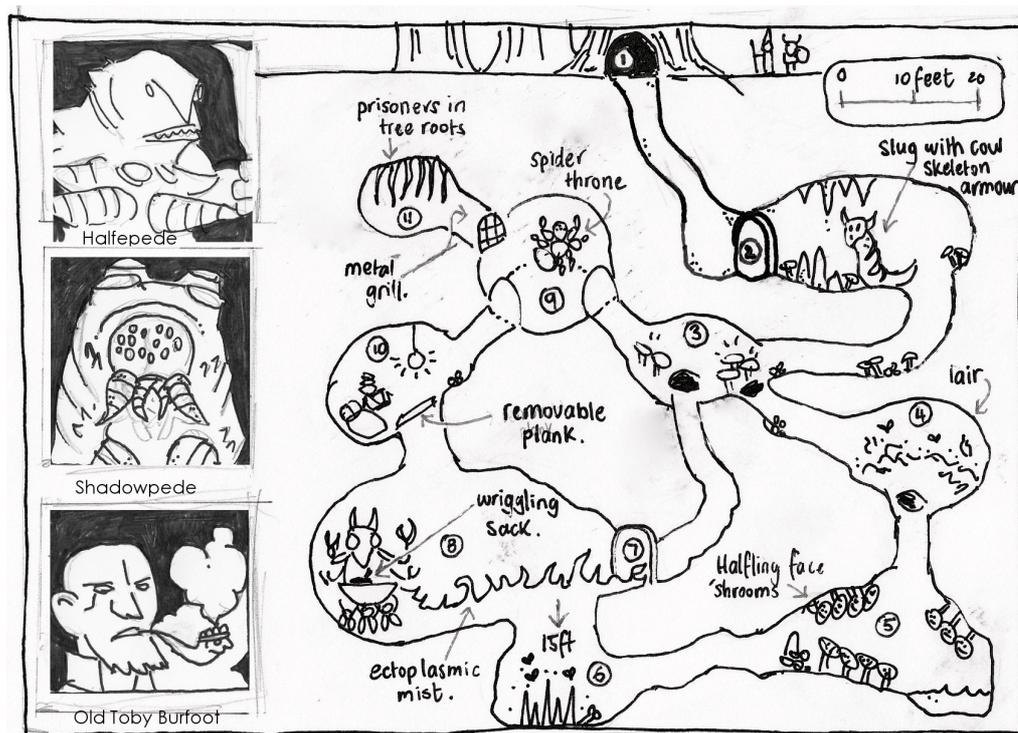


Vermin Hollow - for 3 or more PC's of level 1 to 2 - by Rob



Whats going on. People are missing. The trail leads to the backwoods on Burfoot land. Old Toby Burfoot has been consorting with Grothmog Lord of Vermin.

Wandering Monsters

- 1-2. Halfepedes (1-4)
- 3-4. Giant Centipedes (1-4)
- 5-6 Giant Slug

Rumors

- 1. If your headed to the backwoods keep an eye out for my cow. Lost her out that way a few days ago.
- 2. The forest fae's to blame. Too many mushrooms out that way.
- 3. That's Burfoot land. I aint seen any Burfoot apart from Old Tom

- 1. Entrance.** Ancient dying forest. Heady smell of rot and decay. Hole in twisted primeval tree leads to pit entrance.
- 2. Guard post.** Entrance arch writhes as if alive with movement of thousands of beetles. Three **halfepedes**, halfling centipede hybrids that are individually weak as kobolds, and a **giant slug** protected by ad hoc bovine skeleton armour. Slugs spittle causes acid damage and paralysis like centipede venom.
- 3. Fungus crossroads.** Harmless swarm of beetles takes flight. Rust coloured mushroom spores cause rust as rust monster if disturbed. Lost amber worth 20 gp amongst fungus.
- 4. Home.** Nests of rotting organic matter. Five **halfepedes**.
- 5. Lair of the Shadowpede.** Icy cold Pool. Large mushrooms cover all surfaces. Mushroom caps have halfling like faces which turn to face movement. Concealed in the shadows is an insubstantial **Shadowpede**, a stealthy relation to the carrion crawler. A skeleton clutching a ceremonial bowl worth 200 gp lies at the bottom of the pool.
- 6. Sacrificial pit.** Stench of death. Trench 15 ft. deep and wreathed in Ectoplasmic mist. Upon the spikes are sacrifices, both human and animal, in varying decayed states. Some are partially consumed and riddled with maggots and vermin.
- 7. Corpse door.** Double doors. Bloated bodies spiked to door form the whorl symbol of Grothmog. The decaying corpses, alive with vermin, must be touched to open the doors.

- 8. Vermin shrine.** Statue of Grothmog Lord of Vermin. Three beetle backed halfling statues hold aloft a bowl in which sits a writhing sack. Lit candles illuminate the statue. Sack containing six **giant centipedes** sits within the bowl and may be mistaken for a writhing sacrifice. Ectoplasmic mist pours from Grothmog's mouth concealing the trench pit to location 6. Edges of cavern safe to traverse. The statues eyes are garnets worth 250 gp each. A disheveled halfling **Esmerelda Burfoot** tries to lure adventurers into stumbling into the pit. Esmerelda wears an amber necklace worth 100 gp.
- 9. Viewing chamber.** Desiccated giant spider with limbs shaped into a throne. Those seated inhabit the minds of vermin and can view a random cavern (1d12) through their eyes. Viewers run the risk of going temporarily mad from the disconcerting effect of inhabiting such an alien mind.
- 10. Old Toby's cave.** Pipe weed aroma. Entrance from location 9 blocked by vermin wall that clings to unbelievers. Vermin do no damage but are a nuisance. Plank covers the drop to location 8. Bedroll, table, oil lamp and mildew damaged books on fungi and vermin. Collection of pipes and pipe weed worth 75 gp. **Old Toby Burfoot** a halfling priest of Grothmog and two **giant centipedes**. Old Toby wears *boots of spider climbing*.
- 11. Living prison.** Entrance barred by a rusted locked metal gate. Old Toby has the key. A human and two halflings imprisoned by tree roots and suspended 10 ft. off the ground.