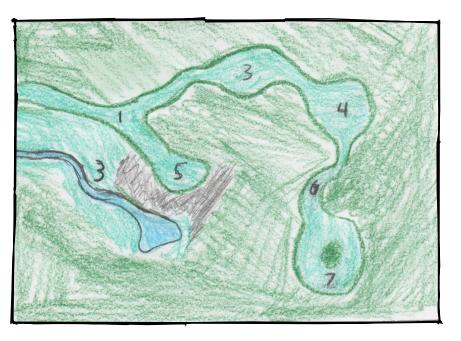
## The Sunless Hollow by Michael Bors



Lighting: Dim lighting in all areas during day hours, no lighting during night hours. Random Encounters (Roll every two

rooms traveled or when prompted)

 Forest sounds echo eerily out of the dark trees nearby.
A giggle is heard from deeper into the

2: A giggle is heard from deeper into the tangled forest.

3: 2d4 wolves attack, and fight ferociously until half their number are killed, running off.

4: 1d6 decrepit skeletons shamble out of the undergrowth, eager for blood.5: 1d3 zombies stumble into the area,

intent on a random target.

6: A black fey panther attacks, but will try to run to area 4 when bloodied.

1. The Entry. The forest thickens and a path leads deeper in, becoming reminiscent of a tunnel as the trees block more light. Along the way the path splits, one of the paths descending.

2. Shadowed Trees. Here the path widens into a clearing, but the trees still block the light and sky. Roll for a random encounter here, which will attack the party. Scattered about the clearing are rusted pieces of weapons and armor, with the occasional bone; remains of previous wanderers.

3. Descending Hillside. Climbing down the hill is not too difficult (Climb DC 10), but those unprepared will likely tumble to the bottom. At the bottom a small river flows quietly along to a pool of water 20 feet deep is nestled against a rocky cliffside, with a brook feeding it from the west. The cliff can be climbed, though it is slick and difficult to climb (Climb DC 20). At the bottom of the pool is a corpse dressed in full armor which drowned. The armor's metal is not corroded but the leather fittings are; if repaired it is serviceable +1 heavy armor (DM's choice what type).

4. Guardian of the Hollow. A fey panther has taken residence here, and the black feline will attack any intruders. If bloodied, it will attempt to run, and return to area 4 if the party moves on and is gone for more than an hour. There are chips of some black stone lodged in its shoulder, the type of stone unknown.

5. Top of the Cliff. The cliff here leads down to the pool below. There is a body here in a completed state of decomposition, only bones and metal fittings from its clothes remain. However, one can pick 25 gold from the ruined pouches and bags, and a rusted dagger is thrust through the ribcage.

6. Mad Descent. The path widens and slopes downwards, as mad cackles are heard from all around now. Midway down the descent there are thorny vines all but blocking the way. They need to be cut down, but regenerate steadily until the path is clear. While cutting them down, characters sustain 1d4 damage per round attacking.

7. Sunless Hollow: Here is the root of the unsettling aura, a corrupted dryad. She has gone mad due to some dark influence and now wants to spread her influence to prevent people from destroying her "kin". She is unable to be reasoned with, but her mad ramblings can be drawn out to allow tactical positioning before starting combat. A search will turn up a hole which seems to lead under the dryad's tree.

Under the tree is a small and tight cavern where a piece of black stone is lodged in against some of the roots. The stone radiates an unsettling aura, and is almost certainly the source of the corruption. Destroying it should constitute some task to challenge the party depending on their skill level and makeup. Along with the stone there is a *magic wand +1* and a few raw pieces of agate (worth 100 gp together).