

The Stitcher in the Woods



A Weeknight One-Shot
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Elven seamstress **Edithia Loom**'s passion for needlepoint has turned evil. Her frankensteined monstrosities are wreaking havoc around the **Broderie Woods**, and many innocent creatures and passersby have fallen victim to her sinister stitching. Word has spread that **Edithia's workshop**, last seen wandering in the eastern Broderie Woods, has amassed a cache of fortune and wonders. Your help is desperately needed and may be richly rewarded.

A friendly dog with a treasure chest **mimic head** takes a liking to you. It eats anything it can find.

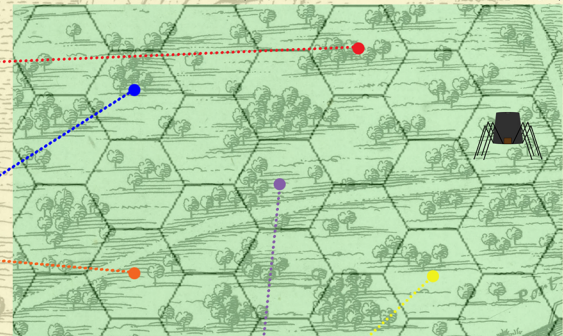


You are beset by a hungry herd of small yet acidic **gelatinous cubes** with rabbit legs, bunny ears, and cottontails.

A shark fin drifts through a murky pond. If the **shark-headed ogre** underwater senses you, it emerges to feed.



Once peaceful, the Broderie Woods now brim with Edithia's creations and present many dangers.

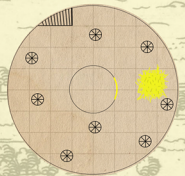


A pony with the head of a **mind flayer** has a legless rider attached on its back. This former adventurer can't control her mount, and she's awfully sorry to attack you.

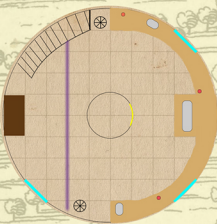


A giant **colossal ape** patrols the forest. Using its crab claw arms, it whisks victims away to Edithia's workshop.

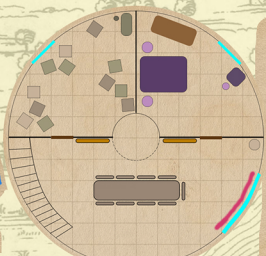
A three-story thimble ambles through the forest mounted on the back of a **20-foot-tall spider** that Edithia keeps docile through a combination of magic and food. Those unfortunate enough to be spotted by Edithia's **winged ape** may find themselves snatched and dropped through a large one-way trapdoor in the tower's roof to await their turn as the next subject of her artistry. The tower's front doors have skittish **rooster heads** as doorknobs, who may alert Edithia if you are unable to placate them.



Third Floor: Refuse, piles of bones, and many hanging cages fill the thimble's windowless top chamber. Here lurks a beautiful **man-monster hybrid**, Edithia's true love and most terrifying masterpiece. This creature will defend Edithia with his life.



Second Floor: A heavy trapdoor covers the stairs between the first and second floor. A thick curtain sections off Edithia's workspace, and within the party will find an **enormous work table** littered with books, diagrams, sewing supplies, and body parts. Sketches of her projects are pinned to the central column, which features a hatch she uses to access the dumbwaiter. Another staircase continues up to a dark threshold on the third floor.



First Floor: The **large fuschia curtain** in the parlor is enchanted to attack intruders. A cage in the center of the room holds Edithia's newest capture. A dumbwaiter system controlled from her workroom brings the captive up to her, or up to the third floor as a gift. Edithia's overworked **goblin assistant, Tad**, is performing menial tasks in his quarters. The party might attempt to subdue him before he alerts Edithia, or could convince him to turn on his mistress.

"They say I am a monster making monsters. No! I am an artiste. They will see. They all will see."

Edithia's **bodice** is made of a stylish, magically-repellant flail snail shell. Her **flowing dress** can grapple multiple enemies at once, or allow Edithia to scale walls with ease. **Wand-wielding arms** sewn into her waistline obey her commands. Edithia's animated **giant scissors** are her fiercest (and sharpest) protector. Unlucky enemies may lose an arm, leg, or even their head.



Upon Edithia's defeat, besides having a real yarn to spin at the tavern, your party could retake treasure stolen from abducted travelers. You may find a **spool of her magical thread**, with which a skilled artisan might reattach a severed limb, or even try some Edithian experimentation. Her **dress** could be worn by someone familiar with magic, although its long bond with its maker may render it unruly. Once rid of its mistress, the thimble-toting spider will likely wander off unless you find a way to control such an enormous creature. Good luck!

Monster illustrations by Kevin Goins
etsy.com/shop/GoinsGraphics