

6. Two Harpies live in this nest high in the branches of the oak. They are prideful and love shiny things, coins and buttons which dangle from their branches by pieces of string. Their nest contains a +1 Dagger and a Potion of Acid Breath. They will never attack the party unless they perceive themselves to be at an advantage. This is until something is stolen from their nest, at which point they will become bloodlusted.



5. A Level 2 Human Rogue named Sigurd is imprisoned in a cage above the Hobgoblin camp. He is nearing death, missing several body parts which Mother Bones has used for assorted ritual potions. He claims to know the location of an (entirely fictional) treasure hoarde, which he will lead the party to if they help him escape. He does possess a pair of Sending Stones stowed away, which he guards jealously and will never give up.

4. Four Hobgoblins guard this camp, nestled inside a hollow of the tree. At any time, two will be sleeping and one will be awake. One always guards the route which leads to Zone Two. The other will be cooking, training, or taunting the captive Rogue in Zone 5. Once every two hours (exactly), one of the guards will go and check on the ogres, and likely shout at them for not doing their job properly

3. This thick web of vines seems to be a shortcut up the tree. However the Harpies in Zone 6 will be watching. They will attack any climbing adventurers and drag them to their nest. Characters can only use one hand to fight while climbing.



1. At the base of the tree, three Ogre-Philosophers sit around a fire, debating the finer points of life over a roast venison. They are not doing a very good job of keeping watch.

2. This snaking path leads up the boughs of the tree. It is well hewn and littered by obvious signs of humanoid passage.

8. Mother Bones (a Green Hag) owns this tree and all of the lands around. She is currently brewing a Pot Garbler (Giant Zombie) in a vat of glue. Six minutes are required until the ritual is completed and the creature is unleashed. She will attempt to delay the party with false promises, offers of pacts and magic items, as well as facetious prophecies. The Garbler spells certain doom and is almost undefeatable by conventional means. If it falls from the tree, it will probably die. Mother Bones owns an abundance of half-cursed magic items and strange artefacts, that only work while she is alive.



7. Suspended from vines, the corpse of a large, carnivorous worm rots slowly. A collection of almost aqueous gems glint from its gaping maw. Closer inspection reveals these gems to be worm larvae. If these are touched with anything sharp or handled carelessly, they will burst and a worm grub will come forth and attack. D3 grubs already feast on the corpse.

The Oak Of Mother Bones

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