

# Gritty Grazen's Adventure Park

Collect a stamp from each of our park's five most scenic views: the Gateway Tree, the Pearl Falls, the Great Outlook, the Crystal Temple, and the Chthonic Stare. Bring your completed sheet to the Visitor's Center to win a prize!

Inside the Visitor's Center, two visitors tell Grazen about a torn-up campsite by "the big tree." They hand Grazen their stamped sheets and take two brown sacks. Gold coins clink inside. The couple can give the party an overview of the park but will not give any advice on getting stamps since "it's part of the fun." Grazen gives each party member a sheet with five spots for stamps in the outline of a map. There are small sacks of gold for the three visitors currently in the park (a father/son team and solo hiker), plus one for each party member. The sacks magically appear when visitors enter but are incorporeal unless the visitor has completed a sheet or Grazen has died.

## Gritty Grazen

The proprietor of the Adventure Park usually takes the form of a balding satyr. He only cares about creatures native to **THE GREAT OUTDOORS** (see below). He treats trapped visitors with bemusement and will only attack if threatened. He can turn into a beast with a few seconds' focus. This form is fifteen feet tall with taloned feet and a bear's upper body. He holds victims down, slashing them with his claws. A very highly perceptive character might see that the satyr form is an illusion. A mildly insightful character may know that Grazen will make no effort to help a visitor in danger.

For sale: **Bear Horn** (1 available, cheap): 1/day frightens animals within 30 feet for 10 sec. unless attacked or calmed.

The frog statue behind this waterfall gives stamps to anyone who can reach it from a fifteen-foot difficult climb or thirty-foot moderate descent.

A man stares at the falls. A native of **THE GREAT OUTDOORS** in disguise, he turns into a **dire wolf** (and summons 2 more) to chase trapped guests for sport. White spherical pebbles are among the sharp rocks under the falls. It is a moderate feat of acrobatics to safely grab one.

At the highest elevation in the park, visitors see only trees for miles. A griffin statue gives stamps in exchange for posing for an instant magical charcoal sketch which can be purchased at the visitor's center for a modest fee (no purchase required to receive a stamp).

Paths to the outlook are mountainous. The second such path that is used collapses, hurting those who react slowly and hindering passage. Characters who are highly perceptive, highly attuned to nature, or have seen through an illusion in the park notice that the trees extend to the horizon, farther than geographically possible. This is a glimpse of **THE GREAT OUTDOORS**.

A dark hole, ten feet across, opens on the path. A bear statue provides stamps and warns visitors to watch their steps.

Five feet down, the hole ends in mud. An illusion makes it seem bottomless (see **THE GREAT OUTDOORS**). To climb down, a visitor and his son are using an **Immovable Carabiner**: can stay in place in the air and hold 500 pounds. Anyone who did not place it can use very high strength or high intelligence to unlock and move it.

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Visitor's Center

Sleeping in the park attracts [party # - 2] **bears** and 1d4 **hyenas** when the party wakes up.

30 min. travel

Pearl Falls



1 hour

1 hr. travel

Gateway Tree

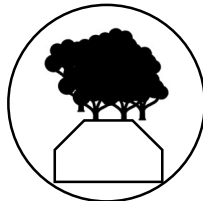


2 hours

Hundreds of feet tall, this tree stands in a clearing pressed into dirt by constant foot traffic. Those who camp must beware of **Lion Hawks**, large predatory birds that make nests out of looted fabric, rope, and bones. Two people can comfortably hide in a natural tunnel in the tree trunk. A living monkey statue at the base of the tree provides stamps.

The doorway provides nonmagical cover. A ruined campsite for two is being picked over by [party # + 1] **lion hawks**, who attack the party on sight. On a branch fifteen feet up is a **Tarp of All Terrains**: with one motion, a character can deploy it over twenty square feet to neutralize any physical terrain effects (e.g. lava but not a magical ward).

Great Outlook



2 hours

Crystal Temple

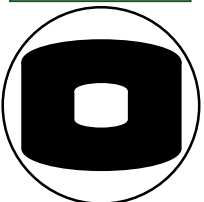


A cave opening slopes down at the bottom of the park's mountain. Inside is a wall of blue crystal that hums as wind seeps in from cracks in the ceiling. A bat statue stamps a visitor's sheet if they bring a "perfect sphere of enduring white snow."

The party passes a visitor leaving the cave with her fifth stamp. She can suggest grabbing a stone from the waterfall for the bat. Since she tripped into the Stare, she will be unable to leave the Park and can be found panicking at a chosen or random (roll d6) location after being encountered.

30 min. travel

Chthonic Stare



## THE GREAT OUTDOORS

Touching the bottom of the Chthonic Stare traps anyone in **THE GREAT OUTDOORS**. They cannot see or touch anything, including the Visitor's Center, outside of the park. All they experience beyond the park's paths is an infinite expanse of trees and strange creatures. Foraging is effortless, but the woods change those trapped: growing leaves or talons, weakening while underground, etc. Characters with mild knowledge of nature or magic can intuit that defeating Grazen will free those trapped but not reverse any changes. Park statues laugh at trapped visitors after giving stamps.