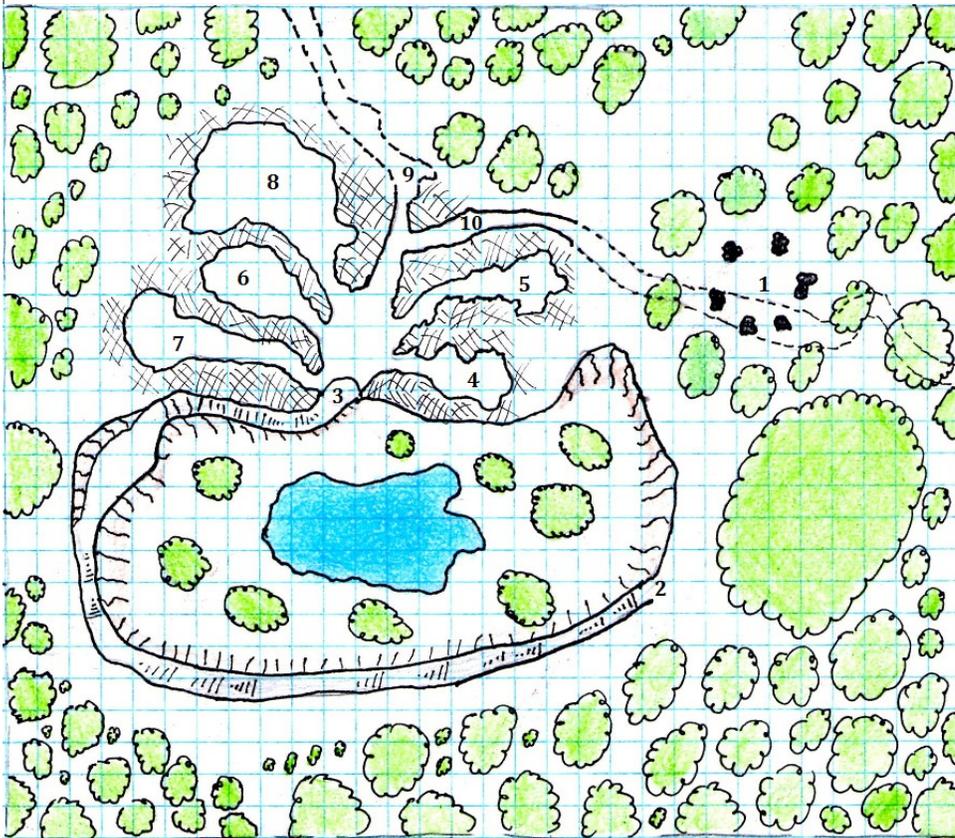


The Dire Druids of Delver's Deep



Wandering Monsters above the Deep 1d6

1. Young couple running away to get married with a bag of supplies for druids.
2. Young couple seeking information about getting married.
3. Another group of adventurers.
4. Villager with a club looking for his daughter.
5. Villager with a rolling pin looking for her son.
6. Giant porcupine.

Wandering Monsters in The Deep 1d6

1. Druid: One of level 1-6.
2. Goblins: 3d10
3. Spiders, large: 1d6
4. Piercers: 1d6
5. Bats: 2d10
6. Troglodytes: 3d10

NOTES:

The map of the cavern and passages is a below the land and trees above.

Room Key

1. **Clearing in the Woods:** A stone circle for druids to worship/commune with nature, and perform wedding ceremonies.
2. **Trail:** Well worn steps wind down and around the The Deep to the cavern mouth below.
3. **Entrance to the deep:** 50% chance a first level druid is keeping watch.
4. **Wight cavern:** Strands of silver coins pierced with wire and hung from the ceiling, and silver coins and items piled on the floor keep a wight contained and away from the druids. The druids have placed fire traps in case the wight gets past the silver. The druids will gladly let any adventurer who slays the wight keep all the silver and other treasure back in there.
5. **Bat Lair:** This cavern houses a large number of normal bats. 3D100 bats in daytime.
6. **Spider Lair:** This cave houses several large spiders that eat the bats, rats, and other things they catch in their webs. They leave the druids alone. 2D12
7. **Piercer Lair:** A family of 12 piercers is here. The druids manage to keep them away and invite them to go after any stray goblins or troglodytes. 2d6
8. **Basilisk Lair/Druid Base:** The now statue like basilisk's former lair, now home to Sara Silverthorn, 6th level druid, both slayer and victim of the basilisk. There are many victims of the basilisk in a variety of poses. Some have been knocked over and shattered, or lost limbs.
9. **Entrance to Goblin Lair:** Passage to the goblin lair. The druids use stone shape and fire trap to block this off, but the goblins keep breaking through.
10. **Entrance to the Troglodyte Lair:** Steep sloping and winding passage to the troglodyte lair. Also blocked with stone shape and fire trap

Delver's Deep is a well known adventure location. In recent months, some mysterious druids have occupied The Deep, as it is known to locals. This order of druids wear black robes, and their tight lips have led to rumors and gossip about their real nature and purpose. It is "common knowledge" that they are an evil cult practicing human sacrifice. Like most villagers, they mind their business, hoping that is enough to protect them; yet are glad to take the coins from selling supplies to the druids.

However, the druids have crossed the line, and word has gone out that "something" must be done about them. Young men and women have gone missing, and it must be the druid's doing - something foul and sinister has befallen the missing youths.

While the druids do have a connection to the missing young people, it is nothing evil. Young people who can't get their parent's support to marry have been running off and seeking the druids to perform the ceremony. The druids, being outsiders, don't have the restrictions of the village clerics. The clerics agree with their flocks to not marry youths in secret. All the druids ask in payment are supplies of food and other consumables. A typical generation gap.

Far from being evil, they are here to help one of their own, Sara Silverthorn. Sara was with a band of adventurers who visited The Deep and encountered a basilisk. Her unfortunate companions met its gaze. She turned a mirror in its direction, but managed to catch its gaze at just the right moment. Through some awkward twist of fate, only Sara's legs were turned to stone.

Sara managed to get various animals to carry word of her plight to other druids. Once other druids found her, they gathered in force to protect her until a way to free her could be found. The Great Druid, upon hearing of her problem, tasked those druids helping her to do all they could for her.

The Great Druid contacted a powerful wizard who can free Sara and the other victims of the basilisk; but his price is a famed magic jewel known to be in an ancient abandoned city far away. So while a group of druids and other adventurers seek this jewel, Sara is guarded and the surrounding wood is expanding. The rapid expansion of the wood around the rim of The Deep adds to the rumors of evil doings.