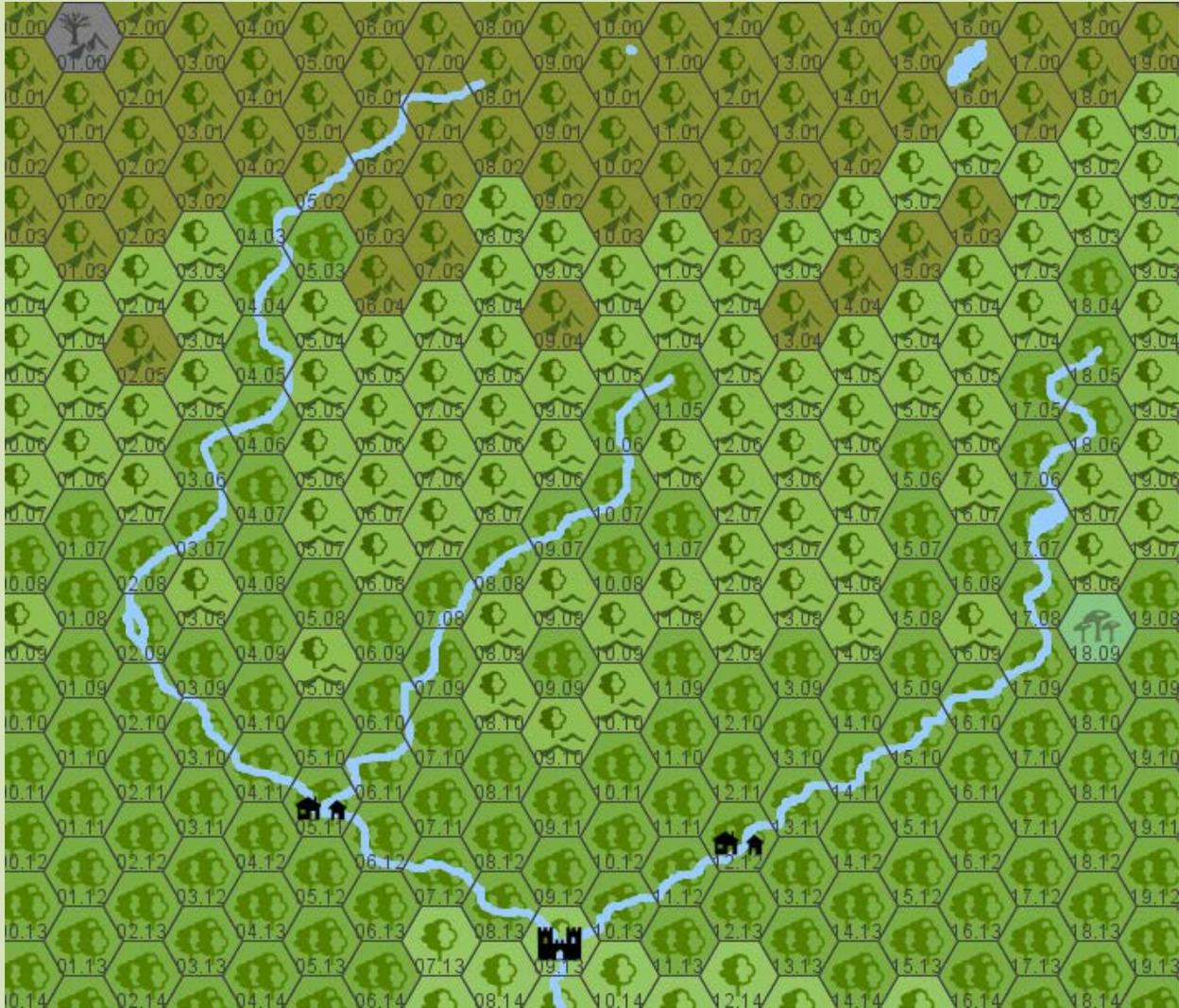


BREWER'S BACKWOODS

Fearsome critters, strange flora, and fabled treasures lie beyond Fort Brewer
A one-page wilderness adventure created by Doc Brewer



MAP KEY (1 HEX = 10 MILES)

0100: A baneful aura lingers in this comet blast zone
0112: Enclave of druids—will they help you, or sacrifice you?
0204: Nesting grounds of the fearsome Hodag; eggs are priceless
0209: Island of cursed souls who rise after nightfall
0210: Dryad grove; rare and precious wood is a lure to loggers
0307: A Lorelei sings from atop a rock to enchant passersby
0312: Standing stone circle acts as a gate, but the secret is lost
0403: What lurks behind the mists of the weird waterfall?
0509: Silver mine abandoned after too many men went missing
0511: Lumberton, last outpost of loggers and hunters
0513: Two clans of witches have feuded here for generations
0606: Hidebehind that hunts here is the last thing you'll never see
0610: Ghost town; the miners left, but something else moved in
0801: Springs at river's source have magic powers for good or ill
0808: Half human, half horned-folk seer lives by her lonesome
0903: Giant carnivorous plants look like cozy cottages at twilight
0909: Hidden hollow is home to a creepy human commune

0913: Fort Brewer, plus respectable New Town, seedy Old Town
1001: An ancient evil dwells in the bottomless pool
1006: Nocturnal horned-folk stalk these dense, dark woods
1110: Sinkholes dot the landscape; some are inhabited
1209: Whispers echo up and down natural limestone caves
1212: Wellman's Wade: crossing, trading post and gathering place
1306: Limestone cave system leads to inky river underground
1313: The moonshiners in these hollows value their privacy
1404: Standing stone circle; the other end of the gate in 0312
1411: Reward to be had for rooting out river reavers's roost
1508: When the Pineys come out of their hiding holes, it's too late
1601: Legendary town of Those Who Were Here Before
1705: Moss-covered rocks are actually the ruins of a long-lost city
1707: A mighty lake serpent surfaces when waters are disturbed
1712: Spooklights may signify buried treasure or sticky death
1803: Bigfoot stomping grounds; shy but fierce if provoked
1809: Foggy valley full of giant mushrooms and more

RANDOM ENCOUNTERS (1-2 ON 1D6 PER HEX TRAVERSED; ROLL AGAIN ON REPEATED ENCOUNTERS)

01-06: Laconic logger(s)	33-37: Wolves	51-52: Argopelter	77-78: Roperite	89-90: Werefox
07-12: Bold explorer(s)	38-42: Black panther	53-54: Glawackus	79-80: Rumptifusel	91-92: Werepanther
13-18: Peculiar hunter(s)	43-44: Wampus cat	55-60: Teakettler(s)	81-82: Gumberoo	93-94: Werewolf
19-24: Sneaky outlaw(s)	45-46: Ball-tailed cat	61-66: Hoop snake(s)	83-84: Luferring	95-97: Haint(s)
25-26: Cryptic hermit	47-48: Splintercat	67-72: Flittericks	85-86: Dungavenhooter	98-99: Forest/river spirit
27-32: Bear(s)	49-50: Squink	73-76: Squonk	87-88: Whimpus	00: Woman of the wood

For more about fearsome critters: <http://www.fearsomecreaturesofthelumberwoods.com/>

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Map created using Hexographer