

# DRUID'S REST AT THE GIANT'S RIFT

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## 1. The Misty Glade:

The characters find themselves in this chilly forest glade on a misty morning, at the center of which is a carved wooden column depicting a griffin, an owlbear, and a dire wolf. Attempts to leave the glade are fruitless; the characters get lost in the woods and re-emerge in the clearing. The carvings then animate (they are actually slumbering wood golems) and attack. Making rolls for observation, the characters will notice that there are holes carved into the creatures' throats, and if the characters feed valuables (gold, etc.) to the monsters – in essence, make offerings – they will relent and a path opens in the surrounding woods.



## 2. The Secret Steps:

The left side of the Rift Giant's face is an almost sheer cliff covered with greenery, scalable if the characters make a series of dexterity rolls. There's also a secret stairway – home to a nest of (1d6) giant spiders – hidden behind the foliage that leads to the basement of the Monastery. A branch of the secret passage leads to the cave that forms the Giant's right eye socket. If the moss that covers the socket is parted, gazing out upon the beauty of the sylvan dimension restores health (GM's choice of dice).



## 3. The Druids' Monastery:

Crafted over centuries by hundreds of hands, the Druids' Monastery is a place of peace and introspection, but upon entry, all exits are sealed. Attempts to force a way out agitate the Druid Ghosts that haunt the place, and their attacks drive the players towards the meditation room at the heart of the monastery. A slab of petrified wood with the words "The DOORS Are Closed Until the Mind OPENS" written upon it decorates the simple room. If the characters meditate and speak honestly about what adventuring means to them (and make successful rolls of the GM's choosing) the exits unlock.



*This legendary extra-planar "adventurer's spa" is located in a pocket dimension comprised almost entirely of a primeval forest and impossible to reach by conventional means. Once home to a sect of enlightened druids, its strange magic grants characters great health and spiritual wealth if its challenges are beaten. Possible entry points include:*

*-Under the bark of an enchanted oak tree is carved a chant that summons a forest creature made of smoke that leads the characters on a chase to Location 1 (characters roll for tracking and speed). If the trail is lost, they return to the tree, unable to retrace their steps. (The bark of the tree is a magic item; tea made from it functions as a prophetic tonic that allows the drinker to re-roll any one failed roll.)*

*-The Characters are given an enchanted "gift scroll" to the Druid's Rest by a wealthy sorcerer patron for services rendered. If the scroll is read in a forest under a full moon, the characters are transported to Location 1.*

## 4. The Petrified Graveyard:

After successfully meditating, the doors of the Monastery open. Continuing on, the characters will find the eerie Petrified Graveyard, the lair of the Wood Lich, an undead Master Druid who attacks by attempting to ensnare the players with aggressive magic vines and other sylvan spells. The encounter with the Wood Lich is unwinnable; to survive, the players must flee to location 5.



## 5. The Druid's Leap:

The Wood Lich pursues the characters down the steps to the Rift Giant's left hand, which ends at a narrow plank that extends out over a bank of mist. A glimpse of water can be seen below, and the characters can hear it flowing, as well as disembodied voices that urge the characters to jump. All the while, the Wood Lich continues its attacks. No matter what the characters do, they cannot defeat it.



## 6. The Orb of Enlightenment:

If the characters jump, they will fall through the mist at a terrifying speed; if they can control their panic, they will eventually fall safely into a river that cuts through a desolate fog-bound valley, but not before invisible hands pluck all but their most basic weapons from their persons. Earth-shaking footfalls echo from the fog as the Rift Giant looms out of the mist, its right eye glowing behind its patch of moss. The Giant treats the characters like pesky insects, and they must distract it in order to scale its body and reach its right eye. Behind the patch they'll find the Orb of Enlightenment, guarded by the Wood Lich, who is now peaceful (but still scary). Once the Orb is touched, the Rift Giant kneels and the party is transported back to their world. After granting the players permanent health, strength and wisdom bonuses, the Orb disappears.

*A Note on Death: If a character "dies" at any time during this dungeon, they are transported back to where they entered, weakened (GM's choice for penalty) and unable to adventure for weeks.*