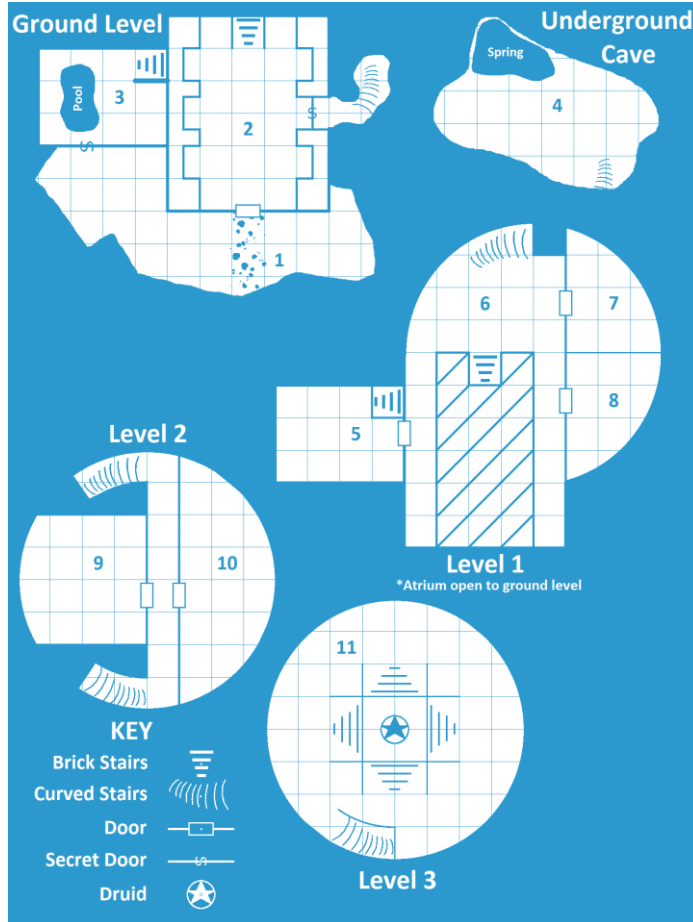


The Druid's Mound

One Page Dungeon for 2014

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Local villages have been terrorized by monstrous plants emerging from the nearby forest. The PCs have been recruited to seek out the source of the corruption, and their search has brought them to a small, rough hewn stone tower, topped with a thatch roof.



1. Tower Exterior: 4-6 monstrous plants attack any PCs within 30'. At first glance the tower does not appear to have any windows or entrances other than the lone door to the south. A closer examination reveals a damaged section of wall leading into room 3. In fact, the tower does have windows, but they are covered by an illusionary spell which makes them invisible from the outside.

2. Main Atrium: A two story atrium with balconies on either side, above six small alcoves containing tapestries. A close examination will reveal that behind a worn tapestry is an indentation in the shape of a flower. If the wooden flower from room 7 is inserted into this crevice, the entire wall will shift, revealing the passage to the underground cave (room 4). A pile of logs dominates the center of the room. Any attempt to examine/pass the logs on the ground level will cause them to cluster together into a **wood golem**, emanating with green energy. The golem will attack PCs on sight, unless they present the golem's token from Upper Storeroom (room 5).

3. Lower Storeroom: The murky room's only feature is a sunken pool of water no more than 3' deep. A **large monstrous plant** and 1-3 **additional monstrous plants** grow from the edge of the water and will immediately attack the PCs when the room is disturbed.

4. Underground Cave: This rocky chamber contains conspicuously normal fungal plants. The spring's water appears to be the source of their resistance to the corrupt energy of the tower. In reality, it is the shining amethysts hidden in the spring's waters. These jewels have a 2 in 6 chance per round of causing monstrous plants to recoil.

5. Upper Storeroom: Contains carved wooden statuettes of a wolf, an elk, and a leaf with identical bases, as well as a three-tiered obsidian platform with an inscription of a poem about predators and prey. Arranging them as listed from top to bottom will open a secret compartment, revealing an ironwood amulet which glows with green energy (golem's token).

6. Common Room: Sounds of combat emerge from the room. A **Dryad** is cornered by **monstrous vines** growing through a window. If the Dryad survives, it will attempt to recruit/charm the PCs into helping her find and destroy the source of the corruption. The Dryad will be easy to anger due to the corruption. Amethysts from the underground cave will lessen this effect. If the Dryad does not return to her nearby tree (with the source destroyed) in 3d6 hrs the Dryad will become terminally ill.

7. Dining Room: A flower sits in a small wooden vase near the window. The flower is in fact made of wood, and fits the indentation in the main atrium.

8. Athenaeum: Dusty bookshelves contain variety of subjects - some magical, some mundane. PCs may find minor spell books hidden among the texts.

9. Druid's Study: This well furnished room is in fact full of **animated objects**, which will attack the PCs if they enter. Possible animated objects include chairs, curtains, rope, books, and cabinets.

10. Living Quarters: Modestly furnished but comfortable. A thorough search will reveal treasure, including gold and minor magical items.

11. Druid's Demise: The upper room is guarded by 2 **moss golems**, who attack the PCs upon their entry. If the Dryad is accompanying the PCs at this point, she will succumb to the corruption and turn on them. This may be prevented if the players have amethysts from the cave, and can rally the Dryad to withstand it. The Druid's figure is in the center of a raised dais, petrified with tree bark. Upon further inspection, the Druid is observed to be pointing a wand at his open hand, as if casting at its contents. The wand and hand are encased in a large crystalline amethyst with large black imperfections. Destroying the crystal or dispelling its magic will remove the corruption and leave the wand intact, but will not cure the druid. It is a wand of animate object, but has a 20% chance when cast to turn flora near the caster against all non-plants within 50'.