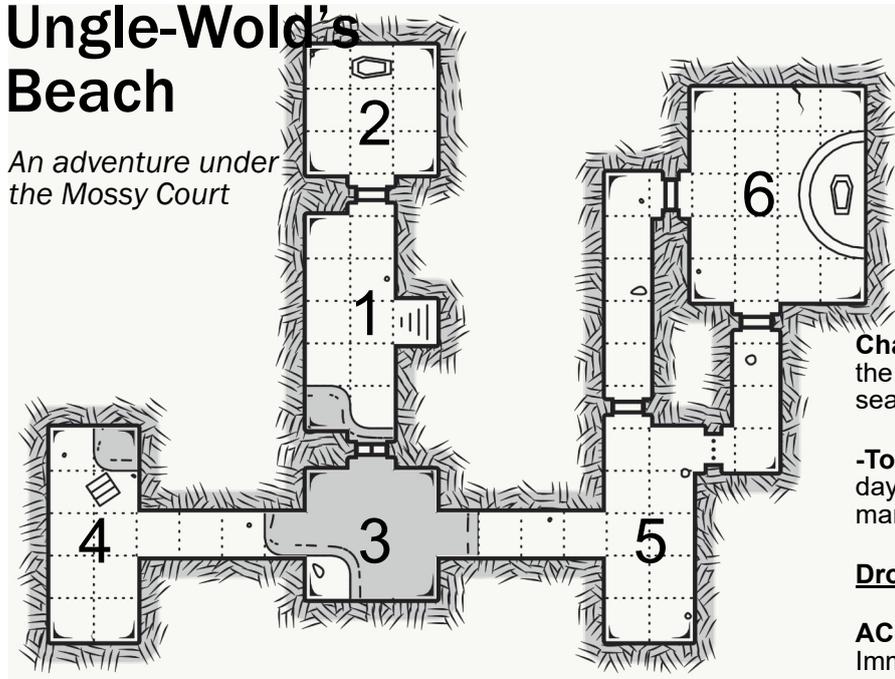


Ungle-Wold's Beach

An adventure under the Mossy Court



Chair (half covered with muck, black roots wrap the legs). **Stone Walls** (crude mural of the seaside, streaks of water from the leaking ceiling).

-Touch the fungal roots: Save vs. Poison every day for next 7 days or begin to turn into fungal man.

Drowned Corpses (1 x d3)

AC 12 HD 2d6(8) Att 2x claw (d3 + paralysis). Immune to poison.

Entrance Above

Gloomy Forest Glade (the air breathes heavy, the smell of "green"). **Oppressive trees surround** (lush oaks strangling the light from the air). **Mossy dolmen** (in the centre of the glade, half lost in the growth). **Opening in dolmen** (dark, hidden among the undergrowth, a pokey crawl down to Rm. 1).

1. Entry

Low dark room (7' tall, rough stone block walls). **Gate on west wall** (a burnt amber colour, intricately carved with ornate keyhole. Locked, key in Rm. 2). **Archway to east** (timber framed, copper hook set 4' from ground on jamb). **Brackish water gurgles on floor** (from under gate, pools on west end).

-Breaking down the gate: Attempts to break down the gate will result in the attacker being teleported 20' into the air above the **dolmen** (entrance above - Save vs Agility or 1d12 damage).

-Listening at the gate: The gate is warm to the touch. The sounds of cackling, patter of small feet, a splash, is that a seagull?

2. Antechamber

Timber walls (wainscotted panels, patchy and in disrepair). **Wooden Chest** (Ramshackle, gapped timbers, slightly ajar). **Stone floor** (half covered with muck, roots peeking in at the corners). **Small Stool** (beside chest, pair of scruffy boots beneath)

-Wooden Chest: Jumble of boots (mismatched). Searching reveals the **Key** to the gate in Rm. 1.

3. The Beach

Brackish Water (dark, draining to the door, leaking from the ceiling. Conceals **Drowned Corpses**). **Sandbar** (wide brimmed hat). **Deck**

4. Study

Chandelier (centred in room, wax drips from the candles). **Stone Floor** (sand leaks in from the hallway, books strewn about, mound of wax below chandelier). **Table with Puzzle Box** (hand-sized holes, copper). **Bookshelves** (hundreds of books, Table 1).

-Stick your hand in the Box: Table 2.

5. Dining Room

Wooden Table (12 places, full of actively rotting food). **Tapestry** (slight movement, hides secret passage to Rm. 6). **Pale Man** (face down on his plate, black roots wrap his feet, rot crowns his head).

Pale Man

AC 16 HD 3d8 Att 1x Drain Life (3d4 + paralysis), 2x claw (1d6)

6. Wold's Bed Chamber

Wold (terrified, locked himself in in fear of Pale Man). **Wooden Chest** (Ramshackle, gapped timbers, slightly ajar). **Stone floor** (half covered with muck, roots peeking in at the corners). **Small Stool** (beside chest, pair of scruffy boots beneath)

D6	Table 1 - Book Grabbed
1	Retarded book (-1 Int)
2	Childrens nursery rhymes
3	Inscrutable language
4	There and back again...
5	Book of silence (can't talk for 24 hours)
6	Hidden flask (+3 d6 HP on use)

D6	Table 2 - Puzzle Box
1	Nothing
2	Clay figurine (6 cp)
3	Hand oozes in slime
4	Hand gets stuck
5	An old hand
6	An emerald (1000cp)

