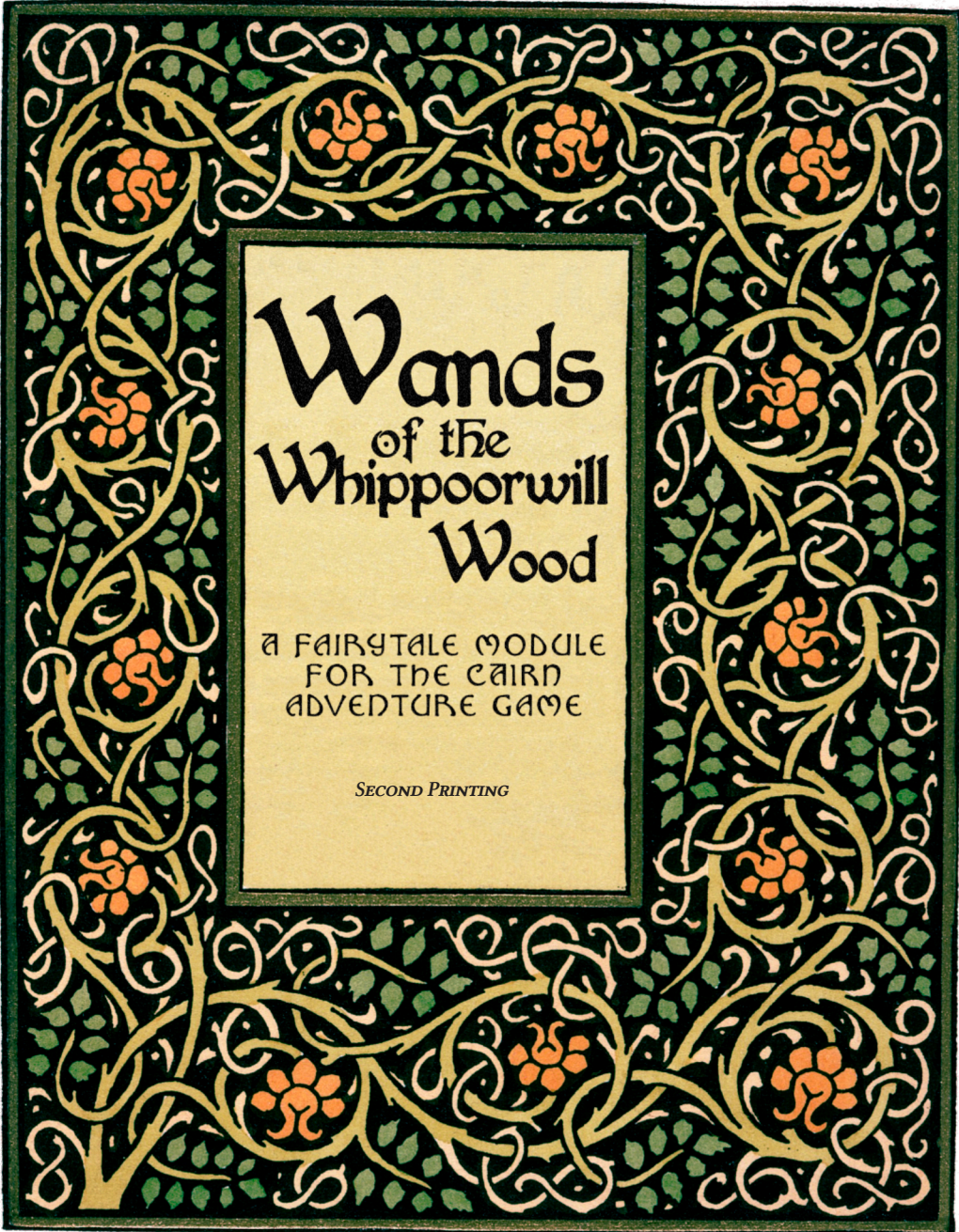




Wands of the Whippoorwill Wood

A FAIRYTALE MODULE
FOR THE CAIRN
ADVENTURE GAME

SECOND PRINTING



PALLEON PRESS

Wands of the Whippoorwill Wood is an adventure module and micro-setting created for the *A Town, A Forest, A Dungeon* jam on itch.io. Use it as the starting location for a new campaign, or as a quick stop in an ongoing one.

For use with *Cairn* by Yochai Gal and similar analog adventure games. Additional rules and resources can be found on cairnrrpg.com, d4caltrops.com, and in the itch.io collection titled [Cairn Resources](#).

This book uses standard RPG dice notation throughout. For example:

- 1d20 means roll a single 20-sided die
- 3d4 means roll three 4-sided dice and total the results
- 1d10+1d10 means roll two 10-sided dice and take the higher result
- 2-in-6 chance means roll one 6-sided die and only proceed if the result is a 2 or lower

Featuring public domain art by Ivan Bilibin, Walter Crane, Kay Nielsen, Virginia Frances Starrett, and others. Some hand-drawn icons by Limofeus (limofeus.itch.io) and spot art by Amanda Lee Franck (used with permission via [Comradery](#)).

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“Rules Summary” by Yochai Gal, taken from the *Cairn* ruleset.

“Tracker’s Tongue” relic by the NSR Discord Community.

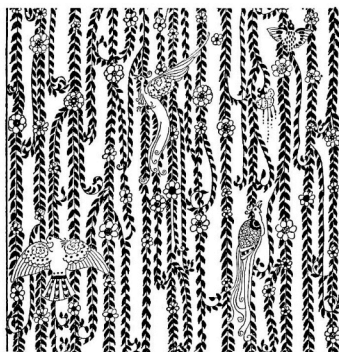
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WANDS OF THE WHIPPOORWILL WOOD



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ONCE UPON A TIME...

...on a late summer's eve; a tremor in the leaves of the Whippoorwill Wood...

Humans have long despised fairykind. Fairies, after all, are the mischievous imps who steal babies in the night and sour fresh milk in the pantry (so the stories go). Thru the ages, local humans have pushed fairies and magic folk out from their villages and into a solitary patch of forest: the **WHIPPOORWILL WOOD**.

To protect life in the Wood from further conquest, the fairy rulers crafted two Wands of immense power: **ROCKWOOD**, keeper of stone; and **TANGLEWOOD**, keeper of plant-life. With these Wands, the rulers sparked the footpaths of the Wood to perpetual motion, to alter course & make the region unnavigable to outsiders.

But... the human counties have since learned of these Wands and are, in this very moment, searching for them. For once they have these Wands, the humans will finally be able to cease the motion of the trees, open the Wood to settlement, and rid themselves of the rogues of fairies once and for all.

1d6 RUMORS AROUND THE WOOD

- 1 There is a traitor in the Wood, working closely with humans
- 2 The rebel groups sowing discord are secretly being funded by both fairies & humans alike
- 3 Screams were heard beneath **GLEN MORROW**... something lurks
- 4 The **FAIRY KING & QUEENE** are finally returning after their mysterious disappearance centuries ago
- 5 The fairies have recently kidnapped a **HUMAN CHILD**
- 6 The **KNIGHTS OF PRYTANIA** have disbanded & are now no more than a ghost story



THE QUEST

To find, obtain, and return the two **WANDS**, before anyone else. Roll on the table to learn **WHO** gave this task, **WHO** rivals it, and **WHERE** the journey begins.

1d4 WHO IS THE QUEST-GIVER

BAILIFF JON. On behalf of the fairy colony of **SWALLOWTAIL**.

- 1
 - ◇ **SIR JOLIET** and the **BRIGADE** are also searching for the Wands
 - ◇ Gain **CLUES** [p. 17] for **Rockwood's LOCATION & TANGLEWOOD's MAP**
 - ◇ Start in **SWALLOWTAIL (7)**

THE COUNT'S MEN. On behalf of their lord.

- 2
 - ◇ **SIR PARIC** and the **COMPANY** are also searching for the Wands
 - ◇ Gain **CLUES** [p. 17] for **Rockwood's MAP & TANGLEWOOD's LOCATION**
 - ◇ Start in **THE OUTSKIRTS (1)**

No one. You came here to... (1d4)

- 3
 - 1) Attend a wedding at **GOLDENBREW GROVES (10)**. Arrive from the south.
 - 2) Find a loved one missing in **YEWDALE (5)**. Start in **THE OUTSKIRTS (1)**.
 - 3) Serve as mercenaries for a rebel group. Arrive from the east.
 - 4) Search the **PRYTAN RUINS (8)** for a human scholar. Arrive from the west.

- 4 No one. You are **lost**. Start in a random location.

For more on **factions** see p. 7-9. For tracking rival **Wand hunters** see p. 18-19



TRAVEL IN THE WOOD...



...is a difficult business. The two **WANDS** continue to pull the narrow footpaths of the **WOOD** into a breathing, ever-changing web. The raw pollen of the invasive **GLUMCURE** [p. 30] tree seeps into eyes/nose/mouth, causing non-magical creatures to suffer mind-splitting headaches & hallucinations... blinding them to the motion of the paths.

Each day consists of 4 **WATCHES** (~6 hrs each):

- **MORNING, MIDDAY, EVENTIDE, & DARK**
- Travel **BY PATH** between locales takes 1 **WATCH**. **off-PATH** takes longer.
- For every **WATCH**, roll 1d6:
 - 1) **ENCOUNTER** [p. 11],
 - 2) Sign of **ENCOUNTER** [p. 11]
 - 3) Sign of nearby activity [p. 6]
- The moving footpaths will rarely take players where they want to go. When traveling between locations, roll 1d4 & move in the direction shown in **fig. 1** [p. 5]. 4 circles you back to where you started.
- For each strategy the party uses to reach their destination (e.g. blocking out pollen, marking trails), the **WARDEN** may increase chances of navigation by 1. Start by counting 4 as an additional “success” & then work down from there. These strategies may also slow travel & increase the number of **WATCHES** spent.

*For ex: The party needs to roll a 2 to travel from **SWALLOWTAIL** (7) to the **PRYTAN RUINS** (8). A fairy friend flies over the canopy to direct from above & the party leaves thread to mark their trail as they go. With this help, the Warden rules that the party will reach the **PRYTAN RUINS** on a 2, 3, or 4, but that it will also take them 2 Watches instead of 1.*



THE HIPPOORWILL WOOD

Edges marked with **X** are boundaries leading out of the Wood. Move off any other edge & emerge on the opposite side of the map a day later, **FATIGUED**.

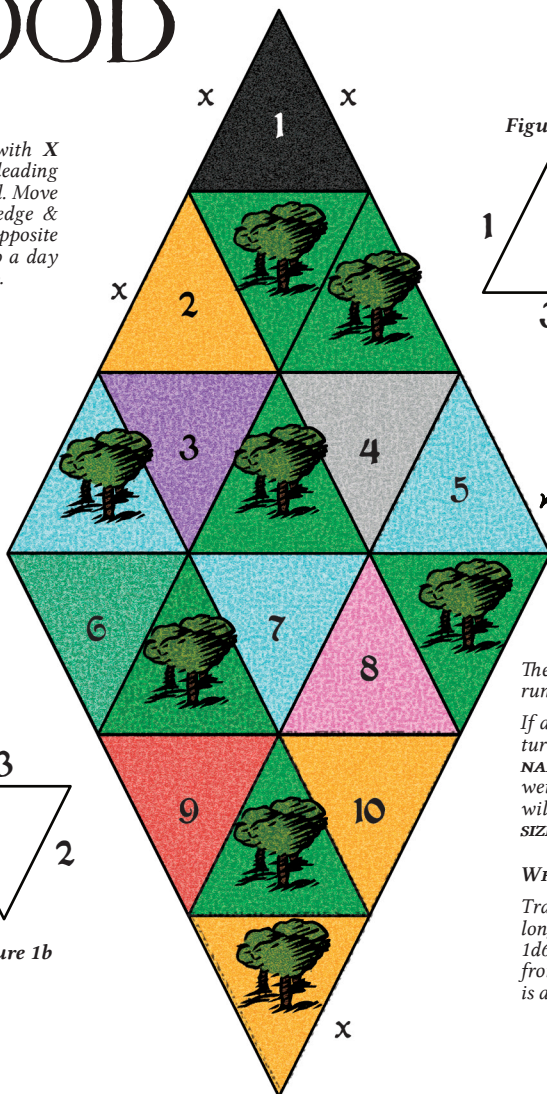


Figure 1a

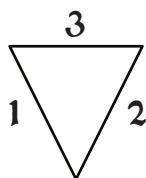
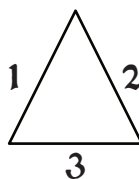


Figure 1b

The **BABBLING BROOK** runs thru blue tiles.

If a **HUMAN SIZE** creature has both a **TOE-NAIL** & a **FINGERNAIL** wet by the brook, they will shrink to **FAIRY-SIZE** (and vice-versa).

WHILE SHRUNK:

Travel takes twice as long, HP increases by $1d6+1$, & any damage from larger creatures is always **ENHANCED**.

KEYED LOCATIONS

1) THE OUTSKIRTS[†]

Smoke sits heavy on the byway to human counties. The horizon flickers with burning crop-fields. Camps of loggers & roving patrols of COUNT'S MEN [p. 7] choke the forest edge.

2) THE CRAGMOORS

A house frame sits on the misty marsh: empty, sturdy, burnt. Furniture scattered. Paranoid notes & a fully set table. Mouse squeaks from a locked hatch in the mire. It leads to a glass studio in the cellar. Shards of GLOAMGOLD GLASS [p. 30] catch the light. Scratches in the shadows...a HOUSE-SPIRIT [p. 15].

3) GLEN MORROW[†]

Twisting forest lanes lead down a narrow canyon. Steep mossy walls & shallow purple water [p. 23].

4) GARNOC'S TRIBUTE-PLACE

Overgrown cemetery of YEWDALE. Troves of berries, fruit, birch bark, incense, & other prizes—including the MOON FAIRY MEDALLION [p. 30]. All offerings by woodland animals to their protector DOJN GARNOC [p. 7]. Garnoc lives in an empty mausoleum alongside his aide, CÉDOMIR [p. 13].

5) TOWNE OF YEWDALE[†]

Silent human settlement, blanketed in ivy. A chapel, a granary, a biergarten, an alchemist's workshop. Townsfolk frozen as BLACK YEW [p. 13] trees, like an arboreal Pompeii. The BELL OF YEWDALE [p. 30] hangs in the chapel. Piercing cries from the granary—a HUMAN CHILD being guarded by 7 frazzled COMPANY REBELS [p. 15] & 1 COUNT'S MAN (OFFICER) [p. 13].

6) SUMMER PALACE

Of the FAIRY KING & QUEENE [p. 7]. A solemn LIVING SCULPTURE [p. 25] guides you thru halls of green glass. Dusty, vacuous... your whispers echo through every passage. Dead fountains trickle over algae. Motifs of a celestial wedding adorn the windows. The star-crowns are cut of GLOAM-GOLD GLASS [p. 30]. In the courtyard looms the colossal LOVER'S OAK [p. 26], planted to mark the royal union.

7) BAILIWICK OF SWALLOWTAIL[†]

Tight-knit colony of miniature FAIRY VILLAGES [p. 21].

8) PRYTAN RUINS[†]

From the days of tall fairies, the rule of PRYTANIA. Lichen stone. Spiral steps hung in open air. Overrun by 11 RED CAPS [p. 15], born from the blood that was spilled. Footpaths lead to a temple. A jewelled RELIC SKELETON floats in its transept, caught in a large GELATINOUS CUBE [p. 14]. The spellbook for GATE [CAIRN p. 16] lies open on the altar behind.

9) SHIMMERING SPRINGS[†]

Maroon-water hot springs. Tempting, steaming. A WATERMAIDEN & her 2 WATERMAN [p. 16] husbands lounge in the water smoking, gambling, & drowning passersby. They store the souls in porcelain teapots that float on the water & whistle with steam. If invited to dip by the springs' caretaker, regain 1 lost memory.

10) GOLDENBREW GROVES[†]

Fairy orchard. Tree sap is distilled into the popular GLUMCURE [p. 30] drink. Hosting a wedding, but the bride & groom have gone missing! Last seen sneaking for a swim the night before.

[†] These locations contain CLUES [p. 17].

ACTIONS

BAILIFF JON

Weary leader [STATS P. 13]



Wants to:

Govern
Swallowtail
fairly

Needs to:

Keep **WANDS**
out of enemy
hands

DOJN DUGAL

Spirit lord of the grasslands

[STATS P. 13]



Wants to:

Protect
grassland
creatures

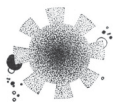
Needs to:

Seek refuge
in the **WOOD**

SIR JOLIET OF THE AUTUMN SUN

Fiery Knight of Prytania

[STATS P. 15]



Wants to:

Earn back
a place in
human
society

Needs to:

Find ways
out of their
fairy **OATH**

THE BRIGADE OF BELIEVERS IN AN EVERLASTING SPRING

Ragtag rebels, "The Brigade"

[STATS P. 15]



Wants to:

Preserve &
restore magic
PRYTANIA

Needs to:

Expel all who
trespass in the
WOOD

THE FREE FAIRY'S COMPANY OF THE TURNING OF THE LEAVES

Ad hoc militia, "The Company"

[STATS P. 15]



Wants to:

Oppose the
mayhem of an
**EVERLASTING
SPRING**

Needs to:

Make powerful
allies

FAIRY KING & QUEENE

Absent rulers, tall, glowing

[STATS P. 14]



Want to:

Make best of
a troubled
colony

Need to:

See profit

The COUNT'S MEN

Human regiments [STATS P. 13]



Want to:

Push their
Lord's domain
into the **WOOD**

Need to:

Halt & open
the forest
paths

DOJN GARNOC

Spirit lord of the woodlands,

[STATS P. 14]



Wants to:

Reclaim his
sole authority
in the **WOOD**

Needs to:

Choose the
lesser of many
evils

SIR PARIC OF THE STAGHORN

Imperious Knight of Prytania,

[STATS P. 16]



Wants to:

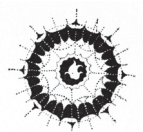
Defend the
fairies who
gave him
a **HOME**

Needs to:

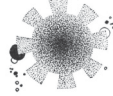
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FACTION RELATIONS



	BAILIFF JON	<i>The</i> BRIGADE	<i>The</i> COUNT'S MEN	DOJN DUGAL
BAILIFF JON	X	The Brigade <u>SUBVERTS</u> Bailiff Jon	The Count's Men <u>VILIFY</u> Bailiff Jon	Dojn Dugal <u>NEEDS</u> Bailiff Jon
<i>The</i> BRIGADE	Bailiff Jon <u>RUES</u> The Brigade	X	The Count's Men <u>PLAGUED</u> by The Brigade	Dojn Dugal <u>AVOIDS</u> The Brigade
<i>The</i> COUNT'S MEN	Bailiff Jon <u>BLOCKS</u> The Count's Men	The Brigade <u>AMBUSHES</u> The Count's Men	X	Dojn Dugal <u>LOATHES</u> The Count's Men
DOJN DUGAL	Bailiff Jon <u>SHELTERS</u> Dojn Dugal	The Brigade <u>HARASSES</u> Dojn Dugal	The Count's Men <u>DISPLACED</u> Dojn Dugal	X
<i>The</i> COMPANY	Bailiff Jon keeps <u>EYES ON</u> The Company	<u>KILL</u> each other	The Count's Men <u>DETAIN</u> The Company	Dojn Dugal <u>BESEECHES</u> The Company
DOJN GARNOC	Bailiff Jon <u>BARTERS</u> w/ Dojn Garnoc	The Brigade <u>SEEKS AID</u> from Dojn Garnoc	The Count's Men <u>HUNT</u> Dojn Garnoc	Dojn Dugal <u>JILT</u> by Dojn Garnoc
SIR JOLIET	Bailiff Jon <u>TRUSTS</u> Sir Joliet	The Brigade <u>CRITIQUES</u> Sir Joliet	The Count's Men <u>ENTICE</u> Sir Joliet	Dojn Dugal <u>CURIOUS</u> about Sir Joliet
FAIRY KING + QUEENE	Bailiff Jon <u>CONCEDES</u> to King + Queene	The Brigade <u>DEFIES</u> King + Queene	The Count's Men <u>ENTREATY</u> King + Queene	Dojn Dugal <u>CAJOLE</u> King + Queene
SIR PARIC	Bailiff Jon <u>RELIES</u> on Sir Paric	The Brigade <u>HEEDS</u> Sir Paric	The Count's Men <u>FEAR</u> Sir Paric	Dojn Dugal <u>BITES LIP</u> around Sir Paric



<i>The</i> COMPANY	DOJN GARNOC	SIR JOLIET	FAIRY KING + QUEENE	SIR PARIC
------------------------------	------------------------	-------------------	------------------------------------	------------------

The Company
VALUES
Bailiff Jon

Dojn Garnoc
BEGRUDGES
Bailiff Jon

Sir Joliet
BETS
against Bailiff Jon

King + Queene
DISMISS
Bailiff Jon

Sir Paric
SUPPORTS
Bailiff Jon

KILL
each other

Dojn Garnoc
FED UP
w/ The Brigade

Sir Joliet
OTHERED
by The Brigade

King + Queene
DENOUNCE
The Brigade

Sir Paric
ENABLES
The Brigade

The Company
ROBS
The Count's Men

Dojn Garnoc
TRACKS
The Count's Men

Sir Joliet
BARGAINS
w/ The Count's Men

King + Queene
AUDIENCE
w/ The Count's Men

Sir Paric
COMBATS
The Count's Men

The Company
ALOOF
to Dojn Dugal

Dojn Garnoc
INFRINGED
on by Dojn Dugal

Sir Joliet
EMPATHIZES
w/ Dojn Dugal

King + Queene
UNAWARE
of Dojn Dugal

Sir Paric
DISTRUSTS
Dojn Dugal

X

Dojn Garnoc
TRADES
w/ The Company

Sir Joliet
INFORMS
The Company

King + Queene
APATHETIC
to The Company

Sir Paric
DEBASES
The Company

The Company
MISPRIZES
Dojn Garnoc

X

Sir Joliet
EX-LOVER
of Dojn Garnoc

King + Queene
WARY
of Dojn Garnoc

Sir Paric
SANCTIONS
Dojn Garnoc

The Company
COUNSELS
w/ Sir Joliet

Dojn Garnoc
LAMENTS
Sir Joliet

X

King + Queene
COMPEL
Sir Joliet

Sir Paric
OLD COMRADES
w/ Sir Joliet

The Company
CYNICAL
of King + Queene

Dojn Garnoc
INDEBTED
to King + Queene

Sir Joliet
DIM VIEW
of King + Queene

X

Sir Paric
IN SERVICE
to King + Queene

The Company
PROSECUTED
by Sir Paric

Dojn Garnoc
RALLIES
w/ Sir Paric

Sir Joliet
ALIENATED
from Sir Paric

King + Queene
WORRY
about Sir Paric

X

FACTION RELATIONS

ENCOUNTERS

MORNING

MIDDAY

1d6 ENCOUNTER

1 FOXWOMAN [p. 14]

She is in... (1d4)

- 1) Fox form, sitting in a root den
- 2) Fox form, caught in a hunter's trap
- 3) Woman form, courting a shepherd
- 4) Hybrid form, silently stalking

2 Gargoyle henge

All-knowing stone slab. A collage of animated, grotesque faces. You may ask 3 questions if you offer some music to quiet their thoughts. No more, no less. The faces will confer, bicker, & answer a single YES or No. They speak truth, but to which question... it's hard to know.

3 WATER BUFFALO HERD [p. 16]

They are... (1d4)

- 1) Grazing in a dewy clearing
- 2) Drinking at a brook
- 3) Hunted by a GREEN WYRMLING [p. 14]
- 4) Rustled by 1d6 SPRIGGANS [p. 15]

4 SIR PARIC OF THE STAGHORN [p. 16]

5 DIAMOND DEW [p. 30]

Drop of morning dew crystallized into a gemstone. Dissolved & evaporated by midday. 2-in-6 chance that a ROOT WITCH [p. 25] is harvesting the dew.

6 1d8 EVERLASTING SPRING [p. 15]

They are... (1d4)

- 1) Lying in ambush
- 2) Covert training with SIR PARIC [p. 16]
- 3) Breaking camp
- 4) Chased by 1d10 COUNT'S MEN [p. 13]

1d6 ENCOUNTER

1 1d6+1 BRAMBLE BLIGHTS [p. 13]

They are... (1d4)

- 1-3) Disguised, waiting for prey
- 4) Overtaking a creature (roll again)

2 1d4 FAIRIES [p. 14]

They are... (1d4)

- 1-2) Gathering nectar
- 3) Travelling to SWALLOWTAIL (Z)
- 4) Resting in a shaded spot

3 1d8 COUNT'S MEN [p. 13]

They are... (1d4)

- 1) Interrogating a FAIRY [p. 14]
- 2) Chopping down a BLACK YEW [p. 13]
- 3) Marching rank & file
- 4) Lost, starving, near-mad

4 EVERLASTING SPRING & TURNING OF THE LEAVES [p. 15]

They are... (1d4)

- 1-2) In heated battle
- 3) Negotiating a ransom
- 4) Unaware the other is nearby

5 GIANT DAUBER NEST [p. 14]

It is... (1d4)

- 1) Empty
- 2) Echoing with screams
- 3) Full of 1d4 GIANT DAUBERS
- 4) Now the home of a BOGGART [p. 13]

6 WANDERING LION [p. 16]

He is... (1d4)

- 1) Asleep in a cool cave
- 2) Sunbathing on a brook bank
- 3) Gnawing on a recent kill
- 4) Afraid, trying to find home

EVENTIDE

DARK

1d6 ENCOUNTER

1 Travelling theatre troupe

They are... (1d4)

- 1) Desperately lost
- 2) Kidnapped by 1d4 REBELS [p. 19]
- 3) Performing for woodland animals
- 4) En route to the KING & QUEENE [p. 7]

2 1d4+2 FAIRIES [p. 14]

They are... (1d4)

- 1) Having a birthday party
- 2) Chased by a WANDERING LION [p. 16]
- 3-4) Ritual dancing in a fairy circle

3 Meadow of GLOAMGOLDS [p. 30]

4 SIR JOLIET OF THE AUTUMN SUN [p. 15]

5 Moss folk homestead

It is... (1d4)

- 1) A hole in the ground
- 2) A hollowed tree stump
- 3) A formidable canopy fort
- 4) A brook-side campsite

6 1d8 TURNING OF THE LEAVES [p. 15]

They are... (1d4)

- 1) Atop a felled tree, blocking the path
- 2) Chained by 1d10 COUNT'S MEN [p. 13]
- 3) Making camp in the canopy
- 4) Demanding food from a homestead

1d6 ENCOUNTER

1 WATERMAN [p. 16]

Loud splashes. Paddling along on a half-sunken log. Looking to bring a drowned soul to the SHIMMERING SPRINGS (9).

2 1d4 HOODED MEN [p. 14] with torches

They are... (1d4)

- 1) Hunting unicorn for a ritual
- 2) Unearthing a Prytan crypt
- 3) Observing an anomaly in the stars
- 4) Leeching power from a leyline

3 UNICORN [p. 16]

It is... (1d4)

- 1) No more than a glimpse
- 2) Galloping thru the brush
- 3) Remarkably friendly
- 4) Cornered, scared

4 FAIRY KING & QUEENE [p. 14]

5 Silver Pool

Erodes iron. Bathing in the pool for 10 minutes heals all physical wounds. Every minute spent after 10 reduces your age by a year. This change is not visible to any creatures currently in the pool.

6 WANDERING LION [p. 16], on the hunt

ESTIARY

BAILIFF JON

6 HP, 6 STR, 15 DEX, 15 WIL,
quarterstaff (d6)

- 2' tall fairy, sun hat and brown-purple wings
- Will sacrifice himself for sake of fellow fairies
- When nearby fairies test Morale, they save using Bailiff Jon's WIL. If he dies, fairies are vengeful & make future Morale tests with advantage
- As an action can **GUIDE** a creature that can hear him. Grants advantage for any 1 roll following his advice

BLACK YEW

10 HP, 2 Armor, 14 STR, 3 DEX,
roots (d8+d6, blast)

- Parasitic tree with delicious berries & speckled black bark, invisible against the night sky
- The night after eating berries—skin turns to bark, teeth to thorns, & blood to black sap. Pained, enraged to all.
- Transformation completes with the new moon, when berries begin to fruit.

BOGGART

3 HP, 4 STR, 17 DEX, 13 WIL

- A wild, hairy trickster that takes pleasure in being a minor nuisance
- Prizes relics and shiny trinkets above all else but unwilling to trade for coin
- Boggarts have names that describe their true nature. Knowing their true name allows one to control a Boggart

BRAMBLE BLIGHT

2 HP, 8 STR, 11 DEX, thorns (d4)

- 1-2' tall humanoids composed of twisted branches & thorns
- Cling together to disguise themselves as an unassuming thorn thicket
- Rumored to be corrupted fairies

CÊDOMIR "THE STALWART"

12 HP, 3 Armour, 14 STR, 6 DEX,
claymore (d10)

- Awakened, mossy stone sculpture
- Used to guard the **WAND OF ROCKWOOD**, but got bored & abandoned their post
- Fiercely loyal to Dojn Garnoc
- Blade attacks against Cêd are **IMPAIRED**

COUNT'S MEN

4 HP, 1 Armour (shield), hand-axe (d6) or short-bow (d6)

- As **DETACHMENT**, travels with 1 **MOUNTED OFFICER** (12 ALL) wearing chainmail (2 Armour), longsword (d8), & lance (d10)
- When testing Morale, save using the leader's WIL. If leader dies, all flee.

DOJN DUGAL

12 HP, 9 STR, 12 DEX, 12 WIL,
talons and horns (d10+d6, blast),
knows the **HYPNOTIZE** spell

- Plains spirit inhabiting a large, hollow body of tanned hide & dried hair
- Grassland wildlife follows his command
- As an action can eat a **MEADOW MUFFIN** to fully recover his HP
- **CRITICAL DAMAGE:** Gored
- If killed, body is overcome by a swarm of **LOCUSTS**. Save WIL or become **FRIGHTENED & FATIGUED**

DOJN GARNOC

10 HP, 15 STR, 9 DEX, 12 WIL,
bramble mace (d8+d8, blast), knows
the [READ MIND](#) spell

- Forest spirit inhabiting a large, hollow body of carved wood
- Woodland wildlife follows his command
- As an action can eat a handful of moss to fully recover his HP
- **CRITICAL DAMAGE:** Moss and twigs begin growing out of target's wounds
- If killed, body is overcome by **IVY BLIGHT** [P. 25]

FAIRY

6 HP, 3 STR, 18 DEX, 15 WIL,
dewdrop dagger (d6)

- 1-2' tall humanoids with moth-like wings that, when grounded, drape around shoulders as ornate cloaks
- Can turn invisible at will, revealed only by **GLOAMGOLD** [P. 30] tincture
- Small wings only sustain flight for short periods before needing rest

FAIRY KING & QUEENE

18 HP, 2 Armour, 16 STR, 12 DEX,
18 WIL, *radiant scepter* (d12+d10)

- Celestial spirits inhabiting hollow bodies of bronze & gold, respectively. Prone to megalomania.
- Native to the fey with 1 last colony in the Whippoorwill Wood
- Can levitate at will
- Masters of spellcasting, carry 2d6 spellbooks and can always enhance spell effects without risk or need to prepare for it.
- **CRITICAL DAMAGE:** Banish to the fey

GIANT DAUBER

6 HP, 6 STR, 8 WIL, *sting* (d6)

- Oversized wasps. Non-aggressive.
- Produce clay pots with extra-dimensional interiors
- **CRITICAL DAMAGE:** Lodged stinger, d4 damage each round until removed.

FOXWOMAN

6 HP, 12 STR, 14 DEX, 11 WIL, *teeth* (d6), *claws* (d8+d8)

- 7-foot tall human woman with the head of a fox. Can transform fully into either fox or human at will.

GELATINOUS CUBE

8 HP, 15 STR, 6 DEX, 3 WIL,
devouring touch (d8)

- Large cubes of transparent jelly, dwell in dungeons absorbing items and living creatures
- Difficult to be detected due to being transparent
- **CRITICAL DAMAGE:** The target is engulfed into the cube and keeps being absorbed

GREEN WYRMLING

4 HP, 1 Armour 12 STR, 11 DEX, 11 WIL, *bite* (d8) *poison breath* (d6+d6 to DEX)

- Medium-sized young dragon
- Amphibious & naturally armoured
- Mischievous, cunning, & violent

HOODED MEN

12 HP, 9 STR, 12 DEX, 14 WIL,
leystaff (d8), a *Spellbook* ([Charm](#), [Hypnotize](#), [Push/Pull](#), or [Shield](#))

- A cult that derive their power from leylines, rune stones, and unicorn hair.
- **CRITICAL DAMAGE:** Leech a part of the victim's soul (1d4 WIL damage).

HOUSE-SPIRIT

6 HP, 12 STR, 14 WIL, Talons
(D6+D6)

- Thin beak, wispy hair, talons
- Wears a simple dress & scarf
- If freed, will follow the first creature she finds to their home & inhabit it until exorcised by fire. Steals food & spreads disease.
- **NIGHTMARE:** As an action, can debilitate a target with blood curdling nightmares that cause 1d4 WIL damage per turn until WIL save.

RED CAPS

6 HP, 12 DEX, 8 WIL, sickles (d6+d6)

- Borne from blood left to rot in the fae. Hats colored by blood; they even bathe in blood.
- Attack travelers, but will ignore those with little to live for, as there is no pleasure in it.
- **CRITICAL DAMAGE:** Eviscerate the target, showering in blood, restoring any lost STR & HP.

REBEL (BRIGADE)

4 HP, 1 Armor, 8 STR, 14 DEX, 14 WIL, blowgun (d6) or great club (d8)

- Clad in fern-capes & emerald tunics
- Committed to the cause of an **EVERLASTING SPRING**

REBEL (COMPANY)

4 HP, 1 Armor, 8 STR, 14 DEX, 14 WIL, scimitar (d6) or hunting bow (d8)

- Clad in fur-breeches & shawls of leaves
- Sworn enemies of the **BRIGADE**, will do anything to impede them

SPRIGGANS

4 HP, 8 STR, 12 DEX, 8 WIL, spear (d6)

- Medium-sized wooden dolls awakened by **DOJN GARNOC**
- Guard sacred places to the death
- Endlessly curious & mischievous
- Can grow to giant-size as an action, switching STR & DEX scores

ROYAL ESCORT

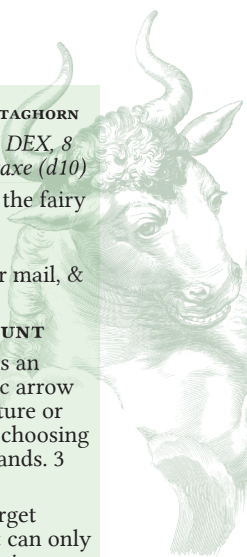
6 HP, 2 Armor, 14 STR, 8 DEX, halberd (d8)

- Proud guardians of the **FAIRY KING & QUEENE**
- Polished, marbled armour over translucent skin
- **CRITICAL DAMAGE:** Die & be resurrected as a devoted member of the escort

SIR JOLIET OF THE AUTUMN SUN

12 HP, 3 Armor, 16 STR, 8 DEX, 12 WIL, burning longsword (d10+d10)

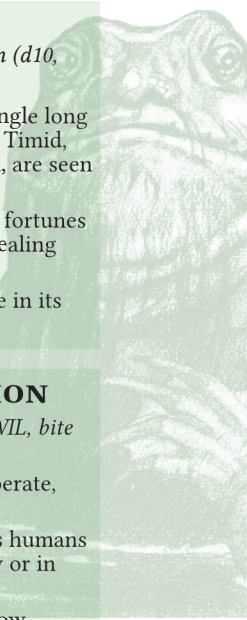
- Human knight sworn to the fairy folk, can only die by unnatural causes
- Wears scarlet robes, golden mail, & a great helm
- Rides a sand-stone colored **MOUNT**
- **SCORCHED EARTH:** Creates a burst of fire along the ground that destroys all rooted plant-life in a 40ft area. Creatures must save DEX or take d6 damage. 3 charges.
- **CRITICAL DAMAGE:** Target begins decomposing, alive. Wither into nothingness in 3 rounds unless magically healed



SIR PARIC OF THE STAGHORN

14 HP, 3 Armor, 12 STR, 16 DEX, 8 WIL, longbow (d8) or greataxe (d10)

- Human knight sworn to the fairy folk, can only die by unnatural causes
- Wears green robes, silver mail, & a horned helm
- Rides a sable colored **MOUNT**
- **SUMMONING ARROW:** As an action, shoots a magic arrow that summons a creature or plant of the Knight's choosing in the spot where it lands. 3 arrows.
- **CRITICAL DAMAGE:** Target becomes paralyzed & can only be revived by bathing in a silver pool. If this doesn't happen by nightfall, they die.



UNICORN

6 HP, 12 DEX, 14 WIL, horn (d10, ignores armor)

- Magical horses with a single long horn on its forehead. Timid, but proud and willful, are seen as divine beings.
- Its hairs are worth small fortunes due to its powerful healing properties.
- Can teleport to any place in its sight once a day.

WANDERING LION

5 HP, 12 STR, 12 DEX, 11 WIL, bite (d10), claws (d6+d6)

- Missing pride. Lost, desperate, frightened.
- Carnivorous. Only hunts humans if desperately hungry or in clear advantage
- **BLOOD-SENSE:** Can follow bleeding prey over great distances.

WATER BUFFALO

3 HP, 14 STR, 5 WIL, horns (d10)

- Travels in large herds, 20+
- Startles easily, **STAMPEDES** (d12 trample damage) after a failed morale test

WATERMAIDEN

6 HP, 11 STR, 12 DEX, 14 WIL, claws (D6)

- Freshwater spirit, loose green-and-golden hair out of a porcelain frame
- Transforms at-will into either a **GOLDEN-FINNED FISH** [bite (d6), searing scales (d20)] or a **STEAM SPIRIT** (see below)

STEAM SPIRIT FORM

+2 STR, +3 DEX, scalding touch (d6+d4) or sweltering wave

- Invisible while underwater, serpentine mist when she emerges to attack
- Can teleport to any water or steam in sight. Reverts back to **WATERMAIDEN** if she touches dry land or rises more than 20' in the air
- **SWELTERING WAVE:** All targets within 40' receive (d4+d4, blast) damage to DEX. Repeats each round until **STEAM SPIRIT** receives STR damage

WATERMAN

6 HP, 2 Armour, 15 STR, 11 DEX, claws (blast d4) tongue (d6)

- Corpulent old man with a frog face, straggly green hair. Skin completely covered in algae and muck.
- **CRITICAL DAMAGE:** Swallow and deliver to the Watermaiden.

THE WANDS

WAND OF ROCKWOOD

3 charges. Cracked stone coming to a fine point on one end & a small orb of spiraling gem bands on the other. Strike it as a drumstick upon stone to control nearby earth you can see. Movement is slow & becomes slower with larger targeted areas. Recharge: Bury underground for 4 days & 3 days nights.

WAND OF TANGLEWOOD

3 charges. Knotty branch covered in moss, holes, & scratches. Inspection reveals it to be hollowed. Play it as a flute to control nearby plant-life. The gentler the melody, the greater the effect. Movement is slow & becomes slower with larger targeted areas. Recharge: Stick in a willing creature's foot, as a splinter, for a full day's hike.

Players can find riddling **CLUES** on their quest for the Wands. These can be found organically thru exploration, or can turn into minor quests in their own right. The sources of these clues are not strict—the **WARDEN** should offer a pertinent clue whenever players spend time examining inscriptions, studying ancient texts, or listening to local legends.

ROCKWOOD CLUES

1) The LOCATION

By altering the lay of the land, **ROCKWOOD** inadvertently guides the run of the water as well. Look to the place where earth & water become one, to the rhythm that drives their bond.

CLUE GIVEN BY: WATERMAIDEN [p. 6 / p. 16]

SOLUTION: GLEN MORROW [p. 6 / p. 23]

2) The MAP

ROCKWOOD was the responsibility of the **MOON FAIRY** who, unlike his brother, thought practically & feared the loss of his creation in death. It is said he left a map to the Wand's location, but where?

CLUE GIVEN BY: LIBRARY OF BILIBORO [p. 21],
on an ancient scroll

SOLUTION: MOON FAIRY MEDALLION [p. 30]

3) The KEY

Hearken to the rhythm of earth & brook. Heed the conductor who sets tempo betwixt them.

CLUE GIVEN BY: Runic carving, in stone by
the East entrance to GLEN MORROW [p. 6 / 24]

SOLUTION: PERIGREE-STONE [p. 30]

TANGLEWOOD CLUES

1) The LOCATION

The rulers hatched their clever scheme on the night of their nuptials. In fact, it is said **TANGLEWOOD** remains in the very place it was conceived: woven between minds, weightless above true love's kiss.

CLUE GIVEN BY: Drunk logger on the
OUTSKIRTS [p. 6]

SOLUTION: LOVER'S OAK [p. 26]

2) The MAP

Magic is felt, not found. View the world thru the radiant glasses that only arise from a moment of pure love & bliss, such as the wedding between the Queene and her King, or between the day and the night.

CLUE GIVEN BY: YEWDALE [p. 6], on a scrap of
alchemist's notes

SOLUTION: GLOAMGOLD GLASS [p. 30]

3) The KEY

You will need the fervor of the **SONG OF SWALLOWTAIL [p. 30]** to complete your quest. In doubt, look to the strength behind the words.

CLUE GIVEN BY: PRYTAN SKELETON [p. 6],
mumbling, clutching tight the songbook

SOLUTION: RALUCA'S THREAD [p. 30]

RIVAL PARTIES

*At the start of each day, roll 1d4 & move rival parties accordingly based on the **MAP** [P. 6]. Increase their chances of successful navigation as you see fit. Each will then spend the full day searching in that location.*

*In between sessions (or during breaks), determine the **CLUE** (location, map, key) closest to each rival's current location. On a successful **WIL** save, they discover it. Check off the clue below. When a party knows 2 of the 3 clues for a Wand, they will attempt to procure either it's **MAP** or **KEY** & then proceed to the **WAND**'s hiding spot to retrieve it.*

SIR JOLIET

KNOWS...

ROCKWOOD:

☐ Location ☒ Map ☐ Key

TANGLEWOOD:

☒ Location ☐ Map ☐ Key

STARTING LOCATION... Outskirts

SIR PARIC

KNOWS...

ROCKWOOD:

☒ Location ☐ Map ☐ Key

TANGLEWOOD:

☐ Location ☒ Map ☐ Key

STARTING LOCATION... Swallowtail

The BRIGADE

KNOWS...

ROCKWOOD:

☐ Location ☐ Map ☐ Key

TANGLEWOOD:

☐ Location ☐ Map ☒ Key

STARTING LOCATION... South forest

The COMPANY

KNOWS...

ROCKWOOD:

☐ Location ☐ Map ☒ Key

TANGLEWOOD:

☐ Location ☐ Map ☐ Key

STARTING LOCATION... North forest





KNIGHTS OF PRYTANIA *Ancient Oathkeepers*

SIR PARIC OF THE STAGHORN [p. 7 / p. 16]

SIR CARONDEL OF THE DAYLILY (*died of natural causes*)

SIR JOLIET OF THE AUTUMN SUN [p. 7 / p. 15]

SIR MORIA OF THE SNOWDROP (*missing*)

ROLL-A-BANDIT

1d8	FACTION	BACKGROUND	EQUIPMENT	QUIRK
1	<u>THE FREE FAIRY'S COMPANY OF THE TURNING OF THE LEAVES</u> (<i>add +1 to rolls in following categories</i>)	Dryad	Moss shoes	Knows 1 spell
2		Fairy	Pan-flute	Tattooed
3		Beast Folk	Hunting bow (d8)	Only speaks in 3 rd person
4	<u>THE BRIGADE OF BELIEVERS IN AN EVERLASTING SPRING</u>	Moss Folk	Shillelagh (d6)	Leycap addiction
5		Woodewose	Thorn pike (d10, <i>bulky</i>)	Feet turned backwards by a witch
6		Satyr	Blowgun (d6)	Faint scent of limburger
7	MERCENARY (<i>add +2 to rolls in following categories</i>)	Root Goblin	Sing-stones (d4+d4)	Renowned poet
8		Centaur	Great club (d8)	Bark rubbing collector
9		Gnome	Scimitar (d6)	Petty nobility
10	✕	Human	War-mule (2 HP)	Eats fairies

ROLL-A-FAIRY

1d8	NAME	GENDER	WINGS	DEMEANOR	DRIVEN TO
1	Panola	Androgynous	Tiger eyes	Aloof	Leave
2	Miro		Yellow + Black	Bookish	Covet
3	Chara	Female	Turquoise	Callous	Protect
4	Esho		Crystalline	Daring	Avenge
5	Arda	Nonbinary	Speckled	Jolly	Gamble
6	Raffó		Scarlett ridges	Melancholy	Learn
7	Petra	Male	Paper + Bark	Pompous	Provide
8	Jágo		Fur-lined	Reserved	Love



Swallowtail

HIGHTOWN

Simple hive-homes nestled in branches of the great fig tree



SIGHTS:

- Fig terraces
- Canopy winery
- Moon Fairy Temple

LOWTOWN

Extravagant homes built in roots & mushrooms at the tree base



SIGHTS:

- The Heliosa Estate
- The Tyro Estate
- Buce's Botanical Boutique



PRYTANIA POINT

Quiet huckleberry orchards circle an ancient Prytan bench

SIGHTS:

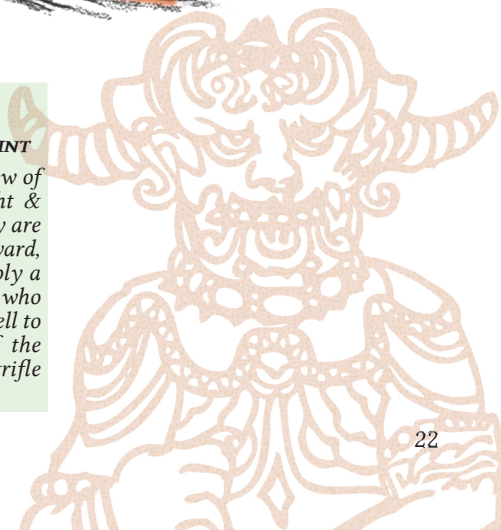
- Boarded up homesteads
- **DOJN DUGAL**, slumped on the bench, towering over the tiny hamlets
- Gaggles of grassland animals (*tall birds, pronghorns, jackals*), confused & scared



LOST PRIDE

DOJN DUGAL / SPIRIT LORD / PRYTANIA POINT

*During the chaos of their hasty retreat, a few of **DOJN DUGAL'S** [P. 13] followers took fright & scattered into the Wood. Of particular worry are a skittish herd of **WATER BUFFALO** & a wayward, **WANDERING LION**. Dugal is happy to supply a **TRACKER'S TONGUE** [P. 30] to the adventurers who offer to bring these animals back, alive & well to his improvised camp. The Spirit Lord of the Grasslands will then be in your debt... no trifle thing.*





BILIBORO

Weaving alleys, roundhouses of cobbled river rocks



SIGHTS:

- Library of Biliboro [p. 17]
- Babble Brook University
- Greenhorn Biergarten

EMPTY CRADLE

ZINA / **COMPANY REBEL** [p. 15] / **BRIDGETOWN**

The stories are true. Partially, at least. A dissident group of **COMPANY** rebels have indeed kidnapped a human baby in the hopes of inciting conflict between the two realms. **ZINA** is suspicious of this turn of events & believes the human **COUNT** may have elicited the gambit himself. In exchange for rescuing the child & investigating further, Zina will trade an **ENCHANTED MAP** that changes with the **WOOD**. The child was last heard near the road to **YEWDALE** (5).

BRIDGETOWN

Fallen tree hollowed out into a bridge with markets, houses, and taverns



SIGHTS:

- Bailiff's office
- Eliosi & Co.,
Enchanted Emporium
- Central market

GROTTENSTADT

Waterfront cave over a row of moss huts. Migrant fairies, newest hamlet.



SIGHTS:

- Berry groves
- Dockyards
- Arto's Brookside Tavern

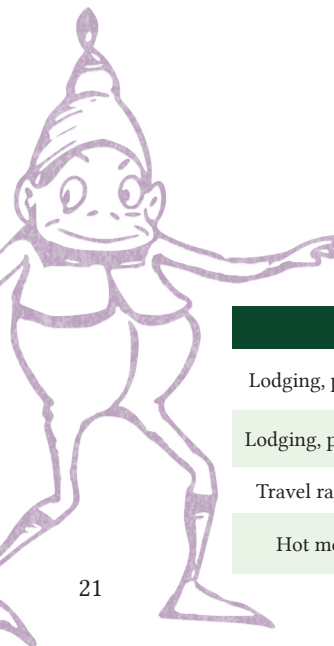
BRIDAL PARTY

LADY HELIOSA / **FAIRY ARISTOCRAT** / **LOWTOWN**

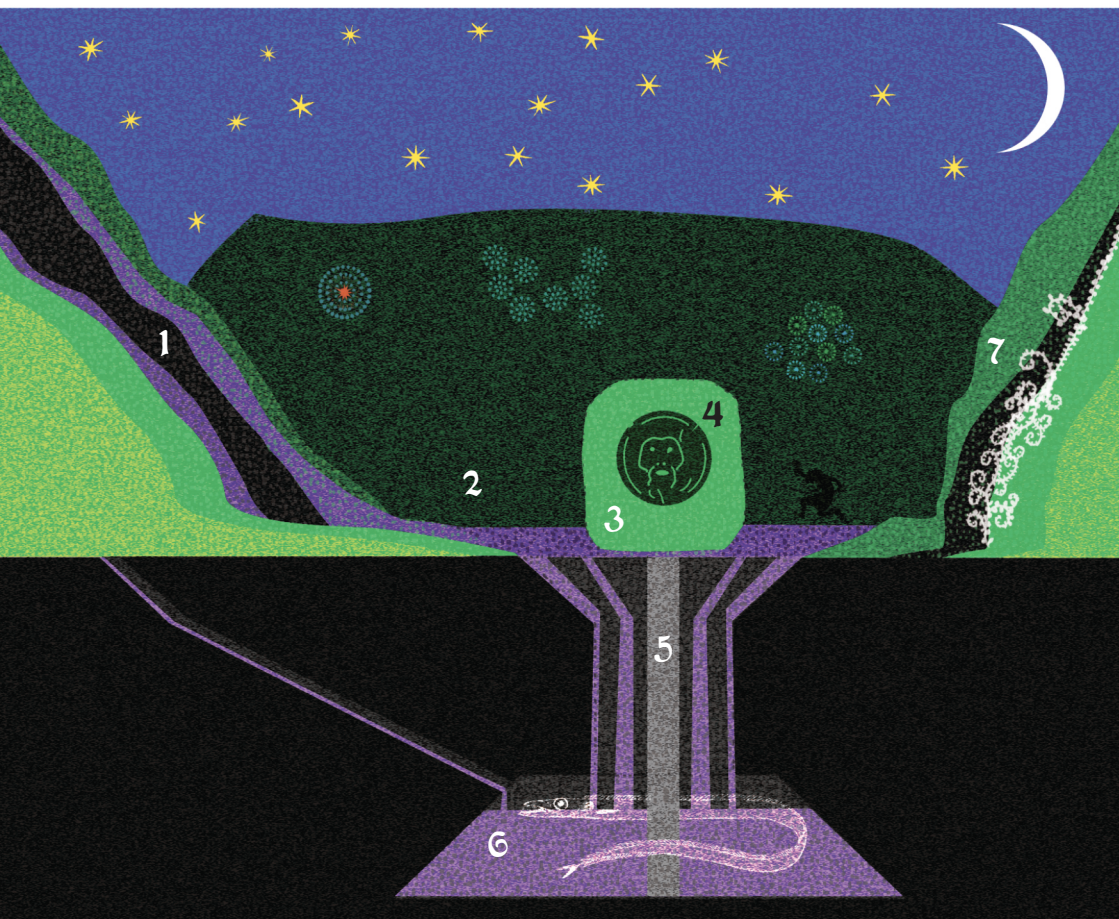
Tomorrow's glorious wedding will join two of the most respectable Swallowtail families, the gnomish **HELIOSI** & the fairy **TYRI**. The sister of the bride-to-be, **LADY HELIOSA**, is running unfashionably late for the rehearsal & would pay 50-100gp a head for guides to the venue at **GOLDENBREW GROVES** (10). With haste, please.

QUICK PRICES

Lodging, public	1 gp per night	Night on the town	50-80 gp
Lodging, private	5 gp per night	Human equipment	value x 20
Travel rations	5 gp	Repairs	10% value
Hot meal	2 gp	Local guide	10 gp per day



GLEN MORROW



1d6 RANDOM ENCOUNTERS (ROLL EVERY 30 IN-GAME MINUTES)

- | | |
|---|--|
| 1 | BANDIT REBEL [P. 19] grasping out from a patch of SINKING MOSS [P. 25] |
| 2 | ROOT WITCH [P. 25] searching for PERIGREE-STONES [P. 30] |
| 3 | 1d6 SPRIGGANS [P. 15] guarding the shrine |
| 4 | 1d20 frisky FAIRIES [P. 14] having a decadent picnic |
| 5 | ROOT WITCH burrow. Cramped. A cauldron bubbles with gems, ores, & corpses |
| 6 | 1d12+1d12 SPRIGGANS circling 1 of the COUNT'S MEN [P. 13] |

1) WEST ENTRANCE

Narrow ravines, cascading water. Save DEX to not slip (*1d4 fall damage*). Unless using the **MOON FAIRY MEDALLION** [p. 30] as a guide, there is a 2-in-6 chance of misstepping into shrouded **HOLLOWS**...

UNDERGROUND CHUTES TO: **AQUIFER** (6).

PASSAGES TO: **The GLEN** (2).

2) The GLEN

Canyon floor, shadowed & cool. Steep mossy walls. Shallow, purple water. Strong current pulls the water down a chasm that circles the **MOON FAIRY SHRINE**. If lose footing or made prone, save STR to avoid being pulled in.

1-in-6 chance of finding an uncut **PERI-GREE-STONE** [p. 30] geode in the water. Increase chances by 1 for every 10 minutes spent searching.

TO THE WEST: **WEST ENTRANCE** (1).

IN THE MIDDLE: **SHRINE** (3).

WATERFALLS TO: **GUTTER** (5).

TO THE EAST: **EAST ENTRANCE** (7).

3) MOON FAIRY SHRINE

20' tall butte in the heart of the glen. Sculpted by magic. Sounds of stone stomping & grinding from within.

Carved relief of the **MOON FAIRY** is hidden behind overgrowth on the southern face. If the eyes are uncovered & struck by moonlight, the relief will open its mouth wide enough for a fairy to pass thru to the inside. The walls of the glen are steep— natural moonlight only reaches the eyes for 1 brief half hour before midnight.

The top of the shrine is open, but covered in a thick patch of 3 **IVY BLIGHTS** [p. 25].

SECRET DOOR TO: **INSIDE SHRINE** (5).

4) INSIDE THE SHRINE

Small, verdant courtyard dappled in light. 3 **LIVING SCULPTURES** [p. 25] dance. They circle a 4th **STATUE**, sitting on a **WELL** in magic sleep. Held in his closed fist: the **WAND OF ROCKWOOD** [p.17]. Violet vines cling to the back wall, cradling the hollow, lifeless **SILVER BODY OF THE MOON FAIRY** (6 slots, 1000 gp in human markets).

WELL TO: **AQUIFER** (7).

SECRET DOOR TO: **OUTSIDE SHRINE** (3).

5) GUTTER

Series of waterfalls rush in from the chasm above & crash into the dark void below. A sheer, 50' drop. A closed, stone column [the well to **INSIDE THE SHRINE** (5)] stands alone in the center.

DOWN: **AQUIFER** (7).

UP: **The GLEN** (2).

6) AQUIFER

Pitch-black aquatic chamber. A strip of headspace. Home to a **BELOW BEAST** [p. 25]. A locked hatch leads to the bottom of a **WELL**, where a **HONEY CLASP RING** [p. 30] sits. The well fills halfway with water if the hatch opens.

UP: **GUTTER** (5).

UNDERGROUND CHUTES TO: **WEST ENTRANCE** (1).

WELL TO: **INSIDE THE SHRINE** (5).

7) EAST ENTRANCE

Labyrinthine canyon passages. The **clue** to the **ROCKWOOD KEY** [p. 17] is carved by the entrance. 2 **IVY BLIGHTS** [p. 25] cling to the walls. A 4-in-6 chance of getting lost without the **MOON FAIRY MEDALLION** [p. 30] to guide. On a 3 or 4, the wrong way is a patch of **SINKING MOSS** [p. 25].

PASSAGES TO: **The GLEN** (2).

GLEN MORROW BESTIARY

BELOW BEAST

10 HP, 1 Armour, 12 STR, 13 DEX
bite (d10)

- Giant eel beast
- Dwells in underground aquifers feeding on aquatic fungi, fiercely defends home
- As an action, can let out a bloodcurdling shriek that temporarily drains the WIL of all submerged creatures to 0. Targets are made nauseous by swimming & sink.

IVY BLIGHT

4 HP, 12 STR, 8 DEX, 6 WIL, *poison vine-whips*

- Large, tangled mound of predatory plants. Leaves secrete digestive juices that paralyze and dissolve prey
- Cling to stone walls and trees
- When motionless, indistinguishable from a patch of ivy
- **CRITICAL DAMAGE:** Ensnared, target is grappled and receives d4 DEX damage at the start of every round. If they don't escape, the victim will slowly be dissolved and eaten alive

ROOT WITCH

8 HP, 9 STR, 16 DEX, 14 WIL, *tuber-fingers (d6)*

- Excellent tunneler that hides underground near water. Wiggles tiny fronds into the air as lures.
- Above-ground, appears vaguely humanoid with the face of a rotted tree stump.
- Will exchange rare minerals for a "fresh corpse" of any kind.

SCULPTURE, LIVING

12 HP, 3 Armour, 14 STR, 4 DEX, 8 WIL, *clobber (d10) or trample (d6+d6)*

- Enchanted, medium-sized stone sculptures
- Move slowly & awkwardly
- Only aggressive if their current state (standing, dancing, sleeping) is disturbed. If so, they will not rest until the disruptor has been pulverized
- Unaffected by mundane persuasion techniques, but occasionally are invested with a trait of their animator's personality

SINKING MOSS

- Dangerous moss that can trap & suffocate unwary travellers
- Swirls of light & dark green
- To escape, must roll between character's STR (top limit) & the number of mins spent in the moss (bottom limit). Can roll up to 3x every min, but each failure adds +1 to the bottom limit.
- Each assist allows 1 free re-roll
- Character sinks completely when the top & bottom limit meet, never to resurface

LOVER'S AK



1d6 RANDOM ENCOUNTERS (ROLL EVERY 30 IN-GAME MINUTES)

- | | |
|---|--|
| 1 | <u>GIANT CENTIPEDE</u> [p. 28], scavenging for ant eggs |
| 2 | <u>BOGGART</u> [p. 13] looting the rapidly decomposing corpse of an adventurer |
| 3 | 1d6 <u>CROFTER ANTS</u> [p. 28] hunting a <u>GIANT CENTIPEDE</u> |
| 4 | <u>GREEN WYRMLING</u> [p. 14] burrowing in the bark |
| 5 | 1d4 <u>SPRIGGANS</u> [p. 15] guarding the Wand |
| 6 | The <u>DELFBANBIRD</u> 's [p. 28] beak |

1) ROOT ENTRANCE

2 distinct oaks have twirled together & fused into the great “tree.” Roots twist & form an arch into the depths. Tunnels veer off into each trunk. Roomy for fairies. Crawlspace for larger creatures.

Left TUNNEL TO: **OVERSEER’S HALL** (2).

Right TUNNEL TO: **DIREDEW DEN** (3).

2) OVERSEER’S HALL

2-in-6 chance of the **OVERSEER ANT** feasting on **CENTPEDE MEAT & BARK BILE** (*lemon fungus, 1d4 poison damage if inhaled*), guarded by 2 **CROFTER ANTS**.

Up TUNNEL TO: **FUNGI GARDEN** (4).

Down TUNNEL TO: **ROOT ENTRANCE** (1).

3) DIREDEW DEN

Mildew smell. Drops of false **GLUM-CURE** [p. 30] sap sit on stems along the floor. The tonguey leaf of a **DIREDEW** [p. 28] runs the length of the tunnel.

Up TUNNEL TO: **FUNGI STORAGE** (5).

Down TUNNEL TO: **ROOT ENTRANCE** (1).

4) FUNGI GARDEN

Dank chamber smothered in **BARK BILE**. Decaying bugs & burglars are buried in the moist heartwood walls. Outsiders suffer *1d12 poison damage* for every 10 mins spent in this room. 1d4 **CROFTER ANTS** [p. 28] are gardening.

Right TUNNEL TO: **THE NEST** (6).

Down TUNNEL TO: **OVERSEER’S HALL** (2).

Secret BURROW TO: **FUNGI STORAGE** (5).

5) FUNGI STORAGE

Rows of cavities holding 1d100+1d10 portions of **BARK BILE**, covered by thin wax.

Hatch ABOVE TO: **BRANCH BRIDGE** (7).

Down TUNNEL TO: **DIREDEW DEN** (3).

Secret BURROW TO: **FUNGI GARDEN** (4).

6) DELFANBIRD’S NEST

Cramped trunk-hole. 3 giant bird chicks nap by an unhatched egg (3 slots, 200 gp). The **DELFANBIRD** [p. 28] will swoop in if the chicks start crying.

Wood CRACK TO: **BRANCH BRIDGE** (7).

Left TUNNEL TO: **FUNGI GARDEN** (4).

7) BRANCH BRIDGE

Knotted branches form a swinging bridge between the twin trunks. Human-sized creatures must save DEX or take extra time to crawl safely across.

To UPPER LEFT: **BRANCH HARVESTING** (9).

To UPPER RIGHT: The **CANOPY** (8).

To LOWER LEFT: **FUNGI STORAGE** (5).

To LOWER RIGHT: **THE NEST** (6).

8) The CANOPY

A kaleidoscope of twinkling, candied acorns (100-400 gp) always just out of reach. The **DELFANBIRD** [p. 28] diligently guards the outside of the tree & will swiftly attack all that draw its notice (especially tree climbers).

Down TO: **BRANCH BRIDGE** (7).

Up TO: **THE WAND** (10).

9) BRANCH HARVESTING

2d10 **CROFTER ANTS** [p. 28], in addition to the **OVERSEER** & his **GUARDS** [if they are not in the **OVERSEER HALL** (3)], harvest twigs from the canopy to feed their **FUNGI GARDEN** (5).

Down TO: **BRANCH BRIDGE** (7).

Up TO: **THE WAND** (10).

10) The WAND

The **WAND OF TANGLEWOOD** [p. 17] is hidden in the canopy, identical to the thousands of mundane branches & twigs. Reaching it requires climbing on swaying branches—save DEX or fall. There’s a 1-in-6 chance of branches breaking, with odds increasing closer to the Wand.

LOVER'S OAK BESTIARY

ANT, Crofter

3 HP, 12 DEX, saw-bite (d6)

- Phosphorescent, dog-sized ants that build colonies in large trees
- Cultivate noxious fungi gardens beneath the bark
- In combat, will attempt to dismember victims & add the pieces to their gardens

ANT, Overseer

6 HP, 1 Armor, 14 STR, 12 WIL, saw-bite (d8), spore spray (d4, blast)

- Leader of the crofter ants & largest in the colony
- Powerful mandibles & pouch of crushed **BARK BILE**
- **CRITICAL DAMAGE:** Target is automatically grappled by 1 of its legs

DELFBANBIRD

12 HP, 2 Armor, 14 STR, 15 DEX, 18 WIL, peck (d12), claws (d8, blast), detachment

- Gargantuan woodpecker that nests for life in a single tree
- As an action, can use its beak to break thru most surfaces (wood, dirt, even iron)
- Primarily passive, but will guard its home & chicks with its life
- Targets automatically lose all critical damage saves provoked by its sharp **PECK**
- When flying, its large wings cause strong gusts that force all creatures close by to save DEX or be knocked prone

DIREDEW

STR 12, hidden thorn teeth (d12)

- Large carnivorous plant that moves into vacant tree burrows. Expands mouth to fill the tunnel & avoid notice
- Sticky, acidic tongue-leaf covered in springy stems. Each stem baited with a drop of false **GLUMCURE** [p. 30] sap
- Waits for victims to stick before wrapping them up & closing mouth. Extends hidden thorn teeth for 1d12 bite damage
- If killed, its sticky juices can be harvested & distilled into an effective climbing potion

GIANT CENTIPEDE

1 HP, 6 STR, 3 WIL, sting (d6)

- 2' long centipedes that live in damp, underground places.
- Generally shy, but will attack if approached.
- **CRITICAL DAMAGE:** the venom renders the target deprived for up to 10 days (save STR once a day to recover).

Cairn Rules Summary

ABILITIES

STR: Brawn, prowess & resistance.

DEX: Dodging, sneaking & reflexes.

WIL: Persuasion, intimidation & magic.

SAVES

Roll a d20 equal to or under an ability.

1 is always a success, 20 is always a failure.

HIT PROTECTION

HP indicates a PC's ability to avoid getting hurt. It is lost during combat & recovered after a few moment's rest.

INVENTORY

PCs have 10 inventory slots: four on their body and six in their backpack (which acts as a sleeping bag if emptied). Most items take up one slot, but smaller items can be bundled. **Bulky** items take up two slots and are awkward or difficult to carry. Filling all ten item slots reduces a PC to 0 HP. PCs cannot carry more than their inventory allows, though carts & horses may provide an increase in slots.

DEPRIVATION

Deprived PCs cannot recover HP. If deprived for more than a day, they add a **Fatigue** to inventory. Fatigue occupies one slot and lasts until they can recover in safety. This effect is cumulative.

HEALING

A moment's rest and a swig of water will restore lost HP, but may leave the party vulnerable. **Ability** loss requires a week's rest and the aid of a skilled healer.

SPELLBOOKS

Spellbooks contain a single spell and take up one item slot. Anyone can cast a spell by holding a Spellbook in *both hands* and reading its contents aloud. Casting a spell adds **Fatigue** to the PC's inventory.

Given time and safety, PCs can *enhance* a spell without any additional cost. If they are deprived or in danger, a WIL save may be required to avoid terrible consequences.

ACTIONS

On their turn, a character may move up to 40ft and take up to one action. Actions may include *casting a spell*, *attacking*, making a second *move*, or other reasonable activities. Actions, attacks, and movements take place simultaneously. Whenever turn order is uncertain, the PCs should make a DEX save to see if they go before their enemies.

Retreating from a dangerous situation always requires a successful DEX save, as well as a safe destination to run to.

COMBAT

The attacker rolls their weapon die and subtracts the target's **Armor**, then deals the remaining total to their opponent's HP.

Before calculating damage to HP, subtract the target's **Armor** value from the result of damage rolls. Shields and similar armor provides a bonus defense (e.g. +1Armor), but only while the item is held or worn. No one can have more than 3Armor.

Unarmed attacks always do 1d4 damage. If **multiple attackers** target the same foe, roll all damage dice and keep the single highest result. If attacking with **two weapons** at the same time, roll both damage dice and keep the highest.

If an attack is **impaired**, the damage die is reduced to 1d4, regardless of weapon. If the attack is **enhanced**, the attacker rolls 1d12. Attacks with the **blast** quality affect all area targets, rolling separately for each.

DAMAGE

If an attack takes a PC's HP exactly to 0, the player rolls on the **Scars** table (page 14).

Damage that reduces a target's HP **below** 0 decreases their STR by the remainder. They must then make a STR save to avoid **critical damage**. Failure takes them out of combat, dying if left untreated.

Having 0 STR means **death**; having 0 DEX is paralysis; having 0 WIL is delirium.

MAGIC ITEMS

BELL OF YEWDAL

1 charge. Ringing the bell banishes all fairies who can hear to the fey. Recharge: Toll the bell at midnight for seven nights straight.

DIAMOND DEW

Drop of morning dew crystallized into a gemstone. Will dissolve & evaporate by midday. If ingested, roll on the d100 spell list & spontaneously cast that spell. Alchemists in Swallowtail will pay 50-100 gold for an intact gem. The value depletes later in the morning.

GLOAMGOLD FLOWERS

Translucent flowers that open their petals at dusk to feed. They refract the colors of sunset, casting entire meadows in a gold & pink glow. Distill their petals into a tincture & drop it into eyes to gain **FAIRY SIGHT**.

GLOAMGOLD GLASS

Golden glass infused with **GLOAMGOLD** nectar. Look thru to see the ulfire colors radiating from any nearby magic items (such as Wands).

GLUMCURE

Popular golden drink made with the fermented sap of the invasive **GLUMCURE** tree. Restores 1d6+1 WIL, however all rolls are impaired for the following day.

HONEYCLASP

1 ring. 3 charges. A rusted ring that shrinks the bearer to 6" tall (& back for another charge). Recharge: place in a thimble-sized cup of royal jelly.

MOON FAIRY MEDALLION

Silver bezel inlaid with a glittering **PERIGEE-GEMSTONE**. A detailed map of **GLEN MORROW** [p. 23] is elaborately engraved on the border.

RALUCA'S THREAD

3 charges. Magic silk thread spun by **RALUCA**, the infamous queen of the extinct root spiders. Can be used to lasso & weave tree branches & roots together into a large, springy web. Recharge: Swallow it & a new strand will (eventually) grow on your head.

THE SONG OF SWALLOWTAIL

Dusty printing of an ancient Prytan ballad detailing the history & pride of Swallowtail. **ERATO**, a **BRIGADE** rebel, is the only scholar who can translate it. The booklet is (secretly) bound by **RALUCA'S THREAD**.

TRACKER'S TONGUE

1 charge. Blue, in a jar of vinegar, stiff until attached. The user can taste the name of the last person that interacted with a licked person. Recharge: Rest the tongue in jar with vinegar, detached, for 8 hours.

PERIGEE-STONE

Ulfire gemstone in a geode of porous rock. Limited resource, believed to have been mined on the moon by the **MOON FAIRY** himself. Breaking open the geode without harming the magical properties within requires a precise balance of force & sensitivity. Roll in-between STR & WIL to do so, or seek an alchemist.

Once opened, the gemstone can be used **EITHER** to capture & re-emit moonbeams **OR** to alter the flow of water. 2 charges. Recharge: wash the stone in a **SILVERED POOL** [p. 12].

Raw geode = 200 gp, broken = 100gp, successfully opened = 250gp.

