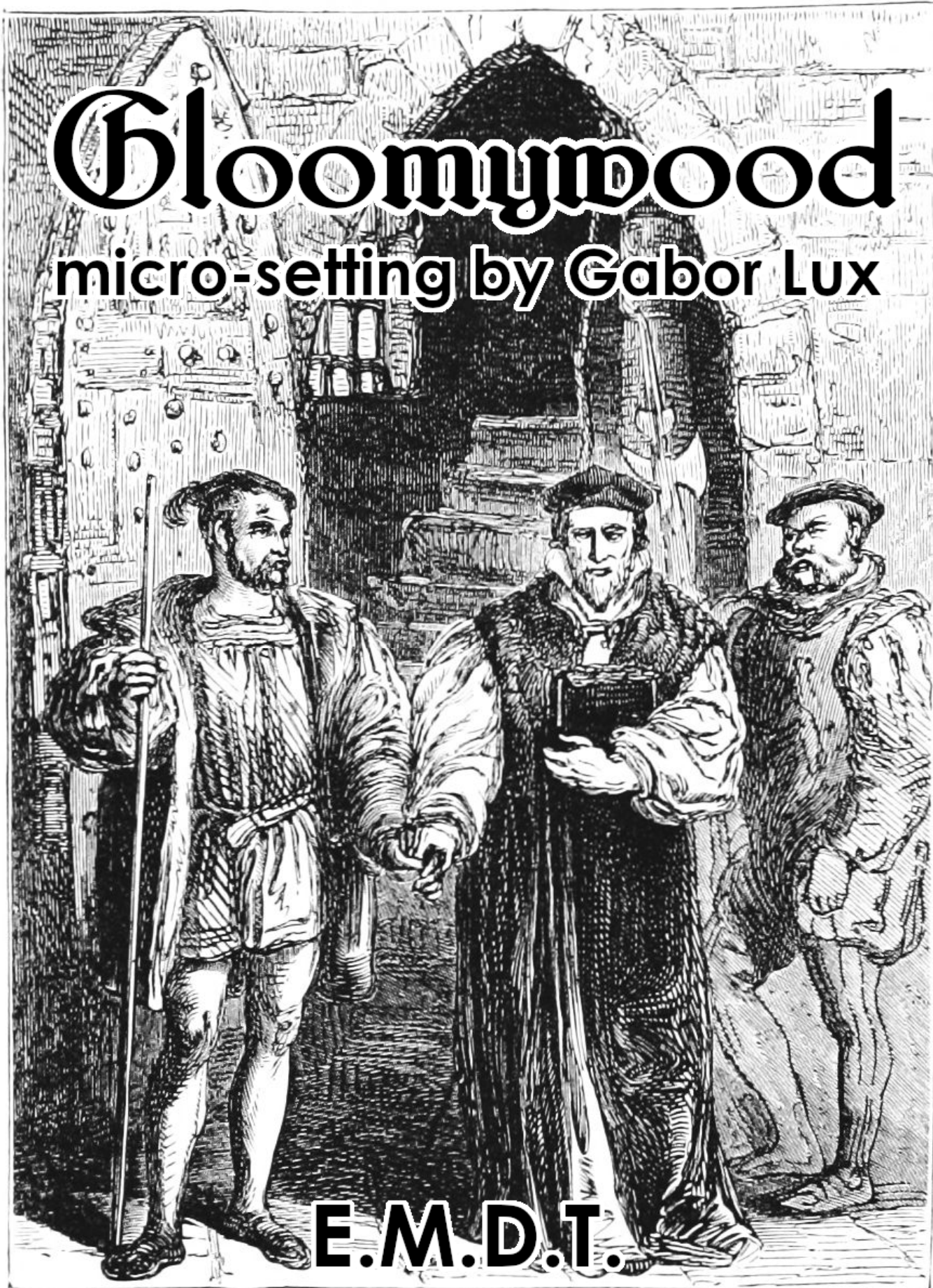


Gloomymood

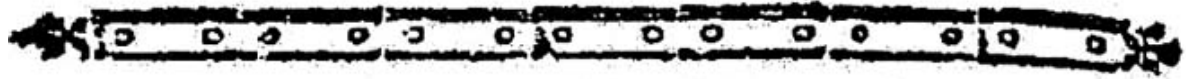
micro-setting by Gabor Lux



E.M.D.T.

Gloomywood

micro-setting by Gabor Lux



Nestled amidst forbidding mountain ranges, the valley of **Gloomywood** has long been the domain of the von Marstein counts. The current heir, **Dietrich von Marstein**, returned after a long stint in foreign wars, and soon afterwards fell sick with an illness which has confined him to his quarters in the high tower of **Marstein Castle**. With the count bedridden, his orders are carried out by his seneschal, **Viktor Hoffmeister**. Beheadings, hangings, and floggings have become common, while the monsters of the mountains, once held back by **Captain Grohl's** soldiers, have crept forward to terrorise the land. Gloomywood's honest folks live in fear of both beast and men, hoping for outside help – and soon!

Rumours of Ill Omen

1. A princess rests beneath the surface of the lake, in a gown of glittering jewels.
2. Those who look between the twin stones at dawn, shall be enlightened.
3. The Seneschal has cast his eyes on Maria, a woodcutter's daughter. What shall now become of her?
4. Orcs, and probably worse, lair in Black Devil Cave.
5. A false tongue shall guard a true image.
6. The sign of the dragon shall portend death.
7. Count Dietrich drank a maddening poison after his return, when he learned a girl he had loved before his departure had died of grief.
8. Never talk to the wolf who speaks: he will steal your words, and do evil with them.
9. To dance the dance of Death, look the bone-man in the face.
10. The monks at the priory are up to no good, preparing a dark scheme. Beware!
11. The Seneschal must be a devil, for no human man is capable of such evil!
12. Sometimes, you can see the dead if you look into the deepest lakes. Do not talk to them: they will beckon, and you will follow.



Random Encounters

1d8	Road	Wilds	Uplands	Mountains
1	Animals	Animals	Animals	Animals
2	Animals	Animals	Animals	Flyers
3	Giants	Flyers	Flyers	Flyers
4	Giants	Giants	Giants	Giants
5	Giants	Giants	Giants	Giants
6	Men	Men	Lycanthropes	Werewolf (1)
7	Men	Men	Men	Men
8	Men	Men	Undead	Undead

1d6	Animals	Flyers	Giants
1	Bears (1d2)	Gt. Owls (1d6)	Orcs (1d6*5)
2	Boars (1d4)	Gt. Owls (1d6)	Orcs (1d6*5)
3	Gt. Frogs (1d8)	Hippogriffs (1d6)	Goblins (1d8*5)
4	Gt. Spiders (1d8)	Vamp Bats (2d10)	Goblins (1d8*5)
5	Wolves (2d8)	Vamp Bats (2d10)	Troll (1)
6	Wolves (2d8)	Vamp Bats (2d10)	Elves (1d4*5)

1d6	Men	Swimmers	Undead	Daily Weather
1	Bandits (1d6*5)	Gt. Fish (2d8)	Ghouls (2d6)	Golden sunshine
2	Brigands (1d6*5)	Gt. Fish (2d8)	Skeletons (3d10)	Slightly windy
3	Merchants (1d6*5)	Gt. Frogs (2d8)	Skeletons (3d10)	Overcast, showers
4	Patrol (1d6*5)	Gt. Frogs (2d8)	Wights (1d4)	Fogbound
5	Travellers (1d6*5)	Gt. Toads (2d8)	Zombies (3d10)	Incessant rain, mist
6	Wdsmen (1d6*5)	Gt. Leeches (2d8)	Zombies (3d10)	Thunderstorm

Bandits are former villagers taken to banditry, and may be neutral if the party is known for good deeds.

Brigands come from their cave at 0501.

Merchants have wagon trains similar to orcs.

Orcs are from the southern valley (1109).

Patrols come from the castle or the nearby village. If the full number is encountered, the patrol includes the Captain (1-4) or the Senechal (5-6).



The Darkling Dalley

0202 Castle Kars: Now a tumbledown collection of ruins on top of a tall cliff, the way to Kars is perilous, and beset by a myriad **bats** who nest in the crevices. Unless the flying army is driven off, mounts must save vs. paralysis or panic and fall, and men will suffer 1d4 Hp from bites and scratches. From the ruins, stairs lead down to the dungeons.

0302 Spring cavern: The river Stará Voda ("Old Water") rushes from a grotto. Laughing noises and splashing sounds from therein. In a clear pool here are seven talking fish, all of a different colour; and if they are asked for help, they transform into **7*arrows +2**. Approached in a hostile manner, they dart aside and vanish giggling into the cracks.

0303 Grave site: The lone grave of a hunter, his battered old horn still hanging on the cross from a leather strap. The horn is silver, and worth 200 gp. However, it will be recognised in Vyh as the property of the hunter Lubomir, and unless returned to his lover Lenka, the characters will gain a reputation as thieves.

0305 Loggers' camp: Two dozen men work here in the forests, felling trees and transporting them to Vyh. They have a few simple tents and huts for temporary dwellings. For weeks, the loggers have been harassed by a fearsome bat-bear creature, which has already killed two. While hardy (HD 1+1), the men are no match for the horror (**owlbear** equivalent, but able to shriek, which requires a morale check among hirelings).

0307 Ruined waystation: Only charred ruins have remained of the cheerful inn. Ravens peck at dark bones affixed to a pole-mounted wheel. At night, **ghosts** dance among the walls. Those who approach must save vs. spell or join their revelry, and eventually run screaming into the forests (1d6; 1-2 – lost, 3-4 captured, 5-6 stumble out of the forests at Vyh, 1d3 days later). Those making their save can confer with the ghosts, and learn of the masked riders who had lit the fires, and Captain Grohl in their midst. Under the ruins, requiring 4 hours of excavation, lie cellars with a lost treasure: 300 sp, 600 gp.

0501 Black Devil Cave: Smoke rises from this cave mouth and nearby chimneys, said to be the devils' doing. However, the real inhabitants are **40 brigands**, who live here under the command of **Heinrich the Cruel** (evil Hero). The brigands have amassed 5000 sp, 800 gp, 3 pieces of jewellery (400, 1000, 1100 gp), and a **dagger +1, +3 vs. orcs**. They have 2d12 captives, mostly from the villages, but every 4th is a merchant who can send a ransom of 1000 gp if returned to safety.

0503 Old well: A stone well covered with an iron grille, and carved with old bas-reliefs which are now too defaced to understand. The well talks, and is magically compelled to answer, but it is evasive and very suspicious of those who converse with it. It is hiding a **magic mirror** once belonging to the Marsteins, and does not want to relinquish it. If it can, it sends the party on a wild goose chase. Those who look into the mirror can utter no falsehood.

0505 VYH: This is a small village of 250 woodcutters and fishermen. Recently, a gallows has been erected on the main square, and put to good use. Formerly friendly families are quick to denounce one another for gain, or to save themselves. The traveller should be careful as well!

- **Horseshoe Tavern:** uncomfortable village inn, run by the greedy **Fernand**, and his leering, idiotic assistant, **Sylvester**. Sylvester is often seen prowling around at night, and stalking over to the cemetery to the crypt of the Rybar family. Fernand keeps a locked chest in his quarters, with 600 gp, 3 gems (2*100 gp, 1000 gp), and a **magic key** that shall spring six locks.
- **Blacksmith:** The only smith capable of making weapons in Gloomywood, **Viktor Wissbach** (Fighter 1+1) is pining for the magical armour his father has told him of, resting on the bottom of a mountain lake. He has been pressed into the castle's service repairing old equipment, and resents the task.

0506 Stone pits: Multiple deep pits, reaching 30' to 50', lie next to the road. One is the lair of **2 giant owls** which come out at night. Their nest has a 400 gp golden chain and a 1000 gp gem.

0604 Battle site: Two men, badly stabbed, lie as a grim warning on a rope hanging from a tree branch, their pockets turned inside out.

0606 Graveyard: Wildflowers and moss cover the headstones in this cemetery, peaceful by day, but haunted by faerie lights at night. Those who do not avert their eyes must save vs. spell, or shall follow the lights into the river (1-2, drowning), into the dark forests (3-4, automatic random encounter in next hex), or along the road (5-6, awaken exhausted 1d12 hexes in either direction).

- At midnight, **1:2** that **Sylvester** from Vyh shall be seen conferring with a hooded man at the crypt of the Rybar family, to receive a purse of 30 gp. The man is a spy, but whom for?
- The crypt, a noble marble affair, is locked. The sarcophagi are undisturbed, and hold **8 zombies**; the subterranean crypt, a further **29**. The resting place of Renate Rybar, a **mummy**, holds two pieces of jewellery (1000 gp golden comb and 1200 gp gem-encrusted silk gloves)



0706 Mill: A mill operated by a water wheel in an algae-covered pond, with a skiff by the riverside. The owner, **Martin** (HD 4+1), seems friendly, but he is a killer who has killed his brother, and shall kill again, with **15 brigands** for apprentices. He has 1600 gp, a buried barrel with 11,000 gp, and two gems (10 gp, 50 gp).

0803 Ruined sanctuary: A serene place dedicated to some old power of Law. Only the two columns of the collapsed entrance arch and a few walls survive. Chaotics who pass the columns must save vs. death or be struck sick, while the Lawful are reinvigorated by 1d3 Hp. Those who stand between the columns and look east at dawn shall see the mirage of a man, pointing somewhere on the ground: and digging there yields the **staff of striking**.

0805 CASTLE MARSTEIN. The imposing shadows of the vertical walls rise above the road. Tribute is exacted by Captain Grohl's riders, and disobedient merchants shall find their goods taken or torched, and themselves the castle's prisoners. For adventurers, the riders ask 5 gp per person for each passage, but will extract heavier tribute if they think they are rich pickings. No request for audiences shall be granted. The castle has **110 defenders**, 50 crossbow-armed light foot, and 60 mounted riders.

- **Parapets:** Old statues of owls squat on the corners; these silent sentries are **six gargoyles** who always watch the walls.
- **Feasting hall:** Here are heaped the crude spoils of the riders, and here they boast of foul deeds.
- **The cells:** These former guests' quarters, cold and stocked with graven statues of stern figures, are now locked prisons inhabited by four village girls, the Senechal's former loves he has now tired of. The fifth, Camilla, had jumped from the high windows, and crushed herself on the rocks, where the remains are still to be seen.
- **Tower:** Like a knife piercing the heart, this tall spike of a tower is where Count Dietrich lies on a sickbed in his gloomy bedchambers.
- **Dungeons:** Villagers and travellers alike are kept in the dismal cells, or watery pits. Yet all fear the Well, a mouth of a hundred torments.

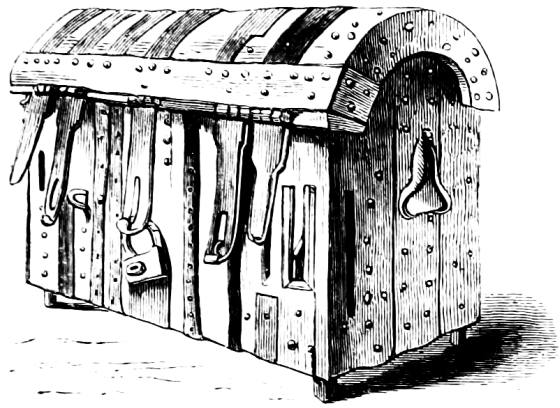
0807 Ruined hut: Low stone fences for sheep, and a tumbledown hut mark the former dwelling of shepherds. Wailing and lamentations haunt the place at night, and rest in this hex only brings nightmares.

0810 Tower ruins: Only a pile of rocks now, and its origins long lost. If the weather is good, the place has a strange glow, and sounds of laughter and merriment can be heard. The revellers are invisible, but if asked, they shall either gift the petitioner with... 1-2 3d6*500 gp, 3-4 random rumour, 5-6 curse. A second request will bring a curse: save vs. spell or be stripped of all items.

0902 Green gorge: Narrow gorge created by rushing waters, and choked with ferns and ivy. The faint shapes of standing men and women are visible in the rock, and the path through the gorge leads to a round, mossy rock of mysterious qualities...

0903 Bears: **Two bears** have taken up residence by the creek. Both bear the wounds of arrows, and are very aggressive. The bushes nearby are very dense, and it is easy to get lost in the twists and turns. Those who do not find a way to orient themselves well, shall be lost, and to their wonder, only return after a full week has passed.

0905 KARS: Large village of 600 souls, including farmers and small craftsmen. Standard equipment, excluding weapons and armour, are available. **Vitram the Persecutor**, hated taskmaster, has been appointed the village foreman, with a contingent of **12 brigands**. The Senechal has promised that should any harm befall him, a tenfold price would be extracted from the perpetrator and his loved ones. As Vitram watches all, the locals are sullen and uninviting.



- **The Dancing Bear:** Now joyless establishment, owned by the morose **Augustine**, whose only son is a soldier at Castle Marstein. Good wine is stocked down in the cellars, and when he wants to converse unheard, Augustine invites his guests for a tasting.
- **The Scold's Cage:** Where once the statue of a knight had stood, a great domed iron cage now rises with chains, large enough to fit six or eight, and kindling if needed. Yet the statue shall speak to those who come close, and betray a strange secret...
- **Ludek the Notary:** He maintains a neat little stone house, and is a 3rd level Magic-User. He is considered the Senechal's better self and conscience.
- **Apothecary:** Long out of business, but he is rumoured to have left over some of his old wares. A random **potion** can be found on a break-in.
- **Vilma the seamstress:** Now old and frail, her shirts were once +1 **cloak** equivalent. She would only make a new one for someone truly deserving of it.

0907 Standing stones: The three stones, stacked on top of each other, resemble the shape of a table, and is rumoured to be the creation of a giant. It is now the camp of **35 goblins**, who harass the inhabitants of Kars. They have no treasure, as it has been taken away by their masters, the orcs (1109).

1002 Stone pillar: A man stands motionless on the pillar, eyes closed in contemplation. He is a nameless **magic-user** with a **wand of lightning bolts** (15 charges), who has forgotten his name and purpose, but shall never relinquish his treasure alive.

1004 Berserkers: 5 **strongmen**, berserkers all, have set up camp here. They desire to slay the bears nearby, and are looking for helpers. They can offer a 3000 gp gem-studded belt if the battle is won, although this is something they took from the Senechal's waist, and he is none too happy about it.

1010 Ruined chapel: Formerly a small but sturdy chapel and linked shelter, it is now but a shell. The altar, showing the birth of a hero, is defaced to instead show his downfall. Should the altar be restored, a stone in the ground shall move aside and reveal the hero's resting place, a burial pit with bones in **armour +1** and with a **ring of protection**, on a bed of 4000 sp and 2000 gp.

1102 GULVIA: This small village of timber houses is home to 70 rugged mountain-men(**brigand** equivalent), who live as shepherds, and are hostile to strangers (1:6 to try something dangerous, 1:3 for small groups; otherwise they just curse them incessantly). They have no wealth of note, and despise the other villages.

- **Vitaly:** He never came back when his sheep did, and he is presumed lost.
- **The guarded trail:** A trail leads off to the south-east. Anyone trying to follow it will be halted, and the villagers agitated. Even if the trespassers desist, they will be watched, and a party of 20 will be sent along the trail to make sure they don't go around.

1104 The wolf: Five **wolves** lair under a rocky overhang. The largest, a **devil-wolf**, speaks, and inquires politely about the party's purpose and the local news. It lets them pass if they say something plausible, but it is a false soul, and it will do harm with what it learns. The devil-wolf knows the Senechal, and if needed, can obtain an audience...

1105 Immured alcove: A tiny stone structure has had its archway bricked up, and marked with a holy sign. Chained bones are within, a silk handkerchief, and tears of amber (570 gp). However, a curse is also within; save vs. death, or the offender's bones grow soft, -3 to Strength.

1108 Ruins: It is not possible to determine what had once stood here. Wind whistles through a row of fine arched windows. **10 orcs** stand guard here on wolf steeds, and unless surprised, they blow alarm horns and ride down into the valley.

1109 Orc caverns: This is a lair of **70 orcs**, who plunder Gloomywood at will. They have 6000 cp, 6000 gp, gemstones (2*10 gp, 50 gp, 2*100 gp, 2*500 gp), a **potion of treasure finding**, and a **scroll**.

1203 Stone wolf: The ugly idol of a monstrous wolf rears its maw above an altar fresh with sacrificial blood. An ancient bronze **dagger +1, +2 vs. goblins** lies on the surface, but if seized, the buried victims, horrendous undead now as **21 zombies**, dig themselves out of the ground.

1204 Standing stones: They are three large upright stones amidst several other flat ones, a sunning place for **7 giant lizards**. An inscribed symbol marks buried treasure: a flat iron box with 600 gp, and a 2000 gp heart-shaped golden locket with inset ruby.

1206 Gypsy camp: By the roadside stands a roadside encampment of 50 gypsies, lead by **Sturdy Mikhal** (2nd level Fighting Man). They would prefer to leave Gloomywood, but ten of them have been taken hostage in Castle Marstein's dungeons, and Rosina, their enchantress, slain by soldiers and buried at the crossroads (1305) after she refused to tell the Senechal who would try to take his life. Rosina's cart still has her effects, but it has been broken open and the precious objects stolen.

1305 Crossroads: A gallows stands by the place with 1d6 hanging corpses, and under the road lies Rosina (1206), buried here so she might not see rest. If exhumed and brought to a proper place of burial, she will visit the character carrying her in a dream, hand over **two potions** and a **scroll**, and also reveal that the Senechal is destined to be the source of his own downfall.

1307 Hunter's house: Ivan (4th level Fighting Man), a gruff loner lives here in the company of **four large sheepdogs** (wolf equivalent). He knows a rumour, and also the way to the lost valley to the southeast, which he tells to someone worthy of it – like someone who would see what is happening at the old smelting furnace (1407).

1407 Old smelting furnace: A step pyramidal structure once used to smelt iron, but now abandoned and overgrown. It is inhabited by owls, and more recently, **30 orcs** who have established an advanced outpost to spy on the road and the monastery.

1503 Marker: Stone column marking Wolfkill pass, the way into Gloomywood. Something glistens in a nest on the top. The piece is just glass, but the column is precarious, and falls over for 3d6 Hp if someone tries to climb it (save vs. stone can avoid if careful).

1506 Priory: **15 monks** (normal men) practice their rites. Father Theosthom, the prior, has left on a journey to request outside help against the evil in Gloomywood, and has not been heard from since. Ever since, the famous crying saint has stopped shedding tears, and no miracles are now possible.

1609 Tower on the lake: A strange tower overlooking the mirror-clear mountain lake, with a golden lock. It has been abandoned very long, but **Justifier**, **+1 Lawful sword**, **+3 vs. lycanthropes**, is kept therein.



Bloomymood

1 hex = 1 mile

Gulvia

Marstein

Stará Voda

Vyh

Kars

Křtálavský Potok

