



Spritefall Circle, Spitfalls Eyrie and Old Spit Drop

Adventure Supplement

Setting description

The Great Cliff has long been a barrier between the highlands and the wide plain below, a physical and cultural divide. Its drop is regarded with caution and superstition by those that live in the high country, who tend to avoid the area and the thick, quiet forest that smudges along the cliff edge. The Pirith River particularly is deemed enchanted, traversing both countries, a thread of connection between the two cultures.

Nowhere is this magic believed stronger than at the Spitfalls, where the river drops over the cliff and the water flows away from the highlands. Yet just as the water that gushes over the falls seems to leave the high country forever but will return to its source and travel this way again, so time in this place does not fall forever forwards. It is possible to return to an earlier time here, to travel the circular flow of the river and visit this magical place through the course of its history.

Deep in the past, the forest was a bright, hopeful place. The small island that breaks the falls in two has always drawn those who believe in the magic of the place and in those early days a fairy circle stood here at the Spritefall, channelling the sparkling energy of the river for the ceremonies of those who called upon the fey. Underneath the circle in a small cave, water once pooled and emitted a magical aura, a special place to those who climbed down to make offerings in the little grotto.

Nowadays, the pool has long since dried up and the cave has been hewn out to provide a usable cellar space for the small, rundown house that stands on the island, the home of the wizard Eberardo Nightjar. Unreachable from the riverbank, Spitfalls Eyrie is remote in an already lonely place and affords Nightjar the privacy he desires for his secret work. Having tamed some of the hippogriffs that nest nearby, Nightjar stables them beneath the house, where the cave mouth that overlooks the plains gives him access to the unbroken skies of the strange country below.

Those with clairvoyance might know that one day a blight will overcome the highlands, one for which the people of the plains will be blamed. The forest will die and the hippogriffs will leave. The river will be sick — slow and poisoned — and only a single waterfall will slink over the cliff. This will become a place only for those who can thrive in a deadland. Witches will find their way to the ruined house and work their dark rituals in the cave beneath it. They will know the magical cave at Old Spit Drop as a place where their craft gains great strength. Perhaps they too have the gift of sight. Perhaps in the darkness they can see the bright and beautiful waterfall of the past.

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Story ideas

Plot Hook 1

Starting map: Spritefall Circle

Your travels have brought you to the beautiful fairy circle where the Pirith River becomes the Spritefall and drops away to the plains. The sight is wondrous and as you rest by the five standing stones, listening to the euphonic burble of the falls, you feel an enchantment seep across you. Five fairies stand before you. “You are bound”, they sing. “You are bound to us as we are bound to these stones. Travel time around, follow the flow of the falls. Gather our relics, lost in the future that was our past. Return to us, our relics restore. Your path is cast in this our call.” You blearily rub your eyes. The fairies are gone, but you feel their bonds tighten on your destiny.

Plot Hook 2

Starting map: Spitfalls Eyrie

You have travelled far to request the help of the wizard Eberardo Nightjar; have reached his strange little house on the waterfall. Yet Nightjar is not here. Is the house abandoned? In the stables, an untethered hippogriff snaffles from a bowl. Spying you, he speaks! He reveals he is Nightjar and details a spell gone horribly wrong. He nods towards a stall where a body lies, roughly covered with straw. In attempting to meld his soul with the hippogriff’s body, and enjoy true flight, Nightjar’s soul was shattered into pieces. A part remains here, his most animalistic elements, stuck inside the hippogriff, but the rest is scattered through time. He asks you help him guide home the parts and fuse them. Little does he know that in the deep past the fairies hold the good part of him prisoner — such a pure soul! Or that in the far future, his wicked self is enjoying inspiring witches and does not wish to return.

Plot Hook 3

Starting map: Old Spit Drop

You travel through a blighted land. They say witches roam among the dead trees, so you make camp, cautiously, by an old ruined house. One of your number spots some carvings on the stones — fey runes! They implore you travel to the past, that the river can take a willing traveller. They implore you speak to the fairy Persibur Chantecliff. In this place, in the days when a fairy circle stood on the island, Persibur waits. If travellers come who have seen his message in the dead days, he will know they are the ones to stop that wizard ruining the land. He will know the witches will have been watching them and will do anything to stop them.

Spritefall Circle

The Five Fairies of the Fairy Circle and their hidden binding relics

The fairies have been bound to the stones by fey magic as a punishment that prevents them leaving the circle. They can be called upon to intercede in matters in their immediate vicinity and can act upon those who are visiting the circle.

The relics that bind them to the stones have been hidden through time. Restoring the relics to their owners is believed to break the binding spell.

Mistelblossom	A dark-eyed fairy, born of nightmagic and winterspells. Is generous to those who daub her stone with flower-ink invocations, particularly enjoying poison-ink. Was bound to the circle by the Fey Council for taking part in the conspiracy to murder the Chief Mushroom Poisoner. <i>Relic: Her icelocket, a family heirloom, containing the first ever snowflake.</i>
Persibur Chantedcliff	A runecarver and protector of the life of the waterfall, Persibur left a message for the future on a river rock before he was bound to the stone circle. Having seen the sickened river of the future, he seeks to prevent the poisoning of the land that the wizard Eberardo Nightjar will accidentally cause. Will respond to offerings made to the river and can intercede with the river spirits. <i>Relic: The fey chisel given to him by his mentor.</i>
Prince Sillvermoth	The second son of the heir to the Rose Throne, Sillvermoth is a playful, mischievous fairy who enjoys causing trouble. His punishment is for provoking a war between the daughters of the Puffball Queen that led to the death of many fairies. An offering of true tears will pique his interest. <i>Relic: The golden rose brooch that signifies his relation to the ruling family of the Rose Kingdom.</i>
Stitchworz	Born into the animal husbandry caste, Stitchworz did not give up her vocation, even in the face of the butterfly cull the Council demanded. Her imprisonment has not dulled her care for animals and she will act on matters of urgency brought to her if accompanied by a fauna-related incantation. <i>Relic: A delicate antler tiara given to her as a reward for saving the Stag King of the Forest.</i>
Gorsia Inkcappe	Bringer of Autumn to the trees, Inkcappe was bound to the stones for a serious neglect of her duties in what become known as the Neverending Summer. Falling in love with an ancient Hawthorn, she wished its green leaves never to yellow and fall. In matters related to the forest she is unmatched and she responds well to an offering of leaves or nuts. <i>Relic: An acorn icon carved from the heartwood of the oak in whose branches she was born.</i>

Useful table 1: Set dressing for Spritefall Circle

1	Brightly coloured birds flit in and out of the spray rising from the falls, catching insects that glint in the sunlight.
2	The sound of laughter and gentle music can be heard in the roar of the waterfall. You each hear a different song, but one you know.
3	Frogs along the banks of the river watch you with the appearance of intelligence, croaking as you walk past.
4	A series of natural steppingstones lead to the island. They are covered in moss and are very slippery. On one is a silver coin.
5	Many of the rocks that make up the cliffs here slightly resemble pleasant, wise faces. One face frowns when one of you looks at it.
6	The air is filled with glowing motes that move swiftly on the breeze and leave a trail of sparkles in their wake. They fill you with joy.
7	The five standing stones on the island face inward to each other and are just taller than head-height. Each has its own distinct character and is ringed with offerings.
8	A pile of armour and weapons lies rusting under a thick coat of vegetation beneath a tree. It has been here a long time.
9	The branches of the trees on the island are covered in a bright yellow lichen that shrinks away from any touch.
10	The sky directly above the fairy circle is always a brilliant, bright blue, regardless of what the rest of the weather is like.

Useful table 2: Blessings achieved by dropping a wishstone into the fairy pool (roll d8 for a random blessing)

1	All creatures of the forest, even predators, will become friendly and helpful for the rest of the day.
2	All your wounds are healed, and old injuries disappear.
3	People can't help but be charmed by you for the next week
4	A painful memory of your choice is wiped from your mind.
5	You feel strong and full of vitality, able to keep going even when others drop from exhaustion
6	A weapon of your choice gains advantage against evil creatures for the fortnight.
7	You gain the ability to speak with any animal (magical animals included) until the next sunrise.
8	You are able to sense the presence of evil within a one mile radius until the next full moon.

Useful table 3: Magical creatures in the forest

1	Rainboa Constrictor — waits just below the edge of the falls
2	Clarifrog — a large transparent frog
3	Butterspry — a tiny sprite with iridescent wings
4	Ribbit — a hair-less, amphibious rabbit
5	Boldgebadger — a insectivorous, horse-sized badger
6	Grippleworm — social worms that form huge underground warrens

Spitfalls Eyrie

Eberardo Nightjar, a wizard

Eberardo has long lived in this forest, but was born in a dark forest far away. A child of the trees, he grew to be a man who knew the way of all wild things and wished to inhabit such a life himself. His magic apprenticeship complete, he set out to find a lonely, magical place to work in peace on his experiments. Drawn to the energy on the small island at the falls, he was awed by the view of the plains — the knowledge of the world such a site afforded — and built his house among the remnants of a stone circle. Eberardo Nightjar does not really enjoy speaking with people — it is animals that make sense to him. He clothes himself in a way that one might mistake him for a creature of the forest at first glance and his white beard and hair are braided with vines (and often infested with small animals). He has tamed a number of hippogriffs and has long admired their flight, wishing to experience it for himself. This desire has been the focus of many of his experimental spells, but he also works to harness the magical energy of the river, hoping that it will enhance his own charismatic skill.

Hippogriffs stabled at the Eyrie

The hippogriffs here are tamed and rideable, but care is needed when approaching them as they are used to obeying only their master.

Peppermill	A mottled, brown animal. Does not seem very bright or indeed friendly. Bites anything that comes within reach of its beak. Once harnessed, will obey commands, albeit occasionally distracted by a search for food.
Tarragoth	With shimmering, peacock-green wings and a jet-black body, he is a handsome mount. Has a spiky temperament, soothed only by its favourite celery root. Swift and reliable.
Hipporadish	Named for the tuft of green feathers atop its head, this cream-toned animal is playful, fast and likeable. Young and inexperienced, they will give a rider a tough time. Has a habit of sneezing, which disorients them and causes them to fly in the wrong direction.
Bergamint	Large, lithe and with red-tipped white wings. Implicitly understands the commands of its rider and seems to follow instructions before they are given. Enjoys eggs and dislikes punishing treatment.
Fenugrice	A heavy, slow animal- old and cantankerous. Knows the skies very well and won't unseat a rider but won't give them an easy time. Needs to be fed before will agree to fly and likes small, live animals. Does not like wearing a harness.
Cinnamelle	This is the favoured hippogriff of the wizard Eberardo Nightjar and the one to which he has melded part of his soul. A large grey animal, it has a striking silver beak and enjoys hunting.

Useful table 4: Set dressing for Spitfalls Eyrie

1	The sound of the waterfall is a pleasant but deafening roar, as a huge volume of water crashes over the edge each second.
2	The house is old and dilapidated, with moss covering the poorly-maintained roof. The thatch has collapsed in many places.
3	High in the clouds above, you can make out some distant flying creatures. The sharp-eyed will identify them as hippogriffs.
4	The ground beneath the island trees is littered with the crushed fragments of huge shells. They are razor-sharp.
5	The large nests in the trees are made from branches, moss and rags such as old curtains and clothes.
6	The cottage garden is overgrown with wild plants, although some carrots seem to have established themselves despite the competition.
7	The river is full of large golden fish, swimming against the current. Their eyes seem to glance up at you.
8	The cool, fresh spray from the waterfall rises high and soaks everything through in seconds.

Useful table 5: Interesting items in the wizard's house

1	An old iron cauldron stands empty. The sides are encrusted with baked-on stew that still has an enticing smell.
2	A stack of open books on the subject of soul transfer.
3	A wooden model of a hippogriff stuffed into a drawer. It has been sectioned with a pen and annotated.
4	A chest containing a finely crafted blue leather bridle.
5	A three-way hourglass. The glass of each third is engraved in tiny script and contains coloured sands.
6	A small wooden box under the bed contains several portraits of a young wizard, some also featuring a mentor.
7	A heart-shaped jar containing a pickled liver.
8	A quill and ink pot. The quill is a hippogriff feather, whilst the ink pot is made from a hippogriff hoof.

Useful table 6: When you have brought all three parts of the wizard's soul to the same place, use one of these rituals to bind them.

1	Bind the containers of all the souls with a cold iron chain and strike the links with a blacksmith's hammer until the soul is forged.
2	Fill a room with alderwood smoke, kill the hippogriff to release the soul fragment as you also release the other fragments into the smoke. This will bring the parts together.
3	Catch each soul in a redquartz crystal container. Place these on the soulless body and recite a resurrection spell.
4	Use spiritcord to bind the souls to the wizard's body, and then cast it over the falls wherein the river magic will ignite the spiritcord and fuse them.

Old Spit Drop

The witches who meet at Old Spit Cave

Thraxin Rooth	A vicious witch with long black claws, Thraxin wears a small, dog-eared book around his neck on a chain. He is bald, with a tattoo of a hellhound etched in black upon his white pate. Has a particular hatred of live elves and a particular love of dwarf meat. Fights with chaos spells and a spiked skull on a rope.
Old Strych Pokeweed	Hollow-eyed Old Strych has mentored many of the other witches. Some of her dried organs have fallen from her body, but she wears them strapped around her. It is hard to tell if she has crossed the barrier into death as she often is deathly still for hours, but she will suddenly move, swifter than the eye can see, and appear behind a person.
Yargy Henbane	With his body intentionally scarred all over, he has the appearance of something unhuman and his yellow eyes recall those of a snake. Yargy has a sonorous voice that makes his chanted spells seem hypnotic and beautiful as they work their evil. Uses fire magic.
Laurellia Pitspore	Wears a long-hair cloak that contrasts sharply with her hairless skull and face. A potions expert, she has many tiny bottles dangling from the hairs on her clothes. Knows special recipes for a disembowelling potion, a skinstripper lotion and a choke bomb.
Nacazulla of Higmorth	Extremely tall, fangs that drip black blood and two extra clawed fingers on each hand. She is immune to all poisons, having slowly imbibed them over her lifetime, and thus is able to spit mouthfuls of them. Can shatter stone with her screeches.

Useful table 7: Rituals the witches perform in the cave

1	Keep a King Down — a drop of blood from each our fingers, the disease upon the old king lingers
2	Toads of Fire — Little pollys, round we mix, spit and dirt and toenail picks, in the pot the briar goes, out now comes the fire toads
3	Kill a Moon for Sennight — In with henclaw, in with rye, in with freshly plucked dwarfeye, in with rotted vixen thigh, seven nights the moon will die.
4	Blood Eyes Curse — Here, your hopes that we have stolen, wishstones, prayers and lovenotes yours; mix with bile in the bowl, then from your eyes the green blood pours.
5	Cast Blackscab — our pot now aflame, add stone with your name, add ground up pigcrabs, we cast the Black Scab.
6	Enemy Eyes — Those who vex us, we beseech thee, let us see with your own sight; in our pot we drop your hair, your tooth, your skin we stole at night.

Useful table 8: Set dressing for Old Spit Drop

1	The old dry riverbed is cracked, but just below the surface are hundreds of ancient bones, some protruding through the dry mud.
2	The mist that rises from the poisonous water pervades the air with a terrible stench, recalling rotten meat.
3	The still surface of the murky, stagnant pools is occasionally disturbed as something slops into it from the side.
4	Wooden chimes and bone fetishes dangle from the branches of a dead tree, clattering ominously in the breeze.
5	The walls of the ruins are covered in crudely painted graffiti. The language is unknown but the script is jagged and threatening.
6	Vultures circle overhead, their beady eyes scanning the ground for fresh carrion.
7	The ground periodically trembles as if something is moving far beneath the surface.
8	A mournful animal cry echoes from the mist-shrouded valley.
9	Crumbling steps lead down to the witches' cave beneath the ruined house. The wind echoes in the stairwell like a dying moan.
10	In the ruined fireplace, under ash, is a charred silver box, slightly melted. It contains a many-faceted diamond.

Useful table 9: Mutated creatures wandering near the poisoned river

1	A large black dog, with huge bony spikes protruding from its back.
2	A grey lizard, dragging its human-like rear legs behind it.
3	A two-headed crow, each head only having a single central eye.
4	A scaled squirrel, constantly coughing up an acidic black spit.
5	A skinless deer, with its organs on the outside of its body.
6	A gargantuan beetle with an incredibly sad face.

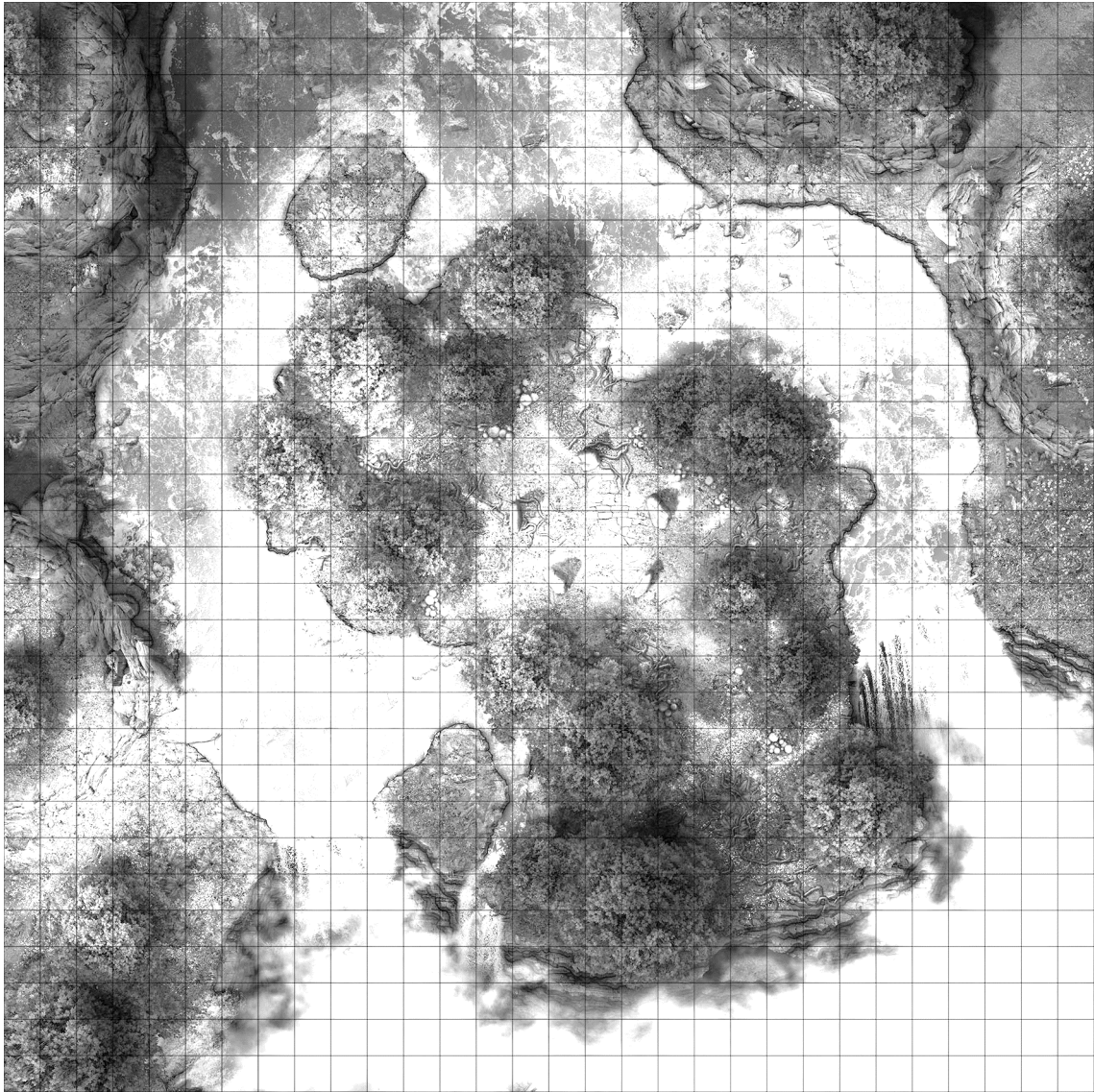
Useful table 10: Prisoners who might be in the cell in the witches' cave

1	Delmuthin Kenelis - an emaciated old elf, little more than skin and bones. His skin has grown over his manacles.
2	Velgos - a human lycanthrope, chained by a collar. The witches have been studying whether any of his full-moon changes are also internal and his abdomen is covered in surgical wounds.
3	The Jorfen Sisters - a pair of kitsune captured recently. The witches are yet to break their spirits.
4	Tusgon - a half-orc druid who came to seek advice. The witches have been slowly draining him of blood for their spells.
5	Peliane Monkshood - a witch, formerly of this coven. She fell foul of the others when they caught her trying to steal a rare ingredient.
6	Samphire, a unicorn - his horn has been messily snapped off, and he carries the marks of years of mistreatment.



Spritefall Circle

Annotatable Planning Sheet

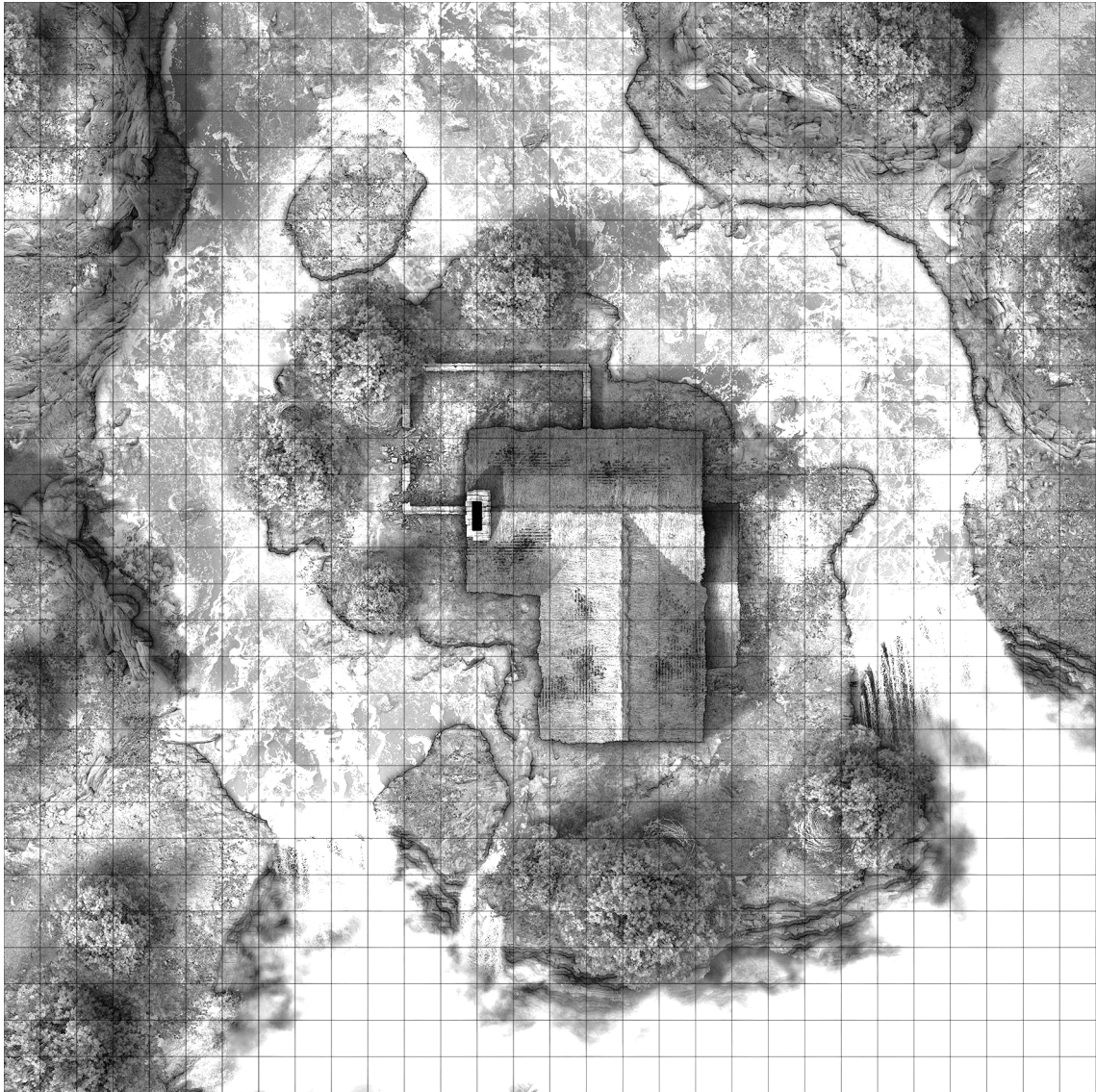


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Spitfalls Eyrie

Annotatable Planning Sheet

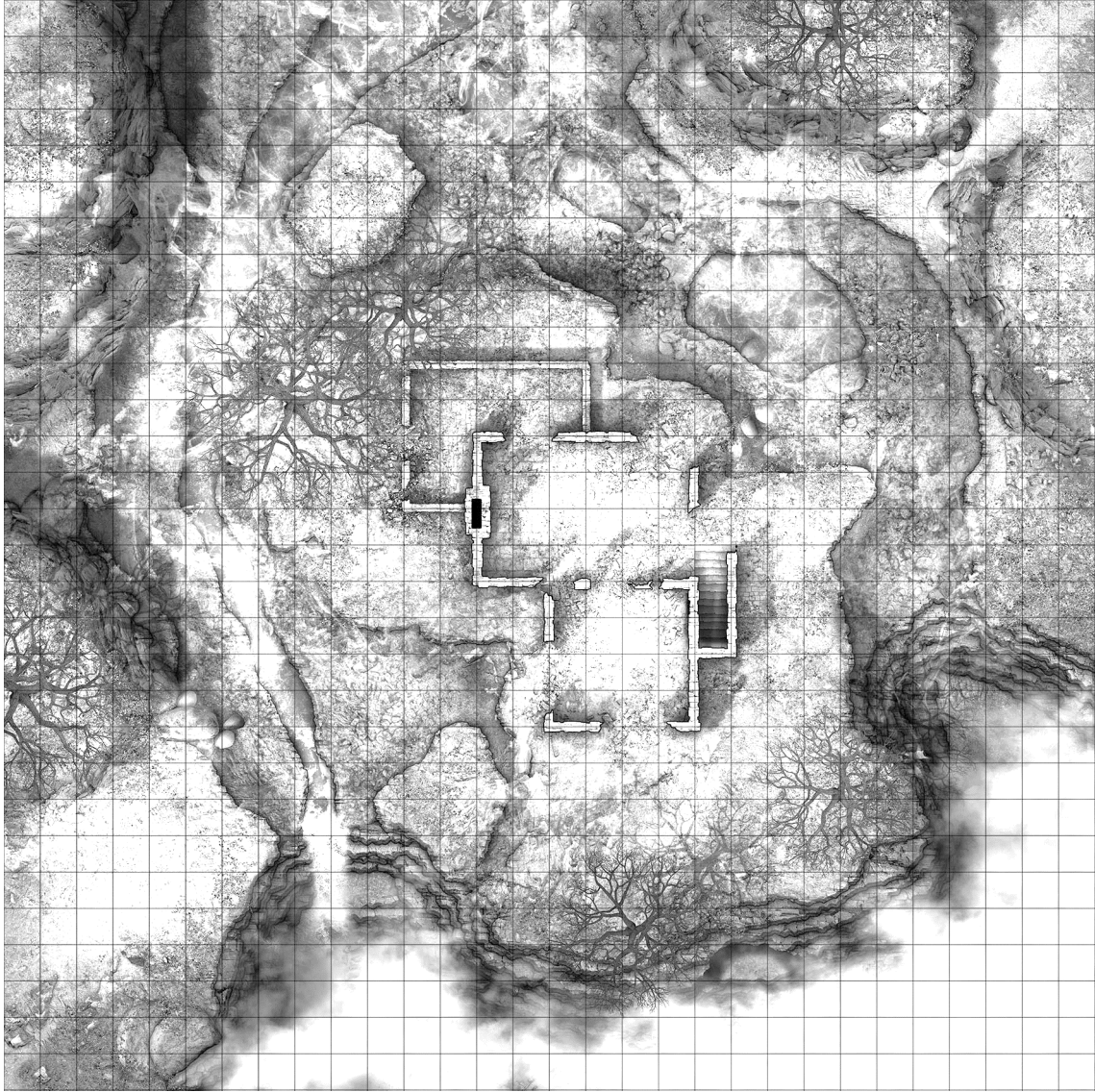


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Old Spit Drop

Annotatable Planning Sheet



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