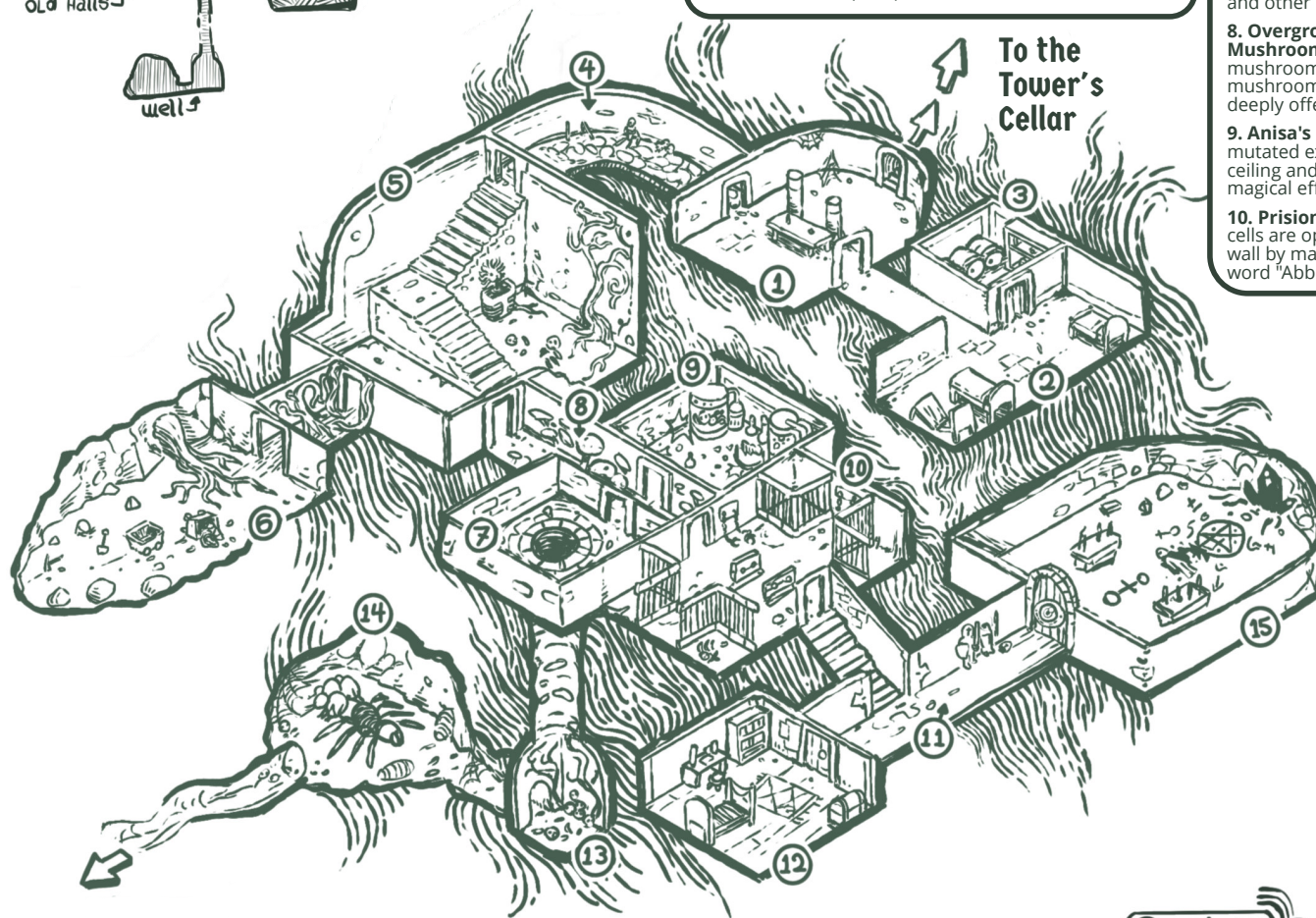
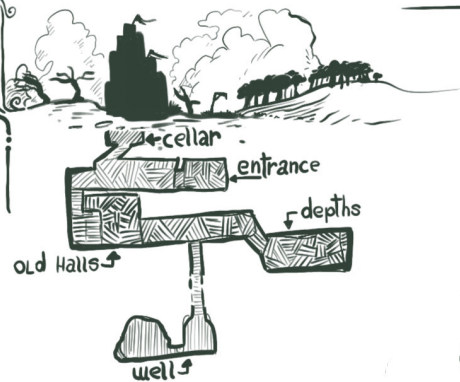


Under Anisa's Tower



Random Encounters (2d6)

1. The ghost of Anisa appears and ask the PCs to destroy the antediluvian crystal(15) with a **potion of disintegration**(9).
2. Many spiders come from small holes in the room corners, 5 **Gibbering Swarms** (HD 1) attack!
3. 1 **Dusty Old Bones** (HD 1) for each PC rise from the ground!
- 4-5. 1 **Pale Ghoul** (HD 3) for every 2 PCs.
6. Everyone feels a **strange thirst**, quench it or suffer a temporary constitution penalty.
7. Whispers coming from the walls.
- 8-9. A person (a shadow) is seen observing the PCs from a corner, then runs away. It will try luring them to the well (7).
10. A gelatinous cuboid (HD 4) slimes ever closer from a nearby corridor.
11. A crew of dwarven miners are wondering around, searching for treasure. 2 **Dwarven Miners** (HD 2) and 1 **Dwarven Rune Priest** (HD 3)
12. The Bane of Whisperwood (**Mature Deathweb**, HD 5) is roaming with 2 spiderlings (**Dog-sized Spider**, HD 3). If the PCs stay hidden they can avoid this fight.
- 13+. A group of bandits is looking for loot and doesn't want competition! A **Fighter** (HD 2) an **Elven Hunter** (HD 3) and a **Confused Rabbie** (HD 1).

Rooms

1. **Preparation Room**: A table with spoiled food, some candles.
2. **Infirmary**: Broken hospital beds, 2 **Skeletons** with hospital garbs (HD 1) and a **Zombie** wearing a plague mask (HD 2). A pouch with medicinal herbs is on the ground, key to storage room (3) under a bed.
3. **Stock Room**: (*Locked, wooden*) 4 wine caskets, heavy but pricey, rope, 2 pickaxes. A secret cache is under the floor, contains a +1 dagger and an infinite Gorgonzola cheese container. Shuffling things around will wake up 4 **Giant Roaches** (HD 1).
4. **Winding Corridor**: A corpse lies here, it still talks. He wants the PCs to kill him so he can finally sleep. A spell to lift the curse can be found on Anisa's Study (12). Any other attempt to kill him is futile, he eventually comes back regenerated at the corridor. Before lifting his curse he tells about the secret cache in the Stock Room (3).
5. **Old Room**: (*Locked from 4, wooden*) Built long before the tower, skeletons entangled in vines on the ground. Magic vines will grab anything that stays on the same place for more than 10 seconds, causing 1d4 damage. There's a fountain, can be drink, but has special properties when applied to plants, making them grow much faster. 1d12 coins in the bottom of the fountain.
6. **Abandoned Expansion**: Lots of dirt and digging tools, broken carts, gold nuggets worth of 2d6 coins. There's a secret trapdoor leading to the whisperwood cave system. 2 **Gnool Berserkers** (HD 3) and one **Gnool Pack Torturer** (HD 3) having a picnic. Their food is gross, but can be converted in Ud4 rations.
7. **The Well**: A dried out well, many skeletons trying to reach it are on the ground. Thick and silky spiderweb covers this room. A dagger stuck on the back of a skeleton and other skeleton has a flask of spider poison antidote with Ud4 doses.
8. **Overgrown Corridor**: Lots of fungus and mushrooms covering the walls. A **Mushroom Person** (HD 5) is sitting on the ground, trying to convince the wall mushrooms to go on a date with them. An herbalist will notice that some (Ud6) of the mushrooms are magic can 2d4 HP when consumed. The mushroom will get deeply offended if someone tries to collect the magic mushrooms.
9. **Anisa's Laboratory**: (*Locked, wooden, reinforced*) Lots of glass tubes, filled with mutated experiments and weird liquids. 2 **Gray Goo** (HD3) slimes are hanging on the ceiling and will drop on anyone who enters the room. The liquids have random magical effects.
10. **Prison Block**: Entering triggers a trap that locks both door with an iron gate. All cells are open, each with 2 **Skeletons** (HD 1), a **Necromancer** (HD 6) is chained to the wall by magic chains. The chains are magic and can only be opened by saying a magic word "Abbebos".
11. **Armory Corridor**: 4 **Living Armors** (HD 2), two on each side, won't move unless someone touches them. A door with an eye, it talks and it doesn't want to open to anyone but Anisa, can be forced but it will inflict a curse called "The Bad Eye" making one of the eyes milky white and making anyone that looks at it for too long to have a murderous desire toward the affected. Anisa's Chamber door has a little rug with "go away, magician at work" written, with the key under it.
12. **Anisa's Chambers**: (*Locked, metal*) Anisa's clothes and wig. A chest with 2d12 + 8 coins, Anisa's Spellbooks containing 2 spells. A scroll of **Web**, a scroll of **Knock/Lock**, a scroll of **Darkvision**.
13. **Dry Cistern**: Many skeletons and skull piles all covered with spider web. In the bodies: chain-mail, rope, hammer and nails. A note "don't say v'Abbebos" or the chains will release the evil one".
14. **Bane of Whisperwood's Lair**: Here lies a giant spider and it's spiderlings: **Mature Deathweb** (HD 5), 3 spiderlings (**Dog-sized Spider**, HD 3). Many bodies of people and animals are cocooned here, spider eggs are everywhere and will hatch **Spiderlings** (HD 1) if poked. In the corpses: A **Wand of Banish Void** with Ud4 charges, 4d6 coins, thief's tools and Ud6 arrows, horn of fog.
15. **Void Crystal**: A excavated wall with a black crystal shard poking out and marks of a gruesome ritual, a corpse on the ground. Two altars with candles and golden chalices (worth 3d6 coins total). **Anisa's Demise** (HD 6), a horrible void creature attacks immediately. On chests and corpses: dust of true form, bottle of liquid fire, 2d8 gold.

Monsters

- Giant Roach (HD 1)**: Bite - DEX(1 close) 1 dmg. Panic! After being attacked it will fly around in panic, making a horrible sound, causing disadvantage on PCs every tick until it is killed.
- Living Armor (HD 2)**: Heavy Sword - STR(1 close) 2 dmg. Takes half damage of anything that's not a blunt weapon.
- Anisa's Demise (HD 6)**: Many tentacles - CON(3 Nearby) 4 dmg. Unstable shape, when moving has 50% chance of stumbling instead of moving.

To Whisperwood Valley

@saint11