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ALTERNATE DUNGEONS: MYSTIC GROVES



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ALTERNATE DUNGEONS: MYSTIC GROVES

Not all dungeons feature the traditional setup of a monster-filled subterranean network of rooms and passages. Woodland groves, haunted houses, druid groves and more can all serve as an exciting backdrop to the PCs' adventures. Such locations present their own set of unique design challenges, though, for the time-crunched GM plotting the next adventure.

This instalment of Alternate Dungeons presents loads of great details, hints and tips for a GM designing an adventure set in a druid's grove or fey-infested forest. Designed to save a GM's time while adding flavoursome details to bring the locale alive in the player's minds, Alternate Dungeons: Mystic Groves is an essential tool in any GM's arsenal.

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CONTENTS

Mystic Groves: An Alternate Dungeon	2
Mystic Groves: Dressing.....	4
Mystic Groves: Denizens.....	6
Mystic Groves: Traps & Hazards	7
Mystic Groves: Adventure Hooks	8
Did you Know?	9



MYSTIC GROVES: AN ALTERNATE DUNGEON

Situated in the middle of an ancient wood, mystic groves act as the havens for powerful druids and mystical fey creatures. They are bastions of primal, feral power in what is often an otherwise tamed and cultivated wood and creatures both graceful and deadly stalk beneath their boughs. Intruders entering a mystic grove are spun around and kept off-balance by the otherworldly powers at work until they meet their end at the tooth and claw of one of the grove's denizens or flee in confusion and terror, never to lay eyes upon the beauty and serenity of the grove's sanctuary.

Mystic groves make tantalizing locations for adventure and intrigue for PCs to explore, but their utter lack of many common dungeon conventions make them difficult for GMs to adapt as dungeons. Specifically, their lack of spatial definition in the form of walls and doors makes the prospect of designing a mystic grove dungeon a challenge. This section provides GMs with advice for transforming groves of trees, brimming with otherworldly influence, into an unforgettable adventure.

DEFINING THE DUNGEON

A mystic grove is a collection of trees, usually no larger than 1 acre in size; in 5-foot squares this space is typically 93 squares by 93 squares, making them spatially constrained locations. Mystic groves are usually apexes of supernatural power, especially primeval fey magic, and as a result they are often home to warped, otherworldly creatures uncommon or even unheard of in the surrounding area.

Some mystic groves are natural occurrences, drawing the attention of its magically inclined inhabitants, while others are created by skilled druids or powerful fey as sanctuaries of nature against a world beset by the hungry ravages of civilization.

DESIGNING THE DUNGEON

When designing a mystic grove as a dungeon, a GM must decide how to spatially organize the grove for the purpose of acting as an adventuring site. A typical grove comprises one acre of trees, shrubbery and undergrowth with plenty of space for these plants to thrive. With large, relatively open spaces coupled with a distinct lack of walls, ceilings or even doors to impede them, encounters set in a grove are at an even greater risk of PCs using spells like *fly* and *invisibility* to outright bypass entire encounters. Below are some considerations that a GM could use when designing mystic grove dungeons.

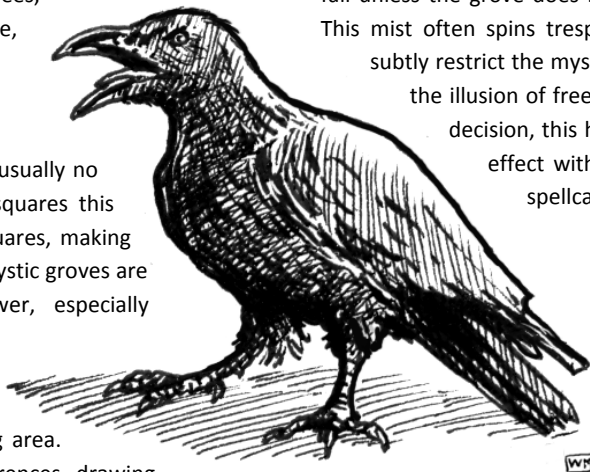
Airborne Threats: Flying above the glade is likely one of the first tactics the PCs conceive. What many PCs forget is that the canopy of such locales is often as dangerous as the land beneath it as mystic groves usually house a wide array of airborne hunters. As a result, GMs should have a handful of airborne encounters prepared to spar with any PCs who foolishly try to take to the skies in such a primeval location.

Confounding Haze: The supernatural powers that permeate mystic groves muddle the senses and confound even magical attempts to make sense of this dangerous realm. In many cases, a supernatural haze oozes from the ground and vegetation obscures vision beyond 50 feet. All trespassers in the mystic grove cannot see beyond this range. Furthermore, the grove twists and turns the PCs about, making it impossible to keep their bearings. All attempts to discern one's location within the mystic grove, including divination effects of 3rd-level or lower, fail unless the grove does not consider the caster a trespasser. This mist often spins trespassers around, allowing the GM to subtly restrict the mystic grove's spatial area while creating the illusion of free movement for the PCs. At the GM's decision, this haze can be disbelieved as an illusion effect with a DC equal to 13 + the highest CR spellcaster or fey dwelling within the grove.

Living Forest: Sometimes even the stationary trees of a mystic grove have some semblance of sentience and although unable to directly lash out at intruders, they often move to form thick, wooden walls that impede trespassers' movement. These walls have

hardness 5 and 10 hp per inch of thickness; at minimum, this is 30 hp (6 inches of thickness) but for the largest trees this can be as much as 3,000 hp (300 inches, or 25 feet, of thickness). These walls may manifest themselves around and in front of trespassers as they traverse ever deeper into the mystic grove, allowing the GM to design the locale within a clearly defined space if he so chooses. Furthermore, at the GM's discretion spells such as *tree stride* can be used to great effect by the PCs and grove denizens alike.

Surrounded by Danger: If the above methods are too heavy-handed for a GM, simply create the illusion of choice by allowing the PCs unrestricted movement throughout the mystic grove. Unbeknownst to the PCs, however, the party encounters the same encounters regardless of the path they take through the mystic grove (though these encounters may be in different orders or intensities at the GM's discretion).



RUNNING THE DUNGEON

Running a mystic grove as an adventure site is little different to a traditional dungeon. Below are some considerations GMs should keep in mind when using a mystic grove acting as a dungeon.

Cover: As forested areas, mystic groves are ripe with terrain that can be used as cover by canny combatants. As a general rule, any plant or land formation large enough to be considered impassable terrain or tall enough to provide a higher ground bonus can provide cover. Rocks, trees and dips in the terrain are common sources of cover.

Natural Hazards: Forests of all sorts are dangerous places for even experienced adventurers. The unchecked plant growth hides pits and chasms in the earth and secrets deadly poison that can maim or even kill an unfortunate traveller. Rotted trees are at risk of collapsing upon an unfortunate hero and weird plants can launch mind-altering spores from afar. The different types of hazards found in a mystic grove appear in “Mystic Groves: Traps and Hazards.”

Trekking and Tracking: Using the Survival skill to move through the mystic grove is an excellent tactic, especially when the mystic grove is freely open for PC exploration. That said, many of a grove’s residents (namely druids, rangers and fey creatures) have abilities enabling them to move throughout the grove without leaving tracks. As a result, GMs should allow players with high Survival skill checks to predict what opponents they might face within the mystic glade, so long as those opponents can be tracked. If the mystic grove is spatially open to the PCs, consider allowing the PCs to use multiple Survival checks to gain hints about which denizens are likely to be encountered in any given direction.

Underbrush: Mystic groves are often littered with thick underbrush that is difficult to pass through. Most squares within a mystic grove are difficult terrain, which takes the form of clinging ivy, sharp thorns and thick shrubbery that increases the movement cost to move into the square by 5 feet.

Wandering Monsters: Creatures in a mystic glade fight constantly for food. As a result, bloodied and exhausted PCs make for an easy meal for many of the wild things lurking within the grove. PCs who fracture into smaller groups are at exceptional risk, as these animals often strike at divided groups in order to kill without much risk of injury. Scouts must be exceptionally wary in a mystic glade; to carnivorous animals, “scout” is synonymous with “snack.”

As mentioned before, most mystic groves are scarcely more than one acre in size, or 93 squares by 93 squares. Because hearing the sounds of battle imposes a –10 penalty to the DC of

Perception skill checks, a wandering monster can automatically detect a combat up to 100 feet (or 20 squares) away without needing to make a Perception skill check. Beyond 100 feet, the DC to detect the combat is +1 per 10 feet. The table below provides the Perception DC wandering monsters need to make in order to detect an in-progress combat.

DISTANCE FROM COMBAT	PERCEPTION DC
100 ft.	DC 0
200 ft.	DC 10
300 ft.	DC 20
400 ft.	DC 30
465 ft. (1 acre)	DC 37

SACKING THE DUNGEON

Like any adventuring site, a mystic grove has its own share of valuable treasures and ancient magical artefacts. Listed below are inspirational ideas for unique, thematic treasures to award PCs who adventure within a mystic glade.

Alchemical Ingredients: Potent herbs used in alchemy are often plucked from mystic groves where they grow in abundance. Some of the more common potent substances include: darkwood (2 gp), essence of poppy (2 sp), fungal spores (5 gp), lunar dew (4 gp), mugwort extract (2 gp), myrrh (5 sp), tea leaves (5 gp – 4 gp) and thornwood extract (5 sp).

Animal Product: Few treasures are as valuable as the hides and meats of various animals. Products from common animals are often worth 1 gp x the animal’s CR while magical beasts and similarly exotic creatures may reach up to ten times this value. Some creatures may even have specific organs or body parts with their own, unique gp value.

Darkwood: Although painstakingly rare, a single darkwood tree often grows at the heart of a mystic grove, tended to by fey or druidic caretakers. The wood of a darkwood tree is lightweight and is used to craft wooden armour, weapons and shields. Likewise, elven communities have special techniques for weaving darkwood leaves and bark together into sturdy, lightweight and flexible armour. Finally, darkwood seeds, of which the tree produces a mere 1d4 per year, are exceptionally valuable to elven communities.

Wyrwood: Flourishing in the presence of evil fey, the wyrwood tree saps the life from plants whose roots interfere with its own. As a result patches of barren earth often surround these peculiar trees. When harvested and crafted into weapons, wyrwood items can sap the life energy from foes when used to deal devastating wounds.

MYSTIC GROVES: DRESSING

The appearance and characteristic of a mystic grove are a vital part of highlighting the site as a unique, exciting place of adventure. Whether the mystic grove is the abandoned haven for an ancient druid or the lair of an insidious pack of gremlins, choosing appropriate dressings for your mystic grove helps to establish the tone of the adventure as well as player expectations for what horrors might lurk behind every tree.

FUNCTION

Most mystic groves serve as homes for wildlife and lairs for powerful druids who covet them as wellsprings of natural divine magic. Because most animals and fey coexist within the grove and the druidic population of a given grove is seldom more than a single druid, few buildings mar the grove's pristine mystique. Below are some common examples of how a mystic grove's inhabitants utilize their homeland.

Communion: Their deep connection with fey magic makes mystic groves a preferred place for witches, druids and other divine spellcasters to commune with the natural world and the divine entities that sponsor it. These folk often erect small shrines at the mystic grove's sacred heart, offering their praise and thanks every day while praying for the blessings of the natural world. Servants of abominable gods of plague and decay also seek out mystic groves as envoys of destruction. Such folk use their twisted magic to spread unnatural blights throughout the mystic grove, corrupting its denizens into rabid monsters. If left unchecked, the sheer power radiating from a mystic grove often spreads the blight outward towards even more susceptible land in an epidemic of rot and misery.

Courts: Fey creatures permanently dwelling upon the Material Plane often create mystic groves as meeting grounds for fey to gather. Whether discussing frivolous events or planning defences against encroaching mortal woodsmen, mystic groves serving such a purpose are often the most fantastic of them all as the constant use of fey magic has warped the very land itself to serve its purpose as a secluded meeting place. Plants exuberate a calming aroma allowing rational thinking and the trees themselves steer encroaching mortals away from their master's location. Animals are "improved" by fey blessings to serve as guards and companions while plants are urged to grow as natural walls, barring intruders. Mystic groves visited by the most powerful of fey often distort time and space itself within their borders, allowing the fey to commune on an issue for as long as they please and ensnaring unfortunate mortals for decades before the whims of the fey allow them to escape.

Survival: The vast majority of a mystic grove's inhabitants dwell there for no other reason than to find the sustenance needed for survival. Animals intrinsically sense the primeval energies permeating a mystic grove and thrive within it, often growing to impossible sizes or becoming supernaturally strong from exposure to the fey magic bathing every animal and plant in the area. Over time, virtually any creature experiencing prolonged exposure to this energy gains fey attributes, though the effects are strongest when the creature was conceived and born within the mystic glade itself.

DRESSINGS

Use the table on the following page to generate interesting characteristics for your mystic grove. Some of the features listed below may be inappropriate for your mystic grove based upon its setup – ignore or modify such entries as appropriate.

Expensive Materials: Some of the mystic grove dressings described below include descriptions of expensive art objects or valuable plants or animals. Typically the dressings below have a maximum gp value equal to the gp reward for an encounter with a CR equal to the party's APL –2, although the exact value for such valuable items is subject to GM approval.

Harvesting Dressings: While most of the dressings are part of the mystic grove's terrain or creatures most can be harvested by canny PCs. In order to harvest a dressing from the mystic grove, a PC must make a skill check with a DC equal to 15 + the average CR of an encounter set within the mystic grove. The skill check used should be appropriate for the object being harvested and failing by 5 or more ruins the item.

Modifying Statistics: Many of the dressings describe below provide bonuses to creatures encountered there. Generally speaking a creature must spend a minimum of one uninterrupted month living within a mystic grove, eating food grown or hunted within the grove, bathing within its water and so on. Even then, it is far more common for these bonuses to be imparted to creatures conceived, born and raised within the grove. At the GM's decision, some of these bonuses may fade away if a creature spends too much time outside a mystic grove, does not regularly return to a mystic grove or is not exposed to an adequate amount of fey energy.

Multiple Dressings: Although most mystic groves only possess one of the characteristics noted on the table below, at the GM's decision each result on the table might correspond to a single area within the mystic grove (such as one encounter location). Instead of rolling on the table, a GM may choose to simply pick appropriate dressings to implement.

D%	MYSTIC GROVE DRESSINGS
01	The grove's denizens are hardier than most, granting creatures encountered within it a +2 enhancement bonus to Strength, Dexterity and Constitution.
02	The grove's denizens are smarter than most, granting creatures encountered within it a +2 enhancement bonus to Intelligence, Wisdom and Intelligence.
03–05	All animals encountered within the glade have vibrant colourations and unusual markings.
06–08	Common birds encountered in the grove caw insults in Common at trespassers.
09–10	All animals encountered within the glade have vestigial body parts belonging to other animals (such as butterfly wings or bird feathers).
11–13	Colonial organisms encountered within the grove build their homes in a style eerily similar to humanoid villages.
14–16	The sap of the plant within the mystic grove is blood red.
17–20	Random plants growing in the grove grumble and bark like animals when touched.
21–23	Dozens of skeletons are tangled amidst the roots of trees and undergrowth.
24–26	The leaves of every plant encountered within the mystic grove grow in the shape of a young, natural creature.
27–28	The undergrowth within the mystic grove is oddly coloured compared to that growing outside its borders.
29–30	Instead of mating, animals encountered within the grove are born from womb-sized fruits.
31	Each day, all creatures sleeping overnight in the glade gain the benefits of a random <i>animal aspect</i> for 24 hours.
34–36	Humanoids venturing into the grove find its flowers smell like their favourite food.
37–38	At night, the grove's underbrush glows with a calming, cool light as <i>faerie fire</i> .
39–40	Crystalline growths of varying shapes and sizes protrude from every plant in the grove. If harvested, the crystals are worth 1 gp x the crystal's weight.
41–45	Prayers painted in herbal dyes are written in Sylvan across random trees in the grove.
46–50	A relaxing aroma wafts through the air. This imposes a –4 penalty on Perception skill checks, but heals 1 extra hit point per hit die when a creature rests for 8 hours within the grove.
51–54	Animals and magical beasts born within the glade have hide as strong as steel, granting them DR 5/cold iron.
55–59	Trespassers encounter figments of random childhood memories within the glade, functioning as <i>project image</i> .

60	Creatures dwelling in the grove gain a +4 morale bonus on attack rolls against creatures wearing armour made from hide or leather.
61–63	Phosphorous fungi sprawled across the soil twinkle in harmony with any words spoken within 10 feet.
64–66	All creatures born within the mystic glade possess a faint aura of transmutation magic.
67–60	The terrain within the mystic grove bears signs of flame scarring.
61–63	All fruit growing in the mystic grove is inedible by visiting explorers and animals.
64–65	Creatures with an Intelligence of 3 or higher gain a constant <i>speak with plants</i> and <i>speak with animals</i> effect while within the mystic grove.
66–70	The bark on every tree within the mystic grove is set with dozens of impressions of humanoid faces writhing or screaming in pain.
71–73	All of the animals born within the mystic glade are <i>awakened</i> .
74–76	Living creatures conceived within the mystic grove that remain there throughout their youth grow at an accelerated pace, typically reaching adulthood in half the usual amount of time.
77–70	The sap of all trees within the grove hardens into perfect beads of amber, when exposed to the air.
71	The trees within the grove are as hard as iron. They possess hardness 10 and 10 hit points per inch of thickness.
72–75	The leaves of every plant in the mystic grove grow in the shape of a random Sylvan symbol.
76–80	Plant seeds sown within the mystic grove grow at rapid paces; for example, an apple seed sprouts into a full seedling overnight.
81–83	The bark of all plants growing in the grove are coloured and patterned like poisonous snakes.
84–86	Animals encountered within the grove have bark for hide and ivy for fur or feathers.
87–89	Living creatures encountered within the grove have the giant simple template and ordinary plants are ten times their usual size.
90	A spring at the mystic grove's heart causes creatures drinking its water to stop aging for 100 years, after which they continue to age normally.
91–93	Dozens of trees within the grove are sized and shaped like various humanoid races and some trees are wearing weathered clothing.
94–95	A tree at the centre of the grove is scrawled with the answer to every question that has ever been asked by mortal minds within earshot.
96–97	Any footprints a humanoid leaves within the grove appear identical to those of its spirit animal instead of its usual tracks.
98–99	Roll twice and apply all results.
100	Roll three times and apply all results.

MYSTIC GROVES: DENIZENS

Whether snarling wolves, cunning animal lords or seductive dryads, a wide variety of creatures call mystic groves their home. This section includes sample creatures often found within mystic groves; each creature includes its CR for reference.

Animals (CR Varies): The following animals are common within mystic groves: bats (any), bears (any), birds (temperate, warm), insects (temperate, warm), monkeys (temperate), primates (warm), rats (any), snakes (temperate, warm), spiders (temperate, warm), tigers (any), wolves (cold, temperate).

Animal Lord (CR Varies): Blessed with twin forms, the powers of a mystic grove sometimes transforms ordinary humanoids into animal lords of a type of creature that dwells within the grove.

Bodythieves (CR 14): Often found at the nourishing heart of mystic groves, this massive plant ensnares unfortunate druids in their clutches, using their newly created druidic podspawn to lure more prey into their lairs.

Cold Riders (CR 8): These vicious fey warriors patrol the frozen land surrounding ancient fey groves. According to legend, once every decade during the blood moon entire parties of cold riders emerge from portals deep within select mystic groves, slaying any trespassers they encounter.

Dinosaurs & Megafauna (CR Varies): Found primarily in primeval groves at the heart of ancient jungles, these deadly creatures often depend upon the increased game a mystic grove attracts to sate their massive appetites.

Dryads (CR 3): Dryads often live in great numbers within mystic groves, acting as both protectors and caretakers of this fey-touched realm.

Erlkings (CR 18): These mighty fey are often referred to as “kings of the forest” and with good reason. The forests themselves bend to the will of an erlking and mystic groves often serve as their private retreats or domains.

Faerie Dragon (CR 2): These whimsical dragons dart throughout mystic groves, flourishing in the magical energies permeating such sacred grounds.

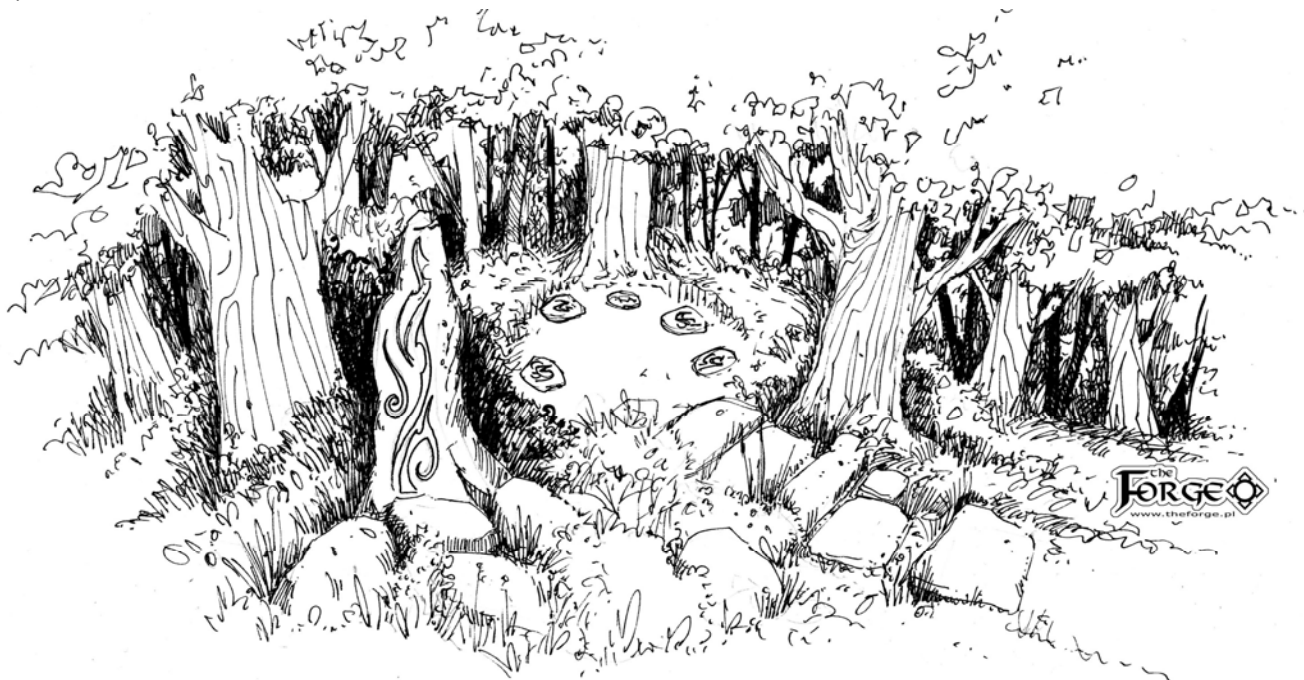
Fey Creatures (CR Varies): Fey creatures come in a variety of colourful varieties. Virtually any creature can be transformed by fey energy into a fey creature, though typically only fey creatures appropriate to the surrounding terrain inhabit a mystic grove.

Forest Dragons (CR Varies): In the far east, the most powerful forest dragons build their lairs in ancient hollows found at the centre of mystic groves. These choice lairs are often points of hot contest among rival forest dragons.

Hamadryads (CR 15): Queens of the forest, often a hamadryad’s mere presence over the course of generations is enough to transform an ordinary wood into a mystic grove.

Irmisul (CR 17): These legendary trees were said to have been seeded across the planes, their roots binding reality itself together. Mystic groves far larger than the typical one acre maximum grow about these extremely magical creatures.

Treant (CR 8): Some legends say all mystic groves were once flocks of treants, which explains why so many treefolk make pilgrimages to these locations.



MYSTIC GROVES: TRAPS & HAZARDS

Jealously guarded by powerful creatures, mystic groves are seldom safe. Both natural and manually constructed traps litter most mystic groves.

MUNDANE TRAPS & HAZARDS

The following traps and hazards are non-magical in nature and many of them are formed naturally. The natural traps detailed here do not have a reset mechanic.

Camouflaged Pit Trap (CR 1): Underbrush in mystic groves often grows over hollows in the earth, creating pits that can snap the limbs of a careless traveller. Fey sometimes uses illusions to hide these pits, increasing the DC by 5.

Falling Block Trap (CR 5): Although stone blocks seldom fall in a mystic grove, falling trees are a common hazard as a single misplaced step can cause an entire tree to come crashing down. Especially large trees may deal as much as 3d6 damage to creatures caught under them.

Poison Oak (CR 1 or 3): Unfortunate travellers who rub against a patch of poison oak, sumac, ivy or a similar plant experience intense itching from a painful rash. If the poison is inhaled, it becomes even more deadly (CR 3).

Spiked Pit Trap (CR 2): Savage fey favour spiked pit traps for the ease with which they are built and for their painful strikes. Punji spikes are often used, which grant the spikes the ability to inflict filth fever (DC 12 Fortitude resists) to creatures that are damaged by them.

MAGICAL TRAPS & HAZARDS

Even when naturally occurring, the traps and hazards listed in this section are the result of powerful magical energies.

Enhanced Magic: Brimming with magic, some areas within a mystic grove enhance spells of the illusion, enchantment, and transmutation schools. This area can encompass the entire grove or be limited to a small area. All spells within an enhanced magic zone belonging to the listed schools are cast with a +2 bonus to the caster's level, functioning as the empowered magic planar trait.

Dead Magic: Like a hurricane's eye, some areas within a mystic grove possess no magic whatsoever. These areas, which are usually no larger than 50 square feet, act as an *antimagic field* and function as the dead magic planar trait.

Erratic Time: As a nexus of life energy, time flows peculiarly in some mystic groves. Such mystic groves possess the erratic time planar trait.

Glyph of Warding (CR 7): The most common trap set by a mystic grove's inhabitants, virtually any spell of 3rd-level can be set within a mystic grove. Druids and fey often use multiple glyphs of warding to discourage (or punish) trespassers.

Magical Fungi (CR 7): Constantly beset by magical power, some types of fungi occasionally absorb spell energy from a mystic grove, acting as a natural *glyph of spell warding*. These fungi can store any spell on the druid spell list of 3rd-level or lower; determine which spell is stored within a patch of magical fungi randomly. A magical fungi discharging this effect recharges with a new spell effect after 1d4 days.

NEW TRAPS

The following new traps are often employed by creatures that seek to defend mystic groves from trespassers.

SHRINKING TRAP CR 6 (2,400 XP)
Creatures affected by this trap quickly find themselves fighting on equal footing with pixies and gremlins.

Search DC 29 Perception; **Type** Magic
Disarm DC 29 Disable Device (2d4 rounds); activates on DC 24 or less; **Bypass** Wearing a signet of a prominent fey court.
Destroy Locating and dispelling the *arcane eye* defeats the trap.
Trigger Visual (*arcane eye*; Perception +20); **Reset** Automatic (8 hours)

Effect The *arcane eye* casts *mass reduce person* (DC 19) on all humanoids within range.

LIVING TREES CR 9 (6,400 XP)
As the trap triggers, countless branches whip across your allies with destructive force.

Search DC 27 Perception; **Type** Magic
Disarm DC 30 Disable Device (2d4 rounds); activates on DC 25 or less; **Bypass** DC 30 Perception; pressing a wooden knot on the tree that the trap is fixed to disarms it for 1 minute.
Destroy Dispelling the *arcane eye* defeats the trap.
Trigger Visual (*arcane eye*, Perception +20); **Reset** Automatic (1 immediate)

Effect A *wall of thorns* (CL 10) manifests in the area. Each round, the *wall of thorns* makes two slam attacks (BAB +11; Str 17, 2d6 piercing damage) against opponents within 10 feet. The *arcane eye* can discern friend from trespasser.

MYSTIC GROVES: ADVENTURE HOOKS

THE BRIGHTBRINGER

For as long as any can remember, Archdruid Malfis Klem has provided aid to the local villages from his magical grove located at the heart of Klem's Woods. In recent weeks, the trees and animals of the wood have begun to succumb to disease that even the greatest of clerics cannot cure. With this supernatural blight threatening to end the kingdom, villagers beg the PCs to venture into Klem's Wood and find the old druid, for only he could possibly know how to stop this supernatural blight. But how will the PCs proceed when they discover none other than Klem at the heart of the terrifying illness?

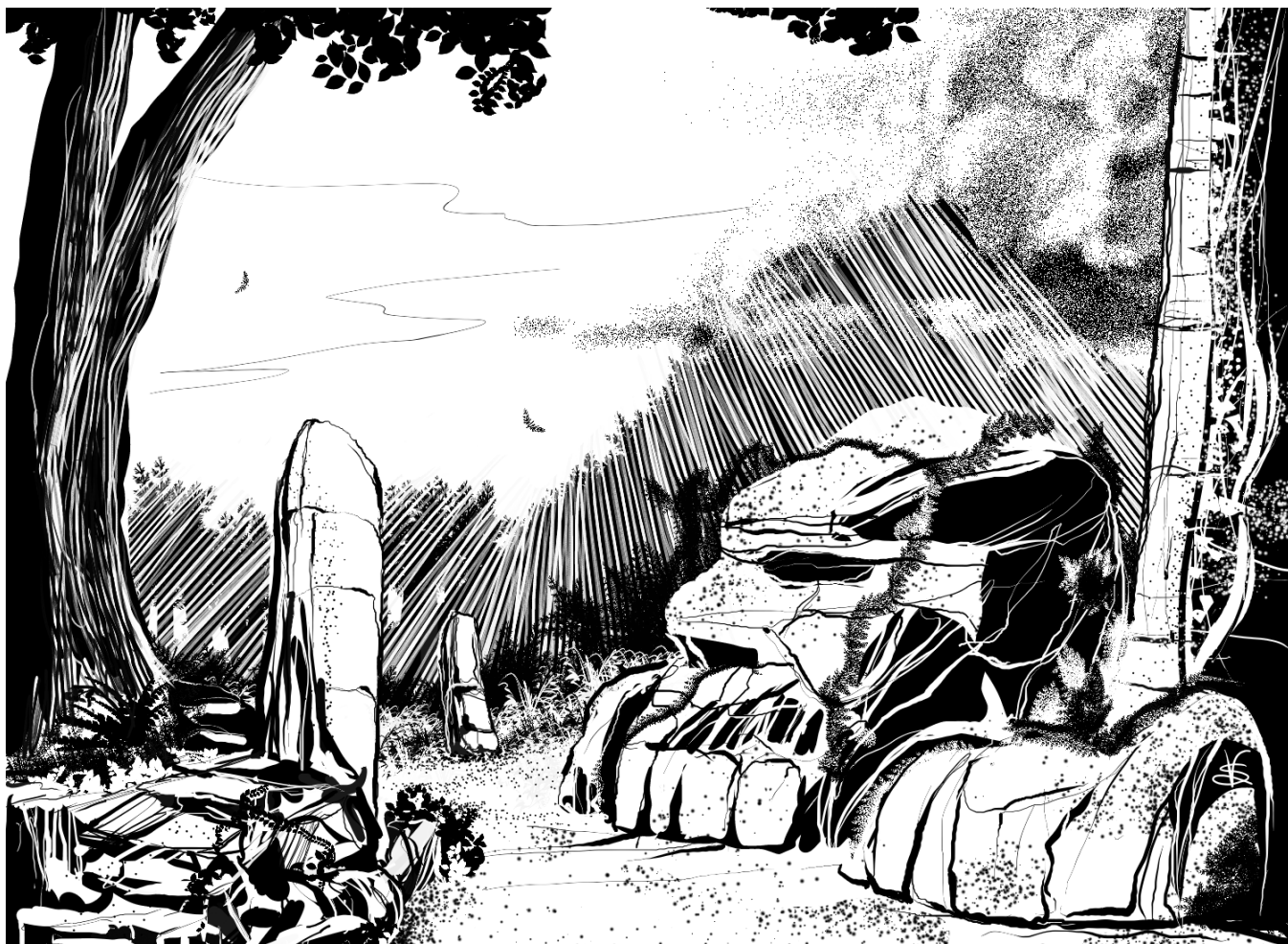
THE DISAPPEARANCES

Careless folk have disappeared by the whims of fey into the depths of Darkwood for as long as anyone can remember. But in recent months the number of missing folk has risen. On the

day the PCs arrive at a village, a half-dozen missing folk return from the depths of the Darkwood's heart, claiming to have found a grotto of wishes that saved their lives after a bear attack. The villagers are excited, and ignore that their former friends and loved ones act stiff and emotionless. Can the PCs save the village from certain extinction when they discover that these "lost folk" are a bit greener than they seem?

THE WILD HUNT

Once each year when the moon hangs low and red in the midnight sky, wicked fey emerge from the frozen wood far to the north to reap the lives of mortals. Those killed are brought back to the icy wood to be displayed as trophies. An ancient legend claims any who survive the hunt until morning's first dawn receive one boon from the ancient hunters. Will the PCs attempt to free the countryside from this menace or will they hide like lambs when the blood moon hangs in the sky?



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