroyed. The bodies are buried at the base of the tree where the two spirits are first found.

Hostile Spirit: hp 12, 16



Roll 1d6	Foren Special Weakness	Foren Special Ability	Dymer Special Weakness	Dymer Special Ability	Hidden Treasure	How to Completely Destroy Their Remains
1	Magical light slows Foren to half speed	ESP	Easily distracted by taunting	Magical light doubles Dymer's speed	Buried with remains: 1d8 gp per corpse, 1677 cp in a small coffer.	Soak in holy water for 2 days then cast the remains in a running river.
2	Fire does double damage	Darkvision	Darkness blinds Dymer	Immune to Fire	8 diamonds (worth 100 gp each) in heart of tree.	Burn them with normal fire.
3	Music acts as Hold Person spell on Foren for duration of song	If killed, reforms in 1d4 days	Will not fight (1. Elves, 2. Dwarves, 3. Women, 4. Men)	If killed, reforms in 1d4 days	Magic Sword (Lucen's Vengeance : Sword +1/+3 vs. human beings, Hold Person 3/day, Charm Person 3/day) in branches.	Magical fire (of any type) causes remains to explode, doing 3d6 hp damage to all within 20' radius, but destroys the remains.
4	Foren Cannot move more than 200' from this tree	Regenerates 1 hp per turn, even if killed	Fascinated by magic displays of which will distract him	Absorbs 1 hp per point of victim's Constitution drained	A treasure map carved onto a bone scroll case, buried with the remains (promise of powerful magic item).	Cast healing magic of at least 8 hp per corpse upon each of the remains.
5	Foren is afraid of magic, spell effects cause him to try to run and hide	Precognition: Foren knows what his opponents are going to do and counters it if at all possible.	Randomly has visions of the people he has killed (1 in 6 chance during combat) which distracts him completely	Able to Summon 1d4 Spectral Haunts 1/day. The Haunts will obey Dymer for 4d6 hours but they have no ability to attack.	A small leather sack buried with the remains, well preserved. If opened, a creature (1. Imp, 2. Devilkin, 3. Ogre, 4. Hill Giant) leaps out and attacks. In the bag are 3,001 gp and a potion of healing.	Remains must be taken to Foren and Dymer's descendants and given proper burial rites. Then the graves must be blessed. Those who do this receive the effect of a bless spell for 6 months.
6	Threatening his remains causes him to disappear	Telekinesis	Threatening his remains causes him to disappear	Magic resistance 85%	Growing on the side of the tree, 12 doses of a fungus which heals 1d12 hp/dose.	Remains must be destroyed by acid. At least 20 hp acid damage per corpse.

25. LITTLE CHILDREN LOST

A few yards in the distance is the sound of children's voices, singing, laughing, and playing. When approached they all giggle and clap their hands together and run toward the party, singing a song about eternal summer and playing and laughing. There are 2d8 children dancing and singing.

These are **Song Spirits**, Faeries who seek to charm living beings into a state of eternal pleasure. Each round the children sing their song, every mortal being who hears it must save vs. spells or succumb to their special charm person ability. A charmed person finds themselves transported to a realm of great pleasure, whatever the mortal being's greatest pleasure is. The reality is that the charmed mortals simply fall to the ground, catatonic for 4d6 hours. Killing a single Song Spirit makes the rest disappear (of possible) and breaks the charm of the song. Dispel magic (9th caster level) will break the charm and there are other ways to break the song's charm (see below).

Song Spirits simply desire to spread joy and pleasure (even if it is illusory) and have no conception of the danger they put mortals in: falling under charm in the middle of a stream, for example, or the exposure to weather and predators their charmed victims experience.



The Song Spirits will flee if threatened and always move on whenever all their victims fall under charm (or seem to, they can be tricked easily). Song Spirits are not violent or aggressive in any way and will not defend themselves if attacked. If killed, they rise again as Spectral Haunts in 1d8 days. Killing a Song Spirit curses the killer with a random curse only lifted by remove curse spell.

Song Spirits (2d8): hp 3, 5, 11, 11, 11, 12, 13, 16

Roll 1d8	How to Break the Charm	Magic Resistance	Song Spirit Killer is Cursed by...	What Happens When the Spirit is Killed?
1	Dowse charm victim with cold water (at least one gallon).	5%	Strength reduced by 1d4 points until curse is removed.	The body explodes, 2d6 damage to all within 20' radius.
2	Inflict at least one hit point of damage to charm victim.	10%	Constitution reduced by 1d4 points until curse is removed.	The body melts, leaving a golden skeleton. Touching the gold bones turns whoever or whatever touches it to gold. The gold of the bones and whatever touches it dissolves at the next full moon.
3	Violently shake the charm victim for at least two full rounds.	15%	Every 1d4 hits with primary hand is an automatic fumble (drop weapon) until curse is removed.	The body fades while a loud, wailing cry goes out, attracting 1. Wolves (1d8), 2. Coyotes (1d4), 3. Birdmen (1d6), 4. Griffin (1)
4	Cast any magic spell on the charm victim.	35%	Magic cast upon the cursed one is either doubled in effect (if negative) or halved in effect (if positive) until curse is removed.	Song spirit's death summons an additional 2d20 Song Spirits whose charm song is harder to resist (4 point penalty on saves). Those who fail the save remain charmed for 4d12 hours.
5	Use any healing magic on the charm victim.	50%	Cannot be magically healed until curse is removed.	Seven ravens swoop down to retrieve the body. If driven off, seven more attempt it, and so on...
6	Tickle the charm victim under the chin with 1. A feather, 2. A leaf, 3. A rabbit's foot, 4. The hair of a rabid dog.	65%	Blurry Vision: everything within 10' is blurry (all attacks are at -2, thieves receive -10% to find/remove traps and the like), until charm is removed.	The body turns into shimmering crystal, then fades to translucency after 4 rounds. If touched before becoming translucent, the one touching the body transforms into a crystal statue (stone to flesh to recover).
7	Splash at least 4 oz (half cup) of holy water on charm victim's face.	80%	Skin color becomes deep blue. 6 point penalty on Charisma until curse is removed (however, blue skin grants a 6 point BONUS to Charisma reactions among Goblin-kin).	The body turns to stone and crumbles to dust leaving behind a small heart shaped ruby where the Spirit's heart would be. Anyone touching the gem receives a Song Spirit curse.
8	Touch the charm victim with a silver item.	96%	All saving throws or attribute checks are made at a 2 point penalty until curse is removed.	The body bursts into a rainbow of pure light. All in 100' save vs. spells or be blinded for 6d4 hours.

26. THE SEVEN BROTHERS (AND THEIR TRUE FORMS)

Seven men, all dressed in identical clothing, all bearing heavy sacks on their backs lumber through the region. Six of the brothers have bushy black beards while the seventh is clean shaven, looking to be the youngest. If ignored, the clean-shaved brother will tip his cap at the party. If approached, the Seven Brothers will stop for a rest. Only the shaved brother will speak when encountered. The bearded brothers watch every move the unshaved brother makes and all six of the bearded brothers do exactly the same actions, as if they are all controlled by a single mind.

If anyone treats them with hostility, the six bearded brothers begin speaking in unison, threatening whoever or whatever threatens them. In combat, the six brothers all attack the same target exactly the same way while the unshaved brother acts very independently of the other six.

If the unshaved brother is killed, the other six fall over dead as well, appearing to have received the same wounds. Any of the six may be killed with no effect on the others. .

Inside the huge, heavy sacks are the brothers' true forms: four-foot-tall, deep green demonic creatures: **Changeling Imps**. If a bag is opened, the imp will leap out as the bag envelops the Brother and becomes a hump on the back of the Changeling Imp. The Imps are aggressive and unpleasant, attacking without provocation and hurling insults at every opportunity. When one imp is released, all seven will reveal themselves and attack.



If killed, the Changeling Imps will be forced back to the Outer Darkness, but they leave behind the seven sacks. A humanoid being can cover him or herself with the sack (jump in it, as it were) and project the image of one of seven brothers as a disguise (treat as illusion cast by 12th level illusionist). If a mortal being jumps into the disguise sack, save vs. spells or become a changeling imp.

Changeling Imp, Man Form: hp 1, 2, 3, 3, 5, 7, 8

Changeling Imp, True Form: hp 8, 9, 9, 12, 13, 13, 14



27. THE SEEDOAK

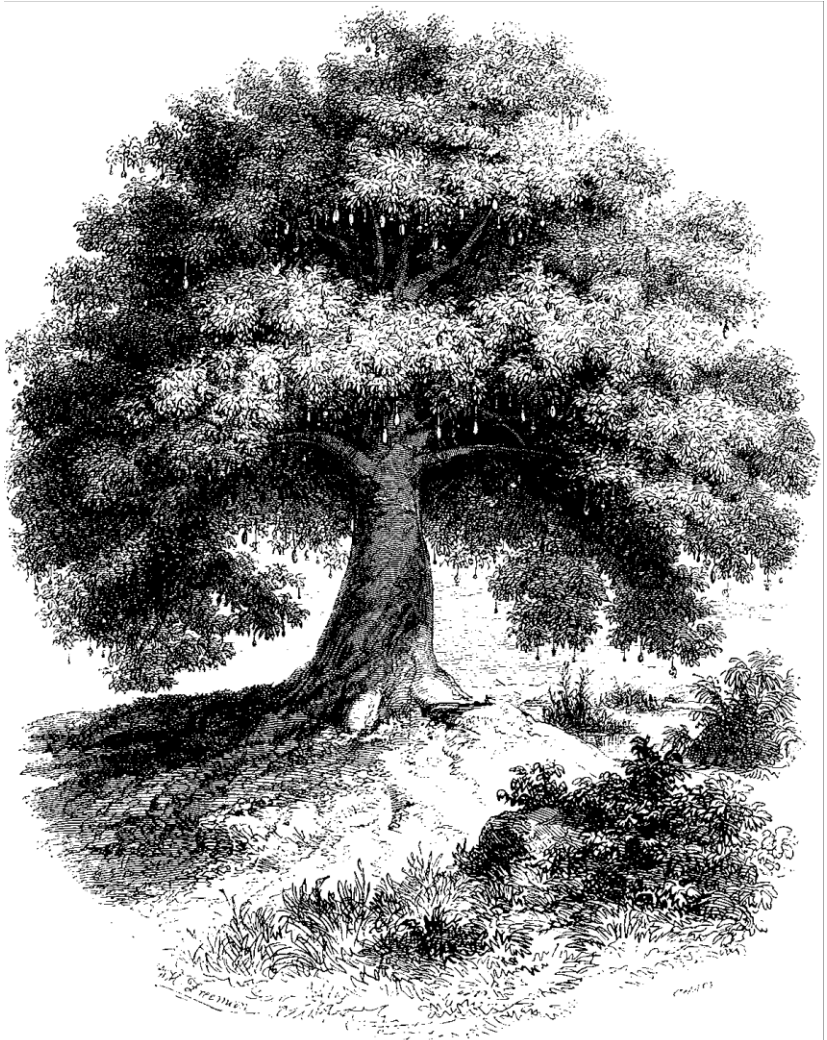
This mythical tree is never found in the same place twice. Some believe that it doesn't really exist in this reality at all but is a bit of heaven that sometimes touches the mortal realm or some kind of Faerie tree that appears to bless the weary traveler. Regardless of its origin, whenever the Seedoak is encountered, the locals rejoice at the bounty that it bestows.

The tree itself has the appearance of a typical oak, with broad serrated leaves which stay forever green (even if picked from the tree). The leaves are of interest (and possibly of value) to druids because of their unique evergreen properties.

The Seedoak has strange, elongated fruit hanging from the branches (no acorns, despite its name). A mortal being can pluck a single fruit from the tree. Once a fruit has been taken, the mortal creature can see no other fruit on the tree, even though a moment before it was loaded with hundreds of these odd fruits.

A Seedoak fruit is filled with some kind of seeds. Most of these are normal seeds, wheat, barley, apple seeds, etc. which are extremely hearty and yield up to a hundred fold per seed if planted. 5% (or 1-in-20) of the fruits contain magical seeds.

Mundane Seedoak fruit are worth up to 1,000 gp per fruit pod. Alchemists, potion makers and hedge wizards might pay double that amount.



Roll 1d20	Type of Seeds Found in Fruit (1d10x10 seeds)	Roll 1d6	Each magical fruit contains 1d10 magic seeds.
1-8	Grain (1. Wheat, 2. Barley, 3. Rye, 4. Oats)	1	Giant Beanstalk seeds
9-12	Millet (50%) or Maize (50%)	2	Fireseeds
13-15	Fruit Seeds (1. Apple, 2. Pear, 3. Grape, 4. Cherry, 5. Plum, 6. Mulberry)	3	Seeds of Knowledge (eating one grants +1 to Intelligence for 24 hours, save vs. poison negates)
16-17	Nuts (1. Almonds, 2. Chestnuts, 3. Walnuts, 4. Hazelnuts)	4	Seeds of Wisdom (eating one grants +1 to Wisdom for 24 hours, save vs. poison negates)
18-19	Flowers (1. Roses, 2. Daisies, 3. Tulips, 4. Carnations)	5	Seeds of Discord (eating one causes eater to become aggressive and angry, save vs. poison negates)
20	Magic Seeds (use chart to right)	6	Dragon's Teeth (sowing these seeds causes a warrior to sprout up from the ground 1 turn after sown - Warrior is F1, 8hp, armed with magically hardened wooden chainmail and weapons which have the same characteristics as normal items. The warrior serves the sower for 24 hours or until killed, after which it collapses into a heap of rotted leaves).

Seeds from the Seedoak are very valuable in the Rosewood Highlands. Normal seeds can be sold for 30 gp while magical seeds can be sold for sometimes hundreds of gp each.

28. THE BRUTE

This hooded creature roams the Highlands challenging mortal beings to a wrestling match. When encountered, **the Brute** will call out the strongest looking person before him, challenging the person to a wrestling match, the stakes being permission to pass through the area. If ignored, the Brute will grab the arm of a person and throw him or her to the ground yelling, "I will not be ignored." A simple way to simulate wrestling would be strength checks. Roll d20 and add strength (the Brute's strength is 18), highest wins the round. Best three of five wins the match. If the Brute wins or loses, he claps his opponent on the back and laughs, "Good match. You are a worthy opponent." He then stalks off into the distance. If the Brute's hood is pulled off, there is no head under it, but the hood itself is the Brute's head. If the hood is removed, the Brute will evaporate into a puff of black smoke, leaving behind the hood (which functions as a bag of holding, but has to be wrestled open, a strength check needed, every time). If engaged in combat with weapons, the Brute will wield a wicked scythe (**The Brute's Scythe**: treat as battleaxe, 1d8 hp damage +3 for strength). He also carries a **magical hourglass** which can be used normally to time the matches (the sand runs for 5 minutes) or has other random magical effects (roll each time The Brute is encountered).



The Brute: HD: 6; hp 23; AC 4[16]; Atk Wrestling (+3 for strength) or scythe (1d8+3); Move: 12; Save 11; CL/XP 8/800; Special: magic items, strength.

Roll 1d8	The Brute's Taunts	Hourglass of Mystical Time Magical Effects	What Happens if The Brute Is Killed?
1	"May your eyes be dazzled and your ears be boxed!"	Time Stop: Turning the hourglass causes time to stop for the duration of the sand running (5 minutes).	He appears every night to his killer as a disembodied spirit who tries to wrestle with his killer until remove curse is cast. Killer is unable to get any rest during the night.
2	"May blood and horror be your beginning and your end!"	Time Shift: Turning the hourglass causes the one who turns it to age 1d6 years for each minute (rounded up) the sand runs.	His spirit embodies the scythe making it an intelligent weapon with an ego (roll randomly and add 2).
3	"May a red bear eat your kidney and a black fox eat your soul!"	Age: Turning the hourglass causes the one who turns it to age 1d6 years for each minute (rounded up) the sand runs.	The hourglass hovers in the air for 2 rounds. If not grasped and stopped, it will turn and one random effect will affect everyone in a 50' radius.
4	"May a cat eat you and the devil eat the cat!"	Youth: Turning the hourglass causes the one who turns it to grow 1d6 years younger per minute (rounded up) that the sand runs. If a person gets younger than their natural age, he or she dies.	His scythe, hood and hourglass attack the killer as F3. Hood does 1d2 damage and smothers (2 dam. per round), hourglass does 1d6 damage. If defeated, items are not destroyed and may be used normally.
5	"May the devil make a ladder of the bones of your back to pick apples in hell!"	Slow: Everything the one who turns the hourglass does takes twice as long as it normally would (movement, talking, attacking, resting, etc.).	Hood not only needs to be wrestled open every time it is used, but it bites 30% of the time, causing 1d6 points of damage (save vs. spells or Dex Check to avoid damage).
6	"May you wake in the bowels of demon lord from the deepest pits of the outer darkness!"	Fast: Everything the one who turns the hourglass takes half as long as it normally would (movement, talking, attacking, resting, etc.).	The body of the Brute will animate in 1d6 days (gaining 3 Hit Dice, move rate is 6). The corpse will hunt its killer relentlessly.
7	"May your sword [or other weapon] rust in the bottom of a pitiless lake!"	Time Touch: Every non-living thing the one who turns the hourglass touches ages 10d20 years. This does not affect plants, animals, etc. but does affect formerly living things (food, wood, leather, etc.).	The Brute's death cry echoes throughout the region, drawing within 1d6 turns: 1. The Forestmaster, 2. Bear Friend, 3. Bearskin, 4. The Welwa, 5. Ugly Karas, 6. Old Whitebeard, 7. Mother Sacren, 8. Griffins, 9. Birdmen, 10. Wraiths.
8	"May you go to the pit and never come back!"	Time Banishment: The being who turns the hourglass shifts outside of normal time.	The body of the Brute crumbles to dust and blows away in the wind.

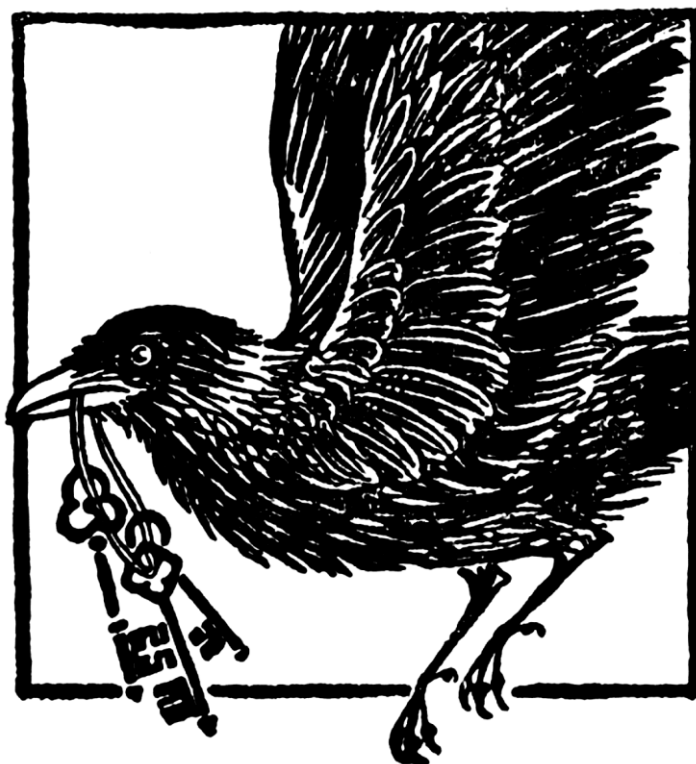
29. THE CROW

An extra-large **crow** (not giant, just big for its kind) perches high in a tree, cawing loudly at any passersby. Caught in the branches at the crow's feet is a ring with 3 keys on it. The keyring is not immediately evident from the ground. If the bird is left unmolested, it will grab the keyring and fly off (d8 for direction: 1=North, 2=Northeast, 3=East, etc.). The crow will fly erratically, giving it an additional bonus of 2 to its Armor Class if anyone targets the flying bird.

If the bird is attacked in any way (arrow, rock, spell, etc.), the bird will fly off without the keyring as listed above (direction and bonus for erratic flying).

The 3 keys on the keyring are magical, they are the **King's Keys**. One key is iron, one key is brass and one key is silver-plated brass. Each key will work only in a lock of the same metal: iron with iron, brass with brass. The third key will actually work on brass or silver. 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.

Crow (Normal): hp 1.



Roll 1d8	The Caw of the Crow Causes:	The Feathers of the Crow can be used to (1d8x100 feathers can be gathered):
1	Confusion (as spell – save or dispel magic negates).	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	Fear (as spell – save or dispel magic negates)	10 feathers allows user to fly for 1d8 rounds. Hold five feathers in each hand and flap arms like a bird.
3	Deafness: Unable to hear for 1d12 days (save or remove curse negates)	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	Good Luck: Gain +1 on all rolls for 1d12 days (save or remove curse negates).	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	Bad Luck: Suffer a 1 point penalty on all rolls for 1d12 days (save or remove curse negates)	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	Death: For 1d6 days, all who hear the crow's caw will suffer 1d6 point penalty on every roll in which their life is endangered (save or remove curse negates)	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	Life: For 1d6 days, all who hear the crows' caw will receive 3d8 bonus hit points (above maximum hit points). Bonus hit points are "lost last" so that when the charm ends, if the enchanted person is below "normal hit points", he or she dies.	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	Curse: -1d4 on all saving throws until remove curse (12 th level) is cast	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)



30. PROCESSION OF TWELVE WIDOWS

Heard through the mist is the sound of keening pipes and a dirge drum. Fading in and out of sight is a procession: three musicians leading twelve women dressed in heavy black mourning wear. Three small figures attend the twelfth woman, carrying the train of her dress. Bringing up the rear of the procession is what appears to be a tall, gaunt priest.

This macabre procession wanders the Highlands on dark nights, usually glimpsed from a distance as no one who has encountered the Procession directly has survived. All the figures are non-corporeal undead.

The musicians are **Soulless Jongleurs**, undead musicians whose songs affect the very soul of mortal listeners. The musicians play *The Lament of the Dark Night*, a tune that causes Hopelessness (as per the 8th level MU Spell Symbol of Hopelessness). Saves vs. the Hopelessness caused by the music are dependent on the distance of the listener from the musicians: normal save at 120' or greater, 120'-80' save -2, 80'-40' save -4, 40'-5' save -8.

The first eleven widows are **Mourning Dames**, undead widows who wander the mortal realms in search of their dead husbands. The gaze of a Mourning Dame causes Fear (per the spell, as if cast by a 12th level spellcaster), the touch of a Mourning Dame is withering (causing 1-8 hp damage and aging the target 1 year per hp damage inflicted).

The twelfth widow is a **Noble Mourning Dame**, a more powerful apparition, and the only one of the group with a voice and the remains of a mortal intelligence. The Noble Mourning Dame, whose name in life was Mistress Annabet, has the abilities of a Mourning Dame. In addition, her voice acts as a Suggestion spell (as if cast by a 10th level spellcaster) and she can create the effects of Phantasmal Force twice per day.

The priest is a **Spectre**, whose name in life was Azgarod Zoth, has bound to this procession by some long-forgotten demon prince.

The "attacks" of the undead are primarily sound based (except for the withering touch of the Mourning Dames and the Spectre's touch), so deaf creatures, or those affected by a Silence spell, are not affected.

Soulless Jongleurs: hp 12, 13, 14

Mourning Dames: hp 22, 24, 26, 29, 30, 35, 36, 38, 38, 40, 41

Noble Mourning Dame: hp 32

Spectre: hp 25

Roll 1d6	Strange Items the Procession Carries	Reward for Destroying the Procession (if evidence is presented)
1	Circlet of the Dead – A silver circlet with scythes and skulls engraved. Can summon a skeleton from the earth 1/day and cast finger of death 1/week.	A demon lord takes offense at what the party has done and once per week they will have a demonic encounter (70% minor demon such as an imp, 29% Type I-III demon, 1% demon lord himself)
2	Heart of the Necromancer – A mummified heart that doubles the range, duration and effect of spells affecting the dead.	Locals pool their resources: 321 gp, a ruby (worth 300 gp), three silver chalices (worth 70 gp each) and a silver serving tray (120 gp)
3	Bone Staff – A long etched bone (probably dragon) magically hardened. Animate dead 1/day, command undead 3/day.	Minor Noble thanks party with 1200 gp, a magical dagger (Grimtooth: dagger +1, add 20% to one thief ability 3/day)
4	Lamp of the Ferryman – A tin skull shaped lamp which glows with only half the light of a normal lamp. Cast dancing lights 3/day and darkness 20' radius 3/day.	Minor Noble thanks the party with 900 gp, a "Writ of Notoriety" (a document which excuses the bearer(s) from paying taxes to local lord and gives free lodging and board in local inns)
5	Canabar's Claw – The mummified claw of a lizardman shaman. The touch of the Claw does 1d8 damage and can heal undead 1d8 damage.	Minor Noble thanks the party with 300 gp and a 300 acre land charter (which is for land he does not actually control...)
6	The Skull of the Piper – A human skull edged in silver and gold. If pipes of some kind (panpipes, bagpipes, flute, etc.) are placed in contact with the skull, the pipes will play magical tunes with the effect of Charm Person, Hold Person, Charm Animal, Charm Monster, and the like.	The High King takes notice and thanks the party with 3000 gp, 1d6 potions (1. Healing, 2. Speed, 3. Heroism, 4. Flight), a "Writ of Notoriety" (see above) for all of the Highlands and a (genuine) 200 acre land grant.

THE HEXCRAWL KEY

Hex	Encounter(s)	Hex	Encounter(s)	Hex	Encounter(s)
1	Forest Road Washout	15	The Watchers In The Wood	29	The Girl at the Mouth of Madness
2	The Woodsmen's Clearing	16	St. Alabaran's Hunting Lodge	30	Tiresh Village Amarten Copper Mine Dragon's Grave Arch
3	Old King's Watch The Poison Tree	17	The Woodland Marsh The Tarpits of Harsal	31	Mad Agatha's Mine
4	Fishermen of Boeh Hect	18	The Creator's Stone Hamlets	32	Hargeth's Keep
5	The Hobbled Guardian The Sepulcher of the Burning King Hanging Goblin Wood	19	The Brothers Five Abandoned Temple of the Sun	33	Hargeth's Folly
6	Hargeth's Temple	20	The Rusted Tomb The Rebel Trees	34	The Four Willow Wheels
7	Woodbridge	21	Northwatch Beacon	35	Grammian Village Ogre Mill Lich Lands
8	The Shrine of the Fallen Angels	22	Burned Out Forest	36	The Birdmen Return
9	The Boat Ruins The Drowning Pool	23	Stones of the Fallen Kings The Basin Stone	37	The King Under the Water
10	Chapel in the Woods The Rat Tree/Heart of the Wood	24	Hamlets Lake Fincher	38	The Forest Master Shemarras Ring
11	Mountain Stream The Caves of the Cave Bears	25	The Hanging Knights	39	The Whispering Tree
12	The Witch of the Wilderness	26	Griffins Lair	40	The Lich Lands Village of Arwadar Ghost Downs
13	The Garis Man	27	The Summer Court of the Silver Queen	41	Wisdom Falls
14	The Tumble and Faller Village The Hall of the Gnome King	28	St. Alabaran's Monastery	42	The Chantry of the Deepflame



1. FOREST ROAD WASHOUT

The road in the northern part of this hex has been washed out by a recent rainstorm, as the Whitewater River overflowed its banks in a recent rainstorm. A two hundred yard swath of mud and gravel and unexpected sinkholes. To make matters worse, several small trees uprooted and are lying across the road as well. Characters on foot can pick their way slowly across the washout (possibly making Dexterity checks as the GM decides). Horses have a 10% chance per turn of slipping or tripping as they traverse the area. It will take people two turns to get past the washout, horses three turns.

Roll 1d6	What's in the Behir's Lair? (roll or use all of these)
1	1d4+2 eggs (worth 200gp each), the arms of seven men and two women, a porcelain vase painted with daisies (worth 50 gp)
2	A huge mass of masticated organic material creating a kind of cocoon in which the Behir sleeps. Inside are 17 goblin skulls and a 300 gp diamond.
3	Three baby Behir playing with an almost dead fairy.
4	Stacked neatly in the corner are the mummified bodies of 13 Dark Fairies . Behind them is a talking human skull.
5	Scattered about are bones and bits of cloth, armor, broken weapons, etc. Among the debris: 44 gp, a human leg bone carved with magical sigils (wand of fireballs), and a full wild boar skeleton which will animate if touched.
6	Hanging from the ceiling are 10d12 vines. Each vine is 1d6+4 feet long. The vines have gained a magical affinity to electricity from contact with the Behir and anything wrapped in the vines becomes a lightning rod (electrical damage doubled, automatic hit). Lightning wand wrapped in a vine will do double damage but also use double the number of charges. Each vine will last 1d8 days if removed from the cave.

Roll 1d6	What's in the Behir's Gut?
1	A human hand with a silver ring with two small rubies and the crest of the royal house (worth 120 gp, but priceless to the King...)
2	A full goblin skeleton, partially digested. The skeleton will animate if released, though it will not necessarily attack. Skeleton has gained Shocking Touch (1d10 electric shock damage)
3	The mostly digested remains of a farmer with his daughter's dowry (75 gp). If the dowry is stolen, the farmer's spirit rises as a Hostile Spirit and tracks down the thieves.
4	Six Night Fairies surrounded by protective magic bubbles. They will reward their release by casting Good Luck on their liberator(s): All rolls for next 2 days are rolled on two dice, the more favorable roll is retained.
5	An acidic 2 foot diameter ball of mucus and partially digested... things. The ball would make an effective missile weapon, sticking to (and continuing to burn) anything hit (1d12 damage plus 1d4 damage per round until neutralized).
6	Belwyn the Magnificent – a hedge-wizard and circus performer. He was just eaten, so could be healed (he needs 20 points of healing magic to survive)

Hiding in the forest, watching for a weak party or a small group is a **Behir**. It will not attack an obviously powerful group (especially if they have horses).

The monster's lair is a simple hole in the ground, about 80 yards off the road in the woods.

If the people of Woodbridge are informed about the washout, they will (eventually) clear the trees and re-grade a road through here, though at the cost of three men to the Behir (chosen at random by the GM).

Behir: hp 52;

Behir, Baby: hp 5, 7, 12

Belwyn the Magnificent: HD M2; AC 9[10]; Atk dagger (1d4) or spell; Move 9[currently 0]. Spells: Hold Person, Light

Hostile Spirit: HD 2, hp 13

Night Fairy (6): hp 1, 2, 4, 6, 7, 7

Skeleton (goblin): hp 2



2. THE WOODSMEN'S
CLEARING

About a third of this hex is cleared of large trees and several rutted trails lead toward the Whitewater River to the South. During the day, the men of the nearby village will be working in this hex, cutting down trees and hacking off limbs, which they pile up and once every other month they light these piles on fire and the bonfires burn for two days in a celebration they call the Burning Nights. While these men are experts and will typically burn on wet, windless days, on any given Burning Night there is a 2% chance that the bonfires will burn out of control, starting a forest fire that will consume 2d4 hexes of forest.

The Burning Nights are excuses for the people of Woodbridge to celebrate in drunken revelry. These two day bacchanalia are accompanied with music, moonshine, naked dancing around the fires. The debauchery typically attracts spirits from the Faerie Realms (Shemarras) who join in the carousing, but it can gain the attention of other darker spirits as well. The Woodsmen tell wild tales of winged women and nasty hags and creatures of light and all sorts of magical happenings during the Burning Nights - though most everyone was too drunk to remember any true details. Strangers are always welcome to join the festivities of the Burning Nights.

Generally, the activities of the Burning Nights attract the attention of good spirits from Shemarras, but there is a chance that some of the dark spirits take an interest as well. For each hour of carousing, there is a 1% cumulative chance of attracting the attention of spirits from Shemarras or elsewhere (so after a full 48 hours, the chance is 48%). When an encounter is indicated, roll on the following table. Only one type of spirit will be attracted during any celebration of the Burning Nights:

- 1. **2d6 Sprites** - Most of these creatures will join in the cavorting, but one will play nasty pranks on the revelers, his worst will be that he will try to trick someone into jumping into the fire. The other Sprites will simply ignore the ne'er-do-well unless he is threatened with harm, in which case they will turn their attention on the person(s) threatening the mischievous Sprite and use arrows dipped in sleep poison to try defend their brother. If there is a confrontation, the Sprites will disappear at the conclusion of the confrontation but will curse the Woodsmen with Bad Luck for a year.

The men of Woodbridge, if they fall under the curse, will come to blame the PCs for their bad luck and the PCs will be scorned and spoken ill of in the region.

Sprite (2-12): hp 1 each

Burning Night Potential Encounters	
Roll 1d6	Result
1	2d6 Sprites
2	3d6 Leprechauns
3	Gnome King Envoys
4	1d6 Dryads and 2d4 Satyrs
5	3 Elder Treemen
6	The Witch of the Wilderness

2. **3d6 Leprechauns** - These spirits appear bearing goblets they claim are fine wine, but are actually potions of delusion (the goblets are tin, worth 4cp each). The effects of the potion are that everyone who drinks it will believe they are moving extremely quickly (as if under the effects of a potion of speed) for the next 2d4 hours. Save vs spells to halve the duration of the delusion.

In addition, the leprechauns will use their illusion abilities to make phantom women appear, a phantom feast complete with roast pig (though the face of the pig will bear an uncanny resemblance to a random PC), roasted apples (which will scream when picked up), an unidentifiable stew (win which are what appears to be blinking eyes), roast duck (which will quack loudly when anyone attempts to cut into any of them, then fly off). The entire feast will disappear and the leprechauns will fall over themselves in peals of laughter at any of the celebrants' antics. They will use their ventriloquism ability to make random noises behind random people (like the call of a bear or a clucking chicken or call out random names - whatever will cause them the most enjoyment).

If threatened, they will turn invisible and torment the revelers with increasingly nasty (though never truly dangerous) magics. Regardless of the reception the leprechauns receive, they will remain (visible or invisible) until sunrise on the second day when the fires have nearly died out and most everyone is asleep or unconscious. Their final trick is to create a very real (and, unfortunately, very dangerous) explosion in one of the fire pits. The magical and physical explosion is mostly smoke and sound, but throws burning coals up to 20' out from the edge of the fire causing 1 hp damage per coal that strikes a target (100% chance of being struck at 1 foot from the fire, diminishing by 5% per foot removed from the edge of the fire with a 5% chance at 20' - 1d10 coals strike the target). The leprechauns disappear with echoing laughter, completely unaware of any carnage they have left behind.

Leprechaun (3-18): 1, 1, 2, 2, 2, 3, 3, 3, 3, 4, 4, 5, 5, 5, 6, 6, 6

3. Envoys of the Gnome King - 2 Long Arms with 3 goblin slaves (from the Gnome King's Hall) - These envoys from the Gnome King's Hall come on a reconnaissance mission for their liege lord. They use their illusion casting abilities to appear as "good spirits" from the "realm of light" and the goblins, who have had their tongues cut out, will be disguised as "little brethren of light" (the Long Arms will appear as vaguely humanoid creatures, glowing in a blue light, speaking with a soft voice, the goblins will appear almost as will-o-wisps, balls of pale yellow light, only with tendrils that could be arms). They will try to lead as many as they can to the "Kingdom of Light". If they convince anyone to follow them, they will take them to the Gnome King's Hall (area 14B) as slaves for the dungeon.

Long Arm: hp 17, 19

Goblin: hp 1, 1, 7

4. 1d6 Dryads and 2d4 Satyrs - These tree spirits (Dryads) will appear out of smoke and mist in the night and will attempt to charm any men they believe are leaders (either of the Woodsmen or among the PCs) and get them to stop cutting trees in the forest in this region (this hex). They are extremely beautiful and very persuasive, even without using their charm person ability. However, the women of Woodbridge will become jealous within 1d8 turns of the encounter with the dryads and attempt to get the men to "get rid of them." If the men are reluctant to put out the tree spirits, the women of Woodbridge will take it upon themselves to drive off the dryads. The Satyrs will attempt to lure away women of Woodbridge with charm on their pipes. If any of the spirits are threatened, the Satyrs will use their pipes to charm, sleep or cause fear so that the dryads and satyrs can make their escape.

Satyr (2-8): hp 16, 22, 22, 23, 23, 24, 24, 25

Dryad (1-6): hp 3, 9, 9, 9, 9, 11

5. 3 Elder Treemen - These spirits have been sleeping for the past three decades and are awakened by the revelry. They will lumber (ha!) into the midst of the celebration and wave their branches menacingly. They don't speak the current human language so it will be difficult to communicate with them short of a tongues spell or some other (magical or otherwise) means. Whether or not communication is established, the Treemen will say simply, in their slow and moaning language, "Consider the forest as you chop and cut. Consider the land as you break and burn. Consider the trees as you drag them away. Leave behind the children of tomorrow." They believe they are being clear - be careful, plant new trees to replace those you are cutting down. They will repeat their message three times and to emphasize the point, each of them will pick up a bolder and throw it toward Woodbridge village. Then they will shuffle off, in search of their kin (see hex 19 - Treeman Massacre - these three Elder Treemen will take the place of their fallen brethren in protecting the forests and containing the Spiderfriends).

If the Villagers of Woodbridge persist in deforesting the region or if the fires burn out of control, these Treemen will raise the forest against the Villagers and drive them out. If the Villagers practice a more balanced approach, the Treemen will consider the Villagers (and by extension, the PCs) as "friends of the forest" and will contribute to protecting the village and may come to aid when called (potential allies for the PCs at some future date).

Elder Treeman (14 HD): hp 68

6. The Hag of the Deepgrove - The revelry has attracted the notice of the Green Hag (see hex 12 for full details, including what may happen in response to this encounter). She will appear with a small explosion and a grand cloud of smoke. Prior to appearing, she will have cast change self on herself to appear as a very tall, black haired, beautiful woman with fierce, demanding eyes. She will raise her hands above her head and insist that everyone bow down before her. She will choose one of the strong men (randomly choose among the strong PCs and Bully, Trunk or Garn among the Villagers of Woodbridge) to cast weakness upon as a demonstration of her power.

If the spell is successful, the victim will fall forward and all of the people of Woodbridge will fall on their faces in obsequiousness to her. The PCs are free to do as they please, but if they do not bow before her she will immediately attack and none of the villagers will help them (out of fear). She will attack with her claws and spells but she will not fight to the death. If she is clearly overmatched she will attempt to flee. If the party plays along and bows down before her, she will croon about how powerful she is and how weak and miserable mortals are. Eventually she will demand her offering: a child under the age of seven. If she does not receive a tribute, or feels she is being cheated in some way, she will attack and try to kill everyone, beginning with the villagers (but see above if pressed). If she receives her tribute (or at least believes she has), she will mockingly thank the simple mortals and throw some explosive stones in the fire that will cause a large (but fairly harmless) explosion and will smoke with green, sulfurous smoke for 3 turns and cover her (dimension door) escape with the child. The smoke of her departure will attract 4d6 goblins who will attack within one turn.

Green Hag (Hag of the Deepgrove): HD 10 (lvl 5 witch); hp 43; AC -2[21]; Atk 2 claws (1-2+5/1-2+5); Move 12 (Swim 12); Save 5; CL/XP 11/1,700; Special: Darkvision, Spell-like Powers, Camouflage, spells

Spells

Level 1: Charm Man, Magic Disk, Reflected Image

Level 2: Bestow Curse, Locate Object

Level 3: Seduction (III)

3A. OLD KING'S WATCH

Every 20 miles along the road are these 80' tall round towers, most of which have fallen to ruin. The people of the Highlands use the Watches as waystations along the King's Road. Here, just north of the King's Road, is one of the few towers fully intact. (Map 1)

3.1a The Waystation

Over the years, travelers have added rough-hewn beds, a table, chairs and a small sideboard to this room. Generally, this is a safe haven for travelers.

3.1b The Inner Room

The double doors to this inner chamber are solid and can be barred from the inside. On the landing of the stairs to the second story is a statue of St. Turian, patron saint of travelers.

The secret trap door can be detected by normal means as well. It is locked and was once trapped, but the trap was long ago sprung by a curious Highland traveler. It opens to stone steps leading downward. If the **Eye of the Moon** (see the King Under the Water) is brought into this room, phantom soldiers will be seen living out their daily life - talking, walking around, climbing the phantom stairs to the second story. After 2d8 rounds, one of the phantom soldiers will "open" the secret trap door in the floor and descend.

3.2 Second Story

Untouched for generations, there is little left here. A candle chandelier composed of five 12" diameter rings soldered together side-by-side hangs from a chain from the ceiling. The candles have long since been pillaged.

The rings are the circlets which control the skeletal warriors in the crypt below (**Circlets of the Champions of St. Turias**).

3.3 Third Story

A few broken chairs and an overturned table, an empty weapons rack and a dozen broken arrows. Tucked among the rafters is skeletal human hand clutching a small leather pouch containing 3 gp, a tiny ruby (50 gp value) and a **Medallion of St. Turias** (Silver plated brass medallion with the image of St. Turias on one side and the Reliquary/Rusted Tomb, hex20, on the obverse - medallion is magical. When the name of St. Turias is invoked while holding the medallion, it functions as a holy symbol, turning undead and demonic creatures, shunning vampires, etc. This effect is at a 12th level clerical ability and is usable by anyone, 2x/day).



The Grave of the Five Champions of St. Turias

3.4 Grave Entrance

The trap door from the tower leads to a roughhewn chamber. To the south is a ledge, about 8' above the floor level, to the north, rough natural steps climb to a locked door.

Behind the door is small chamber with five doors on the north wall. A headless human skeleton lays at the foot of the western most door, the skull on the other side of the room. The doors are unremarkable iron-strapped wooden doors, and there is nothing to indicate what caused the beheading. Doors can be numbered 1-5 from west to east. When any door is opened, the **skeletal warrior** in the tomb behind the door east of the door opened is awakened and will exit its tomb in 3 rounds (if door 1, westernmost, is

opened, the skeletal warrior behind door 2 is roused and comes out of his tomb to attack the intruder). Any door opened from the outside, freezes the skeletal warrior in its tomb as long as the door is left open. Any animated skeletal warrior will seek to dispatch intruders and close any open doors.

The solution is to begin with door 5, the door farthest east and work their way west, as there is no door to the east of door 5 and opening each door will freeze the skeletal warrior in his sarcophagus. Inanimate skeleton warriors appear to simply be armored skeletons and their weapons and armor can be removed (though if the skeletal warriors animate, they will attempt to track down the looters and retrieve their equipment). Four of the five knights wear full chainmail and bear two-handed swords, the fifth (in the easternmost tomb) wears full platemail and a longsword +1 (**Turias' Wrath**, a sword+1, +3 vs. demons, devils and undead, continuous detect evil, heals 2d4 hp once per day).

Champions of St. Turias (Skeletal Warrior) (5): hp 31, 43, 45, 48, 51.



3B. THE POISON TREE

Near the source of the stream, near the middle of the hex, is a natural cut that looks like a wall, carved from a hillside. A cave is hollowed out in the middle of the cut. Outside the cave is a twisted, blackened walnut tree. Near the base of the tree is a dead squirrel. If someone examines the tree carefully, they will see wisps of spider silk dangling in the branches. The walnut tree has been twisted by evil magic such that the nuts that fall from the tree are poisoned. Consuming the walnuts causes 1 hp of damage per nut (save vs. poison for half damage). There are 67 walnuts here currently, another 112 not yet ripe on the tree. Every season the tree bears 40d8 walnuts. Note that cooking, grinding, or otherwise using the nuts does not diminish the poison effect.

The Cave Tomb: The cave is a tomb, shunned by the locals as haunted. The cave reaches back into the hillside 30'. About 15' into the cave are three corpses, seated with their backs against the cave walls. The bodies, locals by the looks of them, are in various states of decay. The first is clearly decades old, maybe older, propped against the cave wall in a seated position, legs out straight, head tipped onto the chest, arms folded on the lap. It is a desiccated husk of a man wearing a dented helmet, the shreds of a tunic, dry rotted gauntlets and the rotted remains of leather boots. If carefully inspected, serviceable spurs can be found buried in the dirt and gravel just under the right boot (worth 3 sp). A wide belt with a sword sheath (empty), a dagger sheath (empty), and a bone scroll case (with a small fragment of a parchment, probably a map - see below) is laying casually across the corpse's lap. The other two, about two paces beyond the first, are much more recent. Apparently locals, their flesh still soft, though no foul stench rises from the cave. They bear slashing wounds and one has an arm that was severed which is propped next to the corpse. These bodies have nothing of interest or value on them.

In the back of the cave, cut into the limestone, is a niche in which lays a human body. If disturbed, the body will (very quickly) arise and attack as a **huecufa**. In the deepest recess of the niche are a number of items: 12063 cp (all but three of these copper coins are bent nearly in half - they are Hamlish coins from over a hundred years ago), 932 sp (all of the silver coins have been defaced, the image on the facing side has been scratched beyond recognition, though the obverse depicts the city of Fendaron, capital of the Kingdom of Hamlin - these coins are at least 100 years old and probably illegal in the Empire), a silver bottle engraved with images of a river and trees sealed with black wax stamped with signet of a swan - inside is a thick blue liquid (**Elixir of Life**, the bottle itself is worth 15 gp), Parchment Map with notes promising Magic Treasure with the lower left corner torn off (in bone scroll case above) - the map is a regional map, though rather inaccurate, from 400 years ago and leads to the Gnome King's Hall, Magical Bone Armor (**Lord Kalar's Vest** - treat as splint mail +1, allows the wearer to speak to the dead once per day at the cost of 1d8 hp), a sword and a dagger.



Near the Poison Tree lairs a **Giant Carrion Spider**. The creature patrols the region frequently, looking for creatures that have succumbed to the poison walnuts. There is a 30% chance per turn spent here that the spider will lumber into the area. It is careless and reckless since it has never encountered a sentient being in this region (as mentioned, the locals shun this area believing it to be haunted, and the goblins haven't encountered this place yet), but if reduced to 50% of its hit points or less it will flee for its lair.

Spider Lair: The Giant Carrion Spider's lair is a maze of spider silk, bones, offal, branches and deadwood, in the heart of a dark grove of hemlock trees. The Spider knows its lair intimately and has strung silk lines throughout that function as an alarm system, alerting the creature to the location of any intruder larger than a small dog (even invisible creatures will set off these "alarms" - thieves move silently at -30% and hide in shadows at -40%, others make DEX check with a penalty of 6 to avoid accidentally causing vibrations in the silk lines).

The Giant Carrion Spider will defend its lair to the death.

The central pit of the lair contains the only "treasure", though the PCs might not recognize it as such. Among the bones and offal and cast off bits of silk and branches is a small stone, perhaps only 8" in diameter. It is notable because there are no other stones within the nest, and because of its color: it is a deep, dark purple. The stone, however, does not radiate magic or give any indication that it is of particular value. This is a **Moonstone**, a ball of about 8 cubic inches (see Appendix New Items), one of the most coveted items in all of the realms.

Giant Carrion Spider: hp 18

Huecufa: hp 7

4. THE FISHERMEN OF BOEH HECT

On the north bank of the Whitewater River here, a promontory rises about 100' above the river. On the slope is the tiny fishing village of Boeh Hect. Boeh Hect was the great hero of this village, a simple fisherman who single-handedly fought back a horde of goblins by using his greatsword called *Skysplitter*.

The **fishermen of Boeh Hect** are secretive and standoffish. Each of the thirteen men is clearly related, with strangely narrow heads, flat noses and a far off look in their eyes. All of them seem to be between the age of 50 and 70, bald, and all wear a tattoo on their right cheeks, though each mark is slightly different: some variation of a sword, a star and a lightning bolt. These are the sons of Boeh Hect (their "brothers" can be encountered in Hex 25, the Hanging Knights). At irregular moments, the fishermen break into warbling songs of praise to the "First who fished, the great Boeh Hect, the slayer of a thousand goblins, the piercer of men's souls..."

The fishermen of Boeh Hect are: Garen, Dylan, Finian, Filian, Danas, Geral, Andar, Pillian, Aerias, Tular, Gemmel, Danid, Marcan

The Fishermen of Boeh Hect arm themselves with nets, long fishing poles and filleting knives. Travelers are not exactly shunned, nor are they welcomed. There is nowhere for a traveler to stay, however, so the Fishermen of Boeh Hect will try to discourage anyone staying past sundown.

The men don't seem to ever go fishing. Whenever the Village of Boeh Hect is entered, the men are milling around in small groups of two or three, often praying to their hero-god, Boeh Hect. If the hovels are searched, there are no personal items in them, only a couple beds, a table and a couple chairs. There isn't even any food in any of the shacks.

Buried in the ground on the point is the sword of Boeh Hect, **Skysplitter** (sword +2, +3 vs. sky creatures, summon lightning 4x/week) which attracts the lightning of storms.

Dumped in their cesspit is the remains of many offerings made to Boeh Hect, along with the treasure the Fishermen have taken from a handful of victims: a sword and leather armor with a skull painted on the chest, thieves' tools, six daggers (all edged in silver, with rubies set in the hilts, worth 50 gp each, more to a Warden of the North), nine arrows, a shortbow (**Nighthawk**: Ironwood bow with bronze grip, +1 bow, +3 in the hands of a thief), 87 gp, 55 sp, three potions (**stealth**, **invisibility**, **heroism**- each being a different shade of green, in steel flasks).

Roll 1d6	Boeh Hect's Response to the Death of His Followers
1	He appears in ghostly form and launches lightning attacks at those responsible (one bolt per round, 5d6 damage).
2	He appears as a 19' tall man and demands an explanation. He will be (1. Reasonable, 2. Enraged, 3. Confused, 4. Inconsolable)
3	A powerful voice booms from the sky, "What have you done foolish mortals? A curse upon you." Cursed with bad luck (roll two dice for every roll, take the least favorable of the rolls) until removed.
4	Save vs. spells or become Fishermen of Boeh Hect (remove curse will dispel effect).
5	A booming voice from the ground cries out, "Enough, curs! I pox on you!" Killer(s) become cursed so that every time he/she rolls a save it is done on a random die (1. 3d8, 2. 3d6, 3. 6d4, 4. 2d12, 5. 3d10, 6. 1d100)
6	A ghostly form appears looking sternly at the killer(s). The ghostly form will appear every combat for the next month (remove curse dispels). Killer(s) must make a save vs. spells or an Intelligence check to avoid being distracted by the apparition (-2 to hit and save for round distracted).

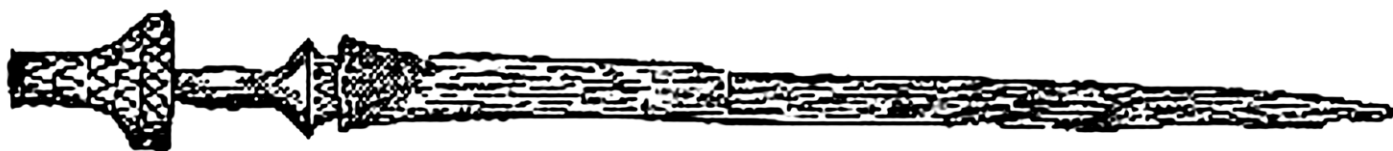
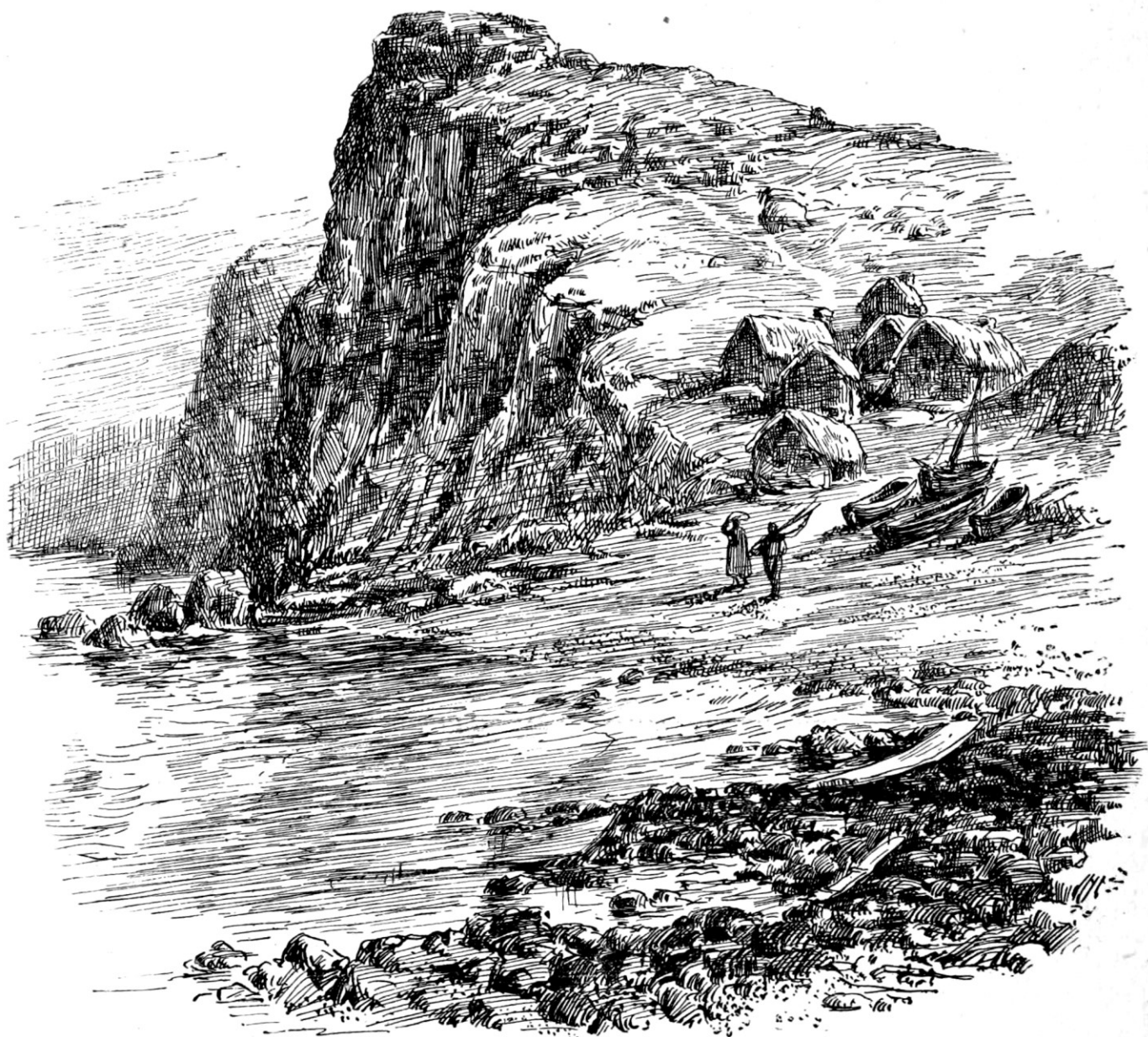
If encountered at night, the Fishermen of Boeh Hect will be gathered on the promontory point, staring at the sky.

If there is a storm in the area, lightning will strike the point 1d4 times throughout the duration of the storm, striking one of the Fishermen of Boeh Hect as they chant a prayer to the great hero, though the Fisherman is physically unaffected by the lightning strike.

Whenever a Fisherman of Boeh Hect is struck by lightning, he leaves the village to kill and eat the heart of a living creature. Usually, they find a rabbit or even a deer and snare it with a net or whip it with their poles (which they are quite adept at using as weapons). If a struck Fisherman encounters a person, however, he will try to kill the person encountered and eat his or her heart. All the better if the person encountered is right there in the village...

For each Fisherman of Boeh Hect that is killed, there is a cumulative 5% chance that Boeh Hect himself will take notice. See chart.

Fisherman of Boeh Hect (13): hp 13, 15, 20, 21, 21, 22, 24, 25, 28, 29, 29, 32;



5A. THE HOBBLING GUARDIAN

Among the rocks here are piles of bones: animal, goblin-kin, and even human, piled up just outside a small cave.

The cave is the lair of a **Sphinx** named Sialla. The creature typically lurks behind the stone above her cave opening, waiting to ambush any prey which comes to investigate the bones or the cave entrance. If anyone approaches, she will roar and leap above the cave entrance as a show of force. She will threaten and boast about her ability to kill the interlopers, but she will not immediately attack.

In fact, Sialla has a problem. The harpies (who she calls the “she-devils of the Mountains”) who are nesting in the northern part of this hex have entrapped the sphinx with a magical chain (**The Bindings of the Ancients**), anchored some 55’ behind the cave entrance to her lair.

After her show of force, if those she encounters look powerful, she will seek their help in releasing her from her bondage (she will not admit to being chained, though anyone with the ability to detect magic will see the arcane line tethering her outside her cave lair). She can travel no more than a 50’ radius ending just outside the entrance to her lair. The magic prevents her from entering her cave lair, so it could be plundered easily, she cannot prevent it – though doing so will result in her eventually hunting down the thieves. If those she encounters do not seem powerful enough to help her, she will try to eat them. There are a few ways to free Sialla. The first is to go to the Harpies’ nest and retrieve the **Trap Stone**. The second would be a dispel magic of at least 14th level or a wish, limited wish or alter reality spell. Sialla will be indebted to whoever frees her, offering her services of divination on occasion (though at her discretion, still often for a fee of course). She still will not be able to leave the area



Sialla has amassed a number of treasures in her cave. In addition, the sphinx has gathered a number of other unique items (choose from or roll on the table below).

Scattered in her nest are 2454 gp, 9322 sp, seven swords, nine daggers, six boots (no matched pairs), a shield with a sphinx painted on the face. Hidden in the very back of her cave is a secret door that leads to The Sepulcher of the Burning King, a Highlands Location more fully detailed in its own product.

Sphinx: hp 42

Roll 1d6	Treasure	Unique Items
1	Gems: 10 gp Azurite, 10 gp Moss Agate, 10 gp Moss Agate, 100 gp Malachite, 1000 gp Black Sapphire, 1000 gp Peridot, 1000 gp Star Ruby, 20 gp Blue Quartz, 20 gp Moss Agate, 45 gp Malachite, 50 gp Tiger Eye Agate, 500 gp Chrysoberyl, 550 gp Jade	Horn of the Frozen North: This is a hollowed out white dragon’s horn enchanted so that with a single long blast, a 4d6 HD cone of cold blasts forth (2/day). With two short blasts, the nearest white dragon will magically hear the call and may (25% chance) come to investigate (1/week). The horn gives the blower no control over summoned dragons.
2	2000 gp Brooch (silver in the shape of a wolf with blue gem eyes), 6000 gp Comb (platinum engraved with the seal of King Hargeth the Great), 8000 gp Headband (gold with gems inlaid and peacock feathers), 2000 gp Collar (silver chains intertwined)	Crystal Lens of Deepsight: A monocle made of extremely thin crystal (very fragile) which, when worn in the right eye will allow the wearer to see through any single solid object (such as a wall, a door, a person). If the lens is worn in the left eye, the Crystal Lens allows the wearer to see the most prominent thought in a single being’s mind.
3	100 gp Lapis Lazuli, 100 gp Smoky Quartz, 150 gp Smoky Quartz, 160 gp Hematite, 50 gp Azurite, 500 gp Alexandrite, 500 gp Sapphire, 500 gp Tourmalin	Vial of Black Death: A small crystal vial with a thick, inky black substance in it. If the liquid is poured out, a semi-sentient Black Oozing Death grows (9’ diameter). Anything dissolved by the Oozing Death goes to the outer darkness.
4	10 gp Azurite, 10 gp Banded Agate, 1000 gp Garnet, 1400 gp Sapphire, 150 gp Aquamarine, 45 gp Eye Agate, 5 gp Blue Quartz, 50 gp Lapis Lazuli, 50 gp Malachite, 50 gp Obsidian, 50 gp Rhodochrosite, 550 gp Chrysoberyl, 60 gp Bloodstone, 60 gp Jet	Last Coin of the Seventh Empress: A single ancient silver piece an emperor’s profile on the face and a palm tree on the obverse. The item is cursed. If spent, the spender will lose 1 point of Constitution per week until Constitution reaches zero, at which point the spender dies. Remove curse at 16 th caster’s level to negate. Giving the coin away does not initiate the curse.
5	100 gp Smoky Quartz, 100 gp Star Rose Quartz, 1000 gp Amber, 1000 gp Coral, 1000 gp Coral, 1000 gp Garnet, 1000 gp Jet, 1000 gp Peridot, 12 gp Blue Quartz, 20 gp Banded Agate, 300 gp Coral, 400 gp Chrysoprase, 450 gp Spinel	Mask of the Spoken Word: This bronze mask depicts a madman’s bearded face. Any words spoken by the wearer are understood by every living thing within earshot, regardless of their language ability. The mask does not aid the wearer in understanding other languages.
6	10 gp Obsidian, 10 gp Rhodochrosite, 100 gp Chrysoprase, 11 gp Obsidian, 20 gp Tiger Eye Agate, 35 gp Eye Agate, 50 gp Banded Agate, 50 gp Obsidian, 500 gp Amethyst, 80 gp Obsidian	Moonhelm: This simple steel pot has a crescent moon etched in the crown. The wearer gains darkvision, will not be attacked by wolves and can identify a werewolf on sight. Every full moon, wearer must save vs. spells or transform into a werewolf, then make a second save or the transformation is permanent.

5B. HANGING GOBLIN WOOD

Trees within a 200 yard radius of the **harpies'** nest have goblin corpses hanging by one hand from the branches. There are 123 bloated and rotting goblin bodies in varying stages of decay. Some sway in the wind, but otherwise are dormant. In addition, several hundred other empty nooses dangle from trees here. A careful search around the nooses or the **goblin corpses** may turn up a rotting, severed goblin hand laying on the ground beneath the detritus of the forest floor (10% cumulative chance per person per round of continuous searching in any one area – 3 people searching for 2 rounds would have a 30% chance the first round and a 60% chance the second round but stopping and starting again means the first round restarted gives a 30% chance). In addition, 35 **vultures** and 7 **giant vultures** lair in the trees here. The giant vultures will try to warn the harpies of any intrusion into the Hanging Goblin Wood

The harpies' lair is a small set of caves in the mountainside, the mouth of which is surrounded by bones (human, animal and goblin-kin). Trees are cleared within a 50' radius of the mouth of the cave. There is a 60% chance that all three harpies will be home, a 35% chance that only one will be posted at the entry, and a 5% chance that all three are off hunting some particularly powerful prey. (Map 2)

On alert: If the harpies are aware of intruders approaching their lair, the largest (22 hp) harpy will be in the entrance with 1d6-3 (0-3) giant vultures, ready to attack interlopers. She will not sing her charm song immediately, instead gauging the mettle of intruders. Her sister (17 hp) will be hiding in the Gallery above, watching and waiting for a signal from her sister to join the fray. The third harpy (18 hp) remains in the Main Chamber, listening. If things go poorly for her sisters, she will try to sing her song through the Calling Horn to awaken the goblin corpses. Each round she sings her song, 1d6+4 goblin corpses will sever their own hands and lumber toward the cave, taking 6 rounds to get to the cave mouth.

5b.1. Entrance

At any given time, one harpy will be posted at the mouth of the cave (unless all three fly out to chase intruders or hunting significant prey) so it will be very hard to approach unseen watching the surrounding area for anything of interest. Bones are arranged in two curious patterns on the floor here: skulls (mostly human, deer and wolf) and leg bones (mostly human and moose) – the left is a circle of skulls with three lines of leg bones (like an asterisk) in the center, the right is a triangle of leg bones with a pile of skulls in the center, atop which is a baby dragon skull. Disturbing the bones causes a **skeletal horror** to form, rise up and attack. 40' above the cave floor at the back of the cave is the Gallery, a tunnel leading back to the Main Chamber with a small balcony looking out over the entry cave. The balcony of the Gallery is large enough for all three harpies to roost here if they choose.

5b.2. Pit Traps

The corridor here is a series of pit traps that the harpies simply fly over to avoid. Each pit is 15' deep and the entire width of the corridor, covered over by loose stone and dirt looking like the rest of the floor. The bottoms of the pits are filled with rusted, jagged metal and broken bones. 1d6 hp damage for a fall plus 1d6 hp damage from hitting all the rubble at the bottom of the pit and a save vs. poison or a 50% chance of contracting a random disease. The fourth pit is just like the first three, but instead of 10' long, the pit is 20' long.

5b.3. Main Chamber

The harpy sisters nest here in piles of filth and offal and bones at least six feet deep. To the southwest, the tunnel climbs from this chamber to the Entry. In the center of the west wall is the **Calling Horn**: a massive stone horn that amplifies the Harpy Song.

Each sister hides her treasure in her own nest, from left to right:

- Nest #1: 1123 gp; Gems: 10 gp Malachite, 10 gp Moss Agate, 10 gp Obsidian, 10 gp Rhodochrosite, 100 gp Onyx, 100 gp Smoky Quartz; **Potion of Health** (treat as a restoration spell at minimum caster's level; pale, green, thin liquid)
- Nest #2: 656 gp; Gems: 100 gp Star Rose Quartz, 1000 gp Jet, 1000 gp Smoky Quartz, 200 gp Star Rose Quartz, 350 gp Amber; the **Trap Stone**.
- Nest #3: 1312 gp; Gems: 350 gp Peridot, 450 gp Pearl, 50 gp Blue Quartz, 500 gp Topaz, 500 gp Topaz, 5000 gp Emerald, 600 gp Jet, 7 gp Azurite, 8 gp Banded Agate, 80 gp Onyx; **Potion of Healing** (pale blue thin liquid)

Harpies (3): hp 17, 18, 22

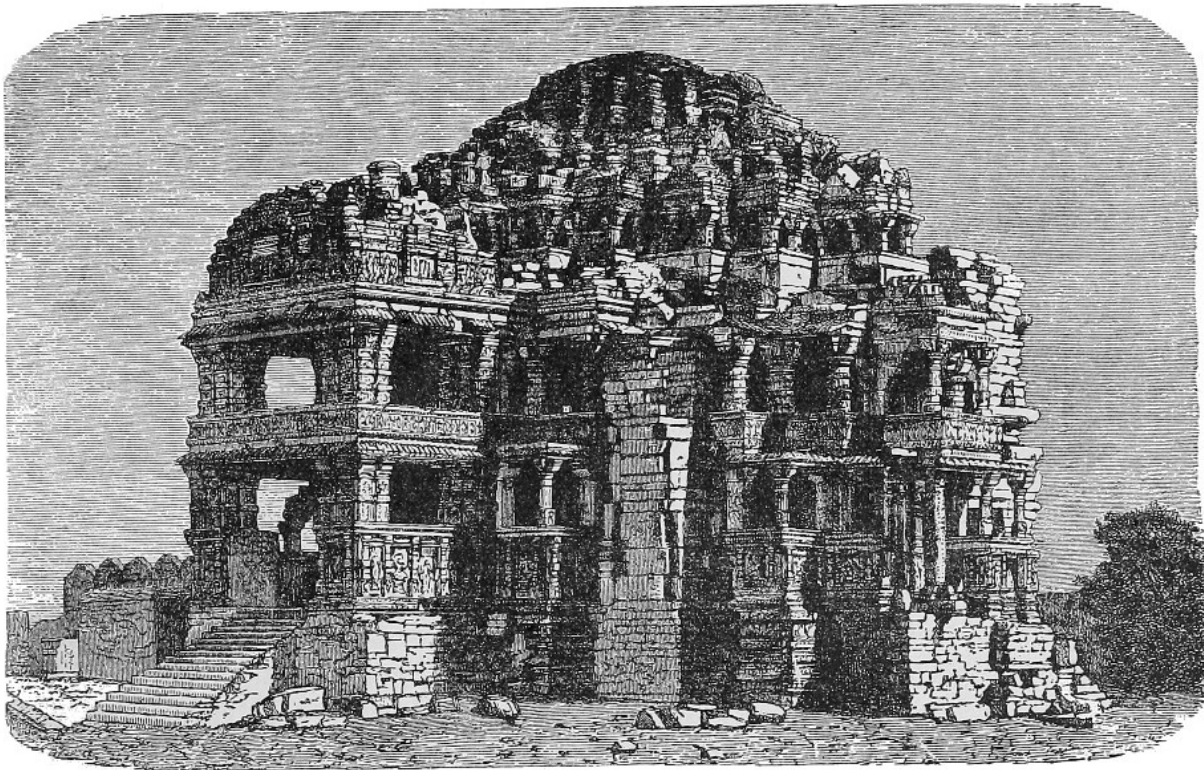
Goblin Zombies (123): hp 3 each

Vultures: hp 5 each

Giant Vultures: hp 12 each

Skeletal Horror: hp 5

Roll 1d6	Largest Harpy is really...	Sisters' weakness
1	...a polymorphed succubus who has subjugated the harpy sisters. She will transform to her true self if seriously threatened.	They really hate each other and will turn on each other.
2	...a level 3 magic user (Magic Missile, Sleep and Web)	They need fresh blood to survive
3	...a level 4 cleric (Create Water, Putrefy Food and Drink, Cause Fear, Cause Blindness, Cause Disease)	They are afraid of any depiction of a moon.
4	...a trapped demon lord whose memories are erased (dispel magic restores his memories...and allows him to transform back to his true form).	They play with their food before they eat their prey, taunting and battering it...
5	...completely crazy.	They fear the dark.
6	...a coward. She will not fight anyone more powerful than herself and will abandon her sisters to save herself.	They don't trust one another and will never allow one to be alone outside the lair.



6. HARGETH'S TEMPLE

(Southern Hex)

On a small rise in the forest here, in a clearing, is a huge ruin largely forgotten by even the locals. The people of Woodbridge know about these ruins, though they shun them as haunted, and the monks of St. Albaran's Monastery know of the ruins, believing they have removed everything of value here. There is a 20% chance that a group of bandits are scouting the ruins as a potential home base.

Bandits (12): F2, hp 4,5,6,6,8 8,8,9,9,10,12,13

Once King Hargeth the Bold attempted to settle this region, he established the Grand Temple to Great High God here in the southernmost part of this hex. While the faith was of the Northmen, the people of the Highlands began to embrace their hero-conqueror-king's religion. When the kingdom fell, the temple fell with it and over the centuries, it has fallen to ruin.

Everything is on a grand scale, as if built for ogre-sized beings, or maybe Hill Giants. It is whispered that Hargeth was half-giant, though his remains are long lost to the ages (or so it is believed) so there's no way to challenge this rumor. The size of the Temple does, however, suggest there might be some truth to it.

Unless noted, no doorway has a door. (Map 3)

6.1. Grand Entry

This once impressive narthex has fallen to disrepair. Much of the frescoed plaster that once decorated the eastern wall has fallen down and is little more than dust. Enough plaster remains to discern the general sense of some of the frescoes: A giant being (the god?) hurls thunderbolts at tiny figures (humans? Humanoids? Details are lost to time). The stones of the floor here are loose and tilted, keeping anyone walking through here a little off balance. Running requires a Dexterity of 14 or greater to accomplish without slowing to 2/3rds full running speed and those with a Dexterity of less than 14 fight at a 1 point penalty to Armor Class because of the uncertain footing. Little remains of the former glory but the expanse of the chamber – 50' high ceiling, grand pillars (8' in diameter round pillars, 10' square pillars) supporting the still perfectly fitted roof and balcony above.

6.2. Petitioner's Walk

The stone floor of this long hall shows signs of continuous wear, a trail down the center from one end to the other. Holes in the wall indicate that torch brackets were once mounted to the wall and great archways lead to smaller side corridors which run parallel, to the north and south. Anyone who utters a curse here (blasphemy, swearing, whatever) will find themselves overlaid by the ghostly image of a priest of the Northmen's Faith. Where ever the offending party goes, whatever he or she does, his or her countenance will be merged with the dour, bald-headed, scarred face of a Northman priest. Remove curse causes the apparition to disappear.

6.3. Hall of the Faithful

This massive room is clearly the sanctuary. A large, dark-stained altar is centered in the room. The walls, floor and ceiling are carved in bas relief, images of the Northmen's religion, violent deities enthralling humans and demi-humans. There is evidence that the carvings were once painted. Tumbled stones from a collapse of the north wall are neatly piled below the hole in the wall and the entire floor of this sanctuary seems to have been swept clean. A great balcony, 25' above the floor, dominates the Eastern end of the room, with stairs leading up on either side and stairs leading from the balcony up to the next level above (though these are broken and do not reach the second story any longer). The curved balcony has a stone balustrade across the front, pockmarked and broken by time.

Beneath the balcony are unmoving shapes in the shadows – dozens of statues (39), people of all walks of life in all manner of positions. If the statues are examined, they are deformed, some in impossible positions, some with misshapen heads, torsos, arms and legs – as if the sculptor didn't have a good grasp of human anatomy.

Hiding in the shadows among the statues, at the farthest point East under the balcony, is a serpentine **Stone Mistress**. The stone mistress will use her ability to animate stone to command the statues of the Sanctuary to defend her if attacked. She has no interest in combat, preferring to be left alone or, at worst, bargained with, though she will defend herself if attacked. She can animate one statue per round, as long as she can see the statue (she may have animated 1d6 statues in the shadows under the balcony before this encounter began). If seriously threatened, she will try to maneuver herself to be able to animate the large statues in the alcoves marked 5 down the narrow corridors. If desperate, she may try to animate the bas relief carvings on the floor and ceiling.

The Stone Mistress has claimed this ancient ruin as her home and will be loath to leave. She has little in the way of treasure, though she has a great deal of knowledge she could barter: she has many dealings with the Coven of Five, she knows that the goblins of the Chantry have recently experienced a coup-de-etat, though she doesn't know the details, she has heard whispers that the King Under the Mountain and the Gnome King have allied with one another and that they are petitioning the Silver Queen for an alliance. She has had a run-in with the Five Brothers (Treemen) in the forest, since then she has been unwilling to leave her sanctuary, preferring to send her animated statues to do her business instead.

Stone Mistress: hp 15

Searching the stone altar carefully (as secret door) can reveal a secret latch in the side which, if thrown, releases a lock in a carving near the main entrance door (with an audible click).

The carving near the entrance swings inward revealing a lever (trapped – poison needle, though the poison has long since evaporated, the needle remains discolored and the PCs should be led to believe it is poison). The lever, if pulled, opens yet another secret door in the ceiling (the face of the chief god of the Northmen swings down with a creak).

There is no obvious access to the 80' ceiling (fly or levitate being obvious solutions). The 40' square chamber above is nearly filled with **skeletal linnorm (frost)**, which has been animated and will attack.

Skeletal Linnorm (Frost): hp 84

The skeletal linnorm guards three chests:

Chest #1: A large golden platter with cattle depicted in circular patterns. The platter is damaged but is still worth 1900 gp. If repaired, it is the **Plate of the Offering** (items placed on the plate become an offering to the deity of light who bestows, if the offering is acceptable, a blessing: 1-100 gpv offering, Bless Spell, 101-1000 gpv offering, all rolls gain +2 bonus, 1001 gpv+ offering, all rolls gain +3 bonus). Blessing/bonus lasts 1d4 days.

Chest #2: **Red Leather Armor +3**; Sword: **Singer** (Sword +1,+3 vs. lycanthropes and shape changers Unusual Abilities: Int: 16, Alignment: Neutral Good, Communication: speech, Languages: 2 (Silver Dragon, Common), Extra Ability: read non-magic languages, Powers/Abilities: detect magic in a 1" radius, detect gems, kind, and number in a 1/2" radius, detect evil/good in a 1" radius)

Chest #3: 30212 cp, 28871 sp, 34444 ep, 21121 gp, Jewelry: 700 gp Bracelet, 400 gp Medal, 800 gp Tiara, 1100 gp Crown, 500 gp Small Box, 600 gp Statuette, 500 gp Diadem, 1300 gp Collar, 200 gp Belt, 80 gp Ankle, 6400 gp Locket, 600 gp Clasp, 400 gp Decanter, 700 gp Locket, 6000 gp Buckle, 900 gp Comb, 1800 gp Belt, 500 gp Buckle, 800 gp Arm Band, 4000 gp Bracelet, 1000 gp Medal, 6000 gp Scepter, 6700 gp Statuette, 150 gp Locket, 50 gp Goblet, 1700 gp Pin, 1300 gp Decanter, 90 gp Idol, 500 gp Goblet, 1000 gp Scepter.



6.4. Ashroorn's Rise

This balcony is about 25 feet above the sanctuary floor below. If any being which has been cursed with the visage of a Northman High Priest (area 2) stands near the center of this balcony, a bright white light will shine down from the ceiling on that being, causing the visage to become the being's actual appearance (save vs. spells to negate) permanently, or until dispelled with a remove curse spell (that is, it is no longer a ghostly overlay, it is now the being's face).

As long as the being is cursed with the Northman Priest's appearance, he or she will gain the spell casting abilities of a cleric, level 1-4 (1d4) or, if already a cleric, additional spells per day equal to level 1-4 cleric (1d4). The staircases leading up to the second story are shattered about 1/3rd of the way up.

6.5 Effigies of the North Gods

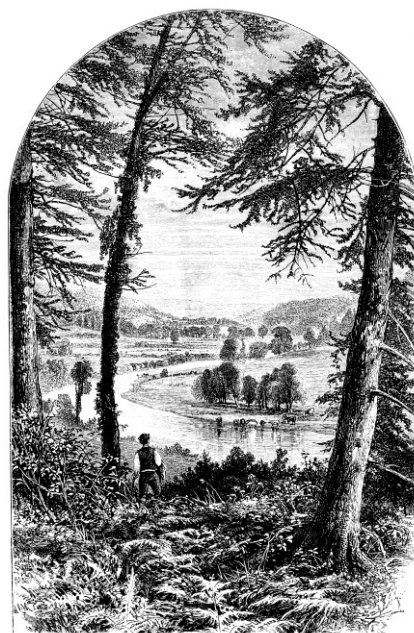
The four alcoves marked with a number 5 on the map each contain a giant (30' tall) statue of the Northmen's gods, though time and manipulation by the Stone Mistress have warped them into twisted parodies of their original appearance. The dirt in the corridors and the alcoves has been disturbed, perhaps revealing giant foot prints.

Upper Stories: The second and third stories consist of (because of the effects of time) essentially a single huge chamber on each level with rubble scattered across the floors. Square holes in the floor indicate where wooden poles or beams once held up dividing walls. There isn't anything particularly interesting among the pigeon nests and droppings which dot the two levels (perhaps a few copper pieces or a tiny idol of the Northmen's gods).



7. WOODBRIDGE

This "village" which fords the headwaters of the Whitewater River is home to several families of loggers. These woodsmen cut trees in the area and stockpile them in the area until the spring floods when they float the logs down the river toward Grouse Mill/Gallows Mill where the logs are sawn into boards and the bark is stripped and used in local tanneries. Woodbridge is a bit of a misnomer here in that no bridge crosses the river here, but the river is fordable here. The 14 buildings of the village are roughhewn logs chinked with mud and stone, built well away from the banks of the river (due to the spring flooding) and surrounded by a log palisade. Depending on the season of the year, there may be as many as 200 logs piled here or as few as a dozen or so. The village consists of 32 men, 11 women, 17 children, 4 men too old to work in the woods, 12 oxen and 4 horses, and two buckboard wagons. Supplies are drawn from Faller Village to the north (typically old men go for supplies) once every four to six weeks. When called to arms, the men and women of Woodbridge arm themselves with axes, long daggers and mauls. Each male villager has 1d8-1 sp and 1d4-1 gp.



Headman: Durias Ashford (F2, 7hp), gruff and unyielding in his leadership, honest to a fault, trusted by everyone in the village except Duster the elder.

The Men: Giffan, Bully, Will, Agar, Hagrin, Danform, Mical, Andars, Kellran, Timoth, Landon, Mytan, Gil, Galen, Sammat, Ashar, Trunk, Gold, Dorn, Garn, Horace, Hillan, Oran, Bran, Fillian, Petran, Edgar, Del, Mossy, Dale, Alan

The Women: Rose, Gilly, Ila, Lily, Guin, Lana, Missy, Elean, Eileen, Audry, Ester, Robin

The Elders: Janran, Mandan, Duster, Grimm

Children: Girls: Guinny, Wenda, Dastan, Millie, Windy, Abby, Dana, Mally
Boys: Buff, Michan, Mical, Landon, Gil, Gundy, Kelly, Sonny, Danny

Roll 1d20	Villager's Secret	Villager's Attitude	Villager is afraid of...	Villager's Ambition
1	Longs to see the world, will leave if invited	Surly	The dark	To rule the village
2	Hates Durias Ashford because of misunderstanding about money	Cheerful	The light	To rule the Highlands
3	Secretly in love with (random other villager)	Helpful	Water	To rule the world
4	Wants to become an adventurer, will leave if invited	Standoffish	Lightning	To become a wizard
5	Lost family fortune gambling	Profane	Going hungry	To become a thief
6	Eats human flesh in demonic ritual	Angry	Undead	To become a bard
7	Has secret spouse who lives in the forest	Happy	Violence	To become a warrior
8	Has baby out of wedlock with foreigner	Selfless	Owls	To become a priest
9	Has baby out of wedlock with another villager	Self-righteous	Silver	To fly
10	Dances naked in the forest with the Witch of the West Wind	Lonely	Shiny objects	To meet the Silver Queen
11	Killed a villager, no one else knows what happened	Outgoing	Spiders	To find the Eye of the Moon
12	Polymorphed 1. Demon, 2. Angel, 3. Goblin, 4. Wizard.	Shy	Monsters	To climb the highest mountain
13	Is charmed by 1. Demon, 2. Witch, 3. Wizard, 4. Sprite	Passive	Goblins	To see the ocean
14	Has a child to a minor/major (65%/30%) or angel (5%)	Pushy	Griffins	To sail the ocean
15	Has stash of 400 gp stolen from a wizard	Fearful	Full moon	To become a pirate
16	Murdered spouse in another village, stole headman's horse	Proud	Moonless nights	To meet the Green King
17	Drinks blood	Gluttonous	Tornadoes	To become High King
18	Performs profane rituals with entrails of badgers	Generous	Loud noises	To serve a great demon lord
19	Polymorphed dragon (40% Good, 40% Evil, 20% Neutral)	Stingy	Dogs/cats (50%/50%)	To defeat a demon lord
20	Is a runaway 1. Thief, 2. Killer, 3. Jilted lover, 4. Deposed headman from another village	Roll twice: if contradictory, villager is insane	Getting a disease	To get a glimpse of heaven and live to tell the tale

8. SHRINE OF THE FALLEN ANGELS

The forest climbs a steep slope here but levels off in a small clearing where a shrine has been erected. The locals call this hill Heaven's Height and this structure the Shrine of the Fallen Angels, having long forgotten the origins of this place. The Shrine is actually the large tomb for the earthly remains of Saint Daralth, the Patron Saint of Stoneworkers, Quarrymen and Masons.

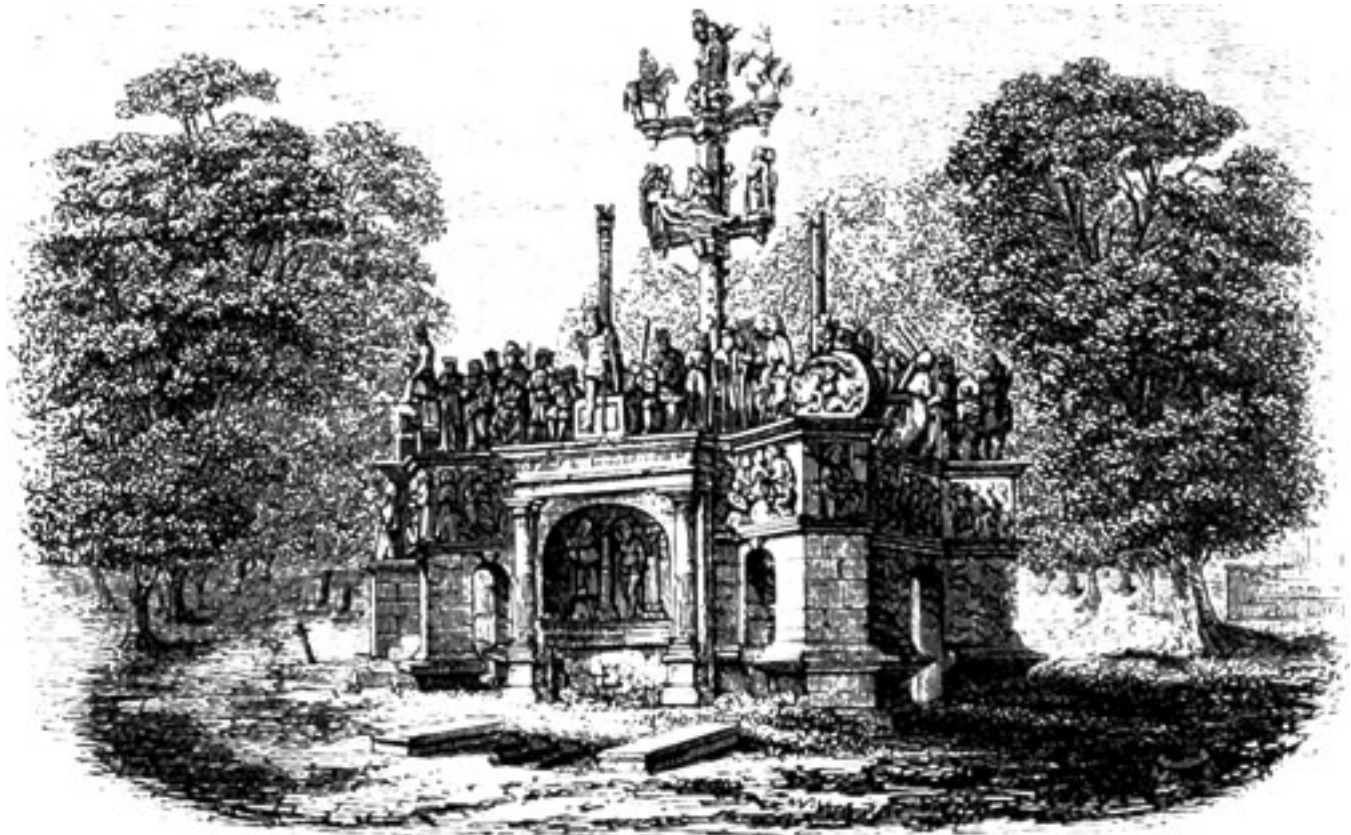
Facing the shrine are two long marble slabs (perhaps 2'x6', about 12" high), spaced about six feet apart. The limestone structure of the Shrine of Fallen Angels is carved in bas relief, scenes of a man (those with religious training will recognize that he is depicted as a holy man or a saint) engaged in a variety of deeds:

- Facing the slabs, he is battling giants and a dragon on a hillside.
- On the West side, the saint descending the Mountain to a deep valley and battling some kind of skeletal figure,
- On the East side the saint descending from the valley into the underworld and defeating a mighty demon.

The shrine is topped with two score sculptures of kings or heroes or saints or some other great ones. Rising above those, on stylized poles are more than a half dozen other angelic beings carved in exquisite detail. The tradition is to pray before the shrine between the two offering slabs and to lay one's offering on the slabs, a blood offering on the petitioner's left and a drink offering on the petitioner's right.

If the proper sacrifices are made and the proper rituals are performed, the eight Stone Angels can be animated to perform deeds of wonder and might for 24 hours. However, the cost of summoning the Stone Angels is that the petitioner is transformed into a Stone Angel and added to the top of the Shrine (thus making 9 angelic beings topping the Shrine of the Fallen Angels). No one alive knows the proper ritual or sacrifices necessary to summon the Stone Angels, however the information may be hidden in some obscure texts in St. Albaran's library if the GM so chooses.

NOTE: The shrine of the Fallen Angels is fully detailed as a "Highlands Location."



9A. BOAT RUINS

(South Hex)

A small river boat hangs, caught between two twisted pillars of stone. This was a smuggler's boat having been piloted by a novice, caught during a deluge which caused flash flooding and wrecked here.

Laying on the broken deck, clutching the wheel, are the mortal remains of the novice pilot. His body bloody and bloated from decay. If approached, the body will rise up and beg for help to pilot these dangerous waters. He is generally harmless.

If ignored, he will plead for help, whining and begging, but nothing that anyone offers will be acceptable to him.

If molested in any way, he will cry out, "Release the Kraken!" For four rounds, nothing seems to happen, but then the water around the boat begins to bubble and froth, as if something is moving beneath the surface. This goes on for two rounds. Then four large black forms will break the surface of the water: four huge water elementals (black water). They don't attack. Rather, their task is to dislodge the boat from the pillars of rock, sending it downstream (and, very quickly, to the bottom of the river). It takes 2 full turns for the boat to sink, releasing the spirit of the novice pilot who will cry out a blessing to his liberators: "May the gods smile on you!" (for the next three weeks, any actions related to religious activities gains a 20% bonus).

Beneath the broken deck is rotted cargo (mostly grain and salted meat in broken kegs and casks). The boat has a secret hold beneath the piles of ruin which contains the smuggler's real cargo: 8 rotting corpses (all chained to an iron ring mounted to one of the ribs of the boat), a case of Holy Wine from the Western Empire (6 bottles, one smashed, one the seal is broken, four good bottles worth 100 gp each) and now rusted weapons – dozens of swords, daggers and helmets. The weapons and helmets bear the hallmarks of armorers of the Hamlish Empire.

The chains and ring are magical – **The Manacles of Arastia** (While bound by the manacles, a creature loses any magical abilities, innate or learned, worn or cast upon. Bound creatures are completely immune to the effects of magic as well.) The corpses are the earthly remains of eight renegade wizards who practiced blood magic and were arrested by the King's guard (levels 3,4,5,7,8,9,11,14). Speak with dead or resurrection or the like is still possible on these corpses.

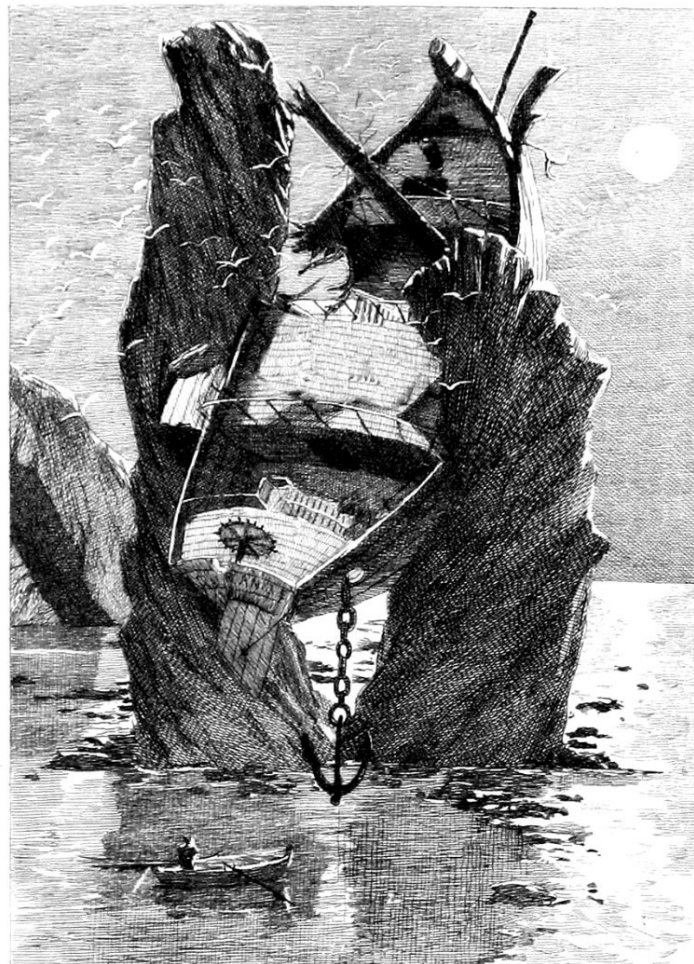
Water Elemental (16HD): HD 16; hp 68

9B. THE DROWNING POOL

(North Hex)

A Water Spirit haunts a deep, slow moving pool in the river in the northern part of this hex, attacking creatures as they come within 20' of the pool unless they throw something blue into the water as they pass. The locals call this part of the river the Drowning Pool, though they pass on the tradition of tossing small blue stones and the traders who boat through this area always carry a bag of tiny blue stones which they toss in a few at a time when the water stirs. The Water Spirit will travel up or down the river a bit to chase prey but generally won't leave the bounds of the hex and doesn't like the typically fast moving current of the rest of the river. Evidence that the party has rid the river of the monster would certainly gain the thanks of the people of the region, and possibly a bounty to boot. The Water Spirit's lair is at the bottom of the center of this pool in a deep muddy hole, containing 164 small blue stones, a blue silk scarf, 7 blue topaz (worth 70 gp each), a blue bonnet, a blue painted shield (**Banan's Wall**, shield +1, can create a wall of force once per day).

Water Spirit: hp 22



10A CHAPEL IN THE WOODS

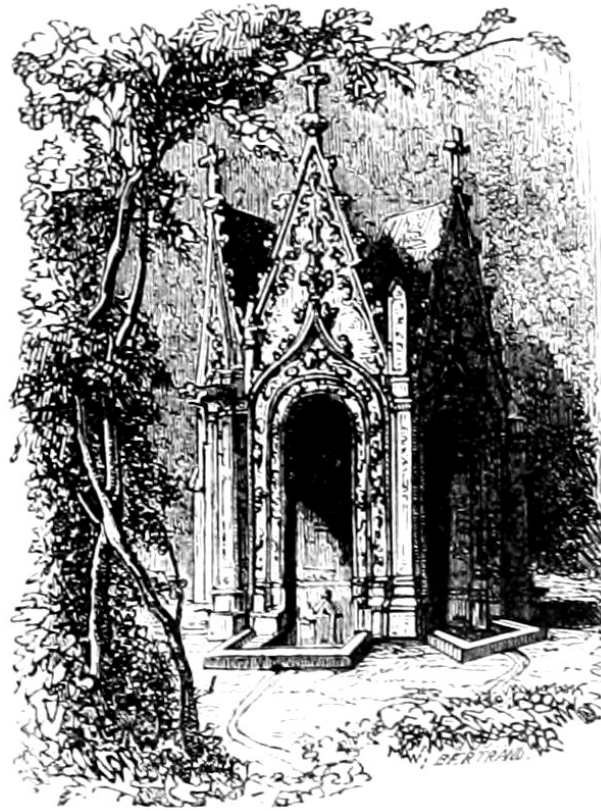
This hex is very wild, the undergrowth is dense and the trees are overgrown with moss. Travel in this hex is reduced to ¼ normal rate. The chance of encounters here is also cut in half. 100 yards west of where the stream meets the river in this hex is a small shrine that the locals, with hushed voices and uncertain looks, called the Chapel in the Woods. Few locals have ever been to the Chapel in the Woods and almost no one living has ever been inside, but it is known and somewhat legendary among the people of the region as the source of both the greatest evil and the greatest good.

The chapel itself seems a fairly small structure, though very ornamented. Made of white marble, it is covered in grime and moss and vines. The doorway to the chapel is obvious – what is not obvious is how to open the smooth marble door. There is no mechanism, no lock, no runes. At the foot of the door is a tiny ornamental doorway (about 8” high) and in front of that is a slight depression in the floor. The depression is discolored somewhat. If blood (at least a cupful) is poured into the depression (it doesn’t matter where the blood comes from), rumbling sounds will be heard from within the Chapel, then very loud growls.

The ground will shake slightly and the tiny ornamental door will appear to open (illusion, can be disbelieved) and out will pour dozens of tiny, horrific misshapen spectral creatures (appearing to be a cross between zombie rats and bloated pigs with vaguely human-ish heads – the creatures are not an illusion). The tiny creatures swarm over one another, lap up the blood, swarm back into the illusory door which appears to close behind them. The tiny creatures are have 2 hp each, AC 9, they do not attack and if killed, they will simply vanish. Two rounds later, after the blood is consumed and the spectral creatures disappear, the smooth marble door silently swings inward. Inside, the door has an iron bar and what appears to be a marble handles to open and lock the portal from the inside. All magical and violent ways of entering the chapel will probably also gain the party access.

Inside, the Chapel is very small, just 10’ across. Opposite the door is a small altar table fixed to the wall on which is laid fresh fruit, a dagger and two golden candlesticks. In the right alcove is a marble statue of a young boy, looking sad, reaching out toward the center of the room. In the left alcove is a marble statue of an old man, looking upward as if in pain, reaching both hands up as if reaching for something. The ceiling is painted as a sky filled with dark, winged – possibly demonic – creatures.

The **altar table** is magical. Anything laid on the table will be preserved forever (functions to permanently stop time for everything that remains in contact with the table). A dead body, for example, laid on the table will never decay, wood will never rot, food (obviously) will never spoil. The fruit lying on the table has been here for 154 years.



The dagger is not magical, but is extremely sharp (and will remain so forever) and well balanced (worth 20 gp). The candlesticks are gold plated brass and only worth 100 sp for the pair.

The **statues** are magical. The statue of the young man bestows a one-time per person blessing of complete healing (restoring all hit points, cure disease, remove curse, regenerate lost limbs, etc.) simply at a touch, without any request or desire on the part of the recipient.

The statue of the old man bestows a withering curse, reducing hit points to 5% of total, causing disease in the person, twisting a random limb (roll d4) to become useless, reducing DEX by 1-3 (save vs. spells to reduce all effects by half – that is reducing to half hit points, no disease, twisted limb reducing DEX by 1) simply at touch. Again, this could easily happen simply exploring the room. The magic of the statue of the old man is unlimited, can affect the same person multiple times. Powerful magic such as wish or restore could counteract this curse (or remove curse cast by a caster of at least 12th level). The magic of the statues and the altar is tied to the Chapel and if removed from the Chapel, the magic will be destroyed.

The Chapel is dedicated to the Old Gods. The monks of St. Albaran’s monastery would be happy to see the Chapel destroyed (as the Way of the Master does not approve of the Old Gods) and the abbot might be willing to offer a reward for evidence of its destruction.

10B. THE RAT TREE/THE HEART OF THE WOOD

(Center Hex)

This huge hollow tree is home of a large owl, locally known as Lightning (or Silent Lightning). The owl is actually a faerie spirit who guards the treasure of the hollow tree.

The hollow of the tree is 6' high and 4' wide at the base (a little narrower toward the top). A person could easily climb inside the tree, if one chose to. However, any creature who enters the tree will be swarmed by rats and the trunk will close up like a giant zipper, taking one full turn to seal up. If the tree seals the hollow, the owl, Lightning, will attempt to fly off, shrieking.

Living inside the tree are 121 rats, 1d12+7 additional rats are away from the tree at any given time. If Silent Lightning shrieks, the rats who are away from the tree will return within 1d4+3 rounds.

If the tree is seriously threatened, Silent Lightning will Call Lightning against any being who attempts to cause the tree, the rats or the owl harm. The creatures protect the treasure inside the hollow tree: **The Heart of the Wood**, a piece of wood, an irregular oval, with arcane symbols carved into the surface. The Heart of the Wood can charm animals 4x/day, summon bear 2x/day, control weather 2x/day. When away from the Rat Tree, the Heart must be oiled with some oil (almond, hazelnut, pine seed or walnut oil) weekly. For every week the heart is not oiled, it will lose one of its abilities (randomly) until it becomes a non-magical piece of wood.

Rats (121): hp 1 each

Owl (Silent Lightning): hp 3; Special: Call Lightning.

11A. MOUNTAIN STREAM

(Western Hex)

There is a 50% chance that 1-4 Cave Bears are fishing in this mountain stream. If approached within 100', they will attack aggressively and pursue relentlessly. The bears' caves are in the Eastern part of the hex.

11B. CAVE BEAR CAVES

(Eastern Hex)

A dozen and a half small and medium-sized caves dot the mountain side here. There is a 50% chance that 1-4 Cave Bears are in some of these caves. The other caves are mostly empty.

Cave Bear (9): hp 31, 31, 32, 33, 33, 34, 35, 39, 48

One of the bear caves has 2 gp and 6 sp among the bones and bits of carcass. High above the bear caves, one of the uninhabited caves is actually a grave, containing the mummified body of some ancient and long-forgotten hermit or ascetic. In his dried-out hand he clutches a parchment on which is drawn a map and a long paragraph is written in a long dead language. The GM is free to use this as he or she sees fit.



12. WITCH OF THE WILDERNESS

Hag of the Deepgrove
(Southern Hex)

Deep in the forest here is the Green Hag’s lair, a cave cut into the heart of a small hill. The antechamber is cramped and the walls are decorated, floor to ceiling, with hundreds of skulls of dozens of different kinds of creatures (including more than a few human, demi-human and humanoid skulls). The hag hides things in the skulls. Use the table below for the contents if the skulls are searched. The skulls are enchanted so that the skulls try to bite anyone other than the hag who handles them. The only other things of note in this room are a worn broom, a small wooden table and three rickety wooden chairs and the faint outlines of what appears to be some kind of magical circle on the floor.

A door made of the leg bones of large animals (and more than one person) opens into the inner chamber. The Green Hag’s lair is a filthy hole filled with rotted bits of flesh, bone, entrails. It reeks of death and rot.

Among the gore could be found 764 gp, 28pp, 11 Darts of the Hornet (see new items), a Potion of Acid Resistance, a rusted file and carving knife, and a bit of driftwood partially whittled, a signal-horn stamped with the seal of Faller Village, a small glass phial of mercury labeled with an alchemical symbol, a rawhide pouch containing greasy fish bones and skins, and a 5-pound sack of coal.



Green Hag (Hag of the Deepgrove): HD 10 (lvl 5 witch); hp 43; AC -2[21]; Atk 2 claws (1-2+5/1-2+5); Move 12 (Swim 12); Save 5; CL/XP 11/1,700; Special: Darkvision, Spell-like Powers, Camouflage, spells

Spells
Level 1: Charm Man, Magic Disk, Reflected Image
Level 2: Bestow Curse, Locate Object
Level 3: Seduction (III)

Roll 1d4	Additional Treasure	Special Weakness
1	Gem of Darkness, 20'r.	Fire
2	Charm of the Swamp (in swamps and marshes, grants Find the Path and Pass Without Trace to wearer)	Gold
3	Head of The Troll (a shrunk troll head which bestows regeneration to one who carries it)	Happiness
4	Lust of the Eyes (two embalmed eyeballs. When held in front of a mortal’s eyes, the holder is able to see hidden and invisible things).	Loyalty

Hag Skulls

Roll 2d8	Tiny Skull	Medium Skull	Large Skull
2	Seeds 1d10 seeds 1. Wheat 2. Grape 3. Coffee 4. Magical (dragon's teeth, Beanstalk seeds, etc)	Folded skin Tanned 1. Human 2. Goblin 3. Elf or Dwarf 4. Human, tattooed with (1. Map, 2. Magical writings, 3. Portrait of the Hag, 4. Level 1 Mage Spell)	Dragon Seed* 1. Black 2. Blue 3. Brass 4. Silver *See Appendix New Items for Information
3	Goo 1 oz. 1. Inert Green Slime 2. Snail Slime 3. Owlbear Pus 4. Pate (1. Goose, 2. Chicken, 3. Moose, 4. Dragon)	Sprig of... 1. Wolfbane 2. Belladonna 3. Mistletoe 4. One of each	Instrument 1. Glass Flute 2. Wooden Whistle 3. 1d4 Harp Strings 4. Bone Flute: the leg bone (1. Human, 2. Elf, 3. Dwarf, 4. Owlbear)
4	Dragon snot 1 oz. 1. Black 2. Red 3. Blue 4. Gold	Incense Sticks 1d6, cause for 1d4 rounds 1. Deep meditation 2. Happiness 3. Sadness 4. Visions	Flask 1. Empty 2. Wine 3. Water 4. Thinned Dragon Snot (see table entry under tiny skull to left for dragon type)
5	Metal shavings 1 oz. 1. Steel 2. Iron 3. Gold 4. Brass	Cheese Half pound of 1. Hard cheddar 2. Moldy cheddar 3. Delicious cheddar 4. Stinky Cheese	Food 1. 1d6 Sausages 2. Dried Meat (1. Moose, 2. Owlbear, 3. Goblin, 4. Human) 3. 2d6 Dried Apples 4. Blood Pudding
6	Ball of thread 3d6 inches long 1. White stained red 2. Black 3. Silver 4. Magical (1. Repairs any cloth 2. For magical symbols 3. Sews flesh restoring 1d4 hp 4. Traces path in magic tapestry)	Bones 1d4 1. Human fingers 2. Goblin toes 3. Rat skeleton 4. Bird skeleton	Tool 1. Hacksaw 2. Wooden mallet and wooden spikes 3. Tiny Silver Hammer 4. Tinder box
7-11	Empty	Empty	Empty



Hag Skulls

Roll 2d8	Tiny Skull	Medium Skull	Large Skull
12	Prayer Bead 1d3 beads 1. Evil god 2. Good god 3. Desecrated 4. Magical (1. When thrown 6d6 fireball, 2. Prayers confer bless per spell for 1d4 hours, 3. Being answers one yes-or-no question, 4. One hour of prayer confers immediate 2 rounds Trueseeing)	Pipe weed 1 pouch of 1. Famous Pipe weed 2. Rotted Pipe weed 3. Avg. Pipe weed 4. Dangerous Pipe weed (Causes 1. Hallucinations, 2. Nausea, 3. Insatiable Hunger, 4. Catatonic State)	Pouch Containing... 1. 1d3 Garlic Buds 2. 1 Lucky Coin 3. 1d3 Vials of Holy Water 4. Hair (1. Human, 2. Horse, 3. Ki-Rin, 4. Kelpie)
13	Pinches of spice 1d4+1 pinches 1. Nutmeg 2. Cinnamon 3. Coriander 4. Poison	Wire 1d20 feet of... 1. Copper 2. Steel 3. Silver coated copper 4. Copper coated steel	Eclectic 1. Deerskin Gloves and 3 Acorns 2. Crystal Prism and 1d4 Wax Candles 3. Crystal Bottle of Perfume and 25' of String 4. 100 Owl Feathers and 2d12 Iron Nails
14	Tooth 1. Human 2. Goblin 3. Elf or Dwarf 4. Cursed Human tooth (food repulses the bearer of the tooth, unable to eat until remove curse is cast)	Alcohol 1d4 vials worth of... 1. Beer 2. Whiskey 3. Mead 4. Wine	Small Items 1. Small Silver Mirror 2. Comb and Brush 3. Silver Bell 4. Gold Ring
15	Eye of Newt 1. Normal 2. Pickled 3. Rotten 4. Spell Imbued (if eaten, for 1 turn gain a point of 1. Strength, 2. Intelligence, 3. Wisdom, 4. Constitution, 5. Charisma)	Green Liquid 1d4 vials of... 1. Algae 2. Green water 3. Green Slime 4. Magical Potion (1. Healing, 2. Giant Control, 3. Delusion, 4. Speed)	Coins 1. 1d20 cp 2. 1d10 gp 3. 2d8 sp 4. One Platinum Piece (cursed, bearer becomes greedy, demanding all coins, until remove curse is cast)
16	Parchment Scrap containing 1. Name (1. Geryon the Druid, 2. Ancient King, 3. Nearby Noble, 4. A random PC) 2. Nothing 3. The words "Oak" "Bottle" and "String" each with a checkmark beside 4. Drawing (1. The hag, 2. Stick figures, 3. Eversnow Mt. 4. Symbol of Pain)	Oil 1d4 vials of... 1. Lamp oil 2. Moose oil 3. Goblin fat oil 4. Magical Oil (1. Slipperiness, 2. Etherealness, 3. Fiery Burning, 4. Elemental Invulnerability)	Scroll 1. Love letter 2. Mundane Map 3. Treasure Map 4. Spell Scroll (1d4 spells 1. Level 1 MU, 2. Level 3 MU, 3. Level 5 MU, 4. Special)

13. GARIS MAN

(Northern Hex)

A 90' tall, vaguely (headless) human-shaped stone stands not far from the edge of the forest here. A troop of goblins is camped around the base of the stone. 27 goblins and two bugbears are camped at the base of the Garis Stone led by a goblin sub-chief (of the Shaman faction) named Gorshard who is a cruel and demanding leader. The goblins will turn on Gorshard if given a chance, though the Bugbears will not. If the goblins betray their leader, they will attempt to kill the other bugbears and any other non-goblins involved in the conflict and then will flee back to the Chantry to give a (fictitious) report to the godking about the death of their sub-chief.

Goblins (27): hp 1(x5), 2(x6), 3(x5), 4, 5, 6, 7(x5), 8(x3)

Bugbears (2): HD 5; hp 23, 34

Gorshard, Sub-chief (Bugbear): hp 33

Every time a thunder storm passes through the area, lightning strikes the Garis Man once or twice without seeming to damage the stone itself. The goblin shaman has discovered that these lightning strikes are not simply a random freak of nature but they are magical in nature. Wands, staves and rods placed on the top of Garis Man and struck by lightning gain 0-3 (d4-1) charges per "natural" lightning strike (that is, magically created or summoned lightning will not recharge such items. Additionally, there is a 5% chance that each strike will neutralize the items, rendering them useless forever.

The goblin sub-chief has been dispatched by the shaman from the Chantry (Hex 42) to recharge a **Wand of Earth and Stone** (which is rechargeable if a storm comes through) and a **Rod of Smiting** (which is spent and unable to be recharged, though the goblins do not know this). These are the only items of worth the goblins and their allies have apart from a few silver and copper coins.

The goblins have not yet figured out a way to climb to the top of Garis Man, though they have hundreds of feet of rope and some grappling hooks and are standing around arguing how to get to the top. The sub-chief will not climb, but he doesn't really trust any of the others with the valuable magic items, either, so he has a quandary (perhaps he might ask for help from some strangers who are passing through the area...).

The goblins are cowards and if the Bugbear sub-chief is killed, they will offer to surrender and tell their captors everything they know about the Garis Man, the Chantry and the godking. If released, they will run directly to the Chantry and report to the godking the presence of a powerful enemy in the region...



14A. FALLER VILLAGE & THE TUMBLE

(Western Hex)

This village sits at the cross roads of King's Way (East West) and the Forest Road (south) which becomes Mine Road (north). About 50 buildings are arrayed around the village square, most of which are homes. Notable buildings in the village are a Common Barn (A), village Chapel (B), Traveler's Rest (C) and local Headman's House (D). Most of the townspeople are farmers, though one is also a decent farrier and another works leather competently. The village is fairly poor, though not destitute.

Most of the people look out for one another and, while travelers come through fairly regularly, they are wary of strangers. Some unusual goods might be able to be obtained in the village, though at a steep cost. On the east side of the village the ground rises in a steep slope topped with ruins. The locals call the ruins "The Tumble" and rarely bother with them, unless they need stone for some project or another. Occasionally children will play in the tumble, though parents (rightfully) discourage it. These are the Ruins of St. Turias' Reliquary. Deep beneath the ruins is a secret which enthralls the people of Faller Village.

NOTE: Faller Village and the Tumble are Highlands Locations, fully detailed in a separate Highlands Location release.



14B. HALL OF THE GNOME KING

(Eastern Hex, in the ridge)

On the eastern face of a low mountain is a forgotten door. Few of the locals know about this place, and those few who do know this place shun it for being haunted by evil creatures. Occasionally some weary traveler will find his way to the door, seeking shelter from a storm or wolves or some other danger. Those people always disappear. Around the door are a variety of footprints (belonging to the denizens of the Hall of the Gnome King, as well as his most recent victims, if any - see below) that can be clearly seen.

The ground immediately around the Lonely Door is fairly barren so there is little cover under which to approach the location by stealth. However, the greater area is rather overgrown, so there is plenty of cover from which to observe the door. There is a cumulative 2% chance per hour of observation that a group of **4 Long Arms** and **2 Chitterers** will emerge from the door.

The lintel over the door appears smooth but on close inspection, it is well weathered stone that was once carved in some kind of runes. It might be possible to discern something of what was once written there (in ancient gnomish script, "The Hall of the King Under the Mountain").

The door itself is a smooth stone slab on which is carved an ancient gnomish rune for happiness or pleasure or enjoyment. There is no obvious means of opening the door.

There are two ways to open the door, which is immune to physical (and magical) damage.. When the door opens, faint music can be heard from below. The door can be forced open with a combined 46 Strength, though there is room for no more than 3 people to push on the door inward. Forcing the door open functions exactly the same as if the door is unlocked (that is, it will remain open for three rounds, then close and not open again for the same person(s) for 48 hours). To unlock the door, a person must trace the rune with their finger, and the door will open inward and remain open for three rounds, after which it will close and not open again for the same person for 48 hours. Inside, stairs lead down into the darkness and faint music drifts upward. Once the door closes, from the inside, it becomes solid stone wall. The rune to open the door from the inside is in the chamber below.

NOTE: The Hall is a "Highlands Location" that is fully detailed (about 20 locations, a handful of new monsters and magic items).

Chitterer: hp 17 each

Longarm: hp 15 each







15. THE WATCHERS IN THE WOODS

(Eastern Hex)

Three Spiderfriends live in trees here. They have rarely preyed on humans because the Treeman (Hex 19) have kept them in check. However, they have grabbed a couple goblins and have not had any reprisals from the Treemen, so they are becoming more bold. If their lair is invaded, however, they will defend themselves.

Around the lair are game trails leading to pit traps and trip wires strung between trees that cause spiked logs to crash down (for 2d10 damage) or to grab prey at the ankle and hoist high up in a tree, both DEX check (at -2) to avoid.

The lair is interconnected webs and branches high up in the trees here. The husks of two goblins are webbed in the lair as is a pouch containing 132 sp, a dagger, the bones of many animals and the husk of a giant spider, the last of a group of spiders that laired with the Spiderfriends for a time.

Spiderfriends (3): HP 19, 19, 20

16. ST. ALBARAN'S HUNTING LODGE

A large, round thatch-roofed structure stands here, with an open air roofed area on one side. Three Cloistered Brothers and nine Lay Brothers from the Monastery of St. Albaran (see Hex 28) use this building as a base from which they stage hunting parties into the mountains to the north for mountain goats or into the forest to the west for deer and small game to stock the larder for the monastery. (Map 4)

16.1. Animal Cleaning Area

This area smells of blood and offal, even though the monks are careful to clean it daily. Nightly, coyotes scavenge the area (4-16).

16.2. Offal Burial

A pit has been dug here and the unusable portions of the animals are tossed into the pit daily. It also functions as the monks' toilet. This area stinks horribly. Coyotes scavenge here nightly (4-16).

16.3. Meat Smoker

This stone structure is where the monks smoke the meat to cure it for transport and storage.

16.4. Wood Storage

Wood is piled 10' high here, running the length of the wall.

16.5. Corral

Eight mules are tethered here. The small structure here contains grain and hay for the animals.

16.6. Firepit

Outdoor cooking area – many charred bones.

16.7. Dining Area

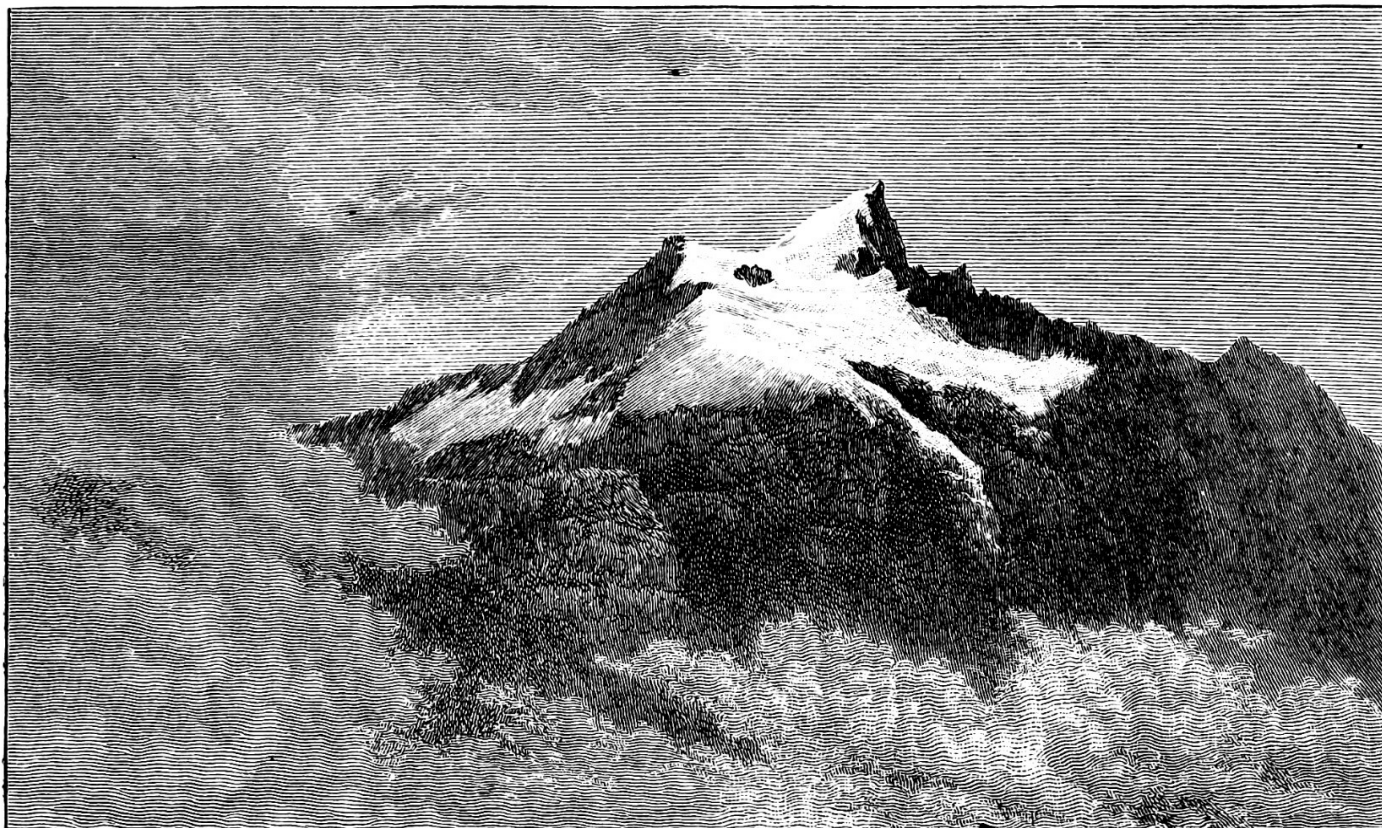
16.8. Sleeping Area

16.9. Chapel

A small altar table is set here with two brass candle holders (worth 2 sp each) and a small statue of St. Albaran (carved limestone, worth 3 gp). Before the table are 16 prayer rugs, slightly blood-stained. There are 14 monks here (see next page for names and stats), gathering supplies for the Monastery (hex 28). The 13 follow Myran's lead closely, though with one another they often bicker and fight. To outsiders all 14 will seem stoic and standoffish at first but if befriended, they will be fast and loyal friends.

16.10. Statue of St. Albaran

A 16' tall effigy of the patron saint stands here. Those who revere the saint have a chance to gain St. Albaran's blessing. For each hour spent in prayer and meditation before the statue, the petitioner has a 5% cumulative chance to gain the effect of a bless spell which will last 1d4 days.



The Hunting Monks

There are 14 monks here (AC 9, #ATT 1, D1-4, AL LN)

Myran: C1, hp 3, purify food and drink/ leader, dour but kind, good leader, well liked

Ashtan: C2, hp 7, bless, sanctuary/ bumbling fool, very intelligent, most pious of them

Georg: C1, hp 4, create water/ self-righteous but faithful

Ged: NH, hp 6/ short-tempered, doubter

Newman: NH, hp 2/ kind of an outcast, dirty, fat, sneaky

Miller: NH, hp 5/ insecure, least experienced of the group

Pallin: NH, hp 6/ overbearing, compassionate

Rayan: NH, hp 4/ passive aggressive, quiet, shy

Doolian: NH, hp 7/ loud, funny, doubter

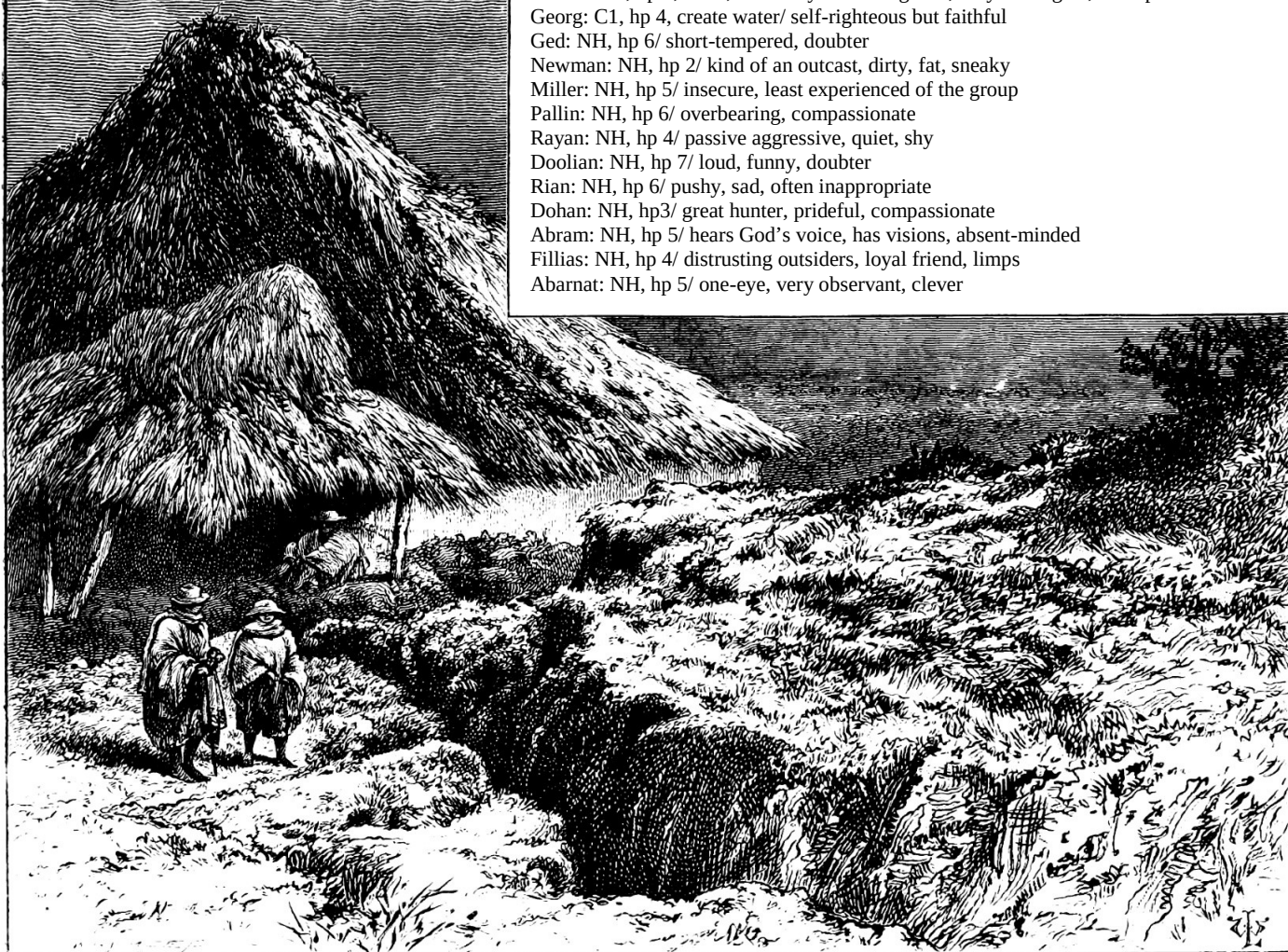
Rian: NH, hp 6/ pushy, sad, often inappropriate

Dohan: NH, hp3/ great hunter, prideful, compassionate

Abram: NH, hp 5/ hears God's voice, has visions, absent-minded

Fillias: NH, hp 4/ distrusting outsiders, loyal friend, limps

Abarnat: NH, hp 5/ one-eye, very observant, clever



17. THE TARPITS OF HARSAL

(Center Hex)

This entire hex is a swampy marsh and movement within this hex is cut in half. Three pools of tar are at the very center of the hex, each about 300 yards across. The outer ring of each pool (perhaps 50 yards in) is a hard, spongy crust. Movement on the crust must be half speed or slower because each round there is a 50% chance of anyone moving faster than half speed of breaking through the crust (see below for effect of falling into the tar). Use the random table below for events/encounters in the Tar Pits. (See Map 5)

The central 200 yard pools of the Tar Pits are thick liquid, bubbling, foul-smelling and very dangerous. Any creature that falls in the Tar must make a Strength Check (STR or lower on 3d6) pulling on a vine, rope or tree or some other item anchored outside the tar or be pulled under in 1d4+3 rounds where the being will suffocate after a number of rounds equal to their Constitution score. A strength check may be made each round in the tar (including while submerged) provided the being has something anchored outside the tar to use to pull him or herself out.

In addition, Six **Tar Imps** live beneath the surface of the Tar Pits (2 in each Pit). Anything that breaks the surface of the Tar Pool is 60% likely to attract their attention (with an additional 5% chance per round the item remains in the Tar). Tar Imps will try to drag their prey beneath the surface, drown them and eat them. At the bottom of each pit (30+2d10 feet down for each pit) are thousands of bones (mostly elk, deer and moose, though goblin, bear and even human bones could be found) along with bits of treasure.

Treasure in Pit 1: 314 sp, 233 gp, several suits of armor, 9 spears (one **spear** +1).

Treasure in Pit 2: 112 sp, 109 gp, several suits of armor, 7 swords, 6 shields, **Greenswath**: shortsword +2/+4 vs. swamp dwelling creatures.

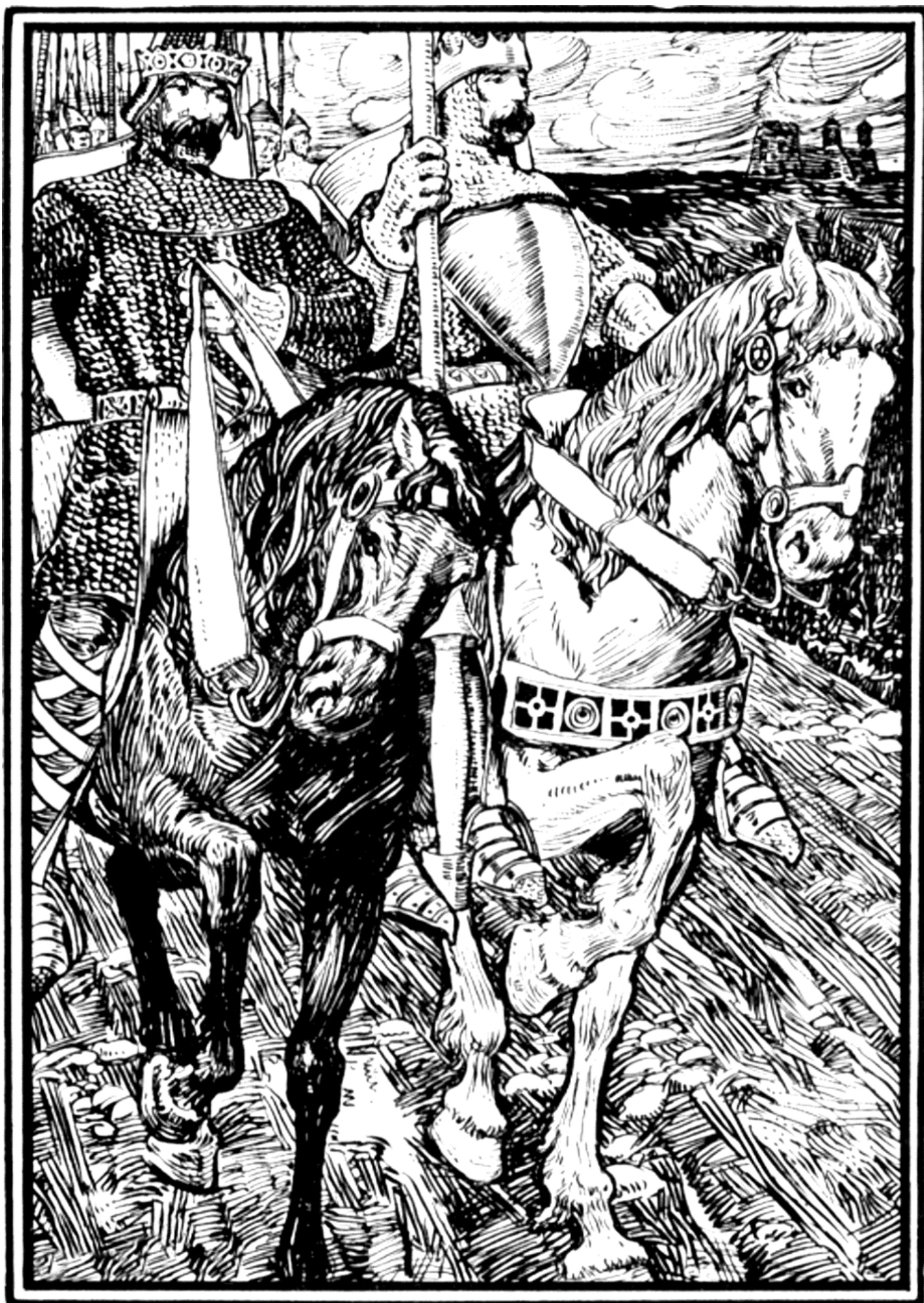
Treasure in Pit 3: 99 gp, 3 rubies (200 gp each), 4 pearls (500 gp each).

The liquid tar pools are particularly flammable. A torch will ignite a 30' radius of fire which will burn for 1d6+6 rounds. Magical fire will do double damage in double the blast radius and ignite the tar in that radius to burn for 1d6+6 turns. The tar is particularly vulnerable to cold. Magical cold will solidify a volume of tar equal to three times the volume of the actual cold magic.

Tar Imps (6): hp 12, 17, 17, 20, 20, 22

Roll 1d8	Tar Pit Encounter	Tar Pit Event
1	1 Tar Imp – leaps out and attacks	Gas jet – open flame causes explosion (8d6 fireball)
2	1d4 Will-‘o-the-Wisp	Vultures (1d4+2) circling
3	Geryon the Druid (see below)	Tar Geyser – covers everything in 30’ radius with flammable tar
4	Trapped Animal (1. Elk, 2. Moose, 3. Deer, 4. Bear, 5. Rabbit, 6. Rat)	Oil Grass – 1d10 bundles worth of flammable grass usable for long burning torches (Oil Grass Torches burn for twice as long as normal torches)
5	Green Hag (see hex 12)	Ripples in the tar/crust
6	Forest Master (see hex 38)	Crust cracks/tar pool swirls





17. WOODLAND MARSH OF THE EVIL DRUID

This entire hex is a swampy marsh and movement in this hex is cut in half. A druid named Geryon, once a member of the Winter Circle, lives in this marsh and has been ensorcelled by the Green Hag. He is in love with her and will do almost anything she demands – though she hasn't yet turned him completely evil. He is very conflicted and mutters to himself, second guessing every evil deed he commits, yet so enthralled with the Green Hag is he that he is compelled to please her, by committing these minor atrocities. She has not yet convinced him to perform the task she charmed him to do: release the bound Will-o-Wisps in the marsh. He is dangerously close to doing so, however. Most of the marsh is unremarkable with the exception of the mud pits (see above) and the western side of the hex where the Druid lives.. Use the following encounter table and the following encounter key for interesting or dangerous features. The GM may roll on the Mundane Encounter table as he/she sees fit. (Map 5)

Roll 1d8	Marsh Encounter
1	2-4 alligators
2	Swamp Gas (save vs. spells or become nauseated for the next hour, fight at -2)
3	Geryon (see area 17.9)
4	Green Hag (see Hex 12)
5	Swamp Gas (save vs. spells or become light headed, AC penalty of -2 for one hour)
6	2-5 alligators
7	Unexpected boon (a friendly sprite, a scroll tube with a random scroll, a bone flute, a dagger, a friendly alligator, etc)
8	Pestilence (see 17.4 for details)

17.1 Mossy Oak

This oak tree is really a Hangman's Tree that Geryon has twisted from the original mossy elm that grew here. Hangman Tree: hp 54

17.2 Sandy Shore

The ground here is sandy and unstable, difficult to move across, though there is no quicksand here. Movement in this area is at ¼ normal rate because of the unpredictable footing. A catoblepas lairs here and will attack any living thing that comes nearby.

Catoblepas: hp 24

17.3 The Druid's Mark

The trees here are carved with a symbol, a stylized "G" it appears to be. The symbols radiate a faint magic. If they are touched, Geryon is instantly aware of the touch and the location. If the symbols are traced by a human finger (gloved or ungloved), the symbol will begin to glow and then the symbol will appear on the forehead of the symbol's tracer and Geryon and the Green Hag (see hex 12) will become able to locate the bearer of the Druid's Mark no matter where they go. Remove curse at 7th caster level to remove the mark. If asked, Geryon will claim the marks are the forest's blessing.

17.4 Pestilence

The bones of many animals are partly buried in the muddy soil here. A plague of biting and stinging insects will attack any living creature who enter these areas. 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, otherwise, the swarm of insects continually renews itself and attacking relentlessly.

17.5 Marsh Warbler Nest

A pair of **Marsh Warblers** nest here, deep the underbrush. One of the creatures will be on the nest (with their egg) and the other will be stalking silently nearby (3-8 chance of surprising the party). The Marsh Warblers give both Geryon and the Green Hag a wide berth since they have had dangerous encounters with both of them in the past. Marsh Warbler: hp 22

17.6 Deep Water

The water here is extremely, and unexpectedly, deep. Anyone tramping through the water without testing the ground ahead with a pole or staff or branch or the like will find themselves suddenly sucked down in a deep well, the current unexpectedly drawing them downward (a sort of enchanted vortex). The bottom of the natural well here is 40'. Touching the bottom breaks the enchantment and allows the captured person to swim upward. The enchantment is such that it takes 4 minutes for a person to reach the bottom, minus ten seconds per AC point below 9 (thus AC -1 would be 4 minutes -100 seconds, or 2 minutes and 20 seconds). Breath holding mechanic can be CON check minus the number of minutes breath is held (that is roll CON – 4 on d20 to determine if the PC can hold his/her breath long enough) or some other method the GM determines.

17.7 Piles of Bones

Four huge piles of bones are mounded here, mostly small animal bones, but a few very large (6-8' long femurs, for example) can be picked out of the piles. There are no skulls.

17.8 Caged Light

Three **Will-o-the-Wisps** are in iron cages here. The cages are enchanted to contain the creatures. If any magic is cast upon the cages themselves, the doors will creak open and the Wisps will launch attacks. If freed, the Will-o-the-Wisps will attempt to kill every living creature they contact, but will flee if brought to 50% hp or lower, or if one of their number is killed. The Green Hag believes she can control them. If released, the Wisps will spread out, seeking living creatures, and feed throughout the region.

Will-o'-the-wisp (3): hp 37, 46, 51.

17.9 Mud Hut

Geryon lives here. The mud and stick hut appears hastily built and barely standing. The doorway is very large, covered over by what appears to be a woven grass mat. Inside, the contents are in disarray, as Geryon constantly battles his inner demons.

He lairs here with two large brown bears that he has named Carus and Darus. They will defend him with their lives.

Scattered among Geryon's meagre possessions are his treasures (he has a 20% chance per round of grabbing one and using it, or trying to):

- **Mistletoe** magically blessed to remain fresh as long as Geryon lives. For those who use components for spellcasters, this mistletoe can be used up to 10 times a day.
- A parchment **scroll** with Barkskin, Plant Growth, Cure Serious Wounds, Control Winds
- **Magic beans** (6) that, when cast into water, grow into random plant creatures which "live" for 3d4 turns and are under the control of the person who cast the bean(s) into the water:

Roll 1d6	Plant Creature
1	Wolf
2	Bear
3	Puma
4	Elk
5	Bugbear
6	Mouse

Geryon, Druid, 7th Level,
S 11, I 12, W 17, D 13,
C12, Ch16 hp 26 AI N(E)-
charmed, going insane

Spells:

Level 1 Entangle, Locate
Animal,

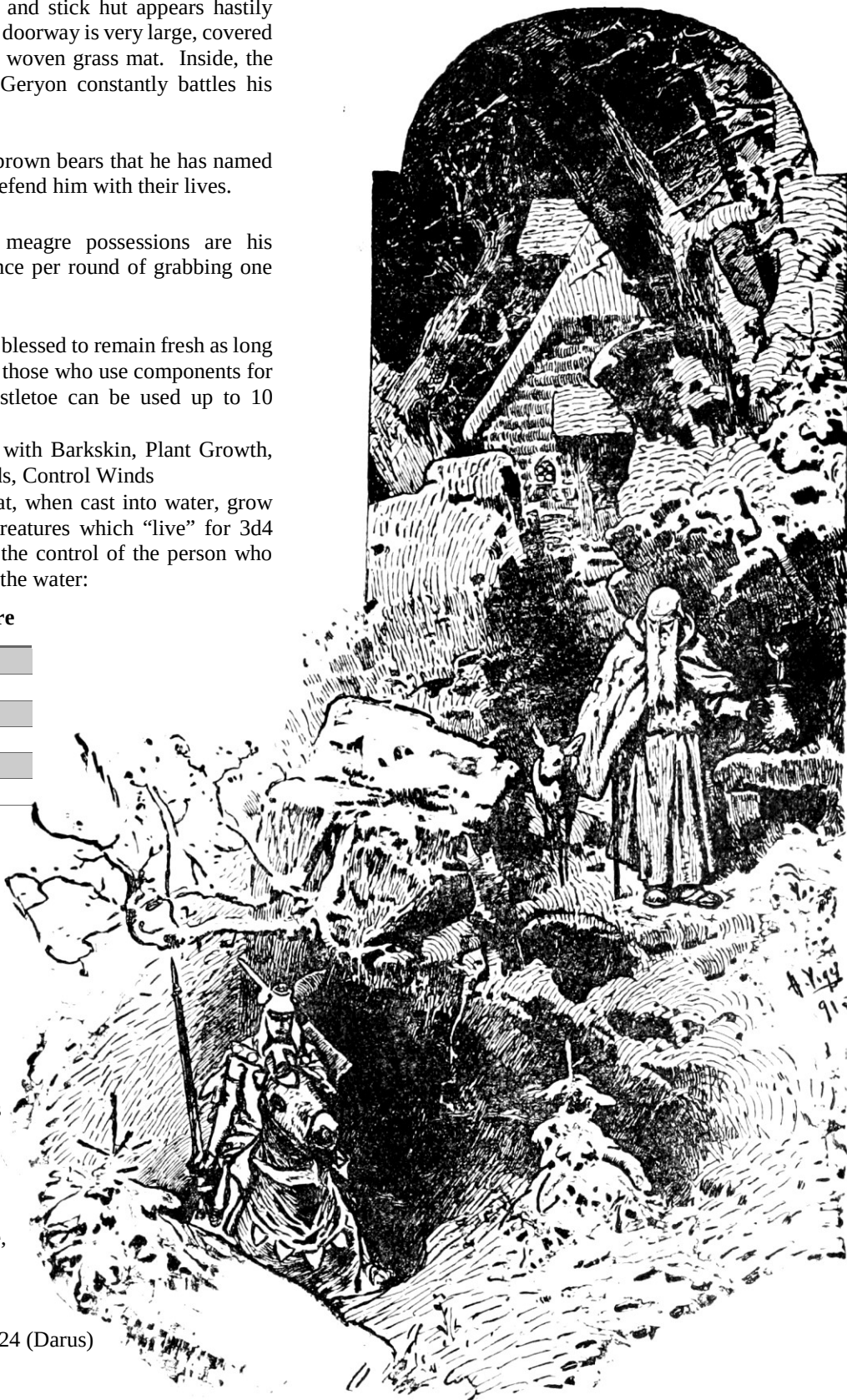
Pass Without Trace,
Speak With Animals

Level 2 Charm Mammal,
Cure Light Wounds,
Heat Metal,
Obscurement

Level 3 Cure Disease, Snare,
Stone Shape

Level 4 Hold Plant

Brown Bear: hp 20 (Carus), 24 (Darus)





18A. CREATOR'S STONE

(Southeastern Hex)

An oddly shaped boulder balances here. Legend says that the Creator, when the world was new, set this stone on these two pedestals, and when this stone falls, the world will end. The region has been through numerous earthquakes that have shaken the stone and toppled mountains, but Creator's Stone has remained steadfast.

It is also called the Farseer Stone because, again as legend tells, on nights of full moon, those who climb to the top of the Creator's Stone and meditate for the whole night can receive visions of the future.

18B. HAMLETS

(Northern Hex)

(See hex 24 for more information)

Along the road are scattered six tiny hamlets, ranging from three to six houses in each, surrounded by a ditch and possibly a wooden palisade. Fields of crops, pastures and fruit trees stretch to the north and south of the road. 2d4 adults, 2d8 children and 1d4 elderly tend the animals and crops.

Typical farm implements, items of everyday life, and some small amounts of food can be found at any of the hamlets along with cows, chickens, sheep, etc.

If the goblins are rampaging the area, all of these hamlets will be abandoned, each with a 60% chance of having been ravaged by the goblins (crops will be burned, animals slaughtered, 50% chance that the people will have been butchered as well).

18. OLD KING'S WATCH

(Eastern Hex)

The ruins of a tower crumble just north of the road here (see hex 3 for information on another of these watches). This tower is almost completely in ruins so is uninhabited, and uninhabitable. If the rubble is sifted through for more than 100 hours, a small cache of rubies (9 rubies, worth 50 gp each) and a magical dagger (**Griffinclaw**: dagger +1, +3 vs. flying creatures 1x/week wielder can polymorph into a Griffin of HD equal to wielder's level, for a number of rounds equal to wielder's level. Save vs. spells or remain Griffin permanently).

19A. THE BROTHERS FIVE

(Northern Hex)

Five **Treemen** meet regularly in this forested hex. These are Keepers of the Wood known as the Brothers Five to those who are aware of them. 0-5 Treemen will be encountered here (1d6-1) as the Brothers are frequently off in other parts of the region (usually moving at night) taking care of forest business. The Brothers are not hostile unless they encounter someone abusing their trees, then they act decisively. The Brothers can be powerful allies or recurring enemies, but they rarely remain neutral toward a mortal being.

The Brothers Five have been keeping tabs on the Watchers in the Wood (Spiderfriends, Hex 15) but recently other concerns have preoccupied the Treemen.

Buried in a small clearing are five pieces of **The Rose of the Weeping Prophet**. See Appendix New Items for more information on this item. The Brothers Five have been charged with protecting the Rose and will die trying.

Treeman (5): HD 10; hp 36, 42, 42, 49, 52

19B. ABANDONED TEMPLE OF THE SUN

(Southern Hex)

A thousand years ago a tribe of The People of the Morning lived on these twin peaks. These birdmen claimed this entire region as their hunting ground. Humans and humanoids pushed them out of these ancestral grounds. Most of the evidence of their ancient culture has disappeared from the area. However, in the small valley between the two peaks in the center of this hex is a small temple they constructed dedicated to the sun. The temple consists of three stone (granite) platforms connected by a central stone spire or pillar.

Whenever any non-birdman enters the temple, a nightingale will alight on the edge of the level every round, staring at the intruders. There is a 1-in-20 chance per turn that a birdman will fly over the temple. (No map, each of these platforms is a slightly bowl shaped circle connected to a central pillar).

19.1 Worship Entrance

This platform, the lowest and largest at about 90' in diameter, is the "entrance" to the temple. It stands about 30' off the ground. This large, open air level tiled with mosaic tiles depicting the bird-men flying into the sun. There is no access from the ground to this level (the bird-men, of course, simply landed on the platform to begin their worship services). A long ramp spirals around the central pillar, rising to the next level. The ramp very unstable and if more than three creatures are on the ramp at one time, it will collapse. The tiles are worthless individually but if they can be removed *en masse* and sold to a collector they would garner about 1 gp each (there are about 25,000 6"x6" tiles here - GM option, sections of the mosaics depicting specific scenes could be equally valuable...). The tiles are bulky, and heavy (total weight is about 5000 pounds, each tile weighing about half a pound) and fragile (unless special precautions are taken, 1-in-100 will break in removal and shipping could cause as much as 35% of the remaining tiles to break - again, depending on precautions taken).

19.2 Preparation Platform

This second platform, which rises about 40' above the lower platform (70' above the ground) is about 35' in diameter. The ramp from the lower level rises through the platform to end here, with broken stone railing (granite) barring the path (symbolically, it is a simple matter to step past the ruined railing). Near the eastern rim of the platform is the remains of a huge bronze basin which is cracked and broken such that it will no longer hold water. This is the **Basin of Cleansing** and it radiates faint magic if detected. If, somehow, the basin is repaired, any creature that is washed in the basin experiences the effects of *Cure Light Wounds*, *Cure Disease*, and *Bless* (this effect is usable once per week - see new items for full details). There are three raised areas on this platform which are prayer stations that the People of the Morning used to prepare for worship.

The raised areas are tiled in a manner similar to the lower platform (these depicting the birdmen's objects of devotion - the god - a giant and well-groomed birdman with wings outspread protecting the flock of birdmen who are flying around him; the goddess - a decidedly female birdman pouring water in what appears to be a stylized version of the broken basin on this platform; and the sun - depicted as shining through seven rays in circular pattern, each with the silhouette of a different bird), except these tiles are inlaid with gold and are worth 100 gp each intact (a fact that may only be revealed by close inspection). There are 25 tiles at each station, each with 1-in-20 chance of breaking in removal (causing its value to plummet to just 5 gp each). Shipping is a difficult as above (35% will be damaged unless great precautions are taken).

19.3 Sanctuary of the Sun

This platform, 45' above the second platform (115' above the ground) is about 20' in diameter and was the holy of holies of the ancient temple. The platform itself, rather than being a solid stone, is carved to appear as intertwined branches (with gaps ranging from 2' to 8' in diameter). On the east side of the platform is a large, circular (2'x3'd) granite base which has a 6" wide groove cut across the diameter running concave from the edges of the stone to a depth of 12" at the center of the stone. This is the base of the **Sunrise Lens** (see New Items and Hex 28A-7) that was used in the birdmen's worship. The stone base radiates faint magic. By itself, it is useless, when coupled with the Sunrise Lens, it magnifies the effects of the Lens (see New Items for full description). Removing the base from this temple is 80% likely to destroy the magic.

20A. THE RUSTED TOMB

(Center Hex)

About a mile south of the road which hugs the river along a winding walking path is the Rusted Tomb, the final resting place of an immortal being known as The Smith. The structure is built of enormous grey granite blocks which are banded together with wide iron bands. The bands have rusted over the past two centuries, staining the walls and the ground around the tomb. The people of this region call this the Rusted Tomb.

The priesthood of the Rusted Tomb are a dying breed, all over 50 with no prospects to replace them. The High Priest, Taris Demitros, is always on the lookout for artifacts of the Smith and may attempt to employ an interested party to retrieve items the Smith forged (even nails are highly valued by the sect of the Smith).

NOTE: The Rusted Tomb is a Highlands Location detailed in a product of its own.

20B. REBEL TREES

(Southern Hex)

In the wooded area covering the southern portion of this hex are a number of trees that the Brothers Five (Treemen, hex 19) had animated and herded, but which have gone rogue. When traveling through this hex, instead of rolling on the standard encounter chart, there is a 1-in-6 chance to encounter a **Rebel Tree** per hour traveling.

When encountered, the trees whip their branches at passersby, knocking their victims to the ground. The Rebel Trees attack as a 6th level fighter, 1 point of damage per attack and knocking their prey prone if a save or Dexterity Check is failed. Those prone under the tree are subject to automatic hits for each round remaining prone (failing a save/Dexterity Check).

Rebel trees are especially susceptible to fire: normal fire does double damage and magical fire does triple damage against the trees. Lightning, however, has no effect.

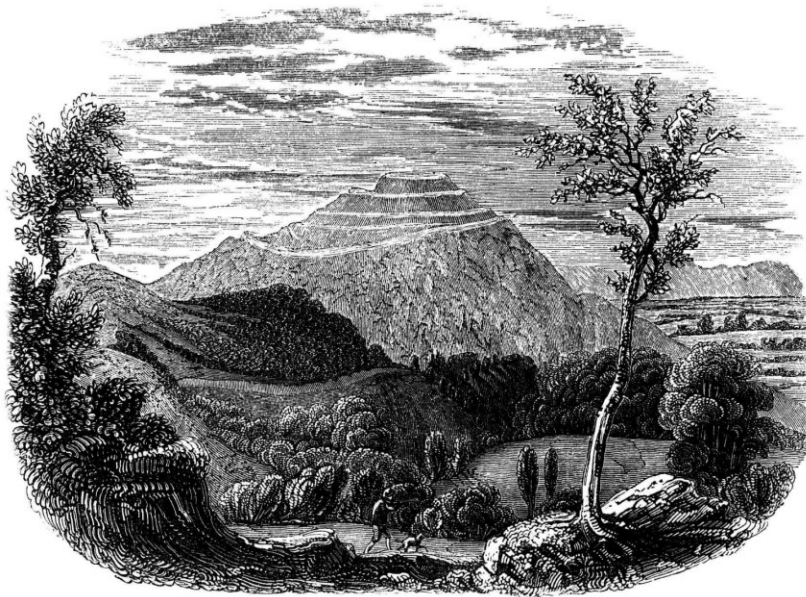
There is a 5% chance per Rebel Tree encountered that a small item is caught in a branch and a 10% chance that one or more small items lay on the ground near the tree. Anyone who attempts to take an item from the branches of the Rebel Tree automatically take 1 hp damage per round and must make a save or Dexterity check each round to remain in the tree. Items caught in the tree take 1d6+4 rounds to retrieve. Attempting to retrieve items on the ground result in normal attacks from the Rebel Tree (roll to hit as Fighter 6) and the potential to be knocked down as above.

If a Rebel Tree is encountered, there is a 50% chance that a Treeman (one of the Brothers Five, hex 19) will seek out the party, even if the encounter with the Rebel Tree is not confrontational. If any of the rebel trees are damaged, the Brothers Five will hunt down the perpetrators to avenge their “children.”

Rebel Tree: hp 14 each

Roll 1d6	Item Caught	Treasure found near tree (1d10 feet from trunk)
1	Silk Scarf (1. Blue, 2. Red, 3. Green, 4. Yellow, 5. purple, 6. magical – disguise wearer for 10 minutes per level of the wearer)	1d10 coins (1. Gold, 2. Silver, 3. Copper, 4. Platinum, 5. Electrum, 6. Brass) contained in (1. Nothing, scattered, 2. A small leather pouch, 3. A backpack, 4. A coin purse, 5. A sock, 6. A small bag of holding).
2	Necklace (1. Brass, worthless, 2. Silver, tarnished, worth 4d10 gp, 3. Gold, polished, worth 8d20x10 gp, 4. Silver with obsidian charm, worth 10d6 gp, 5. Brass with turquoise charm, worth 5d8 sp, 6. Cursed, causes wearer to become intolerably vain)	1d6 gems (1. Diamond chips worth 25 gp each, 2. Pearls worth 100 gp each, 3. Amber worth 30 gp each, 4. Magical moonstones worth 200 gp each, 5. A gem of seeing with 0-5 gems which must be crushed to activate the gem of seeing, each worth 200 gp, 6. Cursed gems – save vs. spells or lose all hair on body, to be replaced in 1d4 weeks with blue scales)
3	Cap – 50% (1. Red felt, 2. Blue canvas, 3. Bonnet, 4. White felt) or Helm – 50% (1. Steel pot, 2. Horned helm, 3. Knight’s helm, 4. Magic helm – 1. Helm of clear thought, 2. Helm of broadcasting thoughts, 3. Helm of radiant light, 4. Helm of blessing)	Minor magic item (1. Dagger +1, 2. Amulet of proof against poison, 3. Twelve magical harp strings , 4. A talking helmet with an intelligence of three, 5. A stone of continual light in a small bag, 6. A random potion (1. Healing , 2. Invisibility , 3. Flying , 4. Potion of suggestiveness – drinker susceptible to suggestion for next 1d6 hours)
4	Weapon (1. Shortbow, 2. Sling, 3. Sword sheath, 4. Shield, 5. Shortsword in sheath, 6. Belt with knife and coin purse containing 2d4 gp, 7. Longsword, 8. Axe). 20% chance that the weapon is magical (+1d4, no special abilities)	A cursed skull (touch the skull and be cursed with 1. Bad luck – all rolls on two dice, take the worst of the two; 2. Defiling touch – any living thing you touch has a 25% chance of contracting a random disease, including yourself(!); 3. Bad words – constantly say the wrong thing at the wrong time; 4. Sweat – constantly sweating, -3 to Charisma and need to drink 1 gallon of water per day). Remove curse or consecrate skull negates.
5	Decaying body part (1. Hand, 2. Arm, 3. Head, 4. Torso) which is cursed (when touched, save vs. spells or gain a rotting disease costing 1 unhealable hit point of damage per day). The curse can be removed by burying and consecrating the body part (bless spell, holy water, etc.) or wish or similar magic. Remove curse will pause the damage for a number of days equal to the caster’s level. Once the curse is lifted, the damage can be healed normally or magically.	Significant Magic Item (1. Soul’s Death – a dagger +1 that transfers hit points from victim to wielder when a hit is struck; 2. The Doomstone – a 3” diameter piece of white quartz that, when thrown, causes a 40’ radius explosion for 6d6 damage – usable once per day; 3. Halian’s Comet – a glove that can cast a small [3d6 hp damage] fireball 3/day; 4. The Silver Blade – a longsword +2/+4 vs. lycanthropes and shapechangers, its silver blade etched with moon and sun symbols – moon symbols glow in the presence of a lycanthrope, sun symbols glow in the presence of other shapechangers)
6	Three 10’-long blue ribbons. These are the Blessings of St. Ashar . Wrap a ribbon around anything and it gains the effect of protection from evil spell. Wrap all three around anything and the effect is to 10’ rad.	A scroll with (1. Saint’s blessing – all rolls on two dice, take the better of the two; 2. 6 HD fireball; 3. Directions to the royal treasury in the heart of the palace; 4. Bad poetry)





21. NORTHWATCH BEACON

A peak rises here in the northern part of this hex, around the ridges of which an ancient road has been cut and the top of which has been cut off.

This mountain is called Northwatch Beacon. The legend is that in ancient times an eternal watch fire burned on the top of this small mount, reminding the people of the region that the king was on the throne and the watch was keeping the land safe. No fire has burned on the Beacon in ten generations (at least), even though there has continuously been a High King in the Highlands.

The top of the mount is enchanted, and the legend is largely true. When a true king rules the land, an eternal fire can be lit and kept burning atop the Northwatch Beacon. Once the Eternal Fire was extinguished, no one has bothered to try to re-ignite the Eternal Fire. But when there is no Eternal Flame ignited on the Beacon, no fire at all will burn atop the mountain in any form, even magical fire (including such spells as fireball, though lightning bolt would function normally atop the Beacon).

A great basin filled with water rests atop the beacon. The basin is enchanted, causing the water that is collected therein to become combustible and is easily ignited... except that no flame will ignite on the beacon when the Eternal Flame is not ignited...

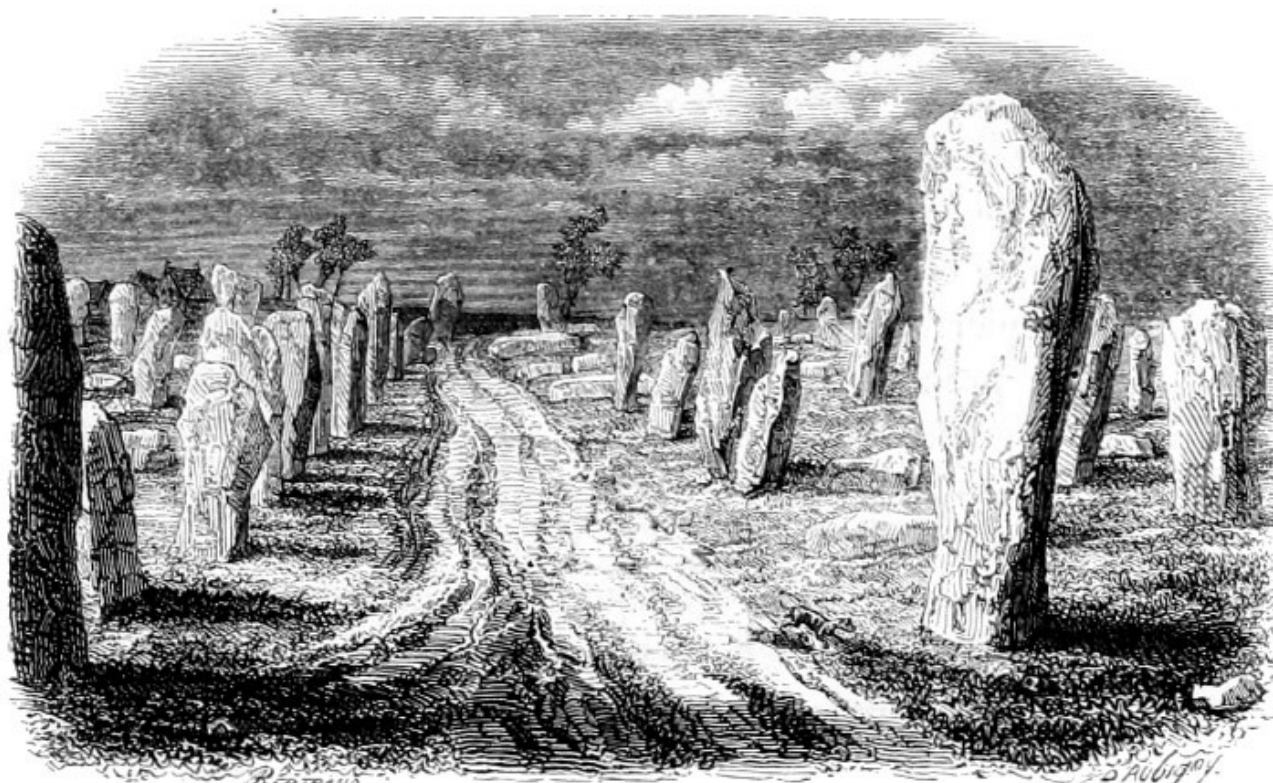
There is continuously 20 gallons of flammable water in the basin. Water removed from the basin remains flammable for 1d12 hours and, if ignited, burns at the rate of one gallon per hour.

22. BURNT FOREST

This hex, and several to the south (not labeled or shown on the map) burned in a fairly recent forest fire (2 years ago). Burnt tree trunks rise like blackened fingers reaching up toward the sky. The ground in these hexes is becoming overgrown with knee to waist-high saplings and grasses, flowers and brush. Still, there is little cover available in these hexes. Among the debris all throughout this area are hundreds of small creatures known as Ash Dwellers (see new creatures). There are a total of 142 Ash Dwellers in this area. To determine the number of Ash Dwellers in the vicinity of the PCs at any given time, roll 4 random dice and add the total. Typically, an Ash Dweller will ignore other creatures unless provoked. However, the presence of an open flame will stir up 1d20+20 of these little rodents into a frenzy.

Also in this hex is a goblin deadfall trap. Among the burned out trunks of a copse of trees is a hidden tripwire which causes two logs to swing down, one from ahead, one from behind, slamming into any dwarf sized or larger creature(s) in the immediate vicinity. Tripwire tripper saves vs dragon breath at -5 to avoid the trap, those close by save vs dragon breath with no penalty to avoid the trap. Those hit by the trap are crushed between the two huge logs for 4d6 hp damage. Those who fail their save by only one take half damage. Those who fail their save with a roll of "1" are crushed by the logs and trapped between them, stabbed by a broken off branch, losing 1d4 hp per round until wounds are dressed or healed. Carefully searching the area around the tripwire reveals the lower part of a deer leg, a (probably) human hand with a silver ring on it (engraved with the name Earis on the inside, grape leaves twined on the outside with three purple amethyst "grapes" set in it – worth 200 gp).

Ash Dwellers (142): 2 hp



23A. STONES OF THE FALLEN KINGS

(North and Center Hex)

Twenty-seven huge megaliths dot the fields here, three of them are about 40' tall while the rest stand about 15-25' tall. Each of the stones is marked in similar ways, with (unknown to any locals) runes, though no two stones carries exactly the same runes.

The people of the region believe these to be gravestones of some ancient kings buried here and have mounted numerous expeditions to dig up the lost kings' treasures. Occasionally, a few coins with the strange runes on them can be found (digging near the monoliths reveals 1d4-3 coins per person-hour of digging 80% brass, 15% silver, 5% gold).

For each hour spent in this hex, there is a 10% cumulative chance of a Faerie encounter. The Faerie may not be hostile, they simply want to make sure the giants are never released. They do not know the secret of releasing the giants.

Roll 1d6	Encounter	Disposition
1	2d4 Sprites	Angry
2	1d6 Fairies	Curious
3	1d3 Pixies	Drunk
4	1 Faerie Dragon	Terrified
5	1d4 Satyrs	Guarded
6	1d6 Leprechauns	Confused

The monoliths are actually giants who were turned to stone by the Archmage Arwan-Dar many years ago. The three tallest stones are True Giants while the remaining 24 are split between Hill Giant-Kin (8), Stone Giant-Kin (12) and Mountain Giant-Kin (4). The enchantment that binds them can be released by applying any amount of mortal and faerie blood to the stone itself. If the blood is applied, the stone will morph into a giant form in 1d4+3 rounds. The giant is helpless during the transformation, but has an effective armor class of 0[19] during those rounds. Once transformed back into a giant, the creature will be disoriented for 1d6-2 rounds and then begin rampaging to kill any living creatures in the region.

If a True Giant is released, it will suffer the same chance for disorientation, but once it comes to its senses, the True Giant will seek out a mortal creature and a faerie creature to slap their bloody corpses against his frozen brothers in an attempt to free them from their stone curse.

True Giants (3): hp 106,106,112

Hill Giant-Kin (8): hp 23, 31, 36, 38, 38, 39, 41, 51

Stone Giant-Kin (12): hp 31, 35, 38, 39, 47, 49, 49, 49, 49, 50, 51, 53

Mountain Giant-Kin (4): hp 56, 62, 73, 81

23B. BASIN STONE

(Southern Hex)

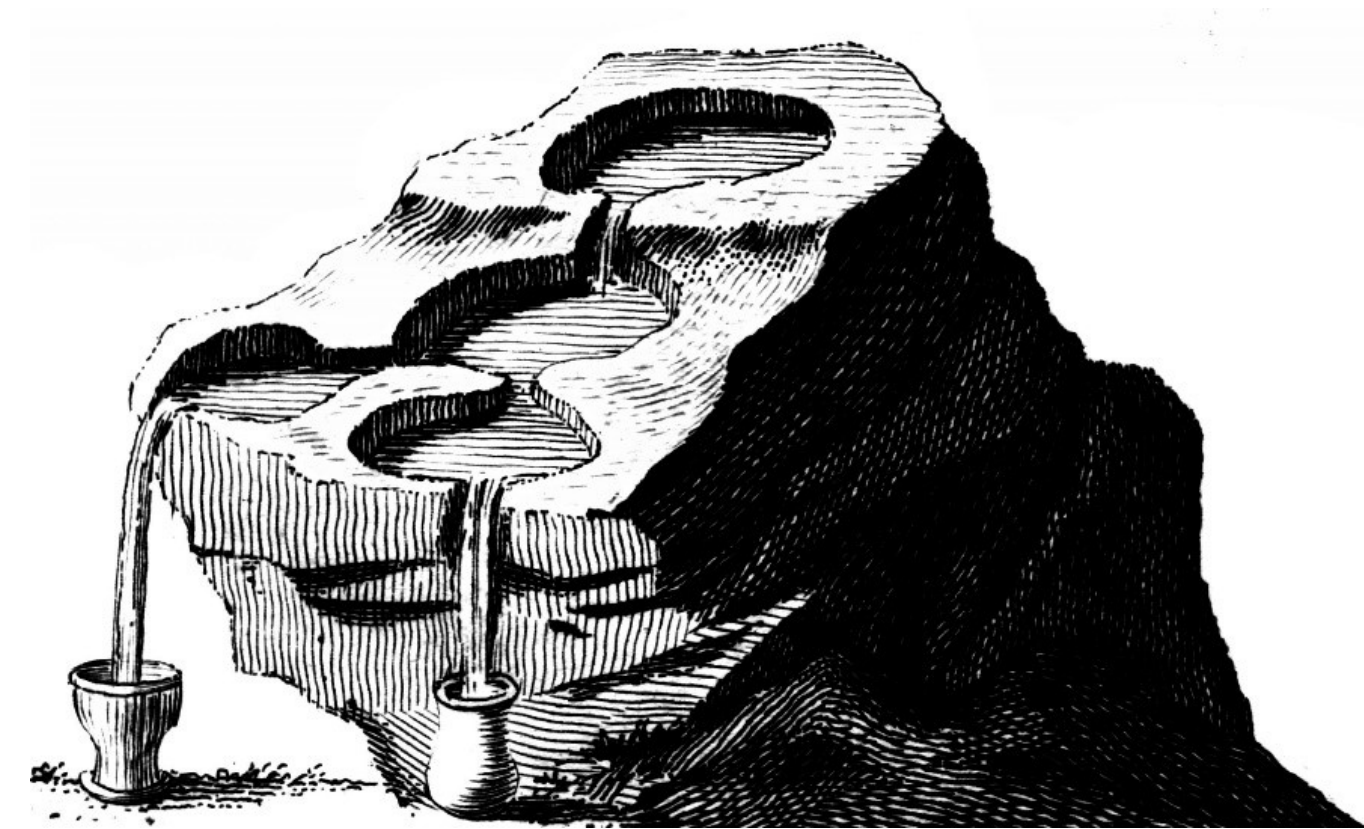
In the center of the southernmost part of this hex is a large (8' tall) boulder with four concave indentations chiseled into the surface, connected by channels which feed out to two channels at the bottom of the boulder. There is a 30% chance that one or two pottery jugs under the exit channels, catching water. Locals who gather rainwater that catches in the basins of this boulder and runs off through the channels claim that the water makes them healthier and live longer.

Water consumed directly from the Basin Stone in moonlight will heal one point of damage per person per day. The water loses its healing powers when transported away from the stone itself, though anyone who consumes runoff water collected from the stone gets blessed with health for 1d3+1 days. In game terms, this means that anyone who consumes Basin Stone water (directly or runoff carried off) can reroll all saving throws for the duration of the blessing's effect.

Drinking water from the Basin Stone during a full moon bestows the effects of Cure Light Wounds, once per person per full moon. Healing potions poured on the stone in the moonlight and then recollectd via the channels will become doubly effective when consumed and those poured during a full moon become triply effective (note the effect cannot be "stacked" i.e. – one cannot triple the effect, and then pour the triple effected potion on the stone to triple it again – doing so renders the potion inert).

Pouring any other type of potion on the stone turns that potion to a mild poison (full effects at GM's discretion, but it's recommended that the effect be uncomfortable, not fatal – such as dysentery or projectile vomiting).

Roll 1d6	Encounter	Complication	Possible Reward if helped or overcome
1	1d4+2 peasants with waterskins	They are arguing	Effect of a bless spell 2 days
2	1d12+2 Sprites with broken toys	They are drunk	Accurate directions
3	1d3+1 bandits with a hostage	They are running away	The secret to defeating the Welwa
4	1d4+1 Longarms with 1d4 Goblins	They are chasing something	Water/wineskin always full for 3 days
5	1d3+3 harmless apparitions	They are searching for someone	Darkvision for 1d6+6 hours
6	1d3+3 angry apparitions	They are mind controlled	Automatic Detect Evil for 1d4+3 days



24A. LAKE FINCHER

(Eastern Hex)

At the top of a 100' tall plateau the locals call Demalias Tor is a small lake called Lake Fincher. Here, on the western edge is a small fishing village, simply called Fincher or Lake Fincher. The village is home to seventeen men, eight women and eight children who live in 8 ramshackle huts. The men fish during the day with nets from boats which are pulled up on the shore at night. Nighttime the men gather in one of the huts to drink and tell stories. The villagers are rather xenophobic, shunning strangers to the point of aggression. The men will threaten strangers, but they are more bluster than bravery. Once a week the fishermen take their wares (fresh fish and dried, smoked and salted fish) and trade with the people of Tiresh Village (Hex 30A).

The women of the village are allies of the Witch of the West Wind (See NPC encounters) and two nights a month go off in the forest to dance pagan dances with the witch. If the village is molested in any way, the Witch of the West Wind will seek out those who bother her "innocent daughters" or their families. Indeed, there is a 5% chance that the Witch will be encountered near the village if she still lives.

The villagers have little treasure (2d6 sp and 4d12 cp) but each of the women has a tiny charm around her neck which offers protection from disease and can be used to call the Witch of the West Wind (by rubbing it and calling her Truename).

24B. HAMLETS

(Southern Hex)

Along the road are scattered nine tiny hamlets, ranging from three to six houses in each, surrounded by a ditch and possibly a wooden palisade. Fields of crops, pastures and fruit trees stretch to the north and south of the road. 2d4 adults, 2d8 children and 1d4 elderly tend the animals and crops.

Typical farm implements, items of everyday life, and some small amounts of food can be found at any of the hamlets along with cows, chickens, sheep, etc.

If the goblins are rampaging the area, all of these hamlets will be abandoned, each with a 60% chance of having been ravaged by the goblins (crops will be burned, animals slaughtered, 50% chance that the people will have been butchered as well).

Roll 1d4	Peasants are Hiding	Special
1	6d8 platinum pieces	Hoard eyeballs
2	Demon idol and child sacrifice	Hate steel
3	Renegade (1. Goblin, 2. Knight, 3. Killer, 4. Ogre, 5. Treeman, 6. Demon)	Obsessed with people with blue eyes
4	Cursed: 1. Children are doppelgangers, 2. Adults are half demons, 3. Peasants are all cannibals, 4. Oldest peasant is undead (1. Vampire, 2. Lich, 3. Wraith, 4. Special)	Physical characteristic: 1. Webbed toes, 2. Extra fingers, 3. Third eye, 4. Gills



25. HANGING KNIGHTS

(Western Hex)

The wooded portion of this hex is haunted by a dozen unique undead creatures. In a lightly wooded patch (the exact location seems to change from time to time as the story is told) are hanging the corpses of eleven armored knights and their weapons and shields, dangling on the end of heavy chains, swaying in the breeze.

On the ground beneath this macabre sight is the crumpled body of a twelfth knight (24 hp). If any of the corpses or their gear are touched, the knight on the ground will rise up slowly (about 2 rounds to stand upright), staggering and halting.

The eyes in the rotted face beneath the visor will look over the interlopers in the area for another round or two, then speak with a raspy voice, asking what their business is. If their response is aggressive or off putting, the Knight will cock his head (an ear will fall off). Whatever their response, he then asks another question (see chart).

In many ways, the creature is simply looking for his adversary to fail at a query, so he can call his brethren to join in battle, but reasonable answers are accepted. After two queries, the undead knight will nod curtly, sway for a moment, and collapse in a heap. Touching any of the corpses, including the one on the ground, begins the questioning process all over again. If incited to battle, the eleven hanging knights will take a round to drop to the ground, drawing weapons. They lose initiative on the subsequent round, as well, acting last in the round.

These are the **sons of Boeh Hect** (see Hex 3 for more information about their brothers and Boeh Hect himself), killed by their brothers in a feud over birthright. They are cursed in their unlife to haunt this region of the Northern Tier, challenging any stranger or lost villager who has the misfortune to stray into their presence.

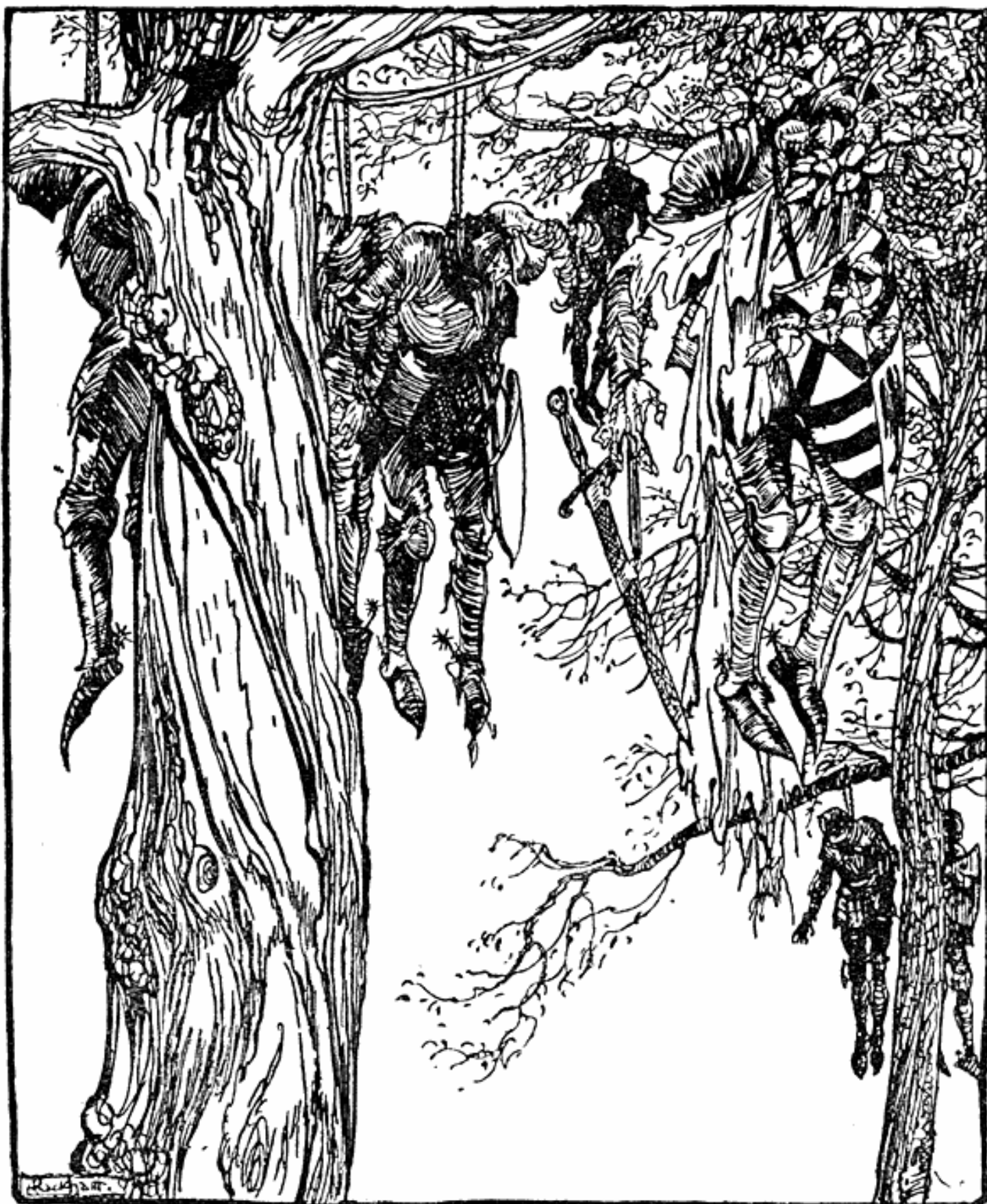
Evidence of the deaths of their brothers (such as the presence of the sword *Skysplitter* or one or more of the Fishermen of Boeh Hect's knives) will cause the Hanging Knights to all begin to sway slightly, then their spirits will leave their bodies, leaving behind 12 sets of full plate (each has a 75% chance of being damaged – if damaged, 1. Minor damage, 2. Serious damage, 3. Heavy damage, 4. Irreparable damage), 9 shields, 12 longswords (one of which is a pale imitation of *Skysplitter*, called **Nightsplitter**, sword +1, +2 vs. sky creatures, additional 1d4 electrical damage 3x/day).

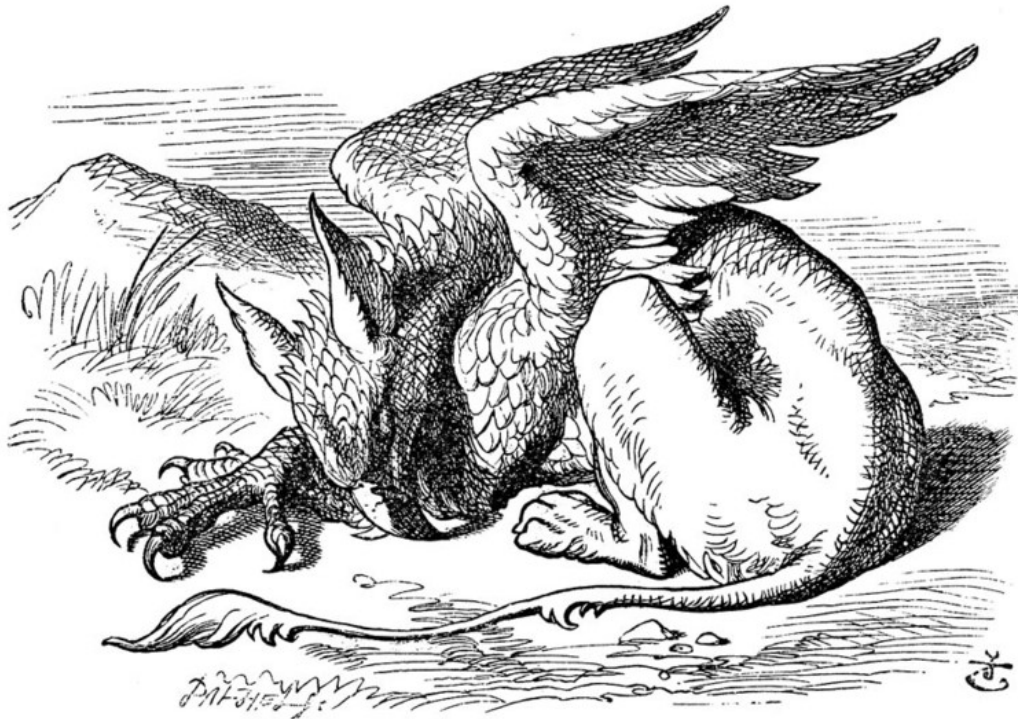
The Hanging Knights do not pursue their quarry beyond the bounds of this hex.

Sons of Boeh Hect: hp 8, 18, 18, 20, 22, 23, 23, 24, 27, 28, 28, 29



Roll 1d8	Hanging Knight Leader's Question	Additional Treasure
1	Canst thou recite the "Lay of the Lost Maiden"? (any poem, even one made up on the spot, about a lost maiden will satisfy this demand)	Their hearts can be ground into a powder which can protect a person for one day per heart consumed.
2	Dost thou challenge the might of the Sons of Boeh Hect? (yes, rouses the other knights, no invites a repeat of "What is thy business?")	Their teeth, if swallowed, heal 1 hp but cause an upset stomach. Each son has 1d20 + 1d12 teeth.
3	Hast thou news of the King of the Grey Mantle? (Any reasonable response, truth or not, will satisfy. Negative responses [I don't know the King, or Who is the King of the Grey Mantle? Etc.] rouses the other knights)	Their eyes can be used as a sort of wizard eye allowing the person holding an eyeball darkvision, perspective through the Son's eye. An eyeball will last 2 weeks after removed.
4	Whence comes the Ship of the Night? (Any non-hostile answer is accepted)	Fingers, when tossed on the ground, always point north.
5	Wilt thou dream the deepnight dream of the Silver Queen? (Positive answers are accepted, negative answers rouse the knights)	Each knight has 1 or 2 spurs (roll random for each). Matched sets increase horse's speed by 50%.
6	Has the summer solstice come with the flight of the deep night? (Positive answers accepted, all others rouse the knights)	1d12 knights have a small platinum plaque with a stylized sun emblazoned. Worth 50 gp & makes goblin-kin enraged.
7	How does the father fare? (This is a question about Boeh Hect himself. Answers of his health and well-being are the only acceptable answers)	Buried beneath the corpse on the ground is a box with a silver tipped ivory rod, rune carved. Rod of Fireballs.
8	From whence cometh thou? (Any non-hostile answer accepted)	Each knight has a leather belt edged in silver (100 gp/ea)





26. GRIFFIN LAIR

(Northern Hex)

A cliff rises above the lowlands here and on the cliff face are eight Griffin nests. Each nest has a mated pair of **Griffins** and is 75% likely to have either 1-2 eggs (spring) or 1-2 young (summer/fall). By winter, the young are driven off to establish their own Griffin prides and territories. The young are AC 6, HD 2, Dam 1-2/1-2/1-8.

If they see horses, the Griffins will swarm the horses, dragging them off to the nests to feed. Locals know about the Griffins and typically use mules and oxen as beasts of burden in this region (hexes 15, 16, 20, 21, 25, 26, 29, 30 - the road is even known as Griffin Way). The Griffins typically leave the road alone (as they have been on the receiving end of magic and weapons enough times to deter them), although the lone traveler may prove to be a temptation and the lure of horseflesh is irresistible to them.

Each time Griffins are encountered, there is a 5% cumulative chance that it is a rival clan of Griffins encroaching on these creatures' territory, hunting any likely prey they see.

The nests contain a mixture of bones, debris, bits of clothing and broken weapons and armor. Thorough searching turns up 6023 cp, 181 sp, and the following potions: **Potion of Flying**, **Philter of Love**, **Potion of Animal Control - Avians**.

Griffin: hp (mated pairs): 34, 43/ 29, 39/ 21, 37/ 19/ 21/ 28, 31/ 24, 33/ 16/ 31/ 23, 32

27. THE SUMMER COURT OF THE SILVER QUEEN

(Center Hex)

Silver Arch: In exact center of 200-yard diameter glade in the exact center of this hex is a twelve-foot-high, nine-foot-wide, two-foot-thick arch made of some kind of unknown silver metal, etched with all sorts of strange and unknown symbols. The arch is impervious to damage (even magical, though a wish would destroy it, disintegrate might, GM's discretion) and detect magic reveals nothing about the arch except that it is magical. Spells such as commune, contact higher plane and the like will reveal only that the arch opens a doorway to another place and that the other place belongs to a powerful being named the Silver Queen if the right questions are asked. The GM may wish to reveal other details as desired. The arch appears empty. Anything that reaches into the arch will appear to simply pass through to the other side, unchanged and un-teleported. Anything thrown into the arch will simply disappear as it completely passes through the arch (appearing on the doorstep of the Summer Patio below). Anything that passes completely through the arch disappears.

The Silver Arch is a portal to the Summer Court of the Silver Queen. There are no magical protections on the portal, per se, though when creatures of any type pass through, the Silver Queen's nose itches (thus the Majordomo is likely to ask of the uninvited, "Why do you cause the Queen to Sneeze?") and the Window of Sharan will ripple. The Silver Queen is likely to observe intruders through her Window.

NOTE: The Summer Court of the Silver Queen is fully detailed as a Highlands Location in a stand-alone product.



28. ST. ALBARAN'S MONASTERY

Built five hundred years ago when the church was spreading across the continent like a wildfire, the Monastery of St. Albaran serves as a church, an inn, a hospital and even a fortress in times of distress. The Monastery is the largest and most defensible building in the region, and people from the outlying villages will flood the monastery if there is trouble in the region (such as goblin invaders). See the NPC Appendix for full information on the cloistered brothers, lay brothers, Abbot and Cellarer. (Map 6)

Approaching the Monastery

Some yellow-robed monks work in the muddy yard outside the monastery, 3-8(d6+2) Cloistered Brothers and 5-10 (d6+4) Lay Brothers. If approached, the monks will simply direct questions to the Abbot or the Cellarer. Behind the Monastery are the beehives that the Brothers keep, barns for the Brothers' animals and four granaries (quickly becoming depleted by the influx of so many refugees). Surrounding the Monastery are fields of crops and a few orchards of fruit trees.

28.1. Narthex

This is the entrance to the church proper, guarded by statues of saints with hands outstretched as if offering blessing to those entering the huge, oaken doors which typically stand open, but now are closed and locked.

28.2. Nave

This main worship area of the church proper, lined by 14 columns (representing the 14 tenants of the faith). The ceiling rises to a peak 80' above the floor here.

28.3. Choir

This area is generally reserved for Clergy and Cloistered Brothers but in a time of emergency, this becomes the Common Infirmary. Two Cloistered Brothers and 2-7 (d6+1) Lay Brothers work here.

28.4. Chancel

This area is raised up by 9 steps (representing the Nine repentances of the Faithful) and the platform is covered with various prayer rugs (very worn – there are seventeen prayer rugs – each depicting a different scene, each intending to focus the monks' prayers in a different way).

A huge curtain rises floor to ceiling here, separating area 4 and 5. It is woven in a complex, multicolored pattern (primarily reds, blues and purples, though all colors appear in the pattern, yellows and greens are much fewer). The curtain is 6" thick and made of nine 20' wide panels. The center 3 panels do not rise to the ceiling, but stop 20' short of the ceiling, allowing the morning sun shining through the huge stained glass window in the High Altar area (area 5) to bathe the ceiling in rainbow colored light. The North and South walls are dominated by 45' tall statues of St. Albaran, carved of wood, reaching out in blessing (north wall) and raising a curiously twisted staff (south wall).

28.5. High Altar

This area is "Holy of Holies" of the sanctuary. A table (3x4x8 feet) carved from marble and covered in gold stands against the East wall holding three books (the holy Scriptures), a censer (bronze) and two candelabras. To either side of the table are 35 foot tall statues of angelic beings bearing swords (wings rise to over 50').

Stained glass windows behind the table and statues bathe the area in rainbow colored light. The north wall is painted in a fresco of St. Albaran defeating the Demon of Fradorn Valley and the Southern wall is painted with a fresco of St. Albaran praying over the body of his dead wife with the city of Mathal burning in the background. While this space is only entered by the Abbot or the highest clergy during the worship services, it is not treated with such reverence other times (Cloistered Brothers will sometimes hold private meetings here, for example, during the day and the Lay Brothers clean the High Altar area twice a week).

Desecrating the altar area in any way causes the statues to animate as Angels and attack.

28.6. Sacristy

This small building contains vestments and utensils (cups, prayer rugs, chairs, holy symbols, etc.) used in everyday worship and in the high holy days of the life of the church.



28.7. Library

Several hundred books (all hand copied by the monks of the Monastery) fill shelves in this small room. Topics from the sacred to the profane are among these volumes. There is a 5% chance that some obscure bit of knowledge that may be sought will be referenced in the library (details left up to the GM). Bits of information about The Chantry, The Creator's Stone (also called Farseer Stone), Hargeth's Keep and the South Wood (also called King's Wood, Baron's Wood and Darethward) can be drawn out of the texts here possibly information about the Shrine of the Fallen Angels, but considerable time and research would be required (as well as study in some ancient languages). Still, such information may be available if the GM decides...

Set in the northern (not outer) wall here, the wall between the Library and the Sanctuary, is a large (22' diameter) round "window" about 15' above the floor. This "window" is the Sunrise Lens (see New Items and Hex 19). Fitted around the window are four petal shaped stained glass panes, one of which depicts a saint blessing a leper (this is a piece of the Rose of the Weeping Prophet, see New Items and Hex 18).

28.8. Chapter House

The monks meet here daily to discuss the business of the Monastery and to hear a chapter of their rule.

On normal days (not high holy days) they meet at 9 AM for approximately two hours. All Cloistered Brothers and most Lay Brothers attend the meetings unless the business precludes the Lay Brothers.

Above the Chapter House, on a second story (and partial third) is the Scriptorium wherein some of the Cloistered Brothers copy manuscripts (the most learned and important of the brothers copy the Holy Scriptures, the lesser brothers and the apprentices copy worldly manuscripts). The Monks of St. Albaran will copy any manuscript for the price of 1 sp per page at a rate of about four pages per day. More monks can be put on a project, but the cost will be higher. There are 8 Learned Monks, 12 Lesser Brethren and 4 Apprentices here (putting all of the brothers on a project, for example, would mean 125 pages a day, but would cost 400 sp a day as a donation "for interrupting the right and proper transmission of the holy Scriptures for worldly work").

28.9. Cloister

This central open courtyard is surrounded by a covered walkway with columns lining the courtyard.

28.10. Cloistered Brothers' Doiter

This long hall is the dormitory for the Cloistered Brothers. 74 Brothers live here in communal fashion. There are 108 beds, small chests and small tables here. Found here are 74 worn leather-bound prayer books. Each book has a 5% chance of being infused with the holy prayers of one of the brethren. Reading the book confers the effect of a Bless spell for 1d4 days. The book can be thus read once per month.

28.11. Misericord

This is the room of discipline where monks are separated when they have broken the rule. Here are prayer rugs with small metal barbs protruding through them, a sunken pool of water (southeast corner – fed by the stream) and a small, dark chamber that locks from the outside (southwest corner).

28.12. Infirmary

This is the Monastery's hospital where those who are too old or too sick to work are kept. Currently three ancient brothers live here and four very sick brothers are under the care of 2 Cloistered Brothers and 2-7 (d6+1) Lay Brothers. One of the sick brothers has contracted a very contagious disease which has a 35% chance of spreading each day (PCs who come into contact with him may save vs. death magic). A small fireplace stands against the west wall, coals constantly banked or a fire blazing (for heating utensils for surgery or boiling water). Water from the stream has been diverted through a channel into a basin in this room to clean the wounds and provide for the sick here.



28A-13. Garderobe

This is the toilet of the Monastery, accessible by all the monks either from the Cloistered Brothers' Doiter (area 9) or the Refectory (area 15). The waste simply falls into the stream and washes away downstream.

28.14. Warming House

This room functions as a reception hall, a meeting room and occasionally as a guest room. This is the only general purpose room with a fireplace. This is one of the few rooms with any comfortable furniture in it (a few couches, two long tables with chairs, and several upholstered chairs). The walls here are plastered and painted in a bright blue color. The floor is covered in rugs. A small stairway climbs along the south wall to a partial second story which serves as the Charter Room. The room has only a few chests and shelves with books, containing the records of the Monastery (the history, the legal documents, the original charter and original rule from St. Albaran himself, or so it purports).

28.15. Refectory

This is the dining hall of the Monastery. It also serves as an informal meeting room for Cloistered Brothers and Lay Brothers alike. There is always activity in the Refectory.

28.16. Kitchen

All the food for the Monastery is prepared here. Huge ovens line the western wall. A rickety stairway climbs the eastern wall to a full second story wherein is stored many foodstuffs, sacks of grain and flour, dried meats and the like.

A well has been dug in the southwestern corner and water can be drawn directly into the kitchen with a windlass and bucket. Beneath the kitchen, opening under the southeastern corner, is the large root cellar containing months of supplies for the denizens of the Monastery.

From the root cellar, the Brothers have built an underground smokehouse (to smoke meat) and a tunnel that leads up to the surface near the southwest corner of the Monastery itself to bring in supplies to the root cellar and to the smokehouse). Many of the

foodstuffs have been used up supplying the needs of the refugees in the nave.

28.17. The West Range

This long two story building is run by the secular members of the Monastery. The Lay Brothers Doiter is the second story, consisting of a long room lined with 137 beds, small tables and small chests. The Lay Brothers' vows are somewhat more relaxed than the Cloistered Brothers', so they may have a few more possessions, but not many.

There are 64 Lay Brothers presently living at St. Albaran's Monastery. A stairway (area 18) leads down from the Doiter to the Sanctuary. The First Floor is given over to guest rooms (the northern most three rooms) and a large storage room (for additional foodstuffs and all the mundane items, like candles, cloth, paper, ink and the like for the everyday life of the Brothers).

Forgotten by most of the Brothers is the fact that a small trap door opens to the smokehouse beneath the storage room, though currently two wagon wheels with broken spokes sit atop it (it cannot be opened from below). Many of the supplies have been depleted by the refugees in the nave.

28.18. The Night Stair

This staircase leads directly from the Lay Brothers' Doiter (second story of the West Range, 17) to the nave of the church (area 2).

Abbot D'Harran

The Abbot knows a great deal about the local geography. The fortress ruins of Hargeth are said to be haunted by a wight. The river is navigable and traders (and some pirates) ply the river. It can be forded at Baron's crossing and at The Shallows and The Brothers' crossing, of course. The forest is home to a number of wild creatures and is not safe at night. At least one large monstrous predator roams the wood, though the Abbot doesn't know what type of creature it is. There is at least one Shemaras (Faerie) ring in the wood as well, and the party would be wise to avoid it. He has been to The Creator's Stone and "sensed the presence of God" there. If the party pushes him, he will wax theological and evangelical for hours if they let him. He caught a glimpse of a huge white hart in the wood just a month ago, and believes it was a sign from God. What the portent was, however, he is not sure.

D'Harran (AC 8, HD C9, hp 41, #ATT 1 or spell, Dam 1-6 [mace] or 1-4 [dagger] spell, AL NG)

Spells:

Level 1: Command, Create Water, Resist Cold, Sanctuary
Level 2: Augury, Detect Charm, Hold Person, Know Alignment
Level 3: Animate Dead, Create Food and Water, Dispel Magic
Level 4: Cure Serious Wounds, Detect Lie
Level 5: Raise Dead

Filmore, the Cellarer

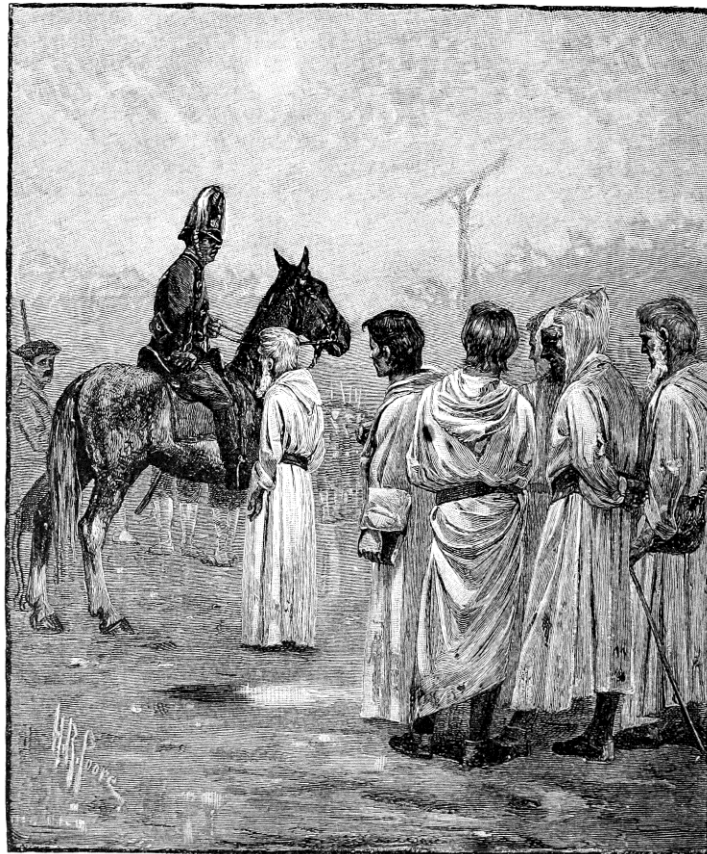
The Cellarer is responsible for all of the material goods of the monastery. Filmore is a gruff and unpleasant man, completely consumed with the inventory and accounts of the monastery. He is short with just about everyone, even the Abbot, but has a soft spot for dogs and cats. Filmore is a normal human, short and very fat, with a whiny, grating voice.

Cloistered Brothers

Cloistered Brothers are either normal men (60%) or first level clerics (25%), second level clerics (10%) or third level clerics (5%). Most of the Cloistered brothers are very holy men, silent at all times, though a few have very expressive faces.

Lay Brothers

All of the Lay Brothers are normal men who serve God without the yoke of the Rule of the Brothers. Two of the men are terrible gossips who cannot keep a secret and will tell anyone anything. One of the Lay Brothers, Brother Simial, is a repentant thief (L 4, Dex 17, Str 16, LN) who might be able to be recruited...



29. THE GIRL AT THE MOUTH OF MADNESS

In the forested area of this hex, a twelve year old girl sits weeping near a fountain and pool. She is starving and dehydrated and horribly afraid. Her name is Amantha. Amantha wears a green (emerald) pin in the shape of a heart. Amantha only wears the shape of a little girl, she is in fact an angel in disguise. Those who aid the little girl, or warn her that the Witch of the West Wind is searching for her (see NPC Encounters), will receive the girl's thanks and will find a small gift in their backpack the next day. The gift might be a magic ring, a potion, a scroll – something that will be helpful in the long or short term, but nothing overpowered.

If the girl is ignored or abused, she will transform into her actual form, an **angel**, give those who bother her a stern look and possibly a lecture on caring for the helpless, and attempt to fly off, leaving behind the green heart pin that the Witch of the West Wind is searching for.

The cave behind her is an ancient shrine to the old gods. Those who revere the old gods feel a sense of peace within 20' of this odd face. Each of these three openings reaches back into the hillside 20'. The "eyes" are filled with powdery dust (actually the ashes of hundreds of priests from ages gone by – once the eyes were packed to the level of the hillside with ashes, but time has worn much of that away). In the farthest reaches of the left "eye", buried under the dust and ashes is a stone box (about 2' cube), intricately carved with effigies of the old gods. It is clearly hollow, though there is no obvious seam or lid or opening of any kind. The box radiates a powerful magic if detected.

The box was created with a complex (and now forgotten) form of transmute mud to stone in the hands of a true artist. It is an ossuary box overlaid with powerful protective magics that serve to contain the being that is trapped therein.

The ossuary imprisons a Dust Lich. The only way to gain access to the ossuary is to break it (a feat that requires either magical means or a single individual with a 21 or greater strength). Once broken, the skull and remains of the Dust Lich's remains will spill out and the Dust Lich can no longer be contained by the magic of the ossuary. It will swirl and demand to know who imprisoned it in the ossuary. A clever party can bluff their way out of this, the Dust Lich need not immediately attack. If it does attack, the Dust Lich has no physical attack, only the spell-like abilities. The Dust Lich will likely bargain its way to its lair, a trap filled tomb complex. It promises a king's ransom in treasure (which it can deliver on, if it so chooses...)

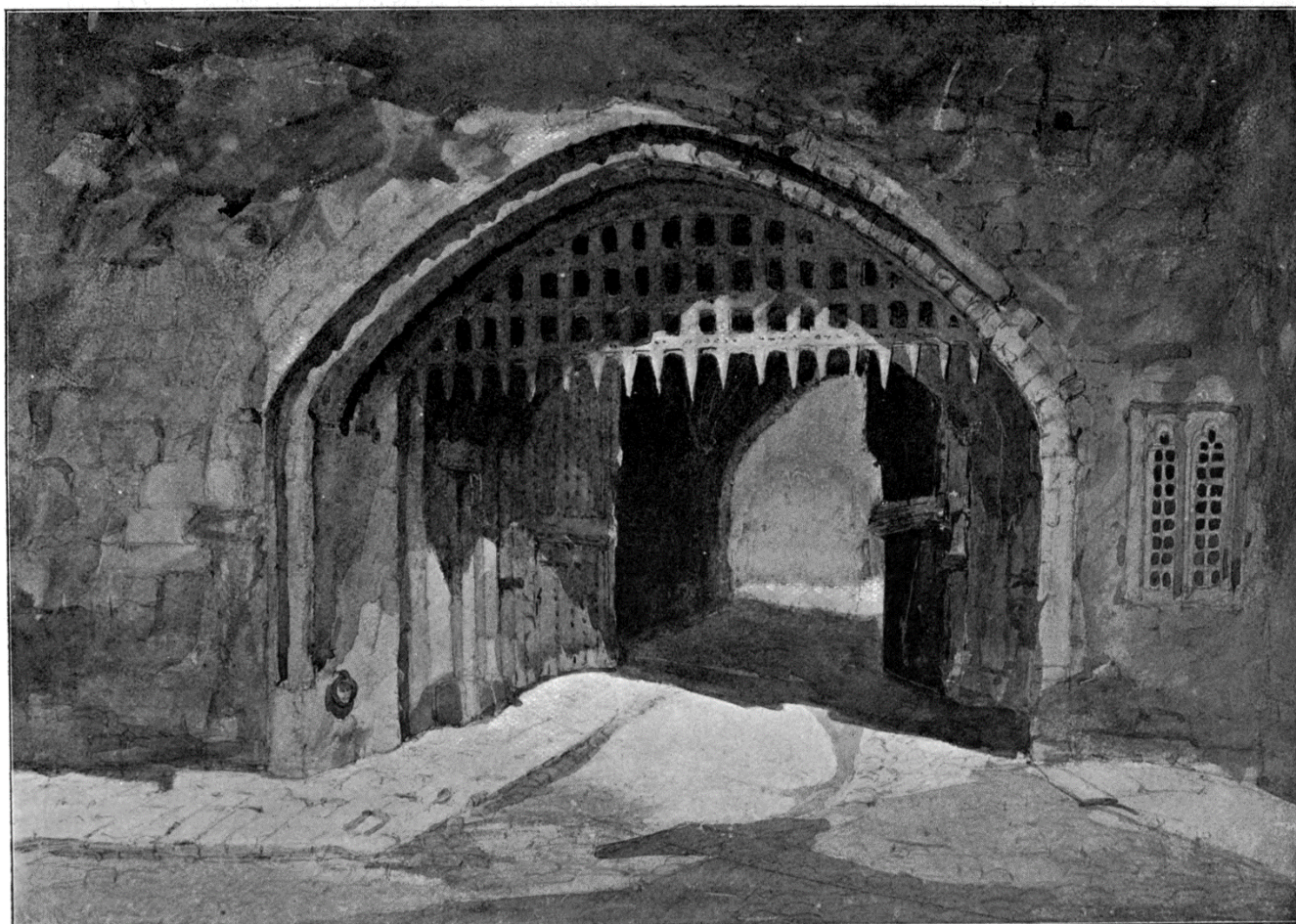
If the dust lich is released and the PCs were kind to Amantha, there is a 50% chance that the angel will take note and return to aid them, using her powerful ability to turn undead to try to force the Dust Lich back into the ossuary in hopes that the PCs can re-seal the creature in this prison. If they were rude to the girl, there is a 10% chance that the angel will return and, even at that, only a 50% chance that she will intervene.

Dust Lich: hp 58

Amantha (Angel – Principality): hp 48







30A. TIRESH VILLAGE

(Eastern Hex)

This small village is dominated by a huge gatehouse in the Northern palisade. The village's proximity to the Chantry and the Griffins who nest in the mountains to the north have given the village a particular character. There are no horses in this village, all beasts of burden are mules and plow animals are oxen. Most of the men in the village are able carpenters and hunters, passable farmers and herders and exceptional boasters. Most women are also able hunters, as well as general caretakers of the homes and children. Every adult in the village and in the few outlying homesteads are constantly armed (knives – 100%, shortswords – 30%, bows – 60%) and generally on alert for trouble. Normal humans attack as level 1 fighter (70%), level 2 fighter (25%) or level three fighter (5%).

Tiresh Village is the supplier and closest walled village for the people of the Amarten Copper Mine (30B) and Lake Fincher Village (hex 24). It is a waypoint for caravans to and from the mine and is the only marketplace for the fishermen of Fincher Lake.

The villagers wear drab clothing, browns and greys, except for their felt caps, which are blue, red, yellow or green, and bright scarves of the same colors. The militia wears the same drab colors, but wears bright plumes on their helmets: red for enlisted men, yellow for the sergeants and blue for the captain. Several businesses and locations are highlighted below, the GM is encouraged to add whatever goods or services a traveling party might need, as he or she sees fit. (Map 7)

Roll 1d8	Village Event	Complication
1	Dirty child crying	A murder
2	Cart with broken axle	A stolen map
3	Festival Day	A lost key
4	Downpour/blizzard	Disguised monster
5	Town drunk	Magical effect
6	Night fairies	Being chased
7	Sinkhole appears	Jilted lover
8	Unexpected creature	Revealed Secret

30A.1. Gatehouse

A standing militia of 24 men (level 1 fighters), two sergeants (level 3 fighters) and a captain (level 5 fighter) man the three story gatehouse.

The lowest level of both the east and west sides of the Gatehouse are the barracks of the militia, including a small office for Aran, the Captain of the militia to conduct daily business. The east second story the barracks of the sergeants, the west second level the barracks of the captain, while the east third story is used as a watchtower and the west third story houses a **Bonedancer** and its 7 **skeletons**.

The bonedancer is both a prisoner in this chamber and a staunch defender of the village. The gatehouse roof has 6 ballistae on swivel mounts which can fire toward the sky as well as the ground. Behind the Gatehouse, on both the east and the west sides are lean-to shanties serving as stables for the militia's 11 mules. At any one time, four guards are on duty at the gate, one at the rear gate, four in the watchtower, the rest will be resting, practicing, etc. When strangers show up at the village gate, one of the guards will usher them to Aran's office, the door to which is in the rear of the gatehouse, beside the lean-to stables.

Captain Aran is a strict and dour man who enjoys his position of power in the village, and commands more respect than the council members. His militia is well-equipped to defend the village from goblin skirmishes and uncoordinated Griffin attacks, and occasionally they will patrol within a mile or so radius of the village. If engaged in conversation, Aran will complain that Lightbearer Semon holds too many opinions that are not orthodox.

Captain Aran Garreth: AC5[14], HP 26, LVL5, Fighter, LN. Human, STR:16, INT:14, WIS:12, DEX:15, CON:10, CHA:16. Chainmail, longbow, longsword.

2 Sergeants: AC 6[13], hp 14,11. Chainmail, longsword.

24x 1st Level Fighters: AC6[13], HP 8,8,8,7,7,7,7,7,7,7, 6,6,6,5,5,5,4,4,3,1. Chainmail, longsword, 12x heavy crossbow.

Bonedancer: hp 26

Skeletons (7): hp 1, 2, 3, 5, 6, 7, 7

30A.2. Communal Pens

These pens are used by the villagers for the cows, sheep and goats of those who live within the walls. Daily three or four of the older boys take the animals out to pasture, sometimes accompanied by an adult or two from the village. Loose animals in town are rounded up by the militia and put in these pens. Lodging for travelers animals is at 1cp per day, paid to Captain Garreth.

30A.3. House of the High Council

The Council House is a small stone building, single story, with one large common room and two small chambers to the side. Only those born within the palisade are considered citizens of Tiresk village, and all citizens over the age of 20 are eligible to serve on the High Council. Council members are elected by citizens over the age of 16. The High Council makes and enforces the laws in the village, though only a few elders hold true power.

30A.4. The Temple of the Sun

The church building is the newest stone building in the village, construction just finished last year. The sanctuary is dominated by a huge stone altar, carved on the sides with stylized sun images. The temple contains some gold candlesticks (worth 100 gp total) and about 80 gp worth of offerings and other monies (mostly in silver pieces).

The village priest (the Lightbearer) is named **Tennon:** AC5[14], HP8, LVL3 Cleric, N, STR:13, INT:16, WIS:16, DEX:10, CON:11, CHA:16. +1 Mace.
Spells: Bless, Sanctuary, Augury

Lightbearer Tennon knows nearly everyone's secrets (because of confessional times, "Bringing the darkness to the light.") and he will not hesitate leveraging that information to his own benefit (not Darram's or Sean's, see below). Because of this leverage, Tennon controls most of the votes on the Council.

30A.5. Village Shops

These buildings include the village baker, leather worker/tailor, importer/moneychanger and chandler.

The baker (John Baker), importer (Cyril Ampan) and chandler (Dean Terias) are normal human men, each with a wife and 1d6-3 children.

The leatherworker/tailor is a former adventurer named Dirk Shippley who lives alone above his shop. Shippley joined a group of men plundering an ancient elven ruin when he ran afoul of a trap and lost his right leg below the knee. He gave up an adventuring lifestyle and settled in Tiresk. Shippley is a skilled tailor, a skilled leatherworker (including leather and studded leather armor).

He also works with Cyril Ampan the importer as local contacts for the Western Midlands Trading Company (smugglers and slavers who work under the banner of a legitimate company).

Dirk Shippley: AC4[15]. HP18, LVL4, Thief, STR:15, INT:15, WIS:8, DEX:18, CON:9, CHA:9. Dagger of Venom.

30A6. Seven Springs Inn

The inn has 4 private rooms and a large common room. The innkeeper, Olan Miller, was a captain of the Amarten Mine Guard but has retired to run the village's only inn. The common room is abuzz with conversation every evening when the men and women of the village take a break from their labors.

On any given evening (from dinnertime until midnight) there will be 3d6+6 patrons in the inn. This is a great place to hear rumors of what's going on in the region.

Olan Miller: AC7[12], HP32, LVL4, Fighter, Human, LN, STR:17, INT:14, WIS:10, DEX:13, CON:16. CHA:13. +1 Longsword.

Miller is a boisterous man, loud and pushy, but backs down quickly if confronted and threatened. He tells stories about his days guarding the Amarten Copper Caravans, protecting shipments single-handedly, fighting off hordes of goblins and demons. Truth is he only engaged in a few skirmishes against some goblin patrols and once the caravan was attacked by a Griffin, but Miller hid under a wagon.

30A.7. Stoneseeker Jain

The Stoneseeker (part mason, part diviner) lives here. She is not a native to this village, nor even to the Highlands. She is of Northman and Western Alliance descent. Jain is often consulted as an oracle: of the weather, of fertility (crops, animals and people), most of the circle of the everyday person's life in Tiresch village. When asked for an oracle, she will wander the area outside the palisade searching for a stone that will tell her what she wants to know. She picks up the small stone, spits on it, and rubs it across a piece of slate she keeps in her home, writing out the oracle with the stone.

The Stoneseeker eschews the politics of the village, remaining aloof from such mundane affairs (in her words, at least) though when she makes a suggestion, the people of the village take that as a command (the leadership is not as persuaded as the general populace). The Stoneseeker dislikes Lightbearer Tennon and Captain Garreth equally, if for very different, and personal, reasons. She knows that Dirk Shippley has a secret past, but she doesn't know what it is, and that Olan Miller waters down his ale.

The Stoneseeker can provide some guidance as to the whereabouts of just about any creature in the Northern Tier, for a price.

Stoneseeker Jain: AC 9[10], HP8, N, Age:60. Specialties: heraldry, signs and sigils, legends and folklore. Casts Augury 3x/day, Contact Other Plane 1x/week, detect evil at will, detect magic at will (considered 10th level for casting purposes).



30B. AMARTEN COPPER MINE

A small shanty town has sprung up around the pit shaft of the Amarten Mine, named for Jacob A. Marten who first dug copper from this side of the mountain.

The shanty town consists of about 20 shacks (the number varies as miners move in and out, are injured or die in accidents, etc.), all with 1d6 men and each has a 50% chance of having 1d3 women. One shack is the common kitchen, and one is the foreman's. A large clearing will have tents and wagons in it, if a caravan is coming or going (25% chance). Each miner has 2d6-2 sp (0-10) and 3d6-3 cp (0-15).

The mine is an open pit, with galleries radiating out in all directions (see map). The pit shaft is about 40' in diameter and about 50' deep, with scaffolding and ladders on the north face, with a platform and a large bucket and pulley system for hauling the copper ore up from the shafts. The miners use all manner of tools, from good quality picks and shovels imported in from Newtown, to deer and elk horn picks, made from shed antlers gathered in the forest. Discarded, broken elk antler picks can be found scattered all about the mine (see map 8).

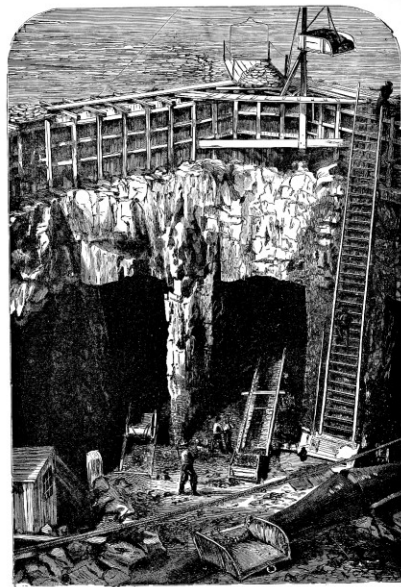
The foreman of the mine has recently run afoul of the Western Alliance Trading Company, and four of the Trading Company's enforcers are sharing the foreman's shack, watching his every move.

In addition, two of the miners and their wives have been holding worship services to "the old gods" in one of the abandoned shafts, having carved a niche in the wall with an altar and a rather demonic looking idol. Each week, 1d4-2 miners (0-2) will be added to the worship of the old gods. Once the number reaches 20, the heresy will come to the attention of Lightbearer Tennon in Tiresch village (hex 30A). If the number reaches 40, the abbot of the Monastery of St. Albaran (hex 28) will hire a group of mercenaries to quash the heretical movement, giving them a free hand to "burn the darkness with the light."

30C. DRAGON'S GRAVE ARCH

(Western Hex)

The river cuts through a steep sided ravine in this area, passing under a high stone arch. This landmark is well-known in the region, even though most people have never been here. The arch is said to be the neck of a great stone dragon, asleep for so long that it has merged into the very stone of the ravine. Those who ply the river pay their respects as they pass under the arch by tossing a coin into the river here. There are 1,231 cp, 143 sp and 22 gp scattered on the river bottom here. Hiding in the shadows are two **stone drakes** (see Appendix New Creatures) who only come out at night to hunt. The creatures are young and timid for their kind, preferring flight to fight if confronted.



They very occasionally fly over Tiresch Village, snatching a sheep or a cat if they can. They fear the miners to the east and the Griffins to the west, so they avoid those areas entirely. The stone drakes have 247gp and 9 emeralds (worth 100 gp each) secreted in their lair.

Drake, Stone: hp 22, 23

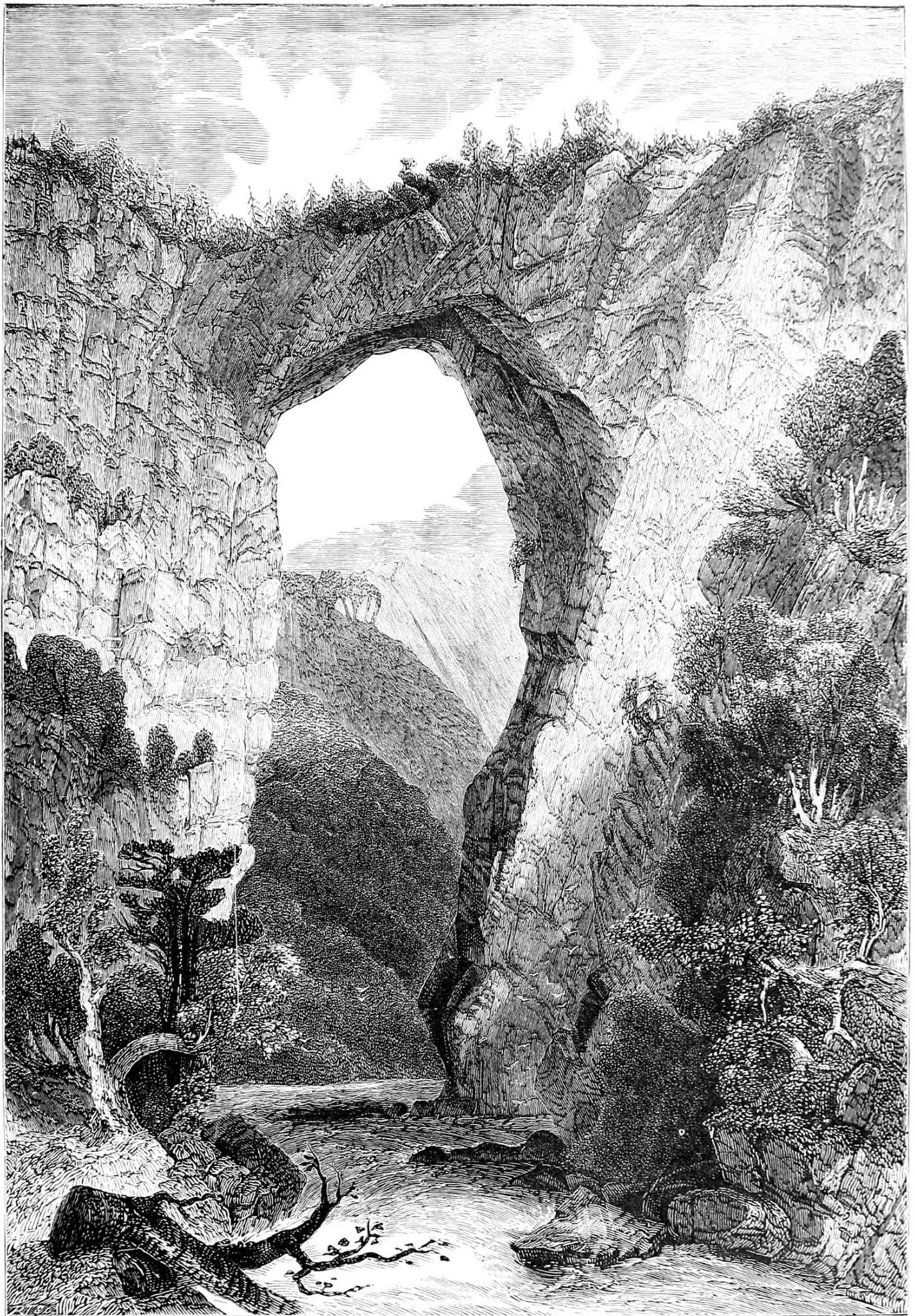
31. MAD AGATHA

(See her NPC Encounter writeup for more information about Agatha's personality) A woman blew into the area a decade ago to prospect for gold. She said her name was Lady Agatha and she came from Ostaven. She announced that she was going to prospect for gold, bought supplies and marched off into the mountains.

Periodically, she will show up in one of the villages or even the Abbey of St. Albaran to trade gold for supplies, then disappear again for months or even years. She digs a small (secret) mine up in the mountain here in this hex and lives in her mine with her four dogs. The GM is free to locate the mine anywhere in the hex he or she chooses and create a mine map, but know that it's a very small affair (even after a decade of digging). Agatha unearths 2d20 gp worth of gold per month from her little mine (it contains a total of 9220 gp in gold remaining). She has, hidden behind a loose rock in her bedchamber, 82 gp worth of gold. Agatha is a "normal human" with no special abilities. It amazes people that she has survived this long in the wilderness. She fights with a dagger and a shortsword if she is forced to fight.

Mad Agatha: AC 9, MV 120', NM, hp 6, THAC0 20; #AT 1, D by wpn; S11, I 10, W 16, D 9, C 17, Ch 12; AL CN; XP 16

Wild Dog: hp 4



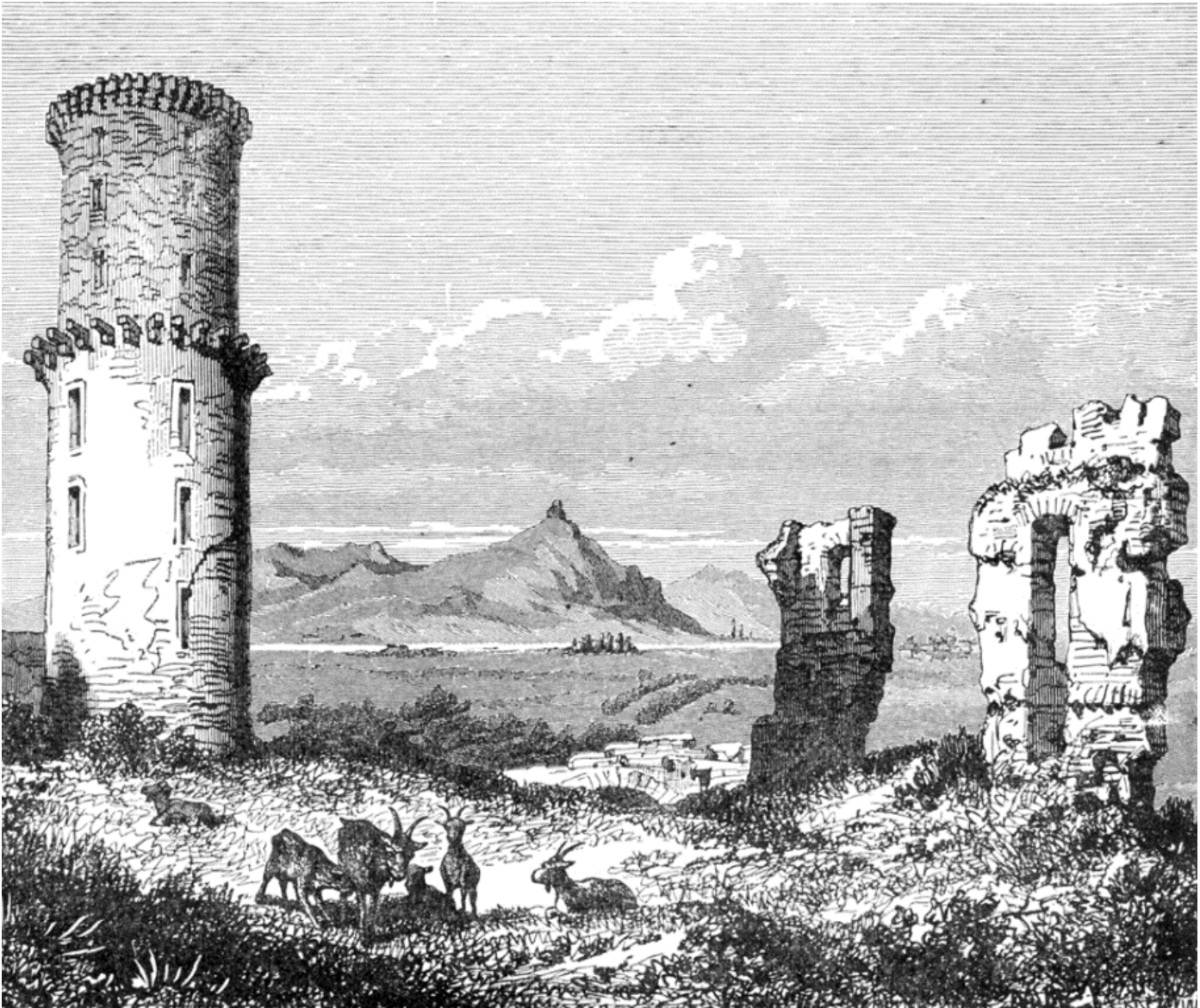
32. HARGETH'S KEEP

A small hill rises out of the forest here, cleared but topped in ruins. Though the ruins are ancient, the forest has not reclaimed the hill.

Five hundred years ago, a warrior king named Hargeth (called “the Bold” by historians outside of the Highlands, called “the Fool” by most who inhabit this region). Hargeth was an invading king from the north who established a keep near the Rushing River here in his attempt to carve out his dominion in the untamed wilds. He destroyed a number of clans of giants and established numerous small communities in this region. Though a conqueror, Hargeth's battle prowess impressed the local clans and he was raised to the status of High King. As High King, Hargeth put his people to work building numerous monuments to his own hubris.

After twenty years of constant struggle, the goblins of the mountains and the other humanoids of the neighboring regions rallied under a viscous Fire Giant King and swept through the region, overrunning the keep and decimating all the villages and towns in the region.

Hargeth himself fought the Fire Giant King in single combat and slew the giant, but was himself overwhelmed by the Giant King's minions. Hargeth currently haunts the ruins as a Spectre (not the Spectre of the Dangerous Encounters section, Hargeth never leaves the ruins). Now the Lord's Tower and a smaller guard tower are the only structures still standing on this lonely, wind-blasted hill. (Map 9)



32.1. Ruined Gatehouse

All that remains of the gatehouse is the foundations, in piles of rubble, and a portion of the portcullis is buried in the ground here. Among the fallen stones are **13 skeletons** that remain hidden and inanimate unless Hargeth is threatened, in which case the **Spectre** (area 3) calls them from their tumbledown tomb to rise to his defense. The skeletons have no weapons or armor, but their finger bones are extra sharp, causing an additional point of damage per hit.

Skeletons (13): 2,2,2,3,3,4,4,4,4,4,4,4,7

32.2. Guard Tower

This 30' diameter tower leans a bit to the north. Arrow slits run up the sides of the tower, at even intervals along the length of the spiral staircase that rises the height of the tower (six floors).

The first floor is covered in rubble, mostly the ruin of the upper floors. The stairs circling the inside of the tower are stone, but in rough shape. Each story climbed has a 20% chance per person on the steps of a collapse. If a collapse happens, the person in front of and behind has a 60% chance of experiencing a collapse (and this holds true for each subsequent collapse – 60% chance for the next person on the steps).

The floors of the tower have nearly completely rotted and fallen away (thus the rubble on the first floor). Most of the roof has likewise fallen in, but hidden in the rafters, still mostly protected by the remains of the roof, is a leather satchel.

The satchel contains a book, a dagger, three sealed sheets of parchments and a gold pendant. If the jumble of stone and splintered wood on the first floor is cleared and carefully searched (a very time consuming process), 143 usable arrowheads, 34 spearheads, 2 daggers and 4 battleaxe heads can be found. The book is *The Journal of Karian Daris*, the Dagger is **Bloodthorn**, a dagger +1 which does continuing blood loss damage of 1d4/round, and the pendant is Hargeth's family seal, cast in gold, worth 100gp with a secret compartment containing a small, lead coin engraved with a spell (**remove curse** at 20th level).

The three sealed sheets of parchment are Hargeth the Bold's last will and testament bequeathing his kingdom to his heirs, the title deed to his realm (technically a barony bequeathed to him by King Ashtaran II) and a personal letter to a close friend revealing some hidden truth about Hargeth the Bold. The GM is free to use these parchments as plot hooks for future and the exact nature of them is left to the GM's discretion/imagination.



32.3. The Lord's Tower

This 50' diameter tower rises the height of six stories, though the first story was two in height, so it had only five "floors". It is in shambles inside.

The first story contains the greathall that extends out to the west 50' from the base of the tower and is fully 2 stories in height. This chamber is mostly intact, the slate roof sagging precariously under its own weight as the ancient beams rot and twist. Significant combat in this chamber could easily bring the whole roof down (10d6 damage, crushed and needing to be dug out or continuous crushing damage will occur – 1d6 per round until freed).

Seated on a ghostly throne here is the **Spectre** of king Hargeth, brooding over the demise of his kingdom. He does not automatically attack. Roll for reaction. If engaged in melee, he will call up the **skeletons** from the ruined gatehouse (see area 1).

The tower is gutted, all the floors have rotted away and crashed down. The inner staircases all having been wood, there is no easy access to the upper parts of the tower. The roof has completely deteriorated as well.

About half of the highest (fifth) floor remains (the only flooring which has not collapsed and rotted away). The fifth partial floor contains the remains of a huge four poster bed, a chest and what may have once been a chair. A rug once covered the floor, though little remains of it today. Everything is rotted and ruined, but the chest on the fifth floor contains two necklaces: one gold and diamond (worth 1,500 gp) and one a string of pearls (worth 1,000 gp).

If the chest is moved at all (other than opening it, which causes the lid to crumble), the chest will collapse on itself revealing a false bottom which contains a leather bag holding 123 sp.

Spectre: hp 36.



33. HARGETH'S FOLLY

Along the road here is the remains of a great wall that Hargeth (see hex 32) attempted to erect from the mountains to the north, through the forest, south to the great river, creating a barrier to keep the chaos of the wildlands to the east at bay and establish a foothold for the civilized lands to the east, safely behind this 20 mile long wall. This was to be the great northern gate of the East Barrier Wall. Most of the wall was not constructed before Hargeth's death, but the ruin of the monumental gate stands today as a testament to the king's far-reaching dreams. The main road runs through the center of the gatehouse. Vines have overgrown parts of the wall and towers, but all are in relatively good repair. Careful observation of the gatehouse will reveal some signs of recent repair to the stonework.

A wayward cow has claimed this area as her home. The current occupant of the Gatehouse has thus far ignored her presence, hoping her true owner doesn't think he has stolen her, but if she stays around for the two more weeks without anyone claiming her, he will build a small paddock for her and keep her. (The cow actually wandered over forty miles through the forest from Hope Cross – if the PCs have been to Hope Cross, there's a chance that they have seen the mark on the cow and have some idea who the true owners are).

A hedge wizard has taken up residence in the gatehouse with the (possibly unfortunately coincidental*) name of Hargeth.



This Hargeth doesn't know any of the history of this area, and will probably be a cause of confusion due to his name. He is an older man (in his 60s) which might lead PCs to believe he IS somehow the Hargeth of the region. He has only recently (six months ago) taken over the gatehouse – mostly. He has spent considerable time and effort making the left tower habitable and secure wherein he has set up his workshop and living quarters.

He has tried to enter the central room and the right tower, but a ghost haunts those areas and is too great a challenge for him to overcome. He is content to live in the left tower, but would be extremely grateful to a party who rid his home of the nuisance (rewarding with spells, potions, etc and becoming an ally in the region).

Left Tower:

First Level Living Chamber:

The outer door is locked and trapped (if the key is not used a 40' radius gas cloud – equivalent to sleep spell – issues forth – save vs spells to negate effect). Inside the windowless first level is a plain room with a small wooden table and four chairs, a few empty shelves, a broom and a mop and bucket. One corner holds a small table piled high with various foodstuffs. Beneath the small corner table are three sacks (one of flour, one of sugar, one of meal) and a small box (of potatoes). A small fireplace provides light, heat and functions as the stove. A small ladder/steep staircase climbs the far wall to the second story.

Second Level Working Chamber:

This chamber contains several tables with various strange apparatus, vials, beakers and the like. A stuffed owl stares down from the ceiling beside a stuffed goblin head. A real raven named Ralis serves as Hargeth's familiar, but is a mute bird who prefers to remain still and silent and surprise "attack" unexpectedly by swooping down and grabbing at something shiny. A locked and barred wooden door leads to the central room above the road.

Hargeth brews potions and makes charms (in Swords & Wizardry in the Highlands, this is the primary function of hedge wizards). Every hedge wizard uses his or her own formula to create such items, so the items in this work room are only of general use and interest to other mages. Hargeth can brew the potions or fabricate the charms listed in the rulebooks at double the gpv with an 80% chance of success. Doubling the price (paying four times the gpv listed in the rule books) gives a 95% chance of success. Potions/charms take 1week per 100 gpv to fabricate, though Hargeth may work on up to four at any given time. The GM may want to limit which potions and charms are available at which times (perhaps the proper ingredients are not in season or need to be found).

Hargeth, Level 7 Hedge Wizard: AC 9, MU4, S:9, I:16, W:11, D:18, C:8, Ch15. 3d4 random potions.

Spells

First Level: Affect Normal Fires, Friends, Magic Aura

Second Level: Continual Light, ESP

Central Room:

This room, bridging the gap between the two towers of the gatehouse, is suspended 20' over the road. The 15'x30' room has doors on each end and large, glassless windows on the long walls. There is a 45% chance the ghost of Aras Mynar is in this room and will attack any creature on sight. The room is completely barren and the wooden floor is rotting. Each round spent in the room, everyone must make a save vs. dragon breath or fall through the floor (for 2d6 damage) to the ground below. If engaged in melee, the save is made at -2 per round.

* NOTE: Hargeth can be played as a kind of bumbling, absent-minded alchemist who can provide adventuring parties with some rumors and the occasional potion or charm, or perhaps he has renamed himself Hargeth to hide his previous insidious identity, or perhaps he is the reincarnation of the so-called Hero King Hargeth, the Bold/the Fool, who is trying to reclaim his kingdom via the very means he used to originally establish his kingdom, legends notwithstanding...

Right Tower:

First Floor:

The door to this windowless level is barred from the inside. A small fireplace is along one wall and a small ladder/steeple staircase climbs the far wall to the second story. There is a 45% chance that the ghost of Aras Mynar is in this room and will attack any creature on sight.

Second Floor:

This room is piled high with broken crockery and splintered wooden utensils. In the midst of the rubble are the skeletal remains of a man, wearing shreds of clothing, a ring, a dagger and a sword. All are ordinary items, not worth a significant amount, though the ring (a simple silver ring) is worth 30 sp. This is the corpse of Aras Mynar who was murdered here a long time ago. There is a 10% chance that the **ghost** of Aras Mynar is in this room and he will attack any creature on sight.

If anyone gives the corpse a proper burial (with some form of blessing), the ghost will cease attacking, fade, and be at rest.

Ghost: hp 25



34. THE FOUR WILLOW WHEELS

(Western Hex)

As the river crosses the edge of the hills here, a long stone pier juts out from the southern shore into the slow moving water. The pier is ancient and crumbling, covered with moss and algae. Seven huge, crude wheels line the eastern side of the pier, each fabricated from stout, flexible willow branches bound together with copper wires, giving the joints of the wheel a distinct greenish tint.

The wheels are half submerged in the river, and don't appear to be on any kind of axle, so it is not immediately evident whether or not these "wheels" are meant to turn. If watched carefully, the wheels are turning at a very slow rate, making one full revolution per week.

On the first day of every week, at noon, a man wearing a long dark cloak and a large, black felt hat wanders out of the forest with a long plank with copper wire wound around one end and leather wrapped around the other. The man is singing a song. If uninterrupted, the man will walk to the end of the pier, look up at the sun, wait for a moment until exactly noon, then quickly bang the copper clad end of his plank one time on each wheel, then watch the wheels for about five minutes, then wander slowly off into the forest again. If confronted, he will try to ignore the interruption, attempting to push past anyone in his way.

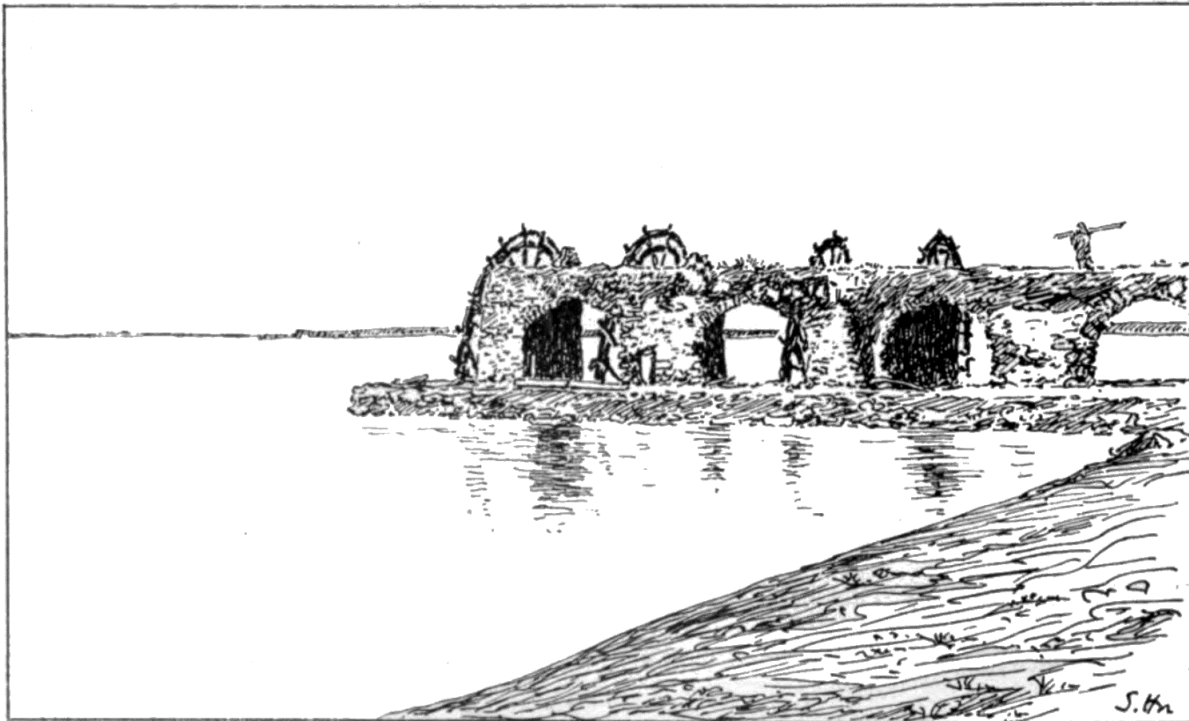
If stopped, he will become frantic very quickly, constantly glancing at the sun, desperate to get to the wheels, to the point of wildly swinging his plank in an effort to knock down anyone in his way. If questioned after his ritual, the man will engage in brief conversation. He is **Gerrymander the Willowman**, son of Gerrymander the Willowman. For as many generations as Gerrymander can count (and more), a Gerrymander has performed this ritual on the first day of every week at exactly noon. He has no idea what the ritual truly does, or the meaning of the song that he sings, but he is fanatically devoted to the ritual as a religious practice.

The words of the song the Gerrymander Willowman sings are:

"The days and nights have run their course
As night and day returns
The heavens, broken, now renewed
Have brought the wrath of Light.

Let the twelfth son of the twelfth son
Recall the earth's dark seed
And dance the song of Light and Dark
Return the seed to earth and mud.

Let all the world rejoice, renewed
And all the new recall the old
And all the old refresh the new
As son of son returns to dust."



The ritual that the Gerrymander Willowman performs is necessary to keep the wheels moving. The timing is not nearly as precise as the Gerrymander believes it to be, however, and as long as it is performed within a day (earlier or later) of the first day of the week, all is well with the wheels.

Beneath the surface of the water, held down by the willow wheels, are four massive, slug-like creatures. The slow, steady motion of the wheels lulls the creatures into a dreaming, sleepy state. These creatures are **Giant Mudborer Larvae**, probably the last four remaining from the Heaven War.

The wheels will stop turning if the ritual is not performed within a day of the appointed time or if they are physically restrained somehow. If the wheels are stopped or destroyed, the Mudborer Larvae will begin to awaken. It takes 1d6 days for a Larva to awaken. As each awakens, it will begin to dig, cutting a line through the mud in the center of the river bottom, moving at a very fast pace (300'/round), causing high wakes and minor flooding as it moves up and down the river (about 10 miles in each direction) consuming the river mud. After 1d4+10 days, a Mudborer Larva will consume enough mud to go into hibernation and begin its transformation. A sated Mudborer Larva will return to the pier and its wheel (moving, still or destroyed), spin a cocoon around itself and begin growing. After 3 weeks +1d6 days, the cocoon will have grown considerably as the creature inside transforms. If left unmolested, the Giant Mudborer(s) will emerge and begin rampaging the countryside.

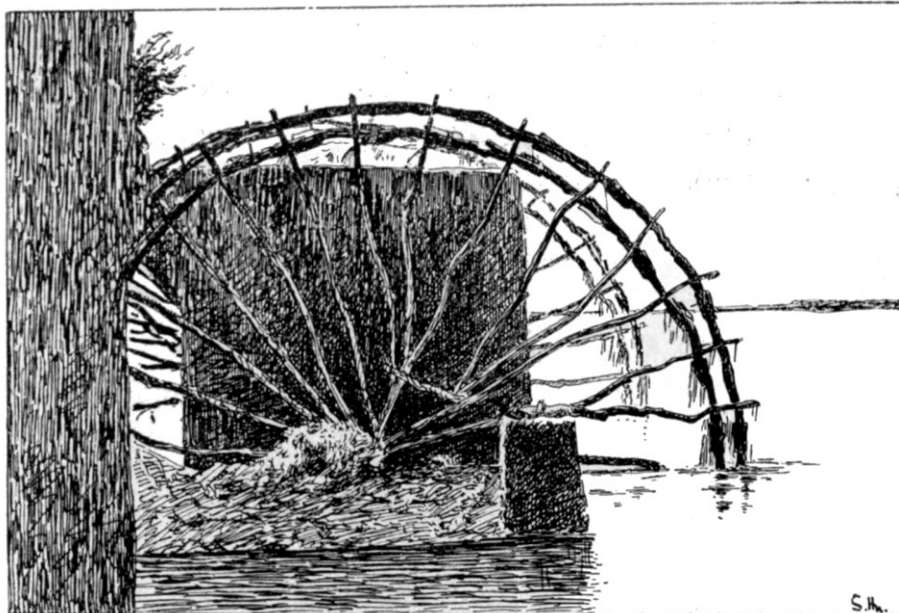
The Gerrymander lives in a small hut just a few hundred yards from the river and the pier. The hut is a very Spartan matter, a bed, a table, a chair, a few minor trinkets. The walls are completely covered in animal hides (squirrel, rabbit, deer, bear, moose, bobcat, wolf, etc.). A small chest is filled with dried, smoked meat. Behind the hut is a small meat smoker. Beneath the smoker, accessed via a hidden secret trap door, is a small cave. The cave is divided in two halves, the north half has a pool of water of unknown depth, the south half is piled with a dozen or so green, soft pods of some kind, each about 3 feet in diameter. The pool is 40' deep, the water is tainted (anyone who drinks the water falls into a coma for 1d20 days, save negates) and at the bottom of the pool is 11 desiccated bodies. All of the bodies are roughly the same size and the least degraded of them looks like it must be the Gerrymander's father, as there is a very strong family resemblance.

If the Gerrymander dies, a new one will grow from one of the remaining pods in 12 hours. The new Gerrymander's first task will be to check on the wheels and make certain they are still operating. The new Gerrymander's second task will be to find the body of its previous incarnation (if available) and reverently place it in the Pool of the Ancestors. After a day, the new Gerrymander has no memory of doing this or of the secret cave under the smoker. The final Gerrymander (the twelfth pod, the twenty-fourth Gerrymander) that comes forth will have powers to control the Mudborers.

Gerrymander Willoman: HD 4; AC 6[13]; Atk 1 pole (1d6+2); Move 12; Save 13; CL/XP 5/240; Special: None

Giant Mudborer Larva: hp 13, 18, 20, 24

Giant Mudborer Adult: hp 43, 53, 58, 63



35A. GRAMMIAN VILLAGE

(Southeastern Hex)

A small village of perhaps 30 huts and hovels is home of about 75 people. The people work fields of wheat and barley and have abundant livestock, but they all appear emaciated, weak and exhausted.

An old man is floating downstream here, drifting in the current. It is not clear whether he is alive or even conscious, as he makes no movement. Two crows sweep down and begin attacking him while a young man looks on from the bank. The man is a stranger, Busialar the Wise, a hedge wizard. He ran afoul of the village and tried to escape, fled to the river but fell unconscious. The young man on the river bank is Dolan. He will do nothing to save the old man. If Busialar is saved by the party, he can warn them of the nature of the village. If he is not saved, he will succumb to injuries and crow attacks and his body will be fished out of the river a mile downstream, brought back to the village and hacked up for the sacrifice. He will die in 1d6 rounds after the party first sees Busialar. He may be willing to join a party, though his spellbooks are long gone so he cannot memorize new spells until he replaces them.

At a wide spot in the river near the village, several girls are doing wash. If approached, it is obvious that in addition to the normal clothing that one would expect the girls to be washing, red-stained canvas bags are also among the mix. Crows fly all about, cawing and screeching. The girls will tell anyone who asks that the bags are for the daily sacrifice and that any questions should be asked in the temple, the largest building in the village.

Perhaps as the party enters the village, a villager will be chasing a rat. When the rat is caught, the villager begins devouring it raw, while other villagers clamor to get a bite themselves, causing a small riot.

The largest building has the most activity around it. Villagers refer to it as The Temple, though it is clearly a slaughterhouse, with troughs of blood along the floors, bones and bits of flesh littering the floor, and tables that are stained with blood. Some of the men of the village are always at work butchering some kind of animal. The animals are skinned and then cut into pieces small enough to carry. The animal parts are loaded into canvas bags and hauled up to the Ogre Mill, in the northern part of this hex. In another, smaller building are dozens of bags of grain. Once a day a bag of grain is hauled off to the Ogre Mill as well.

Those not working at the fields, tending the livestock, the grisly task of butchering or carrying their burdens up the trail to the North, are completely exhausted, sleeping, some are comatose (if a comatose person remains so for more than a day, they become part of the sacrifice, see below).

If the people are interrupted in their work for more than a few minutes, they get edgy and nervous, and turn back to their work, rudely ignoring any other questions. They will willingly speak of what they do: everything they do is to make an offering to the Ogre Mill to the north. They have done this for generations. No one leaves the village, few visitors ever come.

If anyone offers to aid the villagers, they will be treated with respect and hope will appear on the faces of the villagers. They know only that there are two ogres at Ogre Mill and that if they don't provide enough sacrifice, one of the Ogres comes down the trail and grabs villagers, carrying them off to never be seen again.

At sundown, all work stops and the people of the village eat meagre porridge and drink a watered down ale, then go to sleep. If there has been an offer to help the villagers, a "feast" will take place, consisting of some roasted venison and roasted potatoes, most of which will be given to the liberators.



One villager, a young man named Heston, will volunteer to accompany the village's liberators. He is a Level 1 fighter with no equipment. He is proficient with a knife/dagger and a bow, and can manage a shortsword. If Heston returns to the village alive, he will be hailed a hero and replace Goatar, the headman, which will begin a long a bloody feud in Grammian Village.

If strangers enter the village and are unhelpful, belligerent or abuse any of the villagers, the rest of the village will rally around the intruders and negotiate a peace. The interlopers will be invited to a "peace meal" consisting of roasted venison and roasted potatoes and watered down ale. None of the villagers will eat the potatoes, but will share in the venison. The potatoes will be poisoned (save vs. poison or coma for 4d6 hours). Un-poisoned intruders will be attacked by villagers and those who are killed or comatose will be butchered and taken as sacrifices the next day to the Ogre Mill.

The headman is Goatar, his wife is Lena. The village has about 80 adults and as many children. The villagers have little of value.

Goatar: HD F2; hp 13; Str 18; other stats unremarkable.

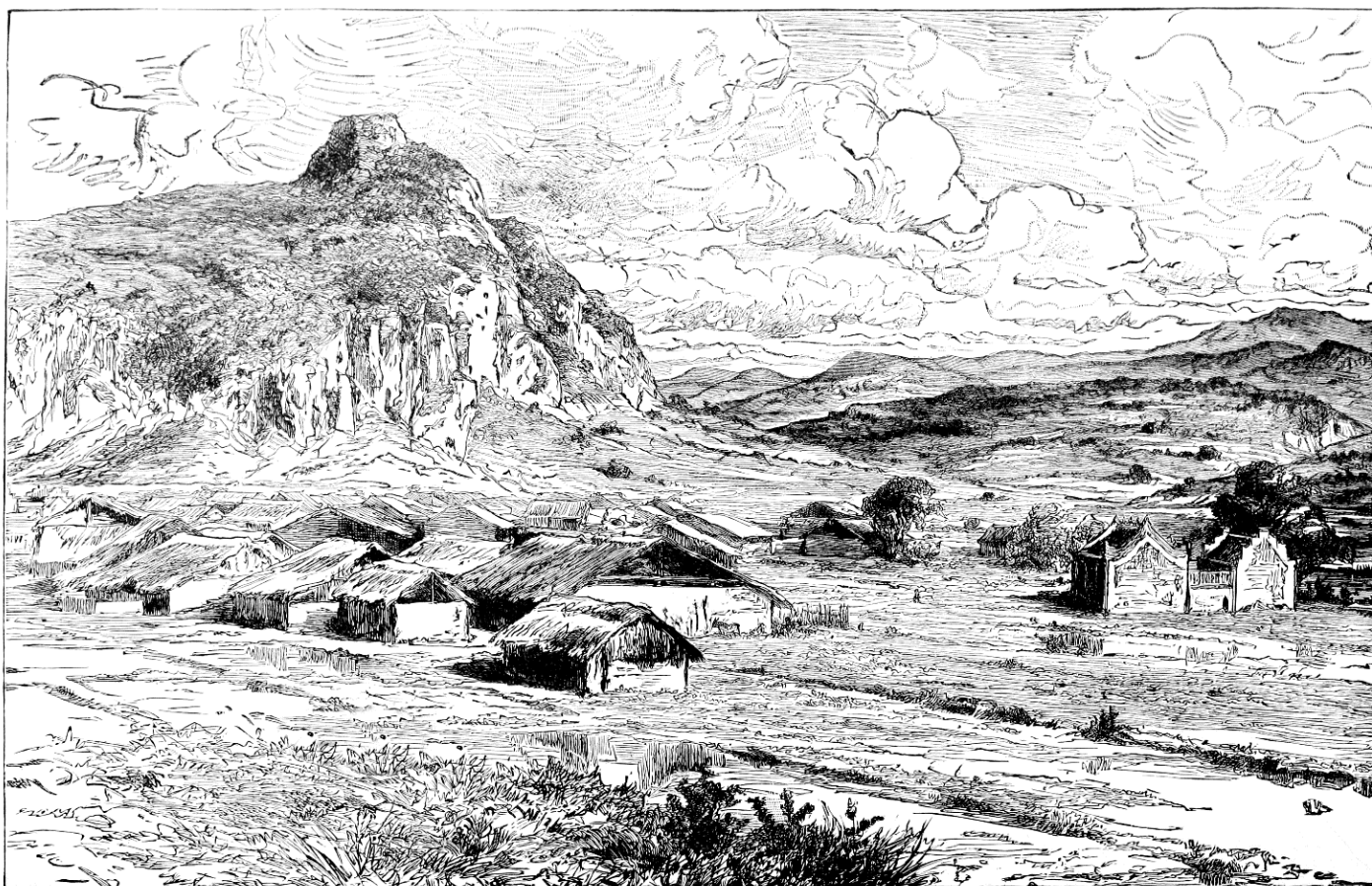
Heston: HD F1; hp 9; Str 17; Con 16; other stats unremarkable.

Dolan: HD 1 normal human; hp 4.

Crows: hp 2, 2.

Busialar the Wise: HD MU 4; hp 12; Spells: Dancing Lights, Shield, Sleep, Levitate, Web.

Roll 1d6	What's Still In Busialar's Pockets?
1	33 Oyster shells and 3 pearls (100 gp each)
2	Fine gold wire (worth 50 gp) and a rusty pin
3	A broken flask
4	A magic coin which, when flipped, will always land "head's up"
5	"Eggses" (1. Duck, 2. Penguin, 3. Fire Drake, 4. Spectral Peacock)
6	A dirty cloth handkerchief with a dragon and the initials W.B.R.B.L embroidered in gold



35B. OGRE MILL

(Northern Hex)

The trail from Grammian Village to the south winds up a cliff side to a large windmill. Outside the windmill is a scaffolding climbing up the side to a chute. Throughout the day, the villagers carry their gristly cargo (see Grammian Village) up the scaffolding and dump it down the chute into the mill. Once a day a bag of grain is dumped down with the hundreds of pounds of meat.

Inside the mill sits an **ogre**, watching the macabre grinding of the flesh and bone and grain as it pours down from above. The resultant bloody mess runs down a trough and disappears into the ground.

Watching the Ogre from the rafters are two **white owls**.

The ogre is not particularly attentive to anything except the movement of the grinding wheels and the meat, bone and grain pouring through. If the Ogre is molested in any way, it will cry out loudly, calling for its brother who sleeps in a cave a few hundred feet to the west.

The Ogre in the mill is Garash, his brother in the cave is Gillath.

Garash refuses to stop his task, he cannot be reasoned with, he cannot be threatened or in any other way compelled to move his attention from the millstones. If engaged in any kind of conversation, the Ogre will simply say (in Ogrish, of course), "We feed the deep hunger" "We must not stop, for the Hunger continues." Things of such nature.

The Ogres know that something terrible dwells beneath the windmill, though they don't know the exact nature of the beast. They are magically compelled to keep this macabre mill in operation. The Ogres will fight to the death to keep the work of the windmill going, though they will not attack unless the windmill is threatened.

The Ogres also don't know the nature of the ever-present white owls that seem to watch their work with interest. The birds are the Eyes of the Hunger, an aspect of the creature which the Ogre Mill keeps eternally fed. The owls will also attack any who molest the ogres.

If the owls are killed, two more will take their place within 2 turns.

If the mill is stopped, the Hunger will awaken. This will take 1d4+4 hours for **the Hunger** to come fully awake. Once fully awake in its subterranean prison, the Hunger will erupt from the ground into the cave where the ogre brother sleeps.

The Hunger is a serpentine demon, a blueish colored monstrosity a hundred feet long, with a voracious appetite. Generations ago a powerful priest of the Light fought a titanic battle against the Hunger and imprisoned the creature, cursing it in such a way that the demon must summon and compel its own jailers (the Ogre brothers, currently) to continually feed it in its eternal slumber. Consequently, if the ogres are killed, the Hunger will feel forced to try to enthrall two or more sentient beings to replace the ogres, sending the Eyes of the Hunger (the owls) to find living beings within the area that the Hunger can enslave if necessary. The hunger sends out a mental blast of energy into the sentient being's mind, challenging for control (the mechanics of this can be a simple "attack" roll on a d20, rolling over the target's intelligence score to dominate the victim).

If the mill has stopped and then is restarted, the Hunger will be compelled to return to its prison, but it must be fed constantly during the daylight hours or it will again attack. The magic of its prison is such that the Hunger always seeks to continue its imprisonment if possible.

If the mill is destroyed, the Hunger will decimate Grammian Village over the next three weeks, eating every living thing. Then it will move on and destroy everything in its path.

Hidden inside their sleeping cave is a leather sack containing 322 gp, 9 emeralds worth 50 gp each, a magical dagger and a scroll. The dagger is **Ebontooth**, a black bladed dagger +2 which glows in the presence of fae creatures and is poisonous to them (save or take 2d6 additional poison damage). The scroll is a tattered and very incomplete map of Northern Tier.

In The Hunger's Gullet is a **magical gem** (trueseeing).

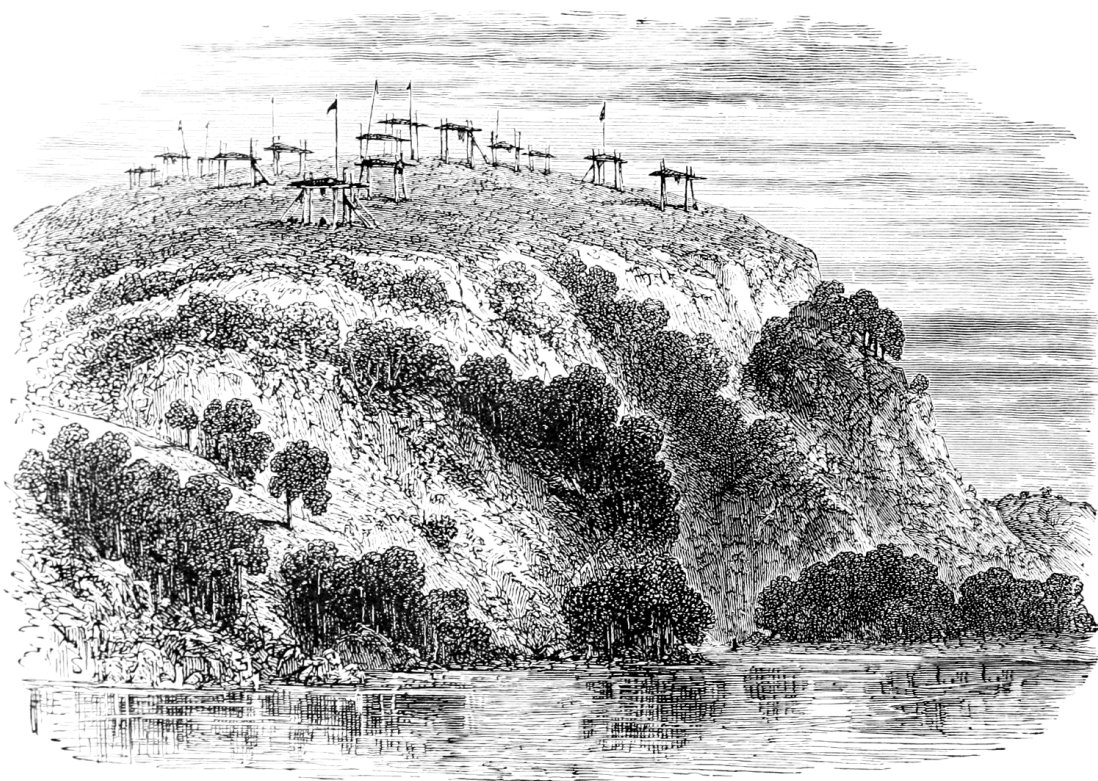
Ogre: hp 17, 21.

Owl: hp 5, 8

Demon, The Hunger: hp 54.







35C. LICH LANDS

(Eastern Hex)

These hills (as well as hex 40) were an ancient burial ground for a nomadic people who lived in this area eons ago. Strange wooden totems and burial platforms dot the hills here, new ones appearing on occasion. The tribe of goblins serving the King Under The Water now use these hills for burial of their honored dead. The people of the region know that this land is haunted by undead and call this area the Lich Lands, generally avoiding these hills.

Any creature burying or otherwise honoring their dead will not be harassed by the undead in the region. In this hex, normal encounter checks are not made, but when encounters are indicated, use the table below:

Roll 1d20	Encounter
1-8	1-3 Wights
9-16	1-3 Wraiths
17-18	1 Ghost
19	1 Ghoul
20	1 Vampire

Random treasures (typically golden items, use treasure tables in Creature Manual) are buried throughout the hills of this hex. Disturbing a grave guarantees one of the undead encounters above along with 4d6 skeletons.

36. THE BIRDMEN RETURN

(Southern Hex)

Seventeen **birdmen** are scouting this region, looking for their abandoned temple (hex 19). They want to recover the Sunrise Lens, which they call the Eye of the Sun. They have been searching the mountains to the East and North, not realizing that their lost temple is in the small spur to the south. They recently fought against the Griffins to the West (hex 26) and several of them are wounded, four unable to fly. Consequently, the birdmen try to stay hidden as long as possible but they will fight if confronted. If engaged in a non-threatening or friendly way, the birdmen will attempt to ask for information about the Eye of the Sun or their abandoned temple. Remember, the birdmen speak only their own chirping, chattering language. If somehow they are given direction to their temple, they will be tremendously grateful, six of the larger birdmen regurgitating rubies (6 rubies worth 1d12x50 gp each) to offer as a reward for the information. If evidence of the destruction of the Griffins, or knowledge of the location of their lair is given, the birdmen will offer an addition 4 rubies as thanks. The birdmen know the locations of the Chantry (hex 42), Wisdom Falls (hex 41), the Lich Lands (hexes 34 and 40), Ogre Mill (hex 34) and whatever lies to the east of the Northern Tier (in the Daen Ral Campaign, Two Peaks and the giant eagles that nest there, an undead filled ancient battlefield in the valley between the peaks, crow-brothers who dwell in an old tower...).

Birdmen: HD 3; hp 7, 7, 8, 9, 10, 10, 10, 11, 12, 13, 15, 15, 15, 15, 15, 17, 18

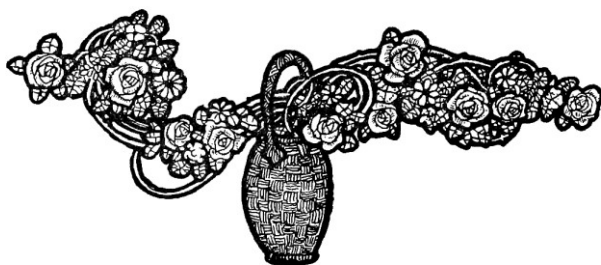
37. THE KING UNDER THE WATER

Blackfalls Hall

(Eastern Hex)

A waterfall spills over a cliff here. A path winds up the western side to a fortress which clings to either side of the waterfall near the top. At the top of the cliff, just north of the waterfall, the river splits around a small island on which are the ruins of an ancient fortress. The King Under the Water dwells in this dungeon complex, rumored to be many levels and filled with wondrous treasures and frightening beasts. It is well known that the King is master of a horde of hundreds of goblins. Blackfalls Hall is a multiple level dungeon connected to an ancient abandoned monastery on the cliff-face and a ruined keep at the top of the cliff.

NOTE: Blackfalls Hall is fully detailed as a "Highlands Location" in a separate product.



Roll 2d6	Fiannan's Reactions	Modifiers to Fiannan's reactions
2	Immediate Attack	-1 Hunted animals within this hex; wearing fur; wearing leather armor
3-4	Hostile, Possible Attack	-2 Killed an animal within this hex; caused unnecessary destruction within this hex
5	Guarded, roll 1d8	-4 Killed an animal within this hex unnecessarily; threatened Fiannan
6-9	Uncertain, Cautious	-6 Threatened the Silver Queen or invaded her territory unwelcomed; harmed Fiannan
10-11	Fiannan Wanders Off	-9 Harmed the Silver Queen
12	Enthusiastic Friendship	+1 Help animals within the hex, aid Fiannan, aid the Silver Queen

NOTE: if the Silver Queen has been killed, the Forest Master will immediately attack those responsible on sight and will hunt her killer until the killer, or the forest master himself, is killed.

38A. THE FOREST MASTER

(Center Hex)

This hex is heavily forested, with dense underbrush making travel throughout the hex difficult ($\frac{1}{2}$ to $\frac{3}{4}$ normal movement rate) while the heavy canopy of leaves and branches overhead means that it is dim at high noon and extremely dark throughout the night.

Normal encounters in this hex are always with deer, elk or moose and the animals seem to watch other beings with an intelligence not usually associated with such creatures (Note that other animals still live in this hex and can be found if a persistent search is carried out). Special or NPC encounters in this hex will be with the Forestmaster, an Antler Son (see Appendix New Creatures) named Fiannan.

Fiannan the Forest Master 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 (as he did once with Mad Agatha) and befriend them. While Mad Agatha considers the Forest Master a friend, he sees her as little more than another animal under his care. The Forest Master is the son of the Silver Queen and defers to her in every matter (though if she would determine to harm the animals of the forest, he would be terribly conflicted). 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 whenever some alarm has been raised by "his" animals.

If there is a threat to the region, Fiannan might be a source of information to those who seek him out, though he will primarily be concerned with the animals of the region.

Aside from the Silver Queen and Mad Agatha, Fiannan is on friendly terms with the Treemen of the region and the Coven of Five.

If Finnian is killed, the next random encounter will be with the Envoy of the Silver Queen (see NPC encounters for details of this encounter and Appendix: NPCs for details on the Envoy).

Finnian the Forestmaster: HD 11; hp 60; AC 3[16]; Atk Spear (1d6+6) Antlers (2d8); Move 15; Save 4; CL/XP 12/2,000; Special: Summon Creatures, Camouflage, Shapechange

38B THE SHEMARRAS RING

(Western Hex)

In this small glade is a ring of moss covered stones, 2-4' high, rounded and well weathered. This is a Shemaras 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):

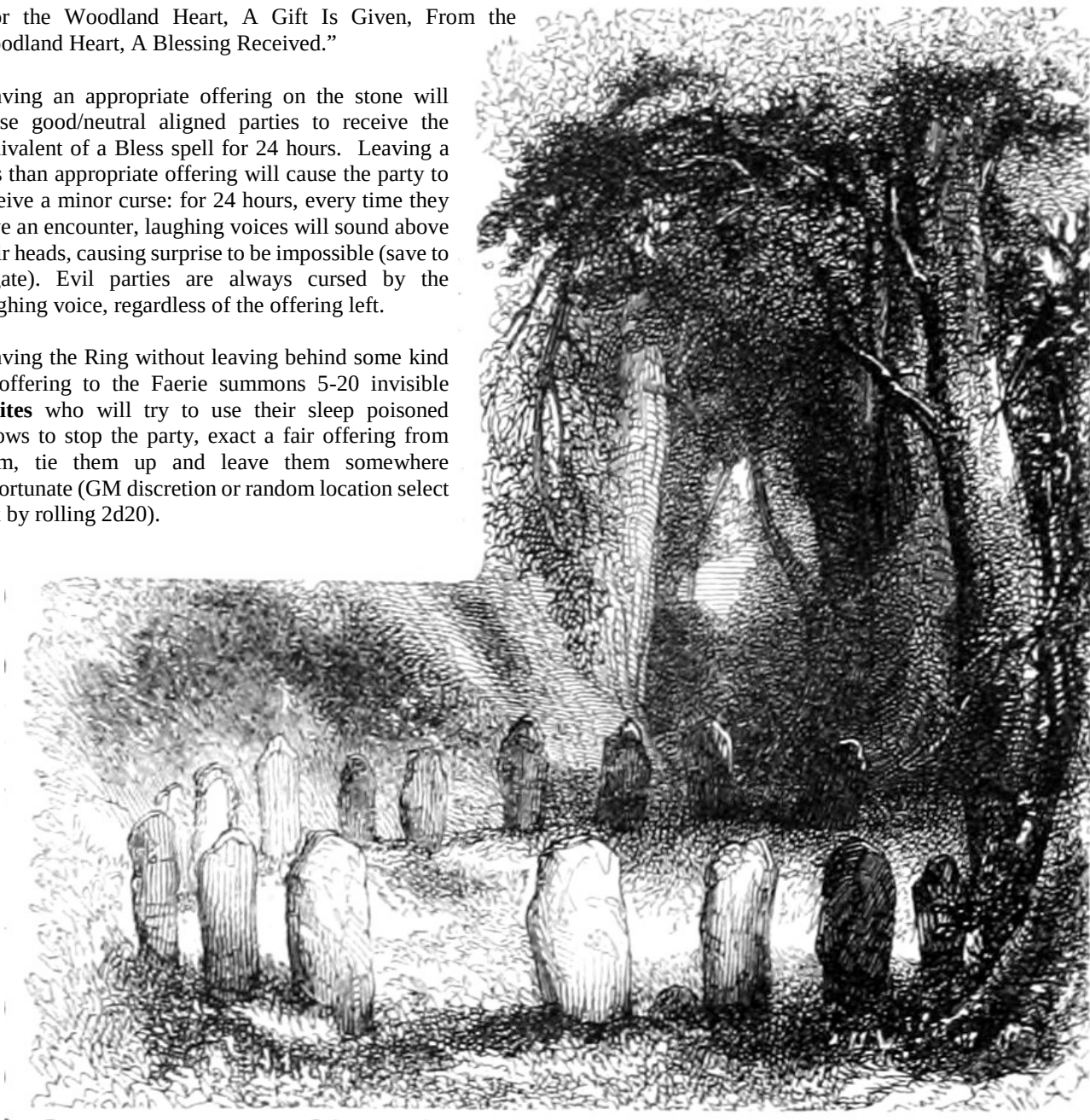
“For the Woodland Heart, A Gift Is Given, From the Woodland Heart, A Blessing Received.”

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.

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 select hex by rolling 2d20).

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.).

Sprite (up to 20 at a time): hp 1, 1, 1, 1, 2, 3, 4, 4, 4, 4, 5, 5, 6, 6, 6, 7, 8, 8, 8, 8



39. THE WHISPERING TREE

(North Hex)

A huge, twisted yew tree grows here, apart from any other trees in this clearing. When the wind blows, it sounds like a voice whispering indistinct and haunting words from the trunk of the tree.

The trunk is hollow. High up in the branches (treat as a secret door unless someone climbs the tree searching for an entrance) is a hole in a V in the main trunk that provides access to the hollow trunk.

Inside, the hollow trunk is 3' in diameter, but nearly smooth, running the full height of the tree (from the V to the ground is 30', and an additional 22' below ground beyond that). It is difficult climb inside the tree trunk (nearly impossible for non-thieves, so non-thieves fall through the trunk to the small chamber below, though the slight angle of the trunk slows the fall a bit, damage for a fall is 2d8. Thieves suffer -20% penalty for climb sheer surfaces because of the tight quarters inside the trunk.

Beneath the tree is a chamber, completely encased in the roots of the yew tree. The chamber is a sphere, about 11' in diameter. Those who fall into the chamber are entangled by the roots (treat as entangle spell, DEX or lower on d20 extricate). Those who climb down into the chamber do not suffer such a fate.

Hidden amid the roots of the tree are five **Desecrated Corpses** which will emerge one every two rounds beginning two rounds after the first person enters the chamber. The second Desecrated Corpse that emerges has a broadsword, the fourth Desecrated Corpse has a magical shortsword (**Harishar, the Queen's Blade**, a shortsword +2 that shines as a Light spell on command and detects evil). Buried among the roots are 343 gp, a silver chalice (with winged horsed engraved on the inside and angels in bas relief on the outside – worth 120 gp) and a leather pouch containing three rubies (worth 100gp, 200 gp, and 500 gp).

Desecrated Corpse: hp 5, 9, 9, 10, 14



40 LICH LANDS

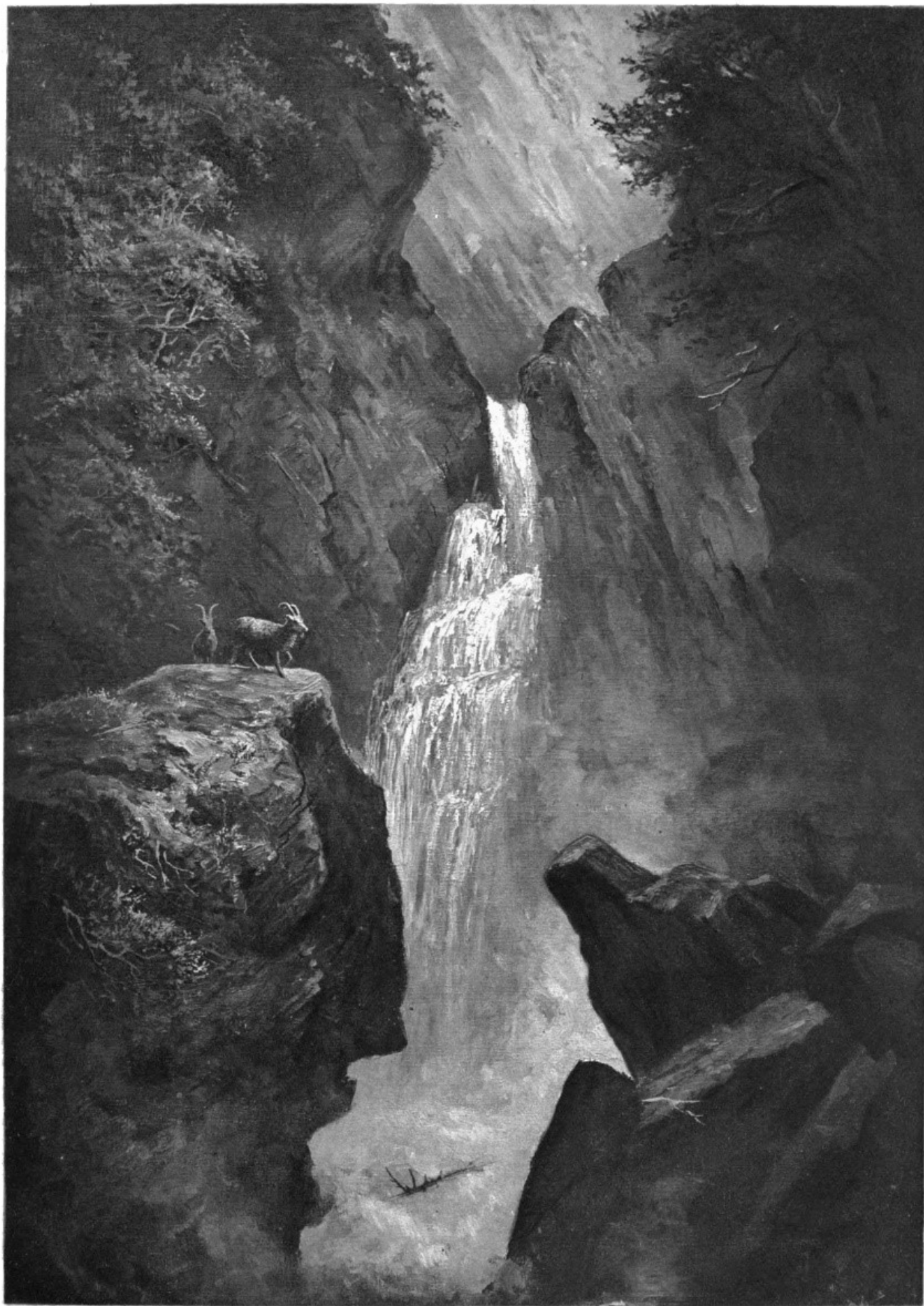
These hills (as well as hex 35, Eastern) were an ancient burial ground for a nomadic people who lived in this area eons ago. The people of the region know that this land is haunted by undead and call this area the Lich Lands.

In this hex, normal encounter checks are not made. All encounters in this hex are:

Roll 1d20	Encounter
1-8	1-3 Wights
9-16	1-3 Wraiths
17-18	1 Ghost
19	1 Ghoul
20	1 Vampire

Random treasures (typically golden items, use treasure tables in Creature Manual) are buried throughout the hills of this hex. Disturbing a grave guarantees one of the undead encounters above along with 4d6 skeletons.

This region is more fully detailed in the Highlands Location **The Ghost Downs**, including the Village of Arwas Dar, the Ghost Downs and the Tower of the Fallen Queen.



41. WISDOM FALLS

(Central Hex)

The Roaring River, which begins in the mountains to the north, falls precipitously 120' here to a deep pool before roaring downstream toward the forest to the west. The place is frequented by shaggy mountain goats and occasionally the Griffins who dwell in hex 26 hunt here. (Map 10)

While the falls are very difficult to access, Shiralla (from Hope Cross to the East), Geryon (Hex 7, before he became ensorcelled) and the Abbot of the Monastery of St. Albaran (Hex 28), Mad Agatha (Hex 31) have occasionally made their way to the oracle for answers and might be willing and able to lead others here.

The "magic" of Wisdom Falls works thusly: on the night before a new moon, one must come to the pool and make a suitable sacrifice. The sacrifice simply has to be valuable to the petitioner (monetary value is secondary). The sacrifice is thrown into the pool at the base of the waterfall. The petitioner waits vigil through that night and throughout the next night (the new moon). Sometime during the night of the new moon, **Pylarian** (see below) will slip into the pool and retrieve the sacrifice/offering.

Pylarian, a Firstborn Exile is able to answer questions per *Contact Other Plane* spell based on the value he perceives in the offering/sacrifice made (GM discretion) or he may choose to not answer at all. The answers, if any, come as a haunting voice that howls across the pool at dawn on the morning after the new moon.

Behind the waterfall, 80' above the pool, is a deep cave where Pylarian lairs. Like most of the Firstborn, long ago Pylarian withdrew from the world to his palace. He interacts with the mortal realm as his whim takes him (or, perhaps, as the size of the bribe offered tempts him).

41.1 Entry

Two Large Marble Guardians carved in the forms of angelic beings guard the entrance to Pylarian's lair. The Guardians will attack anyone not accompanied by the Firstborn, even invisible creatures. The 16' tall double doors are locked and *Wizard Locked* (dispel at 14th level), the password for the *Wizard Lock* is *Kuzmarian*.

The 12" thick doors are bronze and depict in bas relief angelic beings locked in struggle with demonic beings on nine separate panels per door, and at the top (which is arched) is a stylized sun.

Marble Guardian (Large) (2): HD 60 hp each

41.2 Grand Hall

The doors from the entry swing inward to a balcony overlooking a huge hall, 200' in length, 80' in width. Mortal beings who step through the doors have to save vs. spells (bonus +1 per WIS over 12) or be awed by the sight of the Grand Hall. Awed characters will stand dumbfounded, staring, eternally unless forced out of the room. The ceiling rises 20' above, the floor drops 30' below with steps spiraling downward from the balcony to the floor below. The walls are covered in long, luxurious tapestries depicting the same eternal angelic/demonic struggle as the panels of the door. The ceiling appears to be painted (if daytime) as a sky with a bright sun in the center (or if nighttime) as a star-filled sky with a full moon in the center. The floor is carpeted, though there is little furniture scattered about, mostly soft chairs and couches, but so little that the floor really looks empty. The far wall has a smaller door at each corner and a large double door at the center atop a raised dais.

There is only a 10% chance that Pylarian will be in the Grand Hall.

The ceiling here is not painted, but is actually the sky above the Water Palace (without depicting the weather, however) whatever time of day a person enters the Grand Hall. The carpets, tapestries and furniture in this hall are ancient and invaluable; however they are under an enchantment that has preserved them for the past 3,500 years. Removing them from the Water Palace will hasten their demise, causing them to begin to rot within hours of their removal and within one month of their removal from the Water Palace they will become worthless piles of moldered fibers.

Those who step on the carpets unaccompanied by Pylarian find the carpet transforms into a carpet version of quicksand after traveling 20' from the spiral staircases. Characters caught by the carpet quicksand must make a DEX check (dexterity of lower on d20) each round or sink 1' into the carpet. Those who make their save do not sink, but cannot rise higher without assistance from off the carpet somehow (flying characters, somehow grappling the balcony, grasping furniture perhaps). Once submerged, characters lose 1d8 CON points per round. When CON reaches 0, they die. Triggering the carpet quicksand is 70% likely to draw Pylarian to the chamber. With a word Pylarian can command the carpet in every way – to pause, to sink faster, to return to carpet instantly.

The smaller doors at the corners of the room are not locked and open easily. The central double doors atop the dais are locked and *Wizard Locked* at 14th level (the password for the *Wizard Lock* is *Kuzmalian*). The dais contains three overstuffed chairs and a plain wooden chair. If Pylarian "holds court" in this room, he will indicate that three of his guests should sit in the overstuffed chairs and he will sit in the plain wooden chair.

41.3 Pylarian's Chamber

The simple wooden door swings outward revealing a small bed chamber filled with a random collection of items. Pylarian is 90% likely to be in this chamber at any given time (and if not in the Grand Hall, he will be here). Pylarian keeps the sacrifices that people make to him here in this chamber, occasionally holding the items, re-living the petitioner's need.

Pylarian (the Blind Seer): Exile: HD 12; AC -1[20]; Atk by weapon type, spell-like effects, breath weapon (60hp damage 3/day); Move 24; Save 3; CL/XP 12/2000; Special: Flame Breath, spell like effects. Pylarian can cast the following at will: contact other plane, augury, divination, clairaudience, clairvoyance, true seeing, legend lore. In addition, if threatened, he can become invisible 3/day, dimension door 3/day, mirror image 3/day, wall of force 3/day, globe of invulnerability 1/day, power word stun 1/day. He fights with either a sword (Hawksyard: longsword +2/+4 vs. evil beings, can detect demonic influence and undead at will) or a Warhammer (Justice: hammer +3, magic using beings hit by Justice are drained of one random spell or spell-like ability)

The room contains very little furniture: a small cot, a three legged table, a wooden chair and a small chest. But shelves line the walls and the shelves are heavy with a motley assortment of items including: A scroll case holding ship captain's navigational charts cluttered with hand-written notes, a water-damaged sheet of parchment inscribed with the name and address of a hostel in Daamasport, a bow richly engraved with a motif of ravens and bare branches, the pointed half of a broken knife, a tiny (2' long) oak coffin, thankfully empty, an ages-old 8-by-12-foot tapestry depicting the burial of St. Garalias, and likely of some value (300 sp), a golden key marked with odd magister's symbols, an ancient axe with a pommel in the shape of a wolf's head, a bit of bone inscribed with the image of a sword and shield, a bronze talisman marked with the image of Halasham the Righteous, a 4-foot iron torch staff with a fistful of charcoal in the cage, a human skull wrapped in pigskin strips onto which have been inscribed, in exacting hand, passages from 'The Book of the Righteous Pilgrim', a quarter staff wrapped with leather into which a collection of wolves' and bears' teeth have been embedded, 13 sp stuck to the bottom of a filthy rawhide pouch, a massive, uncut ruby on a hemp cord necklace. It must be exceedingly valuable (worth 5,000 gp), an unreliable map of the Old World in a waterproof bone scroll tube, a wooden reliquary box holding the skull of Gallian the Fair, who defended his village's shrine against a clan of 60 goblins and almost succeeded. The box has a worn leather handle for ease of carrying, a broadsword and scabbard, a soldier's identification papers in a bronze tube, a half-pound jar etched with the image of a raven, full of beeswax, a white wool shirt with a fashionable wide buttoned-back collar, a small golden box richly engraved with a motif of skulls and roses (worth 40 sp) inside, set in deep red velvet, are several sticks of gold sealing wax, a pouch of gold dust (worth 10 sp), and a gold signet ring

bearing the seal of none other than the King of Hamlin himself (worth 100 sp for the gold, but invaluable to the Kingdom of Hamlin and worth thousands to forgers and other less scrupulous people), a lead pot, a 10-gallon cask with a pig's head painted in red on the side full of good ale, a folded page of parchment on which is written a notice that all freight and personal trappings will be thoroughly inspected at the gates which is inscribed with the Caranta city seal (this parchment, however, is twenty years old), a leather sack containing a hunter's bow, leather wrist-guards, a flask of wood oils and bowstrings, and a quiver with 20 arrows, including a pouch of extra feathers and needle and thread for repairing arrows, a serrated dagger engraved with a sacred oath in a leather sheath, an officer's sword etched with the Kingdom of Hamlin coat of arms, with a fine pigskin scabbard festooned with blessed prayer ribbons, a rusty iron key embossed with the Harrian city seal, a quarter staff festooned with colorful ribbons, a warm, wolf-hide cloak, and a set of oak cooking utensils, a longsword (Gyrashian, a sword +3 which legends say was once used by the king of the Netherworld to assail the Heavens in his bid to sit on the Throne of Life – it bears runes of *Cause Light Wounds* 2x/day and *Confusion* 2x/day and is usable by Chaotic beings – when grasped the first time, save vs. spells or become evil), a plumed helmet (the Visor of the Heavens – a helmet that allows the wearer to see in darkness as if in full sunlight, also cast *Light* 2x/day).

41.4 Empty Chamber

The wooden right door is unlocked and opens into a dusty, empty room. A single candle perpetually burns on a small shelf here. A small bed, table and a single chair are the only items of furniture here.

41.5 False Treasure Chamber

The locked central doors open to a long hallway. The hallway stretches back 80' and opens to a large room beyond and smells of carrion. The room beyond is filled with illusory treasure: gold and gems piled to the ceiling. 40' down the corridor, the floor is illusory. The first character stepping on the "floor" falls 100', to a small natural cave littered with bones and the bloated bodies of a dozen goblins who got caught in the quicksand carpet a week ago. Falling into the pit breaks the illusion of the floor. The gap in the floor is 35'.

Entering the "treasure chamber" (crossing the threshold of the room) destroys the illusion of the treasure and causes a massive stone block to fall and block the corridor for 30', sealing it off. The trap is natural stone, weighing about twelve tons, so trapped mortals could use magical (or clever mechanical/physical) means to move the block or pass through the stone.

42. THE CHANTRY OF THE DEEPFLAME

(Southern Hex)

The Chantry of the Deepflame is in the ruins of a dwarven monastery, the Chantry of Deep Flame. When the plague decimated the dwarven people, this holy site was abandoned, or so the story goes. In fact, the Chantry was decimated by plague from within and holds some terrible and dark secrets. In the subsequent centuries, many of the splendorous halls have collapsed and many of the relics and treasures have been plundered. But there are areas of the Chantry untouched since the High Priest Gerazath locked the gates and sealed the halls. Generations ago when a tribe of goblins moved into the region, they discovered the Chantry and immediately moved in. While exploring the rubble, they discovered a path to the necropolis and great temple. There the goblin king established his small kingdom and the goblins thrived preying on the occasional caravan and battling other goblin tribes in the area.

The goblin king was wise enough to give the humans of the Rosewood Highlands area a wide berth, knowing that calling too much attention to his little kingdom could bring the wrath of the human leaders. Five weeks ago a powerful goblin stranger (a Barguist) broke open the gates of the Lair and pushed his way all the way to the throne room. This goblin seemed to shrug off attacks from the guards, the war wolves and bugbears. The goblin marched into the throne room, murdered and devoured the goblin king, and demanded the fealty of the survivors, establishing himself as the goblin godking. The goblin kingdom that was nearly 600 strong now stands at less than 200. Most of the bugbears and war wolves were killed in the barguist's assault, though some remain (out of fear, not out of loyalty).

The Chantry of the Deepflame is available as a separate "Highlands Location."

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APPENDIX: NEW ITEMS

Aeog's Shovel: A small, rough handled spade with a well-worn blade. Aeog's Shovel can be used as a weapon: treat as shortsword +2; mortal creatures of 3 HD or less buried with Aeog's Shovel can be raised as a Grave Zombie, up to 20 per day and those buried by a Grave Demon with Aeog's Shovel cannot be turned; Command Undead 3x/day. (Special Encounter 8)

Amulet of St. Arius: This gold plated bronze amulet (intrinsic value 25 gp) depicts a stylized star with two staves crossed in front of it. The Amulet is magical, though none of the "monks" knows what it does. If the name of St. Arius* is invoked, a random effect (see chart) will be triggered 1d20 minutes later. In addition, the Amulet offers a +1 bonus to AC.

(* Note: St. Arius may not exist, but another power (a chaotic and somewhat nefarious power) responds to the utterances of the Saint's name, bestowing the effects.) (Special Encounter 6)

1d12 Effect of Amulet

1	A nearby inanimate object (up to 10' cube) turns to sand and crumbles.
2	A spell cast affects the caster equally to the target (if the caster is the target, the spell has double effect)
3	Random person within 50' gains a birthmark.
4	All within 50' of amulet fail next saving throw.
5	Random item changes shape for 4d6 hours.
6	All women within 100 yards vanish for 1 turn.
7	Animals within 100 yards of the amulet believe bearer of amulet is a deity.
8	The wearer of the amulet's weight doubles for 2d8 hours, though his/her size does not change.
9	Amulet wearer gains 1 point of wisdom for 1d6 hours, then permanently loses one point of wisdom (save allowed).
10	All within 30' become dehydrated for 1d12+3 hours, losing 1 point of Constitution every 2 hours. If constitution drops to 0 or below, person dies (save allowed).
11	In next encounter, wearer of the amulet disappears and reappears at 1d4-1 round intervals (0-3 rounds).
12	If a random person within 60' becomes angry in the next 4 turns, the ground around the person will turn to (illusory) fire for 1d4 rounds.

Avenger's Wrath: a longsword forged of black steel, silk wrapped hilt, blade etched with roses. It has a tiny rose shaped ruby in hilt: sword +1, +2 vs. humans, -2 vs. undead, *detect living* three times per day, allows the user to *blink* (per the spell, at 8th level) 3/day, a NE sword. (Special Encounter 5)

Banan's Wall: This shield is made of wood covered in bronze and painted blue with the herald of a once famous knight, Banan of Darrinton. Banan's Wall is a shield +1 and the wielder can create a wall of force once per day. (Hex 9)

Basin of Cleansing: This massive (12' diameter, 4' depth) bronze laver is imbued with healing magic such that any creature washed in the basin receives the benefit of Cure Light Wounds, Cure Disease and Bless. The magic functions once per week. A creature must be able to be submerged in the water of the Basin to receive the magical benefits. (Hex 19B)

Bearskin Cloak: Rough black bear skin cloak reaching nearly to the ground. Provides protection from elements (save bonus of 3 vs. elemental effects) and an AC bonus of 3. Encumbrance like chainmail armor and costs 1 point of Dexterity due to its bulkiness. (Special Encounter 21)

Bindings of the Ancients: This 50' long heavy chain is unbreakable by any weapon or magic short of a wish or the magic of the Trap Stone (see below). The chain weighs 50 lbs per foot of length (2500 pounds total). (Hex 5A)

Blessings of St. Ashar: These are long blue silken ribbons. When a ribbon is wrapped around anything, that item or being gains the effect of a Protection from Evil spell. If 3 or more are wrapped around the same item or being, the effect is Protection from Evil 10' radius. (Hex 20B)

Bloodthorn: This slim-bladed dagger has a sharp, thorn-like hook at the end of its hilt. Bloodthorn is a dagger +1 which, on a successful hit, does continuing blood loss damage of 1d4/round for 1d4 rounds. (Hex 32)

Bone Staff: This is a 5' long mottled grey bone (probably a dragon femur) etched with symbols of death (skulls, scythes, etc.). The bone has been magically hardened and can be used as a weapon (treat as a magical staff, but with no bonuses to hit or damage). Once per day the wielder can animate dead and three times per day the wielder can command undead. (Special Encounter 30)

Book of Infinite History: While appearing as a simple leather-bound book of perhaps 300 pages, the pages themselves are printed with layer upon layer of text: each page having thousands of layers of text written one upon the other. The magic of the book is that everything that has ever happened is recorded in the book. Unfortunately, the index has been removed so finding the correct layer of the correct page with the information that a person wants is very difficult, being a straight .1% chance per day of studying the book (roll 3d10 and if they come up 001, the search was successful). Spells and effects such as find the path, true seeing, augury, divination, contact other plane, wish and similar spells will give the caster an increased chance to find the information (the percentage chance for success being the caster's level plus the spell level for a single search). Any magically aided search of the Book of Infinite History has a 1% chance of attracting the attention of a Higher Power (35% demon, 45% angel, 20% other major power such as lich, archmage, etc.) who will desire to take the book for his or her own use. (Special Encounter 17)

Book of the True Life: This pocket-sized book is bound in red dyed elk leather with an angel depicted in gemstone chips on the cover. At 300 sloppily handwritten parchment pages, the book is not a quick read (1d6+6 minus INT bonus in days to read). The book is a treatise on the truths of holy resurrection. A cleric who reads this book can eliminate the system shock or other penalty rolls from casting a resurrection-type spell. No more than 24 hours can have passed since the reading or re-reading of this book for the magic to take effect. The book can be re-read any number of times. (Abbot D'Haras, NPC Encounter)

Book of the Wanderer: There are reported to be many different copies of this book. No two look alike. Reading the book grants a boon or a curse:

1. Insanity, 2. Gain 1 point of Intelligence,
3. Nightmares, 4. Cursed with a constant dry mouth.

It is almost certain that the effect of reading other Books of the Wanderer will result in different curses or boons. (Special Encounter 11)

Broach of Shielding: This gold clasp is arrow shaped and has rubies set as the fletching. The broach provides protection from normal missiles as the spell and a +4 bonus against all types of magical missiles, whether the spell effect or magically enhanced arrows or crossbow bolts. (Special Encounter 16)

Canabar's Claw: This unique magic item is the mummified hand of a lizardman shaman. The touch of the claw does 1d8 damage per successful hit, or heals undead 1d8 per successful touch. Any hit that does a full 8 points of damage will destroy the Claw if a save vs crushing blow is failed. (Special Encounter 30)

Chalice of Hederos: This cup is carved from a splintered unicorn's horn and set with eight ruby chips around the rim. Drinking almost any liquid from the Chalice of Hederos heals 1d6 hp of damage per day per person. If poison touches the Chalice of Hederos, it crumbles to dust (no save). (Special Encounter 16)

Chaosbane: Longsword with a stylized sun engraved in the blade, which never dulls. The hilt is wrapped in green dragon leather and a 300 gp amethyst is set in the pommel. Chaosbane is a sword +1,+3 vs. creatures of chaos, -3 vs. creatures of law, glows red in the presence of chaos (NPC Encounter, Allin the Mighty)



Chaos Dice: Chaos Dice are dice carved from the bones or horns of demons. Chaos dice come in many shapes and sizes, though the most popular are d6 and d20. When a Chaos Die is rolled, it produces a random effect in, not surprisingly, rather unpredictable ways. When a Chaos Die is rolled, it disappears.

Every time a Chaos Die is rolled, roll two ten sided dice. If the both d10s are even (but not doubles), the Chaos Die is read as rolled and compared to the following chart. If both d10s are odd, the Chaos Die rolled is subtracted from 21 and compared to the following chart. If the first d10 is odd and the second is even, the Chaos Die rolled is divided by 2 (rounded up) and compared to the following chart. If the first d10 is even and the second is odd, the Chaos Die rolled is divided by 2 (rounded down), subtracted from 21 and compared to the following chart. Finally, if doubles are rolled, the Chaos Die is compared to the following chart as normal, but the effect is multiplied by the number of the doubles: 22, doubled, 33, tripled, etc. 11 does not modify the Chaos Die. For example, if 33 is rolled and a 14 is rolled, three ability scores are raised and three are lowered (note that a score could be raised and then the same score could be randomly lowered, or a score could be lowered three times...) or an 88 is rolled and a 19 Chaos Die – the roller has the opportunity (mandate?) to control 8 creatures during the day...

All effects are considered permanent, unless another Chaos Die is rolled. The second effect nullifies the first, unless the effect of the die roll indicates otherwise (for example, with the result of 6, the second Chaos Die roll causes the roller to age rapidly – though it is possible that a third roll might halt the rapid aging effect, if done quickly).

1. Monster summoning III – 75% chance monster(s) summoned friendly, 20% chance neutral, 5% chance hostile toward the die thrower.
2. Die roller grows 4 feet in height (50% chance equipment does not).
3. Die roller becomes permanently invisible, equipment does not.
4. Die roller shrinks to half size (50% chance equipment does not)
5. Die roller gains the ability to cast a single 8d6 HD lightning bolt, once per day. If lightning bolt is not cast during 24 hour period from midnight to midnight, the die roller rolls 8d6, and falls into a coma for that number of turns, beginning at midnight...
6. Die roller does not age (will never die of old age), unless he or she casts another Chaos Die, then the roller ages 10x second Chaos Die roll in years, taking one second per year of age acceleration.
7. Die roller can cast time stop (for 1d6 rounds) once a week.
8. Die roller disappears one random day each week, from midnight to midnight. The roller has no sense of where he or she goes, but always returns fully healed (including levels restored, limbs regrown, all hit points regenerated).

9. Die roller can ask one question per commune spell, once per week. Each time a week passes without asking a question, the die roller will be visited by a Divine Messenger (avatar, aleax, angel, demon, etc.).
10. Random magic item is drained of magical energies for one week, while another random magical item gains said magical energies for the week. This effect occurs until another die is rolled. For example, a wand of fireballs might be drained, while the magical energies are transferred to the roller's boots of speed. How the chaos ensues from that is up to the GM.
11. 1d4 Skeleton Warriors are summoned, completely under the roller's command...as long as he/she remains awake. When the roller sleeps, the Skeleton Warriors roam freely, sowing chaos.
12. Die roller can cure 2d8+2 hp each day. When the roller heals another being, the roller loses an equal number of hit points. If the roller heals him or herself, a random being within 50' radius loses the number of hit points the roller heals. If not used during the 24 hour period from midnight to midnight, the roller loses 2d8+2 hit points.
13. Once per day, a random being touched by the roller will turn to stone (for 1d4 days). Roll for every being touched during a 24 hour period. Each hour of the day has a cumulative 4% chance that a being touched during that hour will turn to stone. So, at 6 AM, the chance is 24% while at noon it is 48% and at 10PM it is 88%. If a whole day goes by and no creature is turned to stone, the roller turns to stone for 1d4 days.
14. Random ability score is raised 1d4 points, while a second random ability score is lowered 1d6 points. Ability scores randomize daily. Remains in effect until another Chaos Die is rolled.
15. Hit points become maximum possible (so, fourth level character who rolls d8 for hit points, becomes 32 plus Constitution bonuses if any). If another Chaos Die is rolled, hit points become one-half minus one per level (so our fourth level PC would now have 12 hit points).
16. Roller gains 4 points of Wisdom which lasts 4d6 hours per day (roll each day, beginning at midnight).
17. Roller gains 2 points of strength the first half hour of each hour of the day, but loses 2 points of strength the second half hour of each hour of the day. So from 1:00 to 1:30 our character with an 18 strength has a 20 strength, but from 1:30-2:00 he has a 16 strength.
18. Roller can read any language, but becomes mute.
19. Roller gains control of one random creature each day. Those creatures in the presence of the roller at midnight are unaffected the following day (can't be controlled by the roller). Roll for every being encountered during the day. The chance to control the creature increases a cumulative 4% per hour beginning at midnight. So at 10 AM the chance of controlling a creature is 40% and at 6 PM the chance is 72%. If a being has not been controlled by midnight, the roller comes under control of the first being with whom the roller comes into contact after midnight.
20. The roller summons a random creature once per day (at will): 1. An elephant, 2. A rhino, 3. A hippo, 4. A lion, 5. A Griffin, 6. A horse, 7. An ox, 8. A mule, 9. A werewolf, 10. A mouse.

(Special Encounter 19)

Charm of the Swamp: Fashioned from feathers and sticks, this charm must be worn around the neck. It bestows for the wearer the effect of Find the Path and Pass Without Trace when worn in a swamp. (Hex 12)

Cinch of the Titans: This wide black leather belt gives the wearer the ability to carry ten times the weight he or she could normally carry. It imparts no other strength bonuses. (Special Encounter 22)

Circlet of the Champions of St. Turias: These 8" diameter steel rings are rather unremarkable. If placed on the head and a successful save vs. magic is made, the wearer may control the Skeletal Warrior linked to the individual circlet. A failed save means the wearer falls under the control of the Skeletal Warrior. (Hex 3A)

Circlet of the Dead: This silver circlet is engraved with scythes and skulls. The wearer can summon a skeleton from the earth 1/day and can cast finger of death 1/week. The circlet is extremely fragile and there is a 5% (non-cumulative) chance that casting finger of death will cause the circlet to explode in magical energy and direct the spell at the caster instead of the intended target. (Special Encounter 30)

Crystal Lens of Deepsight: A monocle made of extremely thin crystal (very fragile) which, when worn in the right eye will allow the wearer to see through any single solid object (such as a wall, a door, a person). If the lens is worn in the left eye, the Crystal Lens allows the wearer to see the most prominent thought in a single being's mind. (Hex 5)

Darts of the Hornet: These small darts are fashioned as stylized hornets. They are +1 to hit and a successful hit injects venom into the victim. The venom does one additional hit point of damage per round until a successful save vs poison is made. (Hex 12)

The Doomstone: This is a 3" diameter piece of white quartz that, when thrown, causes a 40' radius explosion for 6d6 damage – usable once per day. Each time the Doomstone is tossed, there is a 5% chance that it will explode and cause 10d6 damage in a 60' radius and then be forever destroyed. (Hex 20)

Dragon's Teeth: The smallest dragon's teeth are actually magical seeds (each dragon only has two, if he or she has not lost them or traded them). Sowing these seeds causes a warrior to sprout up from the ground 1 turn after sown - Warrior is F1, 8hp, armed with magically hardened wooden chainmail and weapons which have the same characteristics as normal items. The warrior serves the sower for 24 hours or until killed, after which it collapses into a heap of rotted leaves.

(Special Encounter 27)

Ebontooth: This black bladed dagger once belonged to a famous lich (Grithmon the Devious) but was lost to the ages when his ogre slaves rose up against him and destroyed him. The blade is forged to resemble a great serpent's tooth. Ebontooth is a dagger +2 which glows in the presence of faerie creatures and is poisonous to them (save or take 2d6 additional poison damage). (Hex 35)

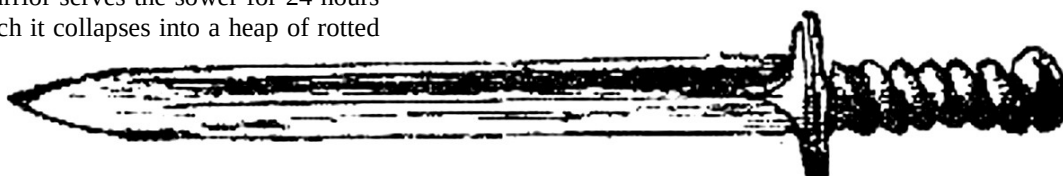
Edge of Justice: This magic dagger looks unremarkable (steel with a worn leather wrapped hilt) save for a small pentagonal cut ruby set in the end of the hilt. The dagger is +1/+3 vs enchanted creatures, paralyze victim on a roll of natural 20. Wielder can use detect lie and detect evil at will. (Special Encounter 14)

Faerie's Broach of Shielding: This gold and ruby pin is fashioned in the shape of a small fairy. It functions as a ring of protection +3 as well as giving the wearer immunity to fire. (Special Encounter 14)

Feathers of the Crow: Some crows and ravens have feathers with magical properties. Below are some examples of their uses:

Roll 1d6	The Feathers of the Crow can be used to: (1d8x100 feathers can be gathered)
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 and a 1% chance of making the scroll 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.

(Special Encounter 29)



Finn's Crown: This tiny (faerie/sprite-sized) horned crown bestows random magical effects. The crown's abilities change each day at midnight as follows:

Roll 1d6	Crown's Ability
1	Makes wearer undetectable for 1d8 rounds 3/day.
2	A rainbow of colored light explodes around the wearer, causing blindness to all within 50' who see the display. 5/day.
3	With a thought, can cast 100 mph gust of wind (cone 50' long, 20' wide at end) 3/day or cloudkill (as spell) 1/day.
4	Wearer is able to polymorph into a (tiny, 2' tall) elk with 1 HD and move rate of 48.
5	Wearer is able to turn gaseous 2/day.
6	Summons a fairy dragon (80% friendly, 15% neutral, 5% hostile).

(Special Encounter 20)

Focus Emerald: This tiny emerald chip (perhaps worth a copper piece), when set into any bow, bestows a +3 to hit with the bow (though it does not make the arrows magical, it will make the bow a magic item with regard to creatures who are immune to magic weapons... if one chooses to hit the creature with the bow...). (Special Encounter 20)

Fool's Hand: Longsword of superior quality steel, hilt edged with gold and silver and wrapped with blue silk. Cursed longsword +1/+3 vs. Faerie creatures, detect invisible and darkvision 2/day each, renders wielder susceptible to magical attacks [-4 penalty on saves] (Special Encounter 16)

Greenswath: This shortsword has its hilt wrapped in green leather, with images of tufts of grass branded into the leather. Greenswath is a short +2/+4 vs. swamp dwelling creatures. (Hex 17)

Griffinclaw: dagger +1, +3 vs. flying creatures 1x/week wielder can polymorph into a Griffin of HD equal to wielder's level, for a number of rounds equal to wielder's level. Save vs. spells or remain Griffin permanently (Hex 18)

Grimtooth: This dagger is hand carved from a shadow dragon's tooth, with spirals carved into the blade and the hilt wrapped in black dragon leather. It is a : dagger +1, add 20% to one thief ability 3/day. (Special Encounter 30)

Grossbeak: A broadbladed shortsword with herons etched into the blade and an ivory handle. Grossbeak is a shortsword +2/-2 vs. Faerie Creatures grants the wielder invisibility to mortals and demons 3x day, ESP on command. (Special Encounter 16)

Gyrashian: This bastard sword has a nicked and well-worn blade, but is still razor sharp. Unremarkable until wielded, Gyrashian is a bastard sword +3 which legends say was once used by the king of the Netherworld to assail the Heavens in his bid to sit on the Throne of Life. It bears runes of *Cause Light Wounds* 2x/day and *Confusion* usable 2x/day and is the sword itself is only usable by Chaotic beings – when grasped the first time, save vs. spells or become evil. (Hex 41)

Halian's Comet: This item is a red leather glove with a comet embroidered on the back of the hand. On command, the wearer can cast a small [3d6 hp damage] fireball 3/day. If the glove is ever submerged in water it becomes useless. (Hex 20)

Harishar, the Queen's Blade: Forged from blood soaked steel for a warrior queen of the Northmen 500 years ago, this shortsword has a wire wrapped bone hilt and a blade that never dulls. Harishar is a shortsword +2 whose blade shines as a *Light* spell on command and constantly detects evil. (Hex 39)

Head of the Troll: A shrunken troll head which, when worn as a hat, bestows regeneration (1 hp per round) to the wearer (Hex 12)

The Heart of the Necromancer: A mummified heart that doubles the range, duration and effect of spells affecting the dead of the type of heart that is mummified. When a Heart of the Necromancer is used, there is a cumulative 1% chance per use that the bearer dies suddenly and rises at the next full moon as an undead creature of Hit Dice commensurate with the bearer's level/hit dice. (Special Encounter 30)

The Heart of the Wood: This minor artifact is a simple piece of wood, an irregular oval, with arcane symbols carved into the surface. The Heart of the Wood can charm animals 4x/day, summon bear 2x/day, control weather 2x/day. When away from the Rat Tree, the Heart must be oiled with some oil (almond, hazelnut, pine seed or walnut oil) weekly. For every week the heart is not oiled, it will lose one of its abilities (randomly) until it becomes a non-magical piece of wood. Once an ability is lost, it is permanently gone, even if regular oiling begins. (Hex 10b)

Horn of the Frozen North: This is a hollowed out white dragon's horn enchanted so that with a single long blast, a 4d6 HD cone of cold blasts forth (2/day). With two short blasts, the nearest white dragon will magically hear the call and may (25% chance) come to investigate (1/week). The horn gives the blower no control over summoned dragons. (Hex 5)



Hourglass of Mystical Time: This hourglass has red sand which, when turned normal, runs for 5 minutes. In addition, if not handled properly, the Hourglass may (save to negate) cause one of the following effects to occur:

Hourglass Magical Effects	
Time Stop:	Turning the hourglass causes time to stop for the duration of the sand running (5 minutes).
Time Shift:	Turning the hourglass causes the one who turns it to move forward or backward in time 1d10 minutes.
Age:	Turning the hourglass causes the one who turns it to age 1d6 years for each minute (rounded up) the sand runs.
Youth:	Turning the hourglass causes the one who turns it to grow 1d6 years younger per minute (rounded up) that the sand runs. If a person gets younger than their natural age, he or she dies.
Slow:	Everything the one who turns the hourglass does takes twice as long as it normally would (movement, talking, attacking, resting, etc.).
Fast:	Everything the one who turns the hourglass takes half as long as it normally would (movement, talking, attacking, resting, etc.).
Time Touch:	Every non-living thing the one who turns the hourglass touches ages 10d20 years. This does not affect plants, animals, etc. but does affect formerly living things (food, wood, leather, etc.).
Time Banishment:	The being who turns the hourglass shifts outside of normal time, the being feels invisible because he or she is ½ a second behind in time. Being can affect the physical world, but with a ½ second delay in the eyes of “normal” people.

(Special Encounter 28)

King's Keys: King's Keys 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. (Special Encounter 29)

Lamp of the Ferryman: A tin skull shaped lamp which glows with only half the light of a normal lamp, able to cast dancing lights 3/day and darkness 20' radius 3/day. Each such use causes the bearer of the lamp to save vs. magic or attract the attention of the closest undead creature. (Special Encounter 30)

Last Coin of the Seventh Empress: A single ancient silver piece an emperor's profile on the face and a palm tree on the obverse. The item is cursed. If spent, the spender will lose 1 point of Constitution per week until Constitution reaches zero, at which point the spender dies. Remove curse at 16th caster's level to negate. Giving the coin away does not initiate the curse. The Seventh Empress was so self-indulgent and hated by her people that a witch put a curse on her riches. If the Empress didn't change her ways and learn to take care of the less fortunate in her Empire, her selfishness would be the death of her. When she spent the last coin of her fortune, her life which she had wasted, would drain away from her until she died and her spirit would be bound to that last coin, cursing anyone who spent it, though any who gave the coin away would be left alone. (Hex 5)

Leaves of the Bearfriend: these oak leaves (usually 2d6 are found) are red or orange, having been harvested in the fall. When burned, the leaves of the bearfriend will summon and charm a bear (50% black bear, 50% brown bear). 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). (Special Encounter 16)

Leggings of the Wild: These are deerskin leather wraps. The Leggings of the Wild make the wearer untraceable when walking or running in any natural environment, but leave noticeable black marks when worn indoors. (Special Encounter 16)

Lord Kalar's Vest: This is a long vest (shoulders to knees) of chainmail with small metal scales riveted to it. For purposes of armor class, treat as splint mail +1. The wearer of the Vest is able to speak to the dead once per day at the cost of 1d8 hp. (Hex 4)

Lucen's Vengeance: This broadsword has a nicked and worn blade which remains, strangely, very sharp. The pommel has a well-worn alligator leather wrap and the name Lucen is inexpertly branded in the leather. Lucen's Vengeance is a sword +1/+3 vs. human beings, Hold Person 3/day, Charm Person 3/day (this is a Neutral or Neutral Evil weapon). (Special Encounter 24)

Lust of the Eyes: Two embalmed human eyeballs. When held in front of a mortal's eyes, the Lust of the Eyes allows the holder to see hidden and invisible things. (Hex 12)

Manacles of Arastia: These eight sets of iron manacles are joined to a central iron ring. All are etched with tiny nonsense glyphs. While bound by the manacles, a creature loses any magical abilities, innate or learned, worn or cast upon. Bound creatures are completely immune to the effects of magic as well. (Hex 9a)

Magic Beans: These beans look like large Lima Beans, but are a deep blue in color. When cast into water, Magic Beans grow into random plant creatures which “live” for 3d4 turns and are under the control of the person who cast the bean(s) into the water:

Roll 1d6	Plant Creature
1	Wolf
2	Bear
3	Puma
4	Elk
5	Bugbear
6	Mouse

Typically 1d8 beans are found in a pouch. (Hex 17)

Manual of Infinite History: This magical book at first appears to contain only about 20 blank parchment pages. The leather cover is unremarkable except for a scrawled title: *The History of All*. The magic of the book is simple: write a historical fact on any page, and the book will fill its pages forward from the fact with future events and pages preceding the fact with historical events all related to what was written. Historical facts are completely accurate, though the book may follow a branch of facts that is not what the writer hopes for, and the farther from the original fact written, the more likely to follow a trivial, tangent. Future facts are accurate up to the present, but beyond the book simply chooses a single branch of a likely future and writes it out (without any warning that it's not in any way a predetermined future). If a broad historical fact is written (ex. The First Goblin-kin invasion), the facts before and after are general as well, giving the reader a general overview of events that might span decades, so such writing would fill about 200 years per page – but would still likely wander off on a single strand of history (for example, the book might trace the history of Goblin-kin for 800 years). Very specific facts lead to very detailed histories, which, of necessity, span only a few years, months or even days, depending on the fact(s) written. The writing lasts for 24 hours and then fades. The book can be so used once a month. (Special Encounter 17)

Mask of the Spoken Word: This bronze mask depicts a madman's bearded face. Any words spoken by the wearer are understood by every living thing within earshot, regardless of their language ability. The mask does not aid the wearer in understanding other languages. (Hex 3)

Medallion of St. Turias: A silver plated brass medallion with the image of St. Turias on the face and an image of the Reliquary on the Obverse. When the name of St. Turias is invoked while holding the medallion, it functions as a holy symbol, turning undead and demonic creatures, shunning vampires, etc. This effect is usable by anyone 2/day and is at the 12th level clerical casting ability. (Hex 3)

Moonhelm: this simple steel pot has a crescent moon etched in the crown. The wearer gains darkvision, will not be attacked by wolves and can identify a werewolf on sight. Every full moon, wearer must save vs. spells or transform into a werewolf, then make a second save or the transformation is permanent. (Hex 5)

Moonstone: Most Moonstones are pure white stone similar to marble in hardness and density. Moonstones are bits of the shattered moon that now and again rain down on the Midlands. Moonstones are highly magical and function as a ring of spell storing, but can store up to 10 levels of spells per cubic inch of stone. In addition, every Moonstone has a different random power, some beneficial, some malign, some powerful and useful, some devastating. Use the artifact special powers charts to determine what a given Moonstone's power might be. (Hex 5)

Moral and Spiritual Center of Man (Book): This massive dusty leather bound tome is a convoluted discussion of general morality divorced from any particular religion. It is written in an archaic form of the common language of the Highlands. Reading the book is arduous, taking 22 weeks minus the readers Intelligence score to complete the reading. Such reading precludes adventuring or anything but the most basic of daily tasks. Completing the reading "all in one go" as it were (not a week here and a couple days there, but all at once) grants the reader a once in a lifetime single point permanent bonus to his or her Wisdom Score. (Special Encounter 16)

The Nick: A long bladed dagger with a black steel blade etched with dancing faeries and black leather wrapped hilt. The Nick is a dagger +1. (Special Encounter 16)

Night Piercer: This short dagger has a black wrapped hilt and a black sheath. Night Piercer is a dagger +1, +3 vs. Humans, Animate Dead 1/day, Command Undead 1/day, Darkness 3/day. (Special Encounter 11)

Nightsplitter: This bastard sword has a black steel blade etched with lightning bolts. It is a sword +1, +2 vs. sky creatures, additional 1d4 electrical damage 3x/day. (Hex 25)

Nighthawk: Ironwood shortbow with a bronze grip. Bow +1/+3 in the hands of a thief. (Hex 3)

Plate of the Offering: This large golden platter (about 3' diameter) depicts cattle in a circular pattern about its surface. Currently it is damaged but still valuable (about 1900 gp). If repaired, the Plate of the Offering is a magic item. Items placed on the plate become an offering to the deity of light who bestows, if the offering is acceptable, a blessing: 1-100 gpv offering, Bless Spell, 101-1000 gpv offering, all rolls gain +2 bonus, 1001 gpv+ offering, all rolls gain +3 bonus. Blessing/bonus lasts 1d4 days. (Hex 6)

Prayer Beads: Prayer beads are strings of multicolored beads with one or more larger beads intermixed. The larger beads are often magical. Beads are dedicated to particular gods. There are typically 1-3 larger beads on a necklace. The beads are:

1. Dedicated to an evil god
2. Dedicated to a good god
3. Desecrated
4. Magical (1. When thrown 6d6 fireball, 2. Prayers confer bless per spell for 1d4 hours, 3. Being answers one yes-or-no question, 4. One hour of prayer confers immediate 2 rounds Trueseeing)

(Hex 12)

Ring of Elemental Control: This gold ring is fashioned as twisted vines, with elemental symbols intertwined. 1/day the wearer can summon and command an elemental of the smallest size. Control lasts for 1d20 plus the ring wearer's Wisdom score in rounds. If abused, the summoned elemental is 70% likely to turn on the ring wearer in the very last round of control, before it disappears. If treated respectfully, the summoned elemental is 50% likely to choose to remain an addition 1d8 rounds, if the ring wearer desires. (Special Encounter 21)

Rod of Fireballs: This 3' long, 3" diameter ivory rod is ancient and cracking. It is carved with stylized fire along its entire length and one end is tipped with silver. The command word for this item is "ignite" in any language. It has 11 charges and is rechargeable (Hex 25)

Rod of Smiting: This 2 1/2' long rusty steel rod (about 1/2" in diameter) has the word death etched in the side. The Rod of Smiting is a +3 weapon, doing 1d8 base damage. On a natural 20 attack roll, the Rod of Smiting will do 19+attacker's bonuses damage to a mortal creature, 19+attacker's bonuses damage plus save vs. magic or be dispelled to home plane to extraplanar creatures, while magical creatures (golems, living statues, etc.) are shattered by the Rod of Smiting on a natural 20 roll.

The Rod of Smiting deals no damage to undead, instead healing the hit undead creature the "damage" roll. On a roll of a natural 20, the Rod of Smiting permanently imbues an undead creature with immunity to non-magical weapons, which increases in effectiveness for each subsequent natural 20 hit (only hit by +1 or greater, only hit by +2 or greater, etc.). (Hex 13)

The Rose of the Weeping Prophet: This multipart artifact consists of a central stained glass rosette depicting the weeping prophet and six bronze petals, each of which is stained glass depicting saints blessing and helping people. When assembled in the correct order and placed in a frame, the stained glass center becomes cloudy and the face of the weeping prophet appears, asking, "Why hast thou summoned the weeping prophet? What need have ye?" There is a base 50% chance that the weeping prophet can/will answer a question put to it. The base chance is modified by the asker's Charisma Score (+5% for each point above 15, -5% for each point below 12) and class (+5% for magic users, +10% for clerics, -5% for fighters, -10% for thieves). The central rosette and four of the pieces are guarded by the Brothers Five, one piece is hidden in the chantry and one piece is a part of a large stained glass window in the Monastery of St. Albaran (Hex 18 and Hex 28 and Hex 42)

Sarna's Bonnet: This black felt hat is tattered and worn and always feels slightly damp. The wearer of Sarna's Bonnet can transform into a Giant Frog 2/day. When attempting to transform back, a saving throw must be made (vs magic) or the transformation is permanent until the transformed creature is killed or Remove Curse (cast at 14th level caster ability) or greater magic is used (such as a wish). (Special Encounter 22)

Scythe of the Brute: The Brute's Scythe is 9' long and razor sharp. For combat purposes, treat it as a magic battleaxe +3, with the following abilities usable 3/day: know alignment, ESP and functions as a Vorpal Blade if three successive natural 20s are rolled in melee. (Special Encounter 28)

Seeds of the Seedoak: Most of the magic seeds that the Seedoak grows in its pod-fruits grow rather mundane crops, they are highly prized because of their incredible yield. Occasionally, one grasps a pod-fruit which contains magic seeds.

Roll 1d6	Each magical fruit contains 1d10 magic seeds.
1	Giant Beanstalk seeds
2	Fireseeds
3	Seeds of Knowledge (eating one grants +1 to Intelligence for 24 hours, save vs.poison negates)
4	Seeds of Wisdom (eating one grants +1 to Wisdom for 24 hours, save vs. poison negates)
5	Seeds of Discord (eating one causes eater to become aggressive and angry, save vs. poison negates)
6	Dragon's Teeth (sowing these seeds causes a warrior to sprout up from the ground 1 turn after sown - Warrior is F1, 8hp, armed with magically hardened wooden chainmail and weapons which have the same characteristics as normal items. The warrior serves the sower for 24 hours or until killed, after which it collapses into a heap of rotted leaves).

(Special Encounter 27)

The Silver Blade: A silver-bladed longsword, the Silver Blade is etched with moon and sun symbols. It is a longsword +2/+4 vs. lycanthropes and shapechangers and its moon symbols glow in the presence of a lycanthrope, while its sun symbols glow in the presence of other shapechangers. (Hex 20)

Singer: Silver sword with a red silk wrapped hilt. +1, +3 vs. lycanthropes and shape changers Unusual Abilities: Int: 16, Alignment: Neutral Good, Communication: speech, Languages: 2 (Silver Dragon, Common), Extra Ability: read non-magic languages, Powers/Abilities: detect magic in a 1" radius, detect gems, kind, and number in a 5' radius, detect evil/good in a 10' radius. (Hex 6)



Skullsplitter: A two-bladed battleaxe with a rusty head and a rough, cracked handle. The faint outline of a skull can be seen etched into the face of each blade. Skullsplitter is an axe +1, +3 vs. magical creatures, natural 20 rolls are a head splitting cut, causing an additional 2d8 damage. (NPC Encounter, Goran the Wildman)

Skysplitter: This magnificent bastard sword has a lightning forged blade, etched with lightning bolts and the name Boeh Hect. The wrapping on the hilt is rotted away and a gem was once set in its pommel. Currently, Skysplitter is a sword +2, +3 vs. sky creatures, summon lightning 4x/week. If the hilt is wrapped in the hide of an electricity using creature (electric eel, for example), the sword gains the ability to cast a 6HD lightning bolt 1/day and if a gem of at least 5,000 gp is set in the pommel, the sword will grant a 3 point bonus on saves vs. electric attacks. (Hex 3)

Skull of the Piper: A human skull edged in silver and gold. If pipes of some kind (bagpipes, panpipes, flute, etc.) are placed in contact with the skull, the pipes will play magical tunes with the effect of Charm Person, Hold Person, Charm Animal, Charm Monster, etc. Magical pipes placed in contact with the skull will have their abilities doubled (duration, area of effect, etc.) for 10d6 minutes per day. (Special Encounter 30)

Soul's Death: This slim bladed dagger is nondescript, but its sheath is black leather worked with silver skulls. Soul's Death is a dagger +1 that transfers hit points from victim to wielder when a hit is struck (Hex 20)

Staff of the Wanderer: This oak staff is well weathered but sturdy. The length of the staff is somewhat irregular and the head is curved and carved to appear as a bear's head. If used in combat, the Staff of the Wanderer is a +1 weapon. The staff provides the following spell-like powers:

At will: know the path, find water

3/day: affect normal fires, light

1/week: summon weather

(Special Encounter 21)

Sunrise Lens: When these two pieces, the stylized sun of the large circular glass pane and the stone base (found at the St. Albaran's Monastery and the abandoned Temple of Sun, respectively) are joined together and placed in a location where they can catch the first rays of the rising sun, the light cast through the window has magical properties, depending on which color of the light shining through the pane someone bathes in.

Red light kills diseases and removes curses, yellow light heals 1d6+4 hp damage, and blue light gives a temporary increase to Constitution (2 points for 1d12 turns). (Hex 19 and Hex 28)

Turias' Wrath: A well-used, but well cared for, plain longsword with the symbol of St. Turias stamped at the base of the blade, Turias' Wrath is a sword+1, +3 vs. demons, devils and undead, continuous detect evil, heals 2d4 hp once per day. (Hex 3)

Trap Stone: This disc shaped stone is about 8" in diameter and about 1" thick. It is carved on the face with the image of a locked manacle and on the obverse with the image of an open manacle. If the locked side is touched to any binding or lock it will magically bind/lock the item touched. Conversely, if the open side of the stone is touched to any binding or lock, it is magically released. (Hex 5B)

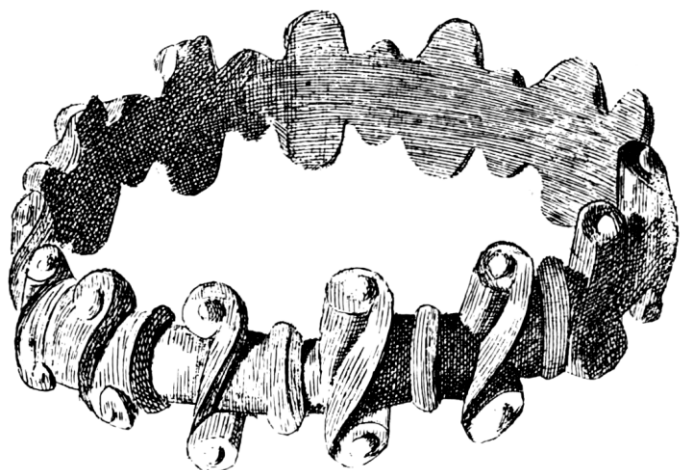
Virgin's Crown: A crown of starflower blossoms imbuing the wearer with *ESP*, the ability to regenerate 1 hp per turn as a vampirc touch and it acts in all ways as a *ring of protection* +2. This is a LE item. (Special Encounter 5)

Vial of Black Death: A small crystal vial with a thick, inky black substance in it. If the liquid is poured out, a semi-sentient Black Oozing Death grows (9' diameter). Anything dissolved by the Oozing Death goes to the outer darkness. (Hex 5)

Visor of the Heavens: This is a helmet with a full faceguard and a long red plume. The Visor of the Heavens allows the wearer to see in darkness as if in full sunlight, also cast *Light* 2x/day. (Hex 41)

Wand of Earth and Stone: This 18" long slender grey wand is tipped with a tiny red ruby. The wielder can choose from the effect of Passwall, Shape Stone, Stone to Mud, Mud to Stone, Move Earth. Each effect is at 12th level caster ability. (Hex 13)

Wingbane: This tiny magical dagger looks like a bejeweled pin. It does 1d2 damage with a +1 magical bonus/+4 vs. flying creatures). Its red leather wrapped handle is magically imbued so that the dagger can never be accidentally dropped or knocked from the wielder's hand, provided the wielder is conscious (Tightgrip). (Special Encounter 20)



APPENDIX: WEATHER IN THE NORTHERN TIER

Table: Random Weather

d20	Weather	Wind Table	Temperature Table	Precipitation Table
1-13	Normal weather	1d10	1d10	1d6-1
14-15	Abnormal weather Heat wave (01-50) or cold snap (51-100) 1d8+12 on Temperature Table	2d6	2d6	2d4
16-17	Inclement weather Precipitation (normal for season)	3d4	3d4	1d4+6
18-19	Storm Thunderstorm, snowstorm	1d10+6	1d10+6	1d6+6
20*	Powerful storm Windstorm, blizzard, hurricane, tornado	1d10+10	1d10+10	1d4+8

* Roll d20 again – if abnormal weather is indicated (14-19), the storm is a powerful storm as listed below, if a second 20 is rolled, the storm is a “storm of the century” table listed below.

Wind Table

Temperature Table***

Precipitation Table

1	No Wind 0 mph	1	10 degree change	0	Very dry, cloudless
2-3	Light Wind 0-10 mph	2-3	5 degree change	1	Dry, clouds
4-7	Moderate Wind 11-20 mph	4-7	No change	2-3	Dry, very cloudy
8-10	Variable Winds**	8-9	5 degree change	4-5	Partly cloudy, brief drizzle
11-12	High Winds 20-50 mph	10	10 degree change	6	Rain, 2d4 hours, overcast
13-14	Severe Wind 50-70 mph	11-12	15 degree change	7	Heavy Rain, 3d4 hours
15-16	Dangerous Wind 70-90 mph	13-15	20 degree change	8	Soaking Rain, 2d6 hours, overcast
17	Deadly Wind 90-120 mph	16-17	25 degree change	9	Hard Rain, 3d8 hours, thick cloud cover
18	Hurricane Winds 120-150 mph	18	30 degree change	10	Hard Rain, 2d12 hours including 1 hour of hail, sun-blocking clouds
19	Tornado Winds 150-200 mph	19	40 degree change	11	Hard Rain, 6d4 hours, flooding, sun-blocking clouds
20	Unnatural Winds 200+ mph	20	50 degree change	12	Hard rain, 24 hours, flooding, extreme lightning, sun-blocking clouds

** Variable Winds: Winds blowing from 10-40 (1d4x10) mph with gusts 50-90 mph (1d4+4x10). Check for gusts any time something is attempted that might be adversely affected by winds

*** Temperature changes are based on the previous day's temperatures. Unless otherwise directed, a 50% chance of raising and 50% chance of lowering temperatures.

Storm of the Century

1d8	Temperate Climate
1	Hurricane/Tornado cluster (2d4 tornadoes touch down) 3d6+12 inches of rain over 24 hour period, massive flooding
2-4	1d8+4 inches of rain falls for 1d12+12 hours, flooding, cluster lightning
5-7	Hail the size of grapefruits falls for 10d6 minutes (each does 1d6 damage), +1d4+8 inches of rain over 12 hour period, flooding
8	Golf ball sized hail for 10d4 minutes (1 point of damage each), +12d6 inches of rain over 20 hour period, cluster lightning



APPENDIX: ADVENTURES IN THE NORTHERN TIER

One way to run a hexcrawl is to determine where the party is, roll on the appropriate encounter tables, check the Hexcrawl Key (page 24) and simply set up the encounter(s) as you see fit. A tried and true method that dates back to the roots of the roleplaying games.

Below is a way to use those tables and set pieces to build an adventure. Roll a random encounter, consult the proper chart, and roll 3 d10s, one for each of the sections below (Encounter, Activity, Obstacle). Apply Adventure Details to the random encounter and shake it all up and see what you get. Maybe you'll have a dangerous encounter that, using the Adventure Details, turns out to be an opponent (um, yeah), who is hiding, complicated by a terrain feature (1, 1, 1 on the chart). What can you make of that?

Encounter Details

d10	Encounter is:
1	An opponent
2	A potential ally
3	A reward
4	An indifferent encounter
5	An innocent
6	The guilty
7	An indirect enemy (a minion, a familiar, etc.)
8	An indirect ally (a minion, a familiar, etc.)
9	Magic
10	Natural phenomenon

d10	Activity:
1	Hiding
2	Pretending
3	Confessing
4	Revealing
5	Leaving
6	Running away
7	Enslaved
8	Ensorcelled
9	Afraid
10	Confused

d10	Obstacle:
1	Terrain feature (stream, fallen trees, ravine, etc.)
2	Moral dilemma
3	Loyalty question
4	Weather feature (rain, snow, wind, etc.)
5	Conflicting Attitudes
6	Hidden motives
7	Broken promises
8	Lost treasure
9	Ruined relationship
10	Hopeless situation

This table can be used in conjunction with the regular random encounters listed on pages 3-23. The intent is simply to expand and alter the results of those encounters.

For example, say you rolled an encounter, and the result was a mundane encounter. You rolled a 33, "A rotted door is lying on the ground here. A rune of some sort can be discerned having been painted on it. If the door is moved, it will crumble. Beneath the ruin of the door is a human skeleton (male)."

Roll 3 d10s. Say you get a 2 (a potential ally), 7 (enslaved) and 6 (hidden motives). Maybe you want to rearrange those, 7, 6, 2.

So let's run with the door, rune and skeleton and our results from the Encounter Generation Table (ally, enslaved, hidden motives). When the party stumbles on the door, they see the rune. Someone recognizes that it is a rune of binding or enslavement. It has already expended its magical power (though they might not know that). Lifting the door causes it to collapse in a heap of rotted splinters, revealing the skeleton beneath. The skeleton is animate, and can speak. It is not evil. If questioned, the skeleton reveals his name to Nathan Gallian, a trader and sometimes smuggler ("I suppose there's no harm in revealing that, seeing what's come of me...") who ran afoul of the court wizard Denegar, of King Hargeth the Bold's court. Denegar cursed him to carry this door around for all eternity. He collapsed under the burden and died so long ago he can't remember. Nathan is willing to serve as a retainer for whoever finds him, if they can either remove the curse of the carrying the door (which has disintegrated) or come up with some way for him to carry the remaining fragments of the door (say, fill a backpack with the splinters...as GM I decide that if they get a vast majority of the door in the backpack, they have fulfilled the "rules" of the curse). Nathan's true motive in joining the party is to be released from this unliving existence he is afraid he will be stuck in forever. He will throw himself at the first dangerous encounter the party experiences.

So an adventure can be created here: will they try to remove Nathan's curse? Will they allow him to accompany them (if they don't will he follow anyway)? Will they simply see a skeleton rising out of the dirt and cut it down (what does that do to the curse)? What if the magic of the rune hasn't all be "expended"? Could a PC be forced to carry the remains of the door until the curse is removed? Ask a hundred more questions. Each one could be an adventure. And the players will go in some *other* unexpected direction.

Run with it.

APPENDIX: RUMORS

Generally roll d100 for rumors. Peasants chatting with one another are going to be far more likely to talk about local news, so when listening in on a conversation among locals in a village, roll d20.

1. The Headman's daughter has been seen with
 1. The Miller's Son
 2. The Smith's Son
 3. The Witch of the West Wind
 4. A twisted old man
 5. A magical wand
 6. Fairies
2. The Miller's son has been seen with
 1. A mysterious cloaked figure
 2. The Headman's daughter
 3. The Albarian Monks
 4. A sword, pretending to fight
 5. A baby
 6. Three other young men, acting strangely
3. The Smith's son has been
 1. Practicing magic in the woods
 2. Praying to strange gods
 3. Speaking a weird language
 4. Drinking heavily
 5. In the woods on moonless nights
 6. Fighting with his father
4. Since the cow died in the field, the grass there has been
 1. Dead
 2. Turning red
 3. Growing wildly
 4. Receding into the ground
 5. Turning blue
 6. Tramped down as if by heavy boots
5. The sheep in the pasture were
 1. Uncharacteristically loud last night
 2. Eerily silent last night
 3. Running in circles yesterday
 4. Stopped from drowning themselves
 5. Mysteriously sheared this morning
 6. Touched with red paint on their foreheads
6. The trees of the forest are
 1. Living creatures who move about
 2. Inhabited by spirits (1. Elven, 2. Faerie, 3. Goblin-kin, 4. Dead ancestors)
 3. The best in all the Highlands
 4. Worth more than all the gold in the hills
 5. Haunted by the spirits of the faerie-kin who used to live in the Highlands
 6. Alive and spies for the High King
7. Nothing much happens here, but yesterday
 1. Two fishwives were arguing and one hit the other...hard
 2. A two headed sheep was born last week
 3. The miller's youngest ran away
 4. Beavers had dammed up the stream, but when the farmers went to break up the dam, the beavers we all dead
 5. Thirty or more deer ran through town last night as if chased by something, though nothing followed them.
 6. Smoke was seen in the forest to the
 1. North, 2. South, 3. East, 4. West
8. The caravan that came through last (1. Night, 2. Week, 3. Month, 4. Year) had the most curious woman accompanying them:
 1. She wore all blue clothing and all her skin was blue
 2. She would only eat fresh, raw chicken or duck eggs
 3. She kept her hood up all the time and spoke with a thick, unknown accent
 4. She paid with tiny diamonds
 5. She paid with strangely inscribed golden coins that were the purest gold anyone had ever seen
 6. She challenged the smith to an arm-wrestling match...and she won!
9. The abbot of the Monastery they say
 1. Worships demons
 2. Has a mistress
 3. Hates non-humans
 4. Is a vampire
 5. Is a faerie prince
 6. Is a woman
 7. Eats children, 8. Hoards gemstones
10. The monks of St. Albaran's Monastery are
 1. Pious men who help others,
 2. Selfish men who prey on the poor,
 3. Not really human,
 4. Self-sacrificing, helpful men of God,
 5. Selfish, unreasonable sons of the Devil,
 6. Gullible,
11. The water in the well got fouled when
 1. The Miller's son got drunk and relieved himself in it
 2. A cat fell in and drowned
 3. The Hardscrabble Crone cursed it for three days
 4. Some kind of black oily stuff was found in it
 5. A stranger passing through dropped some kind of silvery metal object in it
 6. Well, we really don't know why, but we stopped using it altogether
12. The wind is changing, it's going to
 1. Storm (1. Rain, 2. Tornado, 3. Thunderstorm, 4. Downpour)
 2. Turn cold
 3. Turn hot
 4. Snow
 5. Bring something strange
 6. Rain fire from the sky
13. They say the Captain of the King's Guard is
 1. A woman posing as a man
 2. An ogre shapechanged by a witch
 3. A coward who puts his soldiers at risk unnecessarily
 4. A bully
 5. A pauper who acts like a nobleman
 6. A nobleman who has given up his title
14. A dragon was seen
 1. Flying over the Endless Mountains
 2. Crashing through the woods
 3. Snatching sheep
 4. Chasing a wyvern
15. Goblins aren't natural they
 1. Are demon spawn
 2. Spring from the very darkness of the deeps
 3. Are children of fire and darkness
 4. Don't have to eat or drink but they gorge themselves whenever they can
 5. Are magically made from coal and peat
 6. Are children the faeries have stolen and twisted for their own evil purposes
16. It's said that monsters have been seen nearby
 1. Trolls
 2. Goblin-kin
 3. Wicked Faeries
 4. A dragon!
 5. Giant Spiders
 6. Giant beetles
17. Giant spiders inhabit the woods
 1. But they are friendly
 2. But they are afraid of people
 3. But they are afraid of fire
 4. And they are aggressive
 5. And they are very fast
 6. But they are very slow
18. The old widow has begun acting even stranger than usual, she
 1. Refers to herself as The Watcher in the Woods
 2. Began smoking a pipe and talking with a southern accent
 3. Bleeds from her neck at random, unexpected moments
 4. Has begun skipping and whistling
 5. Pretends to cast spells on people, but... they seem to work sometimes!
 6. Has been carrying around a dead cat calling it her son
19. Soldiers rode through last (1. Night, 2. Week, 3. Fortnight, 4. Month) looking for
 1. Someone named Mouse
 2. The Scarlet Reaver
 3. News of the Silver Queen
 4. An assassin called The Dark of Night
 5. Seven brothers, whoever they are. Probably monks
 6. Something, but they were very secretive
20. It is not safe to
 1. Go into the wood alone
 2. Talk to the spirits in the wood
 3. Drink anything offered to you in (1. Faller Village, 2. Woodbridge, 3. Tiesh Village, 4. Fincher Lake, 5. The presence of the Faeries, 6. The hands of any Goblin-kin)
 4. Invoke the name of death in the Wood
 5. Follow any music you hear in the forest in the night
 6. Challenge a spirit to a contest of wills or of arms

21. Wandering the wood are two men, Allin and his servant, who are
 1. Thieves,
 2. Agents of the High King,
 3. Chaotic, wild men who prey on the weak,
 4. Powerful men of justice and good,
 5. A bird man and rat man,
 6. Spies for the King
22. The Silver Queen is
 1. A goddess,
 2. A demon,
 3. A Faerie Queen,
 4. An angel,
 5. A witch,
 6. A child of the High King,
 7. Mother of the Forest Master,
 8. Mother of the King Under the Water
23. The Silver Queen lives in
 1. A grand palace that appears once ever three years,
 2. A cloud castle hovering over the Northern Tier (roll 2d20 for hex number),
 3. A giant spider web made of silver and gold,
 4. Another country, far away,
 5. The Summer Court (a faerie land),
 6. A house that looks like a commoner's hovel on the outside, but is a grand palace on the inside
24. The Forest Master is
 1. A monster who kills in the night of the new moon,
 2. A half man, half elk creature who protects the animals,
 3. Friend of the Greenman,
 4. Son of the High King,
 5. Son of the Silver Queen,
 6. Son of the King Under the Water,
 7. Violent toward humans,
 8. A murderer and thief who hides in the wood
25. An ogre wanders the wood named Gorin or Goran or Guran who
 1. Kills cave bears with his bare hands,
 2. Eats trees and spits out toothpicks,
 3. Is hunting the Forest Master,
 4. Hates all living things
 5. Is a liar and a cheat,
 6. Is a prince who fell afoul of a witch
26. Witches roam the wood seeking
 1. Lost children to (1. Eat, 2. Sacrifice, 3. Teach, 4. Replace with doppelgangers),
 2. Herbs and strange ingredients for their brews,
 3. Human skulls,
 4. Blood for their rituals,
 5. The innocent to (1. Sacrifice, 2. Convert, 3. Defile, 4. Reward),
 6. Wealth (1. Gold, 2. Silver, 3. Gemstones, 4. Magic, 5. Jewelry, 6. Magical creatures)
27. There are (1d6) witches who live in these woods and they
 1. Eat children,
 2. Corrupt children,
 3. Bestow curses,
 4. Bestow blessings on those who help them,
 5. Can cure the sick,
 6. Can speak with the dead
28. A wizard lives in
 1. An old watchtower,
 2. Hargeth's Folly,
 3. A deep cave,
 4. A tree,
 5. An abandoned temple,
 6. An old gatehouse.The wizard is
 1. A fraud,
 2. Unbelievably powerful,
 3. Evil,
 4. Good,
 5. A recluse,
 6. An alchemist.
29. Old King Hargeth
 1. Lives again,
 2. Has possessed a young man,
 3. Is haunting his old tower,
 4. Is haunting the Highlands,
 5. Has been reborn as a wizard,
 6. Has been reborn as the High King
30. There is a crazy woman named Agatha who
 1. Lives in the mountains and talks to the rocks,
 2. Is incredibly wealthy but hides her gold in the mountains,
 3. Is not really crazy but acts that way to scare people,
 4. Is selling weapons and magic to the Northmen,
 5. Is a spy for the High King,
 6. Is a good woman, if a bit strange.
31. A wandering tinker roams the woods, Steffan Karian by name. He is
 1. A doppelganger,
 2. A spy for (1. The witches, 2. The High King, 3. The Silver Queen, 4. The Goblin kings, 5. The faerie, 6. The Devil),
 3. A cheat and a liar,
 4. The most honest man in the Highlands,
 5. The best tracker in the Highlands,
 6. A drunk,
 7. Able to repair (1. Nothing, 2. Anything, 3. Simple things, 4. Anything but metal),
 8. The richest man in the Highlands, hiding his wealth in (1. A cave, 2. His wagon, 3. His boots, 4. In the open)
32. Wolves wander the Highlands
 1. In league with the Goblins,
 2. Hunting Goblins,
 3. Hunting humans,
 4. Afraid of people,
 5. Afraid of nothing,
 6. Helpful to people.
33. Animals in the woods have been acting strange
 1. Approaching people fearlessly,
 2. Deer and elk are eating rabbits,
 3. At midnight, every night, the animals all stand stock still and stare at the moon but on moonless nights they (1. Go berserk, 2. Interbreed, 3. Chase satyrs, 4. Are ministered to by nymphs or dryads),
 4. Insects form words with their swarms,
 5. Butterflies mound together,
 6. The wolf lays down with the lamb,
 7. Moose are hunting wolves,
 8. Wolves are climbing trees
34. There's been lost in the woods for 1d6 days
 1. A little girl,
 2. A goodwife,
 3. An old man,
 4. A nobleman
35. False monks travel the woods looking for
 1. True faith,
 2. Leprechaun gold,
 3. Lone travelers,
 4. Mother Sacren and her hovel of magical trinkets,
 5. The dangerous and valuable Night Claw,
 6. St. Ashar's Stallion,
 7. Moonstones,
 8. Nothing, they are smuggling a magical dagger to the Green King)
36. A little demon man wanders the wood seeking
 1. Ears,
 2. Gold,
 3. Jewels,
 4. Souls,
 5. Redemption,
 6. A golden nymph
37. Giants have been seen in the wood
 1. Stealing and eating sheep,
 2. Burning a homestead,
 3. Chasing a caravan (but getting chased away themselves, or so they say),
 4. Guarding a huge pile of gold,
 5. Destroying Holy Places
 6. Looking for the King Under the Water, looking for (1. The Hag of the Deepgrove, 2. The Witch of the West Wind, 3. Shiralla the Witchwoman of Hope Cross, 4. The Sister of the Sunrise, 5. The Hardscrabble Crone, 6. The Treemen of the Northern Tier)
38. There are monsters in the wood:
 1. Trolls and other goblin-kin,
 2. Giant beetles,
 3. Giant bug monsters,
 4. Giant spiders,
 5. Griffins,
 6. The walking dead
39. The dead walk in the woods
 1. Spirits on moonless nights to steal souls,
 2. Mutilated bodies walk the night, seeking
 1. Brains, 2. The innocent, 3. Hearts, 4. Any living thing),
 3. Great blood drinking monstrous spirits fly in the north,
 4. Screaming spirits steal your heart and your will to live,
 5. Dead bones walk in the Lichlands,
 6. Demons possess the bodies of the dead and hunt (1. The High King, 2. Red-headed women, 3. Servants of God, 4. The hopeless, 5. Children, 6. The guilty)
40. Little monstrous creatures run about the forest. They are
 1. Good fairies and sprites enjoying the wood,
 2. Dark and nasty fairies looking to cause mischief,
 3. Deadly illusions,
 4. Bug-eyed little monsters who eat (1. Children, 2. Magic, 3. Horses, 4. Hair),
 5. Little tiny women who seek a master to serve,
 6. Little tiny men looking for a master to serve

41. A (1. Basilisk, 2. Cockatrice, 3. Gorgon, 4. Snake woman) hides in the forest, turning to stone those who are
 1. Guilty,
 2. Innocent,
 3. Violent,
 4. Rude to it,
 5. Friendly to it,
 6. Threaten it
42. The spirits of saints wander the wood
 1. Blessing the unwary,
 2. Saving the endangered,
 3. Propheying doom,
 4. Destroying magic,
 5. Bestowing magic,
 6. Defeating goblin-kin
43. Mother Sacren has been seen in
 1. The mountains,
 2. The swamp,
 3. St. Albaran's Monastery,
 4. The company of the Silver Queen
44. A strange creature known as the Hooded Wanderer stalks the Highlands, seeking
 1. Redemption,
 2. Seven Human Hearts,
 3. Her Killer,
 4. To escape judgment,
 5. The eyes of four widows,
 6. Justice,
45. A Lady and her Champion travel the wood seeking
 1. To dispense justice,
 2. To avenge her dishonor,
 3. Refuge,
 4. To test the worthy,
 5. To test the unworthy,
 6. Fame and fortune
46. The Welwa is a frightening creature who wanders the wood
 1. Invisibly attacking travelers,
 2. On the darkest of nights, appearing in the trees,
 3. With seven great cats who hunt with it,
 4. When the moon is full and the wind blows from the north,
 5. Stealing souls,
 6. Seeking the guilty
47. A mad hermit travels the forest
 1. Accompanied by wolves and badgers and birds,
 2. Carrying a magical staff that commands the weather,
 3. Searching for his lost bride,
 4. Dancing with faeries,
 5. Untouched by the winter's cold,
 6. Half the time as a man, half the time as a grizzly bear
48. A little fairy man with a long white beard will
 1. Take all your gold and turn it to lead,
 2. Take all your copper and turn it to gold,
 3. Challenge you to a battle of wits,
 4. Challenge you to a battle of faith,
 5. Challenge you to a battle of arms,
 6. Try to steal your most treasured possession
49. It's that time of year when Dorcan the giant comes around to
 1. Collect his bounty of souls,
 2. To gather men's hearts,
 3. To destroy his enemies,
 4. To appease his king with the hearts of men,
 5. To escape his tormenter,
 6. To escape his father
50. Wandering Jack travels from village to village because
 1. He is a wanted man,
 2. He is a holy man,
 3. He is a restless man,
 4. He is the protector of the Highland folk,
 5. He is a restless spirit,
 6. He is searching for (1. His lost love, 2. His lost child, 3. The magic of the ancients, 4. A companion)
51. Karras (or, if he's not around, Ugly Karras) was
 1. Kicked out of his village,
 2. Chased out of his home,
 3. Thrown in the king's prison from which he escaped,
 4. Born a fugitive
- because he
 1. Killed a noble,
 2. Killed his wife,
 3. Killed the king's guard,
 4. Sold his soul to the devil,
 5. Stole a widow's gold,
 6. Faked his own death
52. Fritz, his donkey, a bear and a mouse travel the Highlands
 1. Seeking the witch who cursed them,
 2. Seeking an audience with the Silver Queen,
 3. Running away from the witch who cursed them,
 4. Running away from the monks of St. Albaran's monastery,
53. Finn the Tiny is
 1. The son of a noble fairy,
 2. An outlaw fairy,
 3. A friend who appears in times of great need,
 4. A worthy adversary,
 5. Actually a giant,
 6. The illegitimate son of the King, cursed by his father's wife.
- Finn travels the wood
 1. To find a magical lantern,
 2. To find the Eye of the Moon,
 3. To help those who are in need,
 4. To play tricks on helpless villagers,
54. If you call for the Bearman three times he appears
 1. From behind the trees to help you,
 2. From behind the trees annoyed,
 3. With a great bear as a mount,
 4. If it pleases him.
- Beware that you have a good reason to call the Bearman or he will
 1. Eat you,
 2. Imprison you,
 3. Call bears from the forest to maul you,
 4. Chase you from the wood
55. There is a great tree in
 1. The heart of the forest,
 2. The edge of the mountains,
 3. A deep, dark valley,
 4. A shady grove beside the river,
 5. The Lichlands,
 6. Griffin hills
- The tree bears magical seeds which
 1. Restore life,
 2. Restore health,
 3. Grow magical plants,
 4. Grow into warriors,
 5. Explode when thrown,
 6. If a person eats one, that person will never have to eat food again for the rest of their life.
56. A great and powerful man we simply call The Brute challenges men to wrestle. If you win the Brute will
 1. Grant a wish,
 2. Serve you for one year and one day,
 3. Give the winner a magical coin,
 4. Give the winner immortality.
- If the Brute wins they say he takes nothing from you but your pride.
57. Beware if you hear music in the wood. Run away fast. The widows who wander the wood will
 1. Steal your soul,
 2. Enspell you to serve them,
 3. Kill you on the spot,
 4. Turn you into a (1. Toad, 2. Bird, 3. Ghost, 4. Turtle)
58. Towers used to line the King's road. Most are ruined now and
 1. Haunted,
 2. Concealing great treasures,
 3. Home of bandits,
 4. Safe places to shelter from a storm,
 5. Waiting for the True High King to ascend the throne, when they will magically be restored,
 6. Unsafe for travelers to enter
59. Deep in the wood on the Whitewater River is a tiny village called (1. Bohet, 2. Bonnet, 3. Bonnechet, 4. Boeh Hect) where the men act queerly
 1. Never blinking,
 2. Speaking in riddles,
 3. Always watching strangers,
 4. Never leaving the village, even to farm or fish. No one stays in the village for long.
- Some say no one ever leaves the village.
60. Up on the hill called Heaven's Height is a shrine to the angels. They say if you pray there long enough and with enough faith
 1. God will grant your prayer,
 2. Angels will fly to your aid,
 3. St. Albaran will come to your aid,
 4. Fairies will come to your aid.
61. In the westwood is tree and a cave. The cave is
 1. Haunted by a demon,
 2. Haunted by a murdered woman's soul,
 3. Haunted by a pagan priest's ghost,
 4. Haunted by a little boy's ghost

62. Woodbridge Village is
1. Full of good, hearty woodsmen and their families, felling the finest trees in the Tier,
2. A rowdy, lawless place where women should not go and men should go armed,
3. No more, a (1. Flood, 2. Fire, 3. Goblin raid, 4. Plague, 5. Ghost, 6. Monster called the Welwa) destroyed it,
4. Full of mysterious, magical people who aren't what they seem,
5. Never in the same place twice,
6. Well protected by a wall and well defended by the Forest Master (who is 1. Half man, half elk, 2. A goblin-kin, 3. A powerful druid, 4. A ghost, 5. A member of the Silver Queen's court, 6. A lackey of the King Under the Water)
63. North of Faller Village the River
1. Is too wild to navigate,
2. Is filled with river monsters,
3. Is too shallow for boats,
4. Has too many waterfalls,
5. The water is poisonous,
6. Is cursed
64. The Chapel in the Woods is
1. North of Faller Village,
2. North of St. Albaran's Monastery,
3. South of the Basin Stone,
4. A magical gateway to the Faerie Realm,
5. Dedicated to St. Albaran but is inhabited by the ghost of another,
6. Lost to the ages
65. The Garis Man is
1. A local legend about a huge hairy monster,
2. A local legend about a stone outcropping,
3. A local legend about how the High King defeated the Garis demon,
4. A place where magic is powerful,
5. A destroyer of magic,
6. A druid who calls forth lightning
66. Faller Village is haunted by
1. Demons,
2. The walking dead,
3. A dark secret,
4. Changelings,
5. An evil wizard,
6. Evil faeries
67. Faller Village is noted for
1. Apples,
2. Wheat,
3. Silk,
4. Strong men,
5. Rope,
6. Nothing, it is a miserable hole in the world
68. There's a fairy king in the hills who
1. Enslaves hapless wanderers,
2. Uses music to charm his victims,
3. Binds the unwary and leaves them to die in the wilderness,
4. Sends out his strange minions to capture slaves,
5. Lives under the mountain behind a magical door,
6. Is really a giant under a witch's curse
69. Geryon the Druid of the Woodland Marsh has been
1. Acting strangely whenever he is around people,
2. Burning the trees of the forest,
3. Seen with the Hag of the Deepgrove,
4. Capturing monsters for some nefarious purpose,
5. Seen with the Goblin King Under the Water,
6. Training the alligators of the Marsh to spy for him
70. The Creator's Stone, it is said, will fall from its pedestals just before the world ends. On nights of a full moon, the Creator's Stone (or Farseer Stone)
1. Gives visions to the faithful,
2. Shows your future,
3. Shows your past,
4. Reveals your true love,
5. Grants the blessing of God,
6. Opens a gate to hell
71. The Treemen in the north
1. Protect a dark secret,
2. Hide the Prince of the Forest, an exiled faerie king,
3. Are friendly to those who befriend the forest,
4. Are short-tempered and evil,
5. Can make trees move to their bidding,
6. Are the sons of the Seedoak, the first Treeman who ever was
72. Birdmen have been seen
1. Flying above the northern mountains,
2. By Drunk Willie, the gremlin hunter,
3. Dead along the King's Road,
4. Flying with the great eagles of the Endless Mountains,
5. Fighting with the great eagles of the Endless Mountains,
6. Flying south
73. The Rusted Tomb
1. Is home to bitter, ineffective priests of the Greatsmith,
2. Is a museum of the Greatsmith's greatest works,
3. Is the tomb of the Greatsmith,
4. Has secret treasures beneath the massive anvil
5. Is home to powerful, magic wielding priest/wizards,
6. Holds the key to defeating the King Under the Water
74. The rise known as Northwatch Beacon
1. Once burned with holy light,
2. Once held the watchfires of the True King,
3. Is cursed because there is no true king in the land,
4. Holds great treasures from Great King Hargeth's rule,
5. Is struck by lightning at least a score times every time there is a thunderstorm,
6. Is nothing but a story from the Old Folk
75. Great pillars of stone, known as the Stones of the Fallen Kings, line the road from Faller Village to St. Albaran's. These stone pillars are:
1. Markers for great treasures from kings long ago,
2. Faerie stones which should not be approached on moonless nights,
3. Markers of the graves of fallen giant kings,
4. The fingers of titanic beings buried far beneath the ground.
76. The Basin Stone is
1. Magical, granting health and long life to anyone who drinks water that runs off its face,
2. An ancient elven ritual stone, cursed by the elves to cause any who drink the water to live forever,
3. Able to make magic water more powerful,
4. Poisons waters poured on it, if done so selfishly,
5. Useless,
6. Placed by God to aid the poor in the region, not for strangers and outsiders
77. Lake Fincher is known for
1. Huge pikes,
2. Odd crabs only found in this one lake,
3. The best fishermen in the Highlands,
4. A dark secret among the women,
5. A dark secret among the men,
6. Trading with Goblin-kin
78. The roads north of Faller Village (to Lake Fincher, Tresh Village and the Amarten Copper Mine) are dangerous to horses because Griffins live in the Endless Mountains. The people of this area
1. Have tamed the Griffins and use them to keep travelers away,
2. Hate horses, preferring mules and oxen,
3. Ride flying sleds through the sky,
4. Are all wanted criminals
79. The people of Tresh Village
1. Consort with the dead,
2. Ride the Griffins of the Mountains,
3. Are cheaters and liars,
4. Are among the most honorable people in the Highlands,
5. Are secretive about their family relationships,
6. Hide a wanted criminal
80. The ruins of King Hargeth's castle contain
1. The lost Treasure of the True King reported to be (1. Ten thousand gold coins, 2. Ten thousand gemstones, 3. Ten thousand sacred scrolls, 4. Ten thousand immortal soldiers),
2. A demon prince,
3. An angelic messenger,
4. The way to call back Great King Hargeth to lead the people in peace once more,
5. A heretical book called *The Acts of the Fallen*,
6. The keys to the High King's prison

81. Along the river is a pier with four great willow wheels tended by a curious man. The wheels
1. Power the river and if stopped will dry up the water,
2. Power a great magical device hidden beneath the water,
3. Are actually turned by powerful creatures beneath the water who are enslaved by the strange man,
4. Are powered by the movement of the river but do nothing,
5. Sink any boats that pass without paying a tribute (1. A gold piece, 2. An animal sacrifice, 3. A human sacrifice, 4. A great treasure, 5. A friendly gesture, 6. A magical spell),
6. Are the wheels of the gods
82. The people of Grammian Village are
1. Unfriendly and standoffish, not welcoming strangers,
2. Terrible farmers and herdsman,
3. Cursed by a witch,
4. Minions of an ogre master,
5. Slaves of an evil wizard,
6. Not really human
83. The King Under the Water is
1. An enormous Goblin who rules tens of thousands of Goblin-kin,
2. A demon prince,
3. A benevolent, if misunderstood, faerie king,
4. A giant who feeds on the souls of innocents,
5. A wicked sorcerer,
6. Really the High King of the Highlands
84. The oracle at Wisdom Falls is
1. The Blind Seer of the Northlands,
2. An angel sent from God,
3. A demon who deceives,
4. A man preying on the ignorant,
5. Possessed of divine wisdom and knowledge,
6. Never willing to help when you really need it
85. Goblins have lived in the old Dwarf Temple in the East for generations. Lately,
1. They have started a war with the Goblin King Under the Water,
2. They have begun raiding human villages,
3. They have shut the doors permanently, hiding some great secret treasure,
4. They have allied themselves with the Silver Queen,
5. Their king has been assassinated and they are without a strong leader,
6. They have begun using some kind of great and deadly magic which could destroy the Highlands
86. Birdmen have been seen more and more in the skies. Everyone says they are
1. Searching for an ancient treasure
2. Preparing to take back their ancient home
3. Allied with the Goblin King in the Dwarf Ruins
4. Searching for a lost birdman prince
5. Fleeing from a war far in the north
6. Looking for an ancient enemy, a dragon
87. The famed City of Silver, Scillian Duassan, is rumored to be
1. Deep beneath the Keep of the King Under the Water
2. Guarded by the supposedly long-absent birdmen
3. Deep beneath Lake Fincher
4. Guarded by the Sons of Boeh Hect
5. What they are really looking for at the Amarten Copper Mine
6. Found and lost by Great King Hargeth
88. An heir of Good King Hargeth has been found. He is
1. An orphan at St. Albaran's Monastery
2. Held captive by the Silver Queen
3. Held captive by the King Under the Water
4. Lost in the wood somewhere
5. Living among the Faeries
6. A guest of the Firbolg King
89. Firbolgs have been seen in the forest
1. Hunting some wicked giants
2. Searching for a traitor
3. Searching for a lost Firbolg child
4. Spying for their King, to prepare to attack (1. Faller Village, 2. The King Under the Water, 3. The Goblins of the Dwarf Ruins, 4. St. Alabaran's Monastery)
5. Hunting elk and bear
6. Capturing a herd of moose
90. The sky is just right for
1. The swarms of the Swamp Gnats
2. Moonstone fall
3. Snow/hail/rain
4. The portents of the stars to be revealed
5. The forest lights to shine
6. Calling the Hawks of St. Ashar
91. Some children from another village are said to have wandered into the wood, meeting
1. The Welwa
2. The Night Claw
3. Fairy women who kidnapped them
4. A friendly giant
5. One of the witches, who gave them the evil eye
6. A mysterious old man
92. The King Under the Water is one of the old High Kings who was executed but wouldn't stay dead. He was executed for
1. Killing his wife
2. Massacring a village of innocents
3. Being on the wrong side of a Coup
4. Stealing (1. Something from the church, 2. An ancient magical artifact, 3. His nobles' gold, 4. An ancient heretical book)
5. Heresy
6. Treason
93. St. Ashar's Stallion can be
1. Called by (1. Whistling at midnight, 2. Praying to St. Ashar at dawn, 3. Calling for Ashar's Mount anytime, 4. Being in desperate need)
2. Tamed by (1. Feeding it magical oats, 2. Feeding it sugar beets, 3. Stroking its mane, 4. Clipping its wings)
3. Mounted and controlled easily
4. Heard but not seen
5. Seen but not heard
6. Flown all the way to the moon
94. Hidden in the hills is a
1. Wizard's tower, abandoned
2. Wizard's tower, occupied by (1. An evil mage, 2. A good mage, 3. A demon prince, 4. A thousand giant bees)
3. The tomb of a god
4. The tomb of a Wizard
5. The tomb of the True King
6. A giant's home (1. Abandoned, 2. Occupied, 3. In ruins, 4. Just being built)
95. The High King is really
1. A doppelganger
2. A witch in disguise
3. A wizard in disguise
4. Dead, his body has been reanimated
5. A woman
6. A puppet for the church
96. Monks from the Church have been searching for
1. Practitioners of the ancient worship of the old gods
2. Old, heretical books
3. A relic of the church which was stolen
4. A wandering brother
5. Proof of a miracle
6. A demon worshipper
97. Bandits have been seen
1. On the King's Road
2. Near Lake Fincher Village
3. In Woodbridge
4. Threatening Monks of St. Albaran
5. Robbing peasants near Faller Village
6. Running from a giant
98. Strange rings of stones found in the wood belong to the faeries
1. Who use them to travel from place to place magically
2. Who can be called by making an offering within the circle
3. Who use the stone circles to trap mortals
4. Who use the stones to contact the old gods
5. Who live in another land, but enter the moral realm through these stone rings somehow
6. Who watch the mortal world through these rings of stones
99. The Witch of the West Wind and the Hag of the Deepgrove are
1. Sisters who always work together
2. Rivals who try to undermine one another
3. Daughters of the old gods
4. Masters of illusion magic
5. Angels in disguise
6. Agents of the devil
100. The faeries of the wood
1. Will steal anything not locked up
2. Are in league with the Goblin-kin
3. Hate humans
4. Will help those in need
5. Will make it worse for those in need
6. Offer "faerie gold" to the unwary that isn't real, but looks like it, and can even fool merchants

APPENDIX: NPC STATISTICS

NPCs	Statistics	Location
Abbot D'Harran	AC 8, HD C9, hp 41, #ATT 1 or spell, Dam 1-6 [mace] or 1-4 [dagger] spell, AL NG) Spells: Level 1: Command, Create Water, Resist Cold, Sanctuary Level 2: Augury, Detect Charm, Hold Person, Know Alignment Level 3: Animate Dead, Create Food and Water, Dispel Magic Level 4: Cure Serious Wounds, Detect Lie Level 5: Raise Dead	NPC Encounter and Hex 28
Allin the Mighty	AC 0, HD F8, hp 42, #ATT sword at +2 for STR, Dam 1-8+2, AL LN	NPC Encounter
Aran Garreth, Captain	AC5[14], HP 26, LVL5, Fighter, LN. Human, STR:16, INT:14, WIS:12, DEX:15, CON:10, CHA:16. Chainmail, longbow, longsword.	Hex 30
Belwyn the Magnificent	Belwyn the Magnificent: HD M2; AC 9[10]; Atk dagger (1d4) or spell; Move 9[currently 0]. Spells: Hold Person, Light	Hex 1
Brother Garath	MU 5, AC 9, hp 13, I=18, wand of wonder, dagger, 32 gp, 19 sp	Special Encounter (6)
Brother Muchen	F6, AC 5, hp 33, S=16, chainmail, short sword +1, 109 gp	Special Encounter (6)
Brother Angus	Th 6, AC 6, hp 17, D=17, thieves' tools, amulet of St. Arius, short sword, gold ring [60 gp], gold earring [12 gp], 33 sp	Special Encounter (6)
Brother Fraklan	Th 5, AC 8, hp 11, D=15, dagger, short sword, parchment written in code [names, dates, goods being shipped], 44 gp, 13 sp, ruby [130 gp]	Special Encounter (6)
The Brute	HD: 6; hp 23; AC 4[16]; Atk Wrestling (+3 for strength) or scythe (1d8+3); Move: 12; Save 11; CL/XP 8/800; Special: magic items, strength.	Special Encounter (28)
Camala Bearfriend	HD 1; hp 6; AC 9[10]; Atk nil; Move 12; CL/XP 0; Special: Bearfriend, Spells.	Special Encounter (10)
Dirk Shippley	AC4[15]. HP18, LVL4, Thief, STR:15, INT:15, WIS:8, DEX:18, CON:9, CHA:9. Dagger of Venom.	Hex 30
Finnian, the Forestmaster	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	NPC Encounter and Hex 38
Forerunner	HD 2; hp 7; AC 3[16]; Atk 1 fist (1d8); Move 12; Save 11; CL/XP 2/60; Special: Blessing	Special Encounter (3)
Fritz	HD 1hp; AC 9[10]; Atk nil; Move 6; Save 16; CL/XP0; Special: None.	Special Encounter (19)
Frog King	(Frog Form): HD 1d4 hp; AC 9[10]; Atk nil; Move 6; Save 17; CL/XP 2/60; Special: songs. (Human King Form): HD 1; AC 9[10]; Atk Punch (1d3); move 9; Save 17; CL/XP 2/60; Special: None.	Special Encounter (22)
Gerrymander Willowman	HD 4; AC 6[13]; Atk 1 pole (1d6+2); Move 12; Save 13; CL/XP 5/240; Special: None	
Geryon the Druid	Druid, 7th Level, S 11, I 12, W 17, D 13, C12, Ch16 hp 26 Al N(E)-charmed, going insane Spells: Level 1 Entangle, Locate Animal, Pass Without Trace, Speak With Animals Level 2 Charm Mammal, Cure Light Wounds, Heat Metal, Obscurement Level 3 Cure Disease, Snare, Stone Shape Level 4 Hold Plant	
Goran, the Wildman	AC 7, HD F5, hp 33, #ATT 2 fists at +3 for STR or magic axe at +3 for STR, Dam 1d4+3/1d4+3/1d8+3, AL N	NPC Encounter
Hag of the Deepgrove (Green Hag)	HD 10 (lvl 5 witch); hp 43; AC -2[21]; Atk 2 claws (1-2+5/1-2+5); Move 12 (Swim 12); Save 5; CL/XP 11/1,700; Special: Darkvision, Spell-like Powers, Camouflage, spells Spells Level 1: Charm Man, Magic Disk, Reflected Image Level 2: Bestow Curse, Locate Object Level 3: Seduction (III)	Hex 12
Hargeth the Hedge Wizard	Level 7 Hedge Wizard: AC 9, MU4, S:9, I:16, W:11, D:18, C:8, Ch15. 3d4 random potions. Spells First Level: Affect Normal Fires, Friends, Magic Aura Second Level: Continual Light, ESP	
Hooded Wanderer	HD 6; hp 33; AC 1[18]; Atk 1d6 tentacles (1d6 each), 2 bite (1d8 each); Move 12; Save 11; CL/XP 8/800; Special: Blessing, Grapple, Spell-like powers	Special Encounter (14)

Hunting Monks	Myran: C1, hp 3, purify food and drink/ leader, dour but kind, good leader, well liked Ashtan: C2, hp 7, bless, sanctuary/ bumbling fool, very intelligent, most pious of them Georg: C1, hp 4, create water/ self-righteous but faithful Ged: NH, hp 6/ short-tempered, doubter Newman: NH, hp 2/ kind of an outcast, dirty, fat, sneaky Miller: NH, hp 5/ insecure, least experienced of the group Pallin: NH, hp 6/ overbearing, compassionate Rayan: NH, hp 4/ passive aggressive, quiet, shy Doolian: NH, hp 7/ loud, funny, doubter Rian: NH, hp 6/ pushy, sad, often inappropriate Dohan: NH, hp3/ great hunter, prideful, compassionate Abram: NH, hp 5/ hears God's voice, has visions, absent-minded Fillias: NH, hp 4/ distrusting outsiders, loyal friend, limps Abarnat: NH, hp 5/ one-eye, very observant, clever	Hex 16
Mad Agatha	AC 9, MV 120', NM, hp 6, THACO 20; #AT 1, D by wpn; S11, I 10, W 16, D 9, C 17, Ch 12; AL CN; XP 16	NPC Encounter and Hex
Mad Hermit	HD 1; hp 6; AC 9[10]; Atk staff (1d6); Move 9; Save 18; CL/XP 1/15; Special: staff, powers.	Special Encounter (11)
Mother Sacren	Exile: HD 14; AC 0[19]; hp 68; #Attacks 2 + spells; Damage 1d6/1d6; AL: CN; Special: Spell effects	Special Encounter (7)
The Mouse	AC 9, HD T4, hp 16, #ATT 1 shortsword, Dam 1d6, SA Backstab, AL N, Special: can transform into small white dragon	NPC Encounter
Nightclaw	HD 5; hp 20; AC 5[14]; Atk 2 claws (2d4 each) 1 bite (1d8); Save 12; Move 12; CL/XP 7/600; Special: Blink, move silent/hide in shadows.	Special Encounter (23)
Olan Miller	AC7[12], HP32, LVL4, Fighter, Human, LN, STR:17, INT:14, WIS:10, DEX:13, CON:16. CHA:13. +1 Longsword.	Hex 30
Old Whitebeard	HD 4; hp 24; AC 3[16]; Atk staff (1d6+2); Move 9; Save 13; CL/XP 5/240; Special: Wrestle, curse.	Special Encounter (12)
Peasant in Cart	HD 2; AC 9[10]; hp 5; Atk club (1d6); Move 9; Save 18; CL/XP 2/60; Special: None.	Special Encounter (4)
Prophetess	HD 1; AC 0[19]; hp 7; Atk nil; Move 12; Save 8; CL/XP 1/15; Special: Prophecies	Special Encounter (3)
Pylarian, the Blind Seer	Exile: HD 12; AC -1[20]; Atk by weapon type, spell-like effects, breath weapon (60hp damage 3/day); Move 24; Save 3; CL/XP 12/2000; Special: Flame Breath, spell like effects.	Hex 41
Steffan Karian	S 12, I 14, W 11, D 17, Cn8, Ch 8, Lvl 0, hp 5, AC 9, THACO n/a, AL N.	NPC Encounter
Stoneseeker Jain	AC 9[10], HP8, N, Age:60. Specialties: heraldry, signs and sigils, legends and folklore. Casts Augury 3x/day, Contact Other Plane 1x/week, detect evil at will, detect magic at will (considered 10th level for casting purposes).	Hex 30
Tennon, Lightbringer	AC5[14], HP8, LVL3 Cleric, N, STR:13, INT:16, WIS:16, DEX:10, CON:11, CHA:16. +1 Mace. Spells: Bless, Sanctuary, Augury	Hex 30
Ugly Karras	T6, hp 19, #ATT 1 knife (dagger), Special: thief abilities, ESP, passwall, AL NE.	Special Encounter (17)
Wandering Jack	HD 7; hp 27; AC 3[16]; Atk Sword and Dagger; Move 12; Save 9; CL/XP 8/800; Special: Magic weapons and armor, Spell-like abilities.	Special Encounter (16)
Witch of the West Wind	AC9, HD Witch 8, hp 37, #ATT 1 poisoned dagger + spells, Dam 1d4 +poison [additional 1 hp loss per round of failed saves] + spells, AL CN	

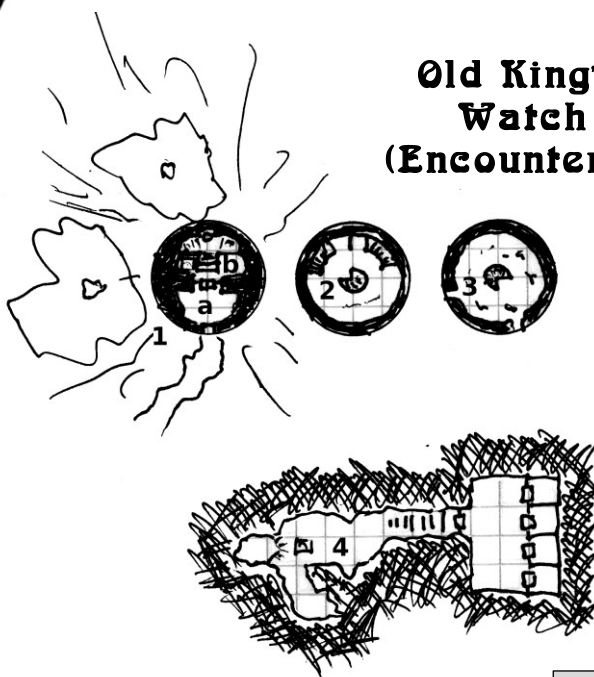


Monster	Statistics
Angel (Principality)	HD 10; AC -2 [21]; Atk 2 weapons (3d6); Save 5; Move 18 (Fly 36); AL L; CL/XP 18/3500; Special: Immunities, +1 weapon to hit, magic resistance (60%), magical abilities
Ankheg	5 HD; AC 2 [17] underside 4 [15]; Atk 1 bite (3d6); Move 12 (burrow6); Save 12; AL N; CL/XP 6/400XP;Special: Spits acid 5d6 (3/day, save for half)
Ash Dwellers	HD 2hp; AC 9[10]; Atk 1 (1 point); Move 12; CL/XP 1/15; Special: None
Bear, Brown	HD 4+1; AC 7 [12]; Atk 2 claws (1d3), 1 bite (1d6); Move 9; Save 13; AL N; CL/XP 4/120; Special: Hug (1d8).
Bear, Cave	HD 7; AC 6 [13]; Atk 2 claws (1d6+1), 1 bite (1d10+1); Move 12; Save 9; AL N; CL/XP 7/600; Special: Hug (3d6)
Beetle, Giant Slicer	HD 6; AC 2 [17]; Atk Bite (3d8); Move 9; Save 11; AL N; CL/XP 8/800; Special: Vorpal bite
Behir	HD 12; AC 4 [15]; Atk 1 bite (1d8); Move 15; Save 3; AL C; CL/XP 13/2300; Special: Constrict and claw, lightning breath. Baby Behir: HD2; AC 6[13]; Atk 1 bite (1d4); Move 15; save 13; Special: Lightning Breath
Birdmen	HD 1 to 4; AC 6[13]; Atk 2 claws (1d3) and beak (1d4) or by weapon (1d8); Move 12 (Fly 18); Save 17; CL/XP 2/30; Special: Fly.
Boar, Giant	HD 5+5; AC 5[14]; Atk 1 gore (3d6); Move 15; Save 12; CL/XP 6/400; Special: continue attacks 4 rounds after death.
Boar, Wild	HD 3+3; AC 7 [12]; Atk 1 gore (3d4); Move 15; Save 14; CL/XP 4/120; Special: continue attacks 2 rounds after death.
Black Oozing Death	HD 10; AC 6 [13]; Atk 1 attack (2d8); Move 6; Save 5; AL N; CL/XP 12/2000; Special: Digestive surface, regeneration, immune to cold, divides when hit with lightning.
Bonedancer	HD 5; AC 5[14]; Atk 2 knives (1d4 each) or 2 claws (1d3); Move 12; Save 12; CL/XP 7/600; Special: Animate Skeletons
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.
Catoblepas	HD 6; AC 7 [12]; Atk 1 bite (1d6); Move 12; Save 11; AL N; CL/XP 8/800; Special: Poison Breath, Paralyzing Gaze.
Changeling Imp (Demon)	Man Form: HD 1; AC 8[11]; Atk fist (1d3) or by weapon; Move 6; Save 16; CL/XP 1/15 Special: regenerate, immune to fire. True Form: HD 2; AC 2[17]; Atk 2 claws (1d4/1d4)/1 bite (1d6) + 1 sting (1d4 + poison); Move 6 (Fly 16); Save 16; CL/XP 6/400; Special: Poison tail, polymorph, regenerate, immune to fire.
Chitterer	HD: 4+2; AC 0[19]; Atk 2 fists (1d12/1d12); Move 9; Save 13; CL/XP 7/600; Special: None
Coyote	HD 2; AC 7 [12]; Atk 1 bite (1d6); Move 14; Save 16; AL N; CL/XP 2/30; Special: None
Crow, Normal	HD 1d2hp; AC 7[13]; Atk Eye peck (1 hp); Move 1/36 (flying); Save 17; CL/XP 1/10; Special: None
Demon: The Hunger	HD 12; AC 0[19]; Atk 1 bite (4d6+swallow whole) and 1 constrict (3d6); Move 12; Save 9; CL/XP 14/2600; Special: Constrict, swallow whole, immune to poison, enslaving possession
Desecrated Corpse	HD 2; AC 6[13]; Atk 2 claw (1d4/1d4) or weapon; Move 6; Save 14; CL/XP 3/100; Special: None.
Dog, Wild	HD 1+1; AC 7[12]; Atk bite (1d4); Move 15; Save 17; CL/XP 1/15; Special: None
Drake, Stone	HD 4; AC 3[16]; Atk 1 bite (2d4) or stone gaze; Move 6 (Fly 24); Save 8; CL/XP 5/240; Special: stone gaze, non-detection, flies.
Dryad (Faerie)	HD 2; AC 9 [10]; Atk 1 wooden dagger (1d4); Move 12; Save 16; AL N; 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.
Eagle, Giant	HD 4; AC 7 [12]; Atk 2 talons (1d4), 1 bite (1d8); Move 3 (Fly 24); Save 13; AL N; CL/XP 5/240; Special: None.
Elemental, Minor Air (Wind)	HD 4; AC 2[17]; Atk 1 strike (1d8); Move (Fly 18); CL/XP 5/240; Special: Whirlwind (40' high)
Elemental, Water	Small: HD 8; AC 2[17]; Atk 2 strike (2d8); Move 6 (Swim 18); Save 8; CL/XP 8/800; Special: overturn boats. Medium: HD 12; AC 2[17]; Atk 2 strike (3d8); Move 6 (Swim 18); Save 3; CL/XP 12/2000; Special: overturn boats. Large: HD 16; AC 2[17]; Atk 2 strike (4d8); Move 6 (Swim 18); Save 3; CL/XP 16/3100; Special: overturn boats.
Faadaor	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
Firbolg	HD 12+1d6 hp; AC 3 [16]; Atk 1 weapon (4d6); Move 12; Save 3; AL N; CL/XP 13/2300; Special: none
Fisherman of Boeh Hect	HD 5; AC 9[10]; Atk pole/whip (1d4) or knife (1d4); Save 12; AL N(E); CL/XP 8/800; Special: Poison immunity, call lightning
Forsaken One	HD 3; hp 16; AC 2 [17]; Atk 2 strikes (1d4); Move 12; Save 14; AL C; CL/XP 4/120; Special: Heat Metal
Gabblar	HD 1;AC 9[10]; Atk 2claws (1d4/1d4); Move 9; Save 8; Special: Fire resistance
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
Giant, Hill	HD 8+2; AC 4[15]; Atk 1 weapon (2d8); Move 12; Save 8; CL/XP 9/1100; Special: Throw boulders.
Giant Mudborer	Larva: HD 5; AC 8[11]; Atk 1 bite (1d12) thrash (1d20); Move 3 (18 swim); Save 12; CL/XP 7/600; Special: Thrash Adult: HD 14; AC 6[13]; Atk 1 bite (3d12) 2 claws (2d8/2d8) thrash (4d10); Move 12 (24 swim); Save 3; CL/XP 18/3800; Special: Thrash
Gnole	HD 2 + 2; AC 1 [18]; Atk Hacking bar (1d6+1); Move 12; Save 16; AL C; CL/XP 2/30; Special: none
Goblins (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.
Grave Demon	HD 6+6; AC 0[19]; Atk 2 fists (1d8/1d8); Move 12; Save 4; CL/XP 7/600; Special: Immune to mind affecting spells, immune to fire, only hit by +1 or better weapons, control undead.
Green Hag	HD 10 ; AC -2[21]; Atk 2 claws (1-2+5/1-2+5); Move 12 (Swim 12); Save 5; CL/XP 11/1,700; Special: Darkvision, Spell-like Powers, Camouflage, spells
Griffon	HD 7; AC 3[16]; Atk 2 claws (1d4), 1 bite (2d8); Move 12 (Fly 27); Save 9; CL/XP 8/800; Special: Flight.
Hangman's Tree	HD 8; AC 2 [17]; Atk 1-6 vines (1d8); Move 3; Save 8; AL N (with chaotic tendencies); CL/XP 10/1400; Special: Hallucinatory seeds, magic resistance (50%), strangle, digest prey.
Harpy	HD 3; AC 7 [12]; Atk 2 talons (1d3) and bite (1d4); Move 6 (Fly 18); Save 14; AL C; CL/XP 4/120; Special: Flight, siren-song.
Hawk (Champion)	AC 8, HD 3, hp 16, #ATT claws/bite Dam 1-3/1-3/1-6, AL N
Hobgoblins (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.
Horse, Winged	HD 4; AC 6[13]; Atk 2 hooves (1d8); Move 24 (Fly 48); Save 13; CL/XP 4/120; Special: Flying
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.
Huecufo	HD 2; AC 2 [17]; Atk Claws (1d4+1 plus disease); Move 12; Save 16; AL C; CL/XP 5/240; Special: Change self, disease, silver or +1 weapons to hit
Kobolds (Whelp) (Goblin Kin)	HD 1/2 (1d4hp); AC 6[13]; Atk 1 weapon (1d6); Move 6; Save 18; CL/XP A/15; Special: None.

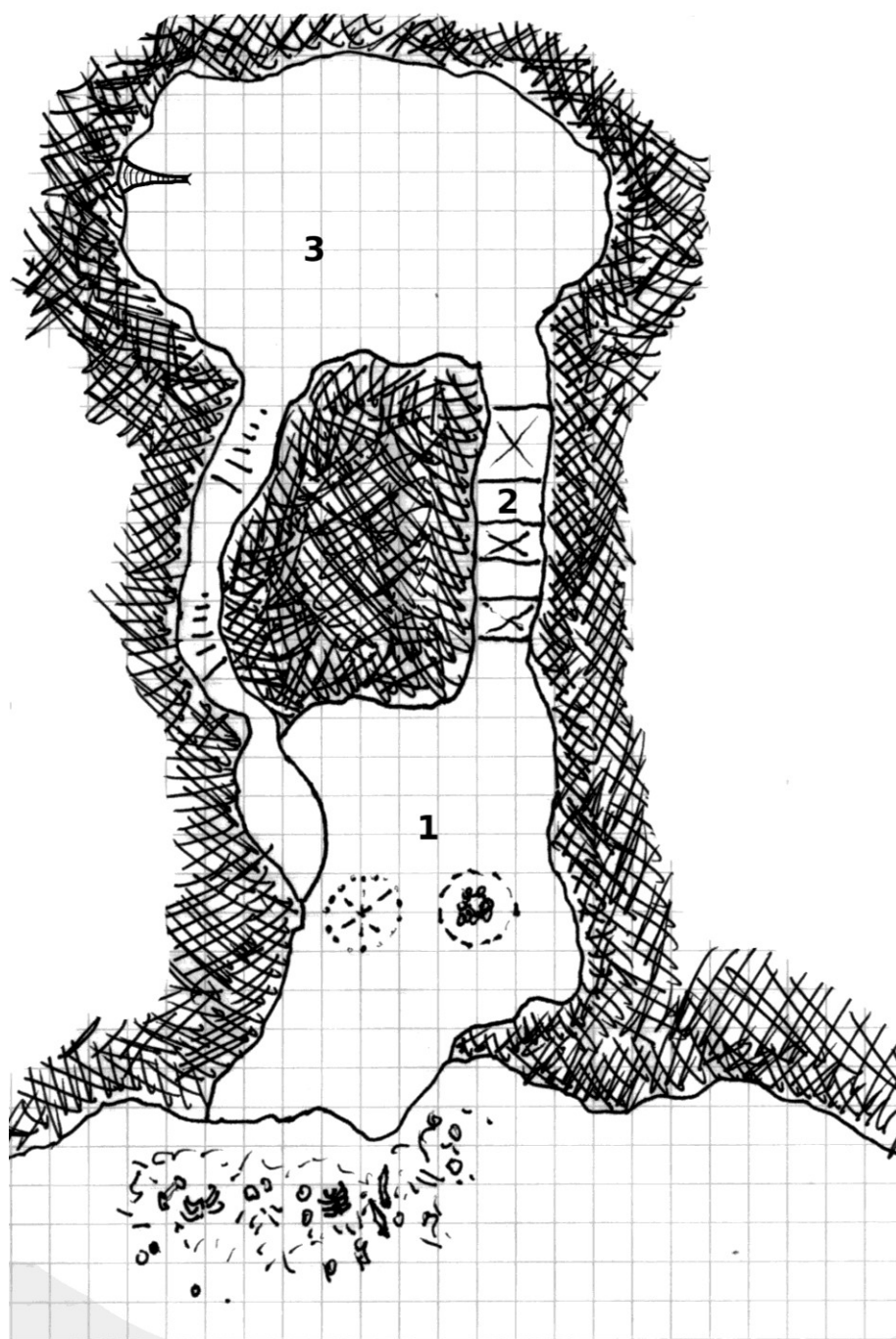
Leprechaun (Faerie)	HD 1d6hp; AC 5 [14]; Atk Dagger (1d3); Move 15; Save 18 (16 vs. magic); AL N; CL/XP 3/60; Special: Spells, magic resistance 60%
Longarm	HD 4+1; AC 5[14]; Atk 1 (1d10 or by weapon); move 9; Save 12; Special: Illusion ability
Marble Guardian (Large)	HD 60 hp; AC 5[14]; Atk fist (4d8); Move 6; Save 11; Special: Immunities, spell-like immunities.
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.
Mourning Dame	HD 7; Atk withering touch (1d8 +aging); Move 12; Save 9; CL/XP 8/800; Special: Fear Gaze, Withering Touch
Mourning Dame, Noble	HD 10; Atk withering touch (1d8 +aging); Move 12; Save 5; CL/XP 11/1700; Special: Gaze, Withering Touch, Spell Like Effects.
Mouse	HD 1hp; AC 9[10]; Atk nil; Move 6; Save 16; CL/XP0; Special: None.
Mule	HD 3; AC 7[12]; Atk kick (1d6x2) bite (1d3); Move 12; Save 14; CL/XP 2/30; Special: None
Night Fairies	HD 1; AC 6[13]; Atk 1 weapon (1d2 or 1); Move 18; Save 15; CL/XP 5/400; Special: Magic abilities, poison use.
Ogre	HD 4+1; AC 5[14]; Atk 1 weapon (1d10+4); Move 9; Save 13; CL/XP 4/120; Special: None
Ogre, Giant	HD 7+3; AC 0[19]; Atk Sword (1d12) or Spear (2d8) at +4 for strength; Move 9; Save 9; CL/XP 11/1,100; Special: None
Owl (Normal)	HD 1; AC 5[14]; Atk 2 Claws (1d2/1d2) beak (1d2); Move 1/24(Flying); Save 17; CL/XP 2/60; Special: None
Pitch Wanderer	HD: 2+2; AC 7 [12]; Atk 2 slaps (1d6/1d6) or Pitch Balls (1d4+ burning damage); Move 6; Save 15; CL/XP 3/60; Special: Burning Damage, Deadly Embrace.
Rat	HD 1-2hp; AC 7[12]; Atk 1 bite (1+possible disease); Move 15; Save 17; CL/XP 1/20; Special: Disease, Swarm.
Satyr (Faerie)	HD 5; AC 5[14]; Atk 1 weapon (1d8); Move 18; Save 12; AL N; CL/XP 6/400; Special: Magic resistance (50%), pipes, concealment.
Skeletal Horror	HD 1; AC 8[11]; Atk 1 (1d6); Move 12; Save 17; CL/XP 1/15; Special: None
Skeletal Linnorm (Frost)	HD 14; AC -4[23]; Atk 2 claws (2d10/2d10) Frost Bite (3d10+ continuing cold damage); Move 15; Save 4; CL/XP 17/3500; Special: Frost Bite, immune to most magic, only hit by +2 or better weapons.
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
Song Spirit (Faerie)	HD 2; AC 9[10]; Atk nil; Move 9; Save 16 (see description); CL/XP: 1/20; Special: Charm Song, Magic Resistance.
Sons of Boeh Hect	HD 5; AC 1[18]; Attack weapon (1d8) or claw (1d6); Move 9; Save 13; CL/XP 4/120; Special: None.
Soulless Jongleur	HD 3; AC 2[17]; Atk None; Move 12; Save 15; Special: Hopeless Song; CL/XP 4/120
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.
Sphinx	HD 8; AC 1[18]; Atk 4 claws (1d8) and bite (1d12); Move 18 (Fly 24); Save 8; AL N; CL/XP 11/1700; Special: Divination, Dispel Magic at 8th level (3/day).
Spiderfriend	HD 5; AC 6 [13]; Atk 2 claws (1d3), 1 bite (1d8 + poison); Move 12; Save 12; AL C; CL/XP 6/400; Special: Poison bite, traps
Spider, Giant	HD 4+4; AC 4[15]; Atk 1 bite (1d8+ rot); Move 9; Save 13; CL/XP 5/240; Special: rotting poison.
Spider, Giant	HD 4+2; AC 4[15]; Atk 1 bite (1d6+2 + poison); Move 4; Save 13; AL CN; CL/XP 7/600; Special: paralyzing poison, webs.
Sprite (Faerie)	HD 1hp; AC 9[10]; Atk nil; Move 6; Save 16; CL/XP0; Special: None.
Statues of the Stone Mistress	HD 12 (60hp); AC 5 [14]; Atk 1 fist (3d8); Move 6; Save 3; AL N; CL/XP 16/3200; Special: +1 or better magic weapon to hit, immune to most magic.
Tar Imp	HD 4; AC 3[16]; Atk hurled tar globs (1d6+continued damage) or grasp (1d4+continued damage); Move 3 (swim 12); Save 13; CL/XP 5/240; Special: Grasping, sticky skin.
Tree, Rebel	HD 3d8 hp (attack as level 6 fighter); AC -1[20]; Atk 1d6 branches (1 point each); Move 0; Save 12; CL/XP 3/120; Special: spell immunities
Treeman	HD 7-12; HD 10; AC 2[17]; Atk 2 strikes (3d6); Move 6; Save 5; AL L; CL/XP 10/1400; Special: Control trees.
Treeman, Elder	HD 14; AC 0[19]; Atk 2 strikes (2d6/2d6); Move 6; Save 2; ALL; Special: Never surprises, control trees
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.
Water Spirit (Faerie)	HD 4; AC 4 [16]; Atk drowning; Move 12; Special: Immunities, regeneration.
Welwa	HD 7; hp 39; AC 4[15]; Atk 2 claw attacks (1d6/1d6 + grapple), bite (1d4), antler gore (1d12), tail whip (1d3 + grapple); Move 15; Save 9; CL/XP 8/800; Special: tail whip, grapple, gore.
Werebear	HD 7+3; AC 2[17]; Atk 2 claws (1d3), 1 bite (2d4); Move 9; Save 9; CL/XP 8/800; Special: Lycanthropy.
Wight	HD 3; AC 5[14]; Atk 1 claw (1hp + level drain); Move 9; Save 14; AL C; CL/XP 6/400; Special: Drain 1 level with hit, hit only by magic or silver weapons.
Wolves	HD 2+2; AC 7[12]; Atk 1 bite (1d4+1); Move 18; Save 16; AL N; CL/XP 2/30; Special: None.
Wraith	HD 4; AC 3[16]; Atk 1 touch (1d6+ level drain); Move 9 (Fly 24); Save 13; AL C; CL/XP 8/800; Special: drain 1 level with hit, magic or silver weapon to hit.
Vampire	(7HD): HD 7; AC 2[17]; Atk 1 bite (1d10 + level drain); Move 12 (Fly 18); Save 9; AL C; 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. (8HD): HD 8; AC 2[17]; Atk 1 bite (1d10 + level drain); Move 12 (Fly 18); Save 8; AL C; 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. (9HD): HD 9; AC 2[17]; Atk 1 bite (1d10 + level drain); Move 12 (Fly 18); Save 6; AL C; 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; AL C; CL/XP 7/800; Special: Immune to non-magic weapons, only killed in coffin, regenerate (1/round), , charm gaze, possible permanent hit point loss.
Vulture	HD 1+1; AC 6[13]; Atk peck (1-3); Move 3 (Fly 30); Save 14; CL/XP 1/15; Special: Immune to disease.
Vulture, Giant	HD 3; AC 5[14]; Atk peck (1d6); move 3 (Fly 30); CL/XP 4/120; Special: Speech, immunities.
Zealous Defender	HD 11; AC 0[19]; Atk 1 sword (1d8+3); Move 12; Save 4; CL/XP 12/2000; Special: Unturnable, Spell-like effects, strength, magic sword.
Zombie, Grave	HD 2; AC 8[11]; Atk 1 weapon or claw strike (1d8); move 6; Save 16; CL/XP 2/30; Special: Immune to sleep and charm, regenerate.

Maps of the Northern Tier

Old King's Watch (Encounter 3)



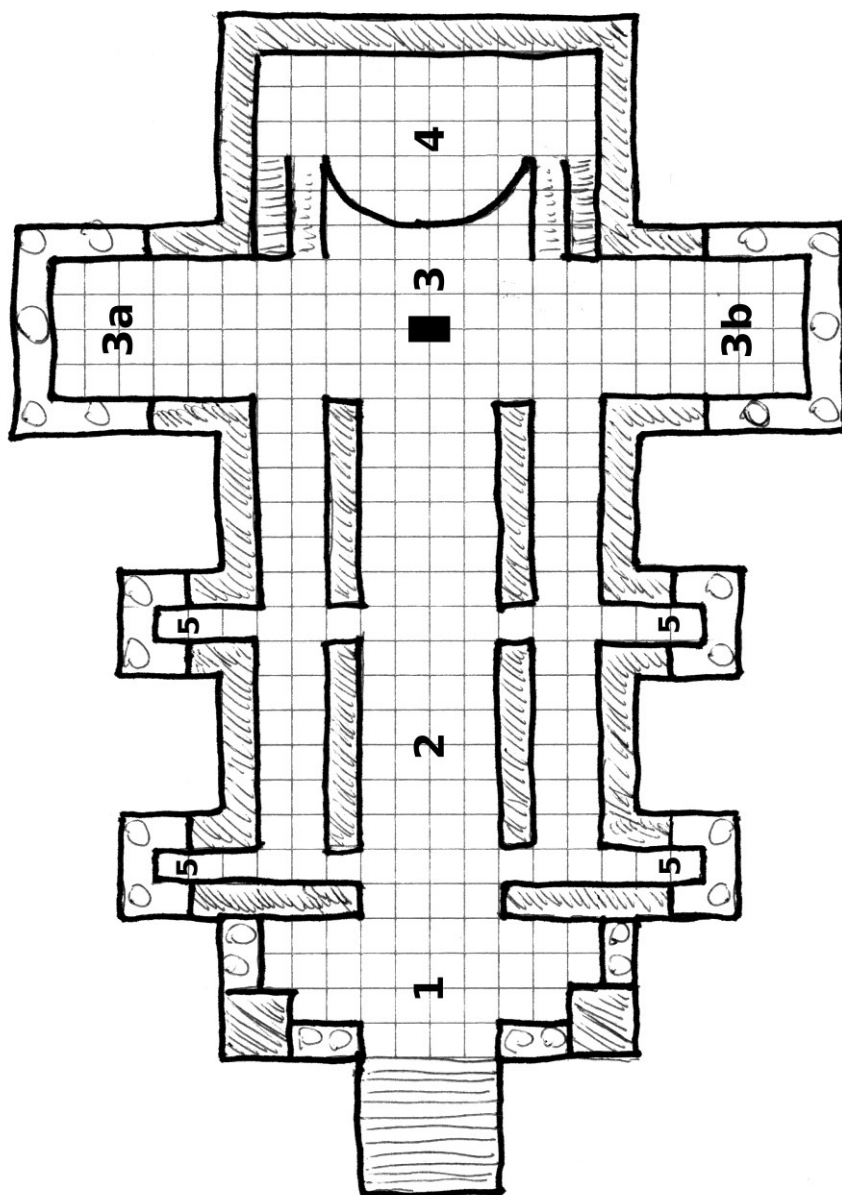
Map 1



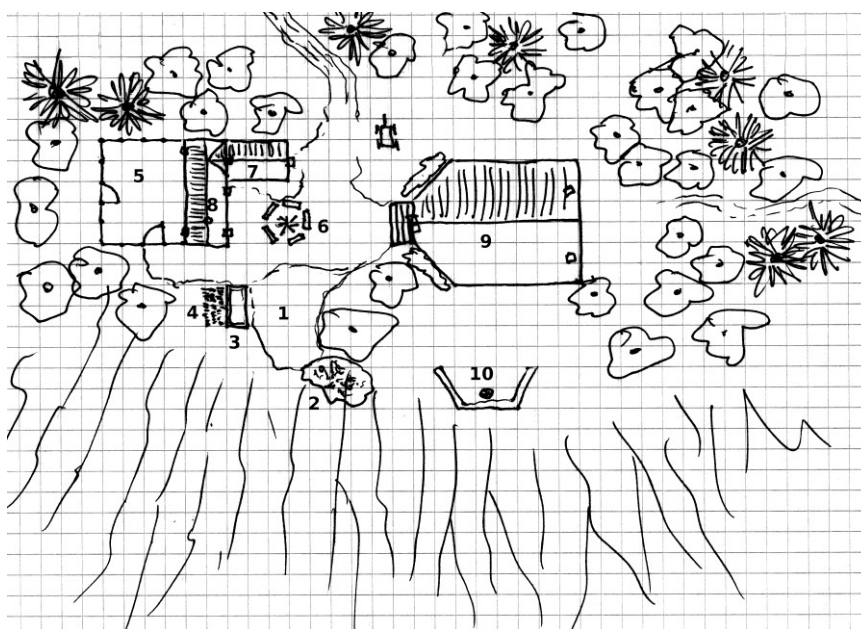
**The Harpies' Lair
(Encounter 5)**

Map 2

**Hargeth's
Temple
(Encounter 6)**



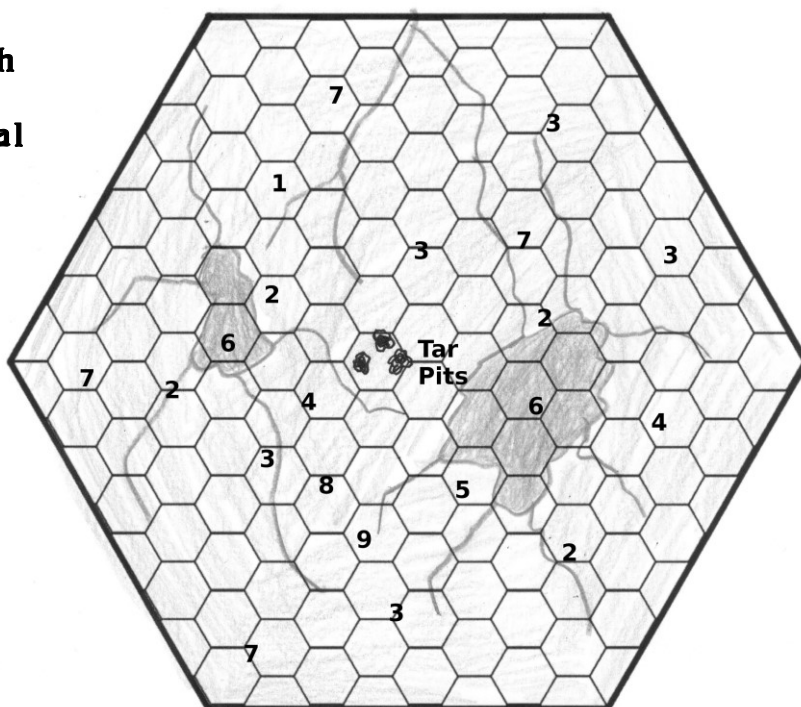
Map 3



**Saint Albaran's
Hunting Lodge
(Encounter 16)**

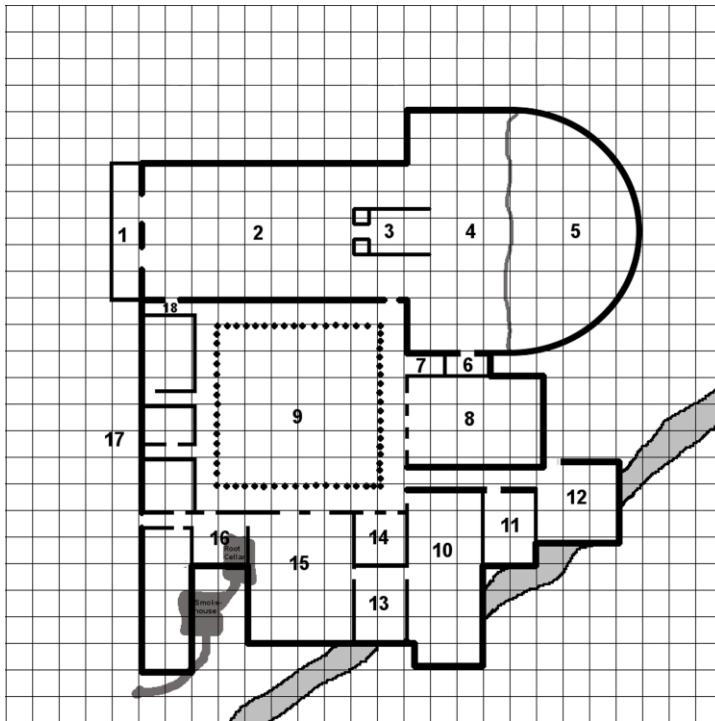
Map 4

**Woodland Marsh
And
Tar Pits of Narsal
(Encounter 17)**



Map 5

**Saint
Albaran's
Monastery
(Encounter 28)**

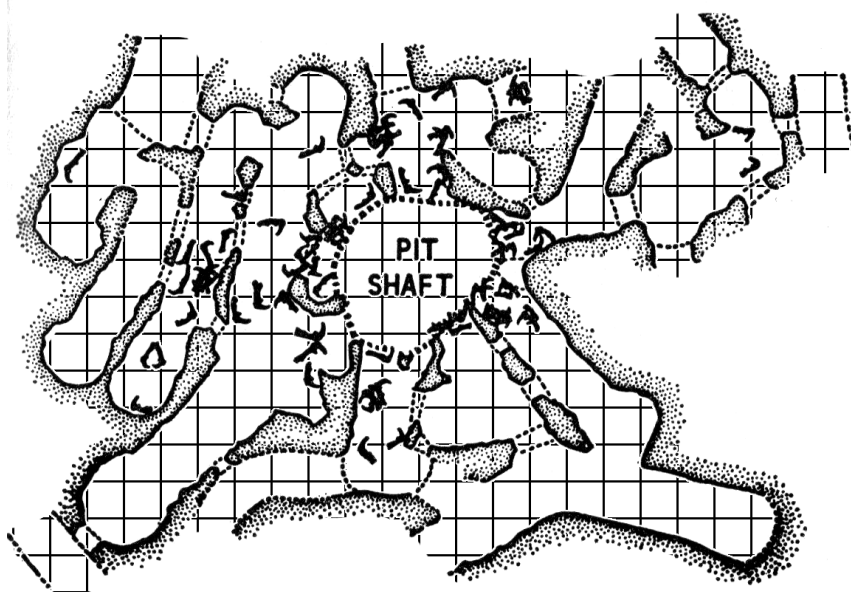


Map 6

**Tiresh
Village
(Encounter 30a)**



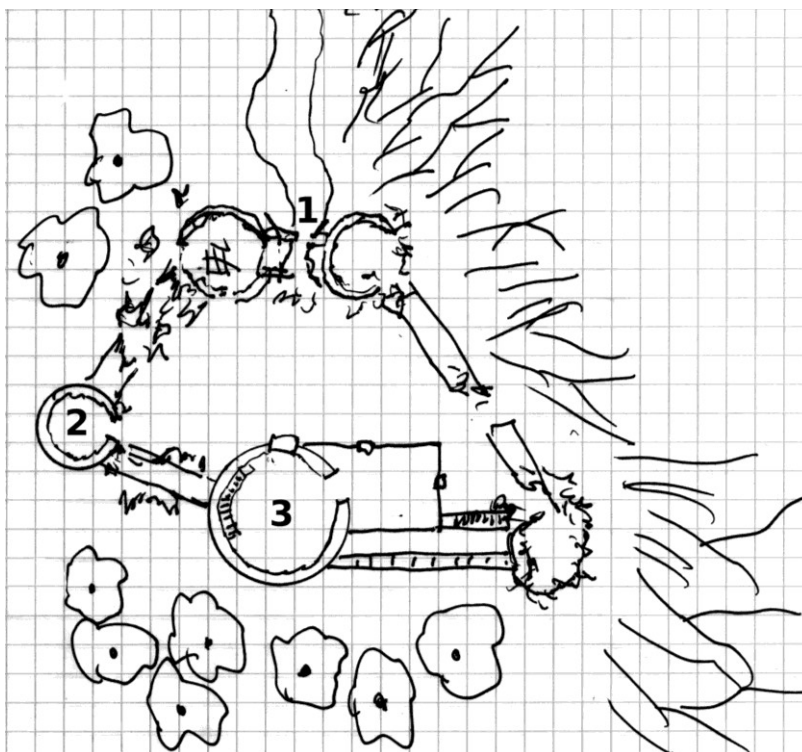
Map 7



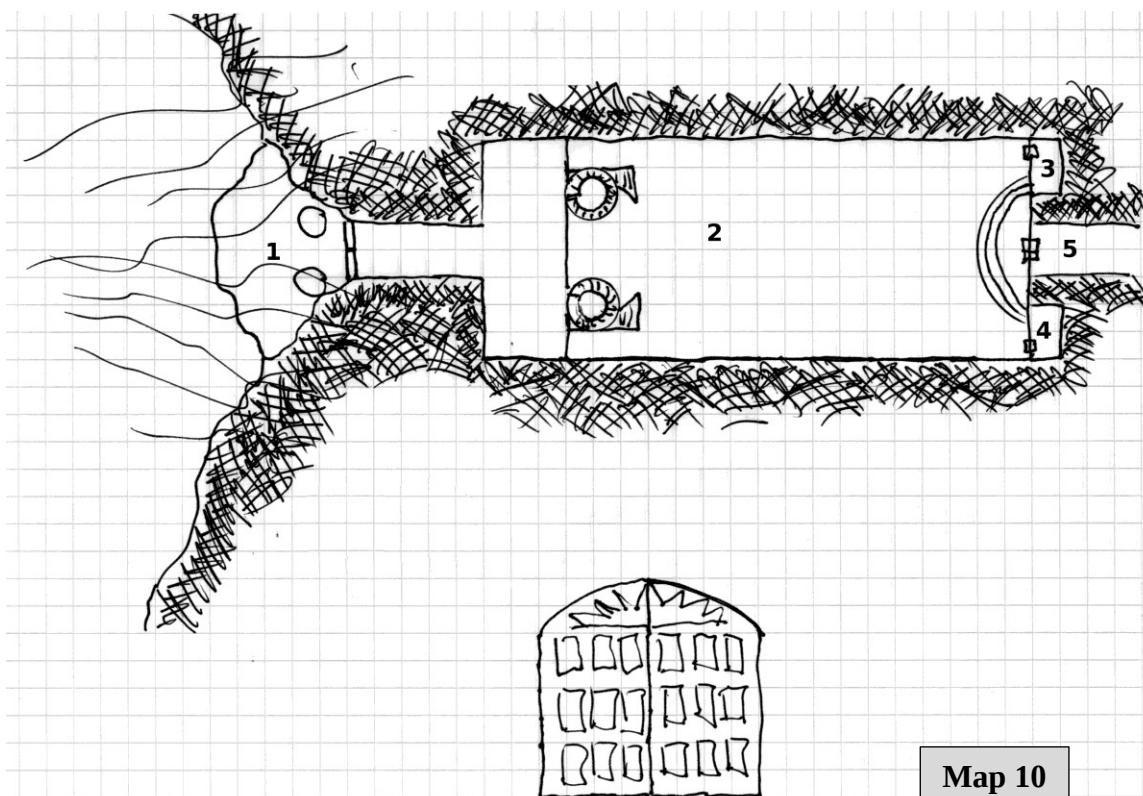
**Amarten
Copper
Mine
(Encounter 30b)**

Map 8

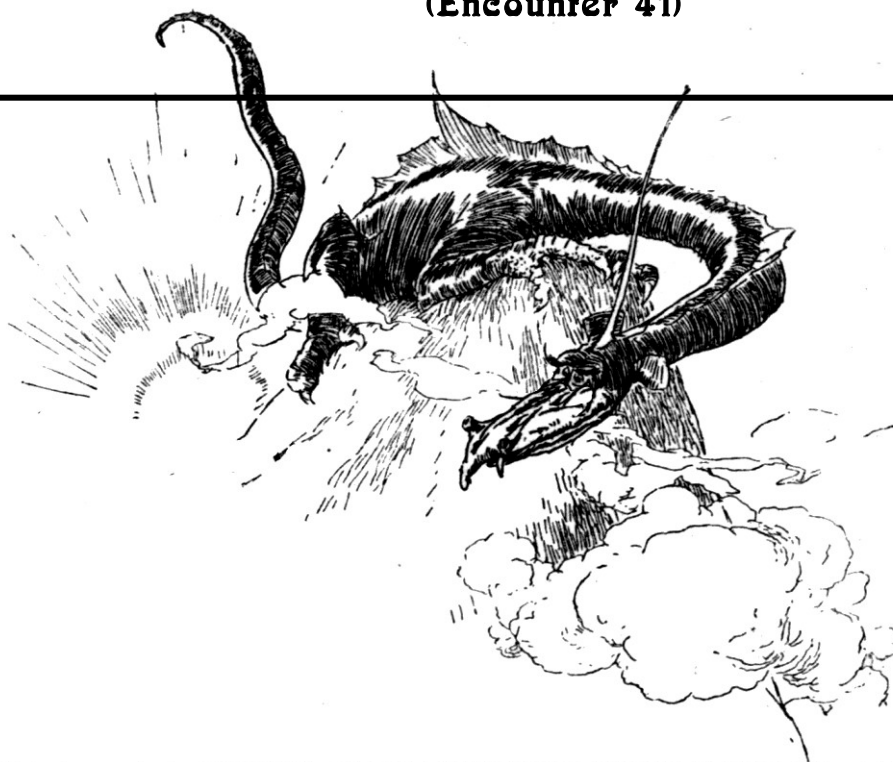
**Hargeth's
Keep
(Encounter 32)**

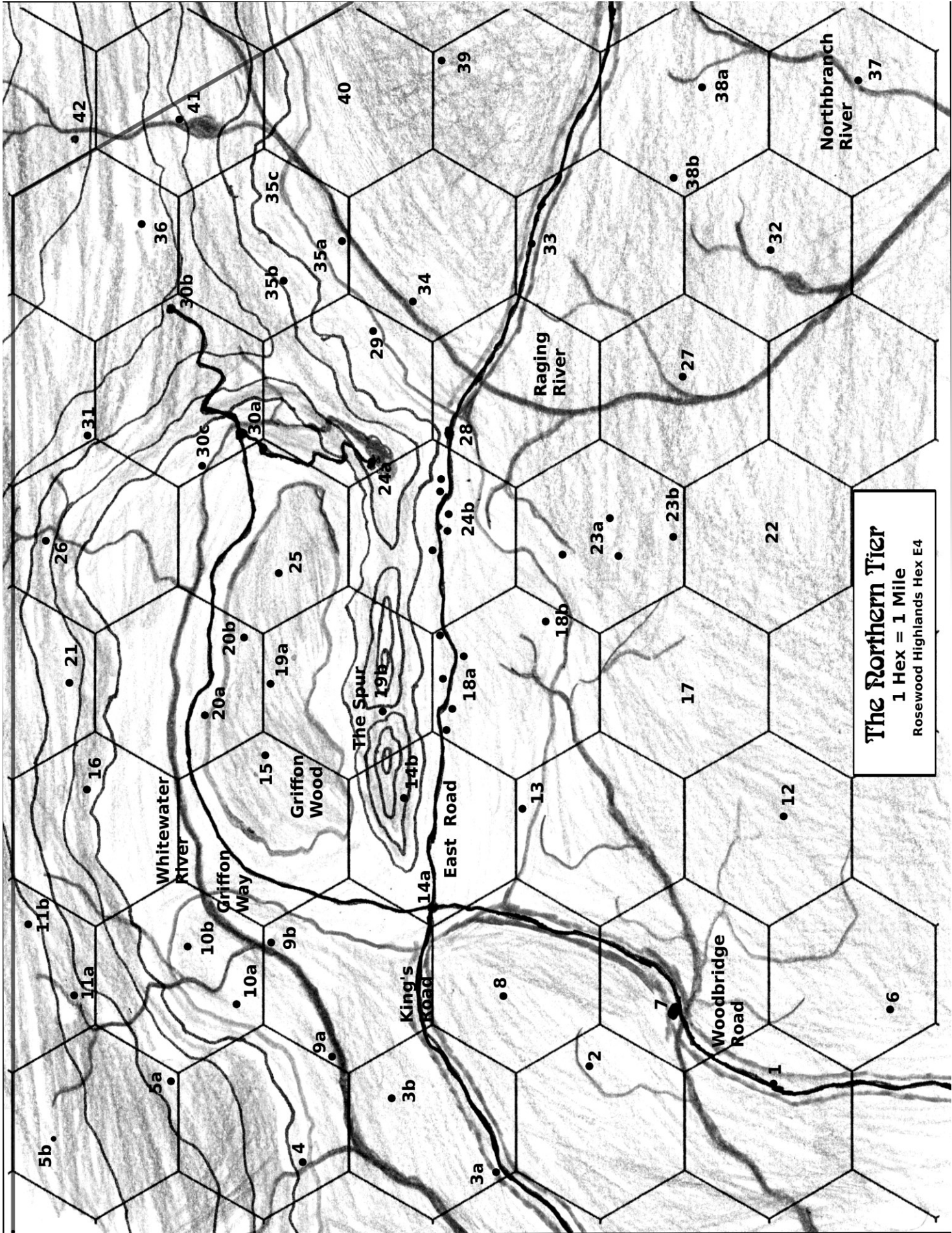


Map 9



**Wisdom Falls
Pylarian's Lair
(Encounter 41)**





The Northern Tier
1 Hex = 1 Mile
Rosewood Highlands Hex E4

The Rosewood Highlands

The Northern Tier Hexcrawl

A Regional Sourcebook for Swords & Wizards in the Highlands



Just south of the mist-shrouded peaks of the Endless Mountains, The Rosewood Highlands is a borderland between the civilized lands to the east and west, and the wild, untamed Northlands beyond the peaks.

The Northern Tier is a small, wild, wooded region populated by faeries, undead, monsters and hardy Highland Folk. Great treasures can be found buried in mysterious ancient ruins, calling to the adventurous and foolhardy. Strange creatures, both baleful and benign, roam hills and valleys of the region.

The Northern Tier is a small Hexcrawl set in the northern part of the Rosewood Highlands, east of Newtown, west of Great Oaks, in the foothills of the Endless Mountains. Ten NPCs, over 70 significant random encounters and 42 hex encounters are detailed herein, offering both “fixed” and random encounters as a party travels through the area.

Linked to this region are eight “Highlands Locations” available separately from Rosethrone Publishing:

- The Chantry of the Deepflame
- The Ghost Downs
- The Hall of the Gnome King
- The Rusted Tomb
- The Sepulcher of the Burning King
- The Shrine of the Fallen Angels
- The Summer Court of the Silver Queen
- The Tumble and Faller Village