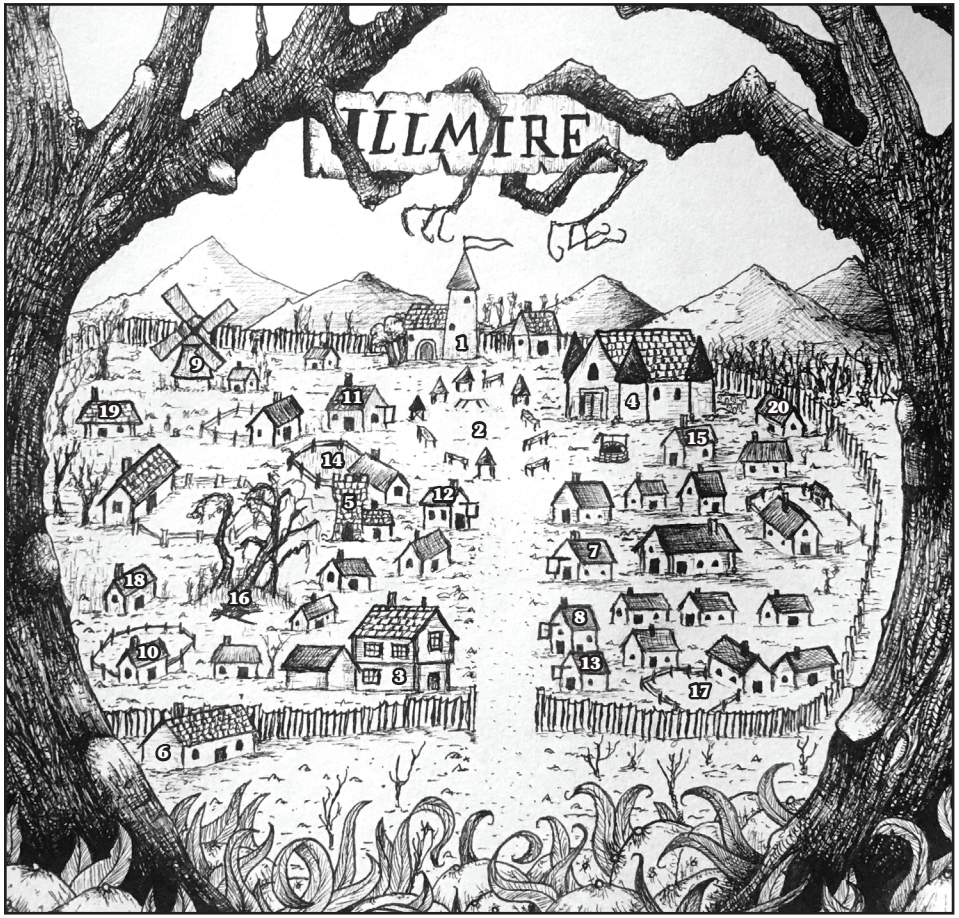
Map of the Town



TOWN KEY
The following keyed entries correspond to the above town map.

1. Mayor's Mansion: Home to Lord Crellmont, currently stricken with the deadly *bald fever*. Gruff butler, Piedlund, tends his side.

2. Town Center: An open air marketplace where vendors usually sell goods and the occasional fancy item from afar. In the center is a raised platform and wooden rostrum for public speaking. It's quiet while the cult is in town, except for Rancidius' sermons.

3. Inn of the Weary Wagoner: See pages 20-21 for details on the inn.

4. Temple of the Luminal Star: See pages 22-23 for details on the temple. Next to the temple is the town well. A graveyard behind the temple has a secret entrance to the catacomb.

5. Barracks and Jail: The false Captain Frey and his two henchmen make their quarters in the barracks here. The jail is currently empty and sees little use under the bogus law enforcement. Bandits hired as "town guards" are negligent and susceptible to bribery.

6. Stables and Barn: Horses, ponies, and mules are stabled here. Ballard the hostler tends to them. He's naturally meek and timid, barely speaks, and will stutter, responding minimally and only when pressed.

7. Carpenter: Ruskin and his son Buel saw too much. Forcefully given mindphages and turned into cult puppets. They go about their carpentry business, grim and soulless. Wife Wendelaine is terrified and knows something is wrong but is too scared to act, as her mindphaged husband is prone to violence if questioned. She'll be one to eventually seek the help of adventurers who seem trustworthy. "*He's not... himself anymore.*"

8. General Store: Offering a variety of tools, equipment, and sundries, this store is owned by a typically friendly old man called Petrick. He drinks more mead than water and has yet to fall ill, but he's currently paranoid. He'll rush shoppers and peer suspiciously at them.

9. Mill and Bakery: A friendly, young woman called Deela and her new husband Lanham tend the wheat grinder and bake hearty breads. They moved to town and bought the old mill a few months ago; they've been questioning their decision since. They are willing to entertain friendly visitors and, if conversation proceeds past a few glasses of wine, Lanham lets it slip that there's something wrong with the town, that the carpenter has seemed off lately, that he's seen people lurking around the temple at night, and that he thinks Father Rand is hiding something. Lanham rushes visitors out when cultists come snooping around.

10. Farmer Niles: The dairyman, his wife, and three daughters make their home here with a few scrawny, skittish cows. Niles is stressed and concerned, but is clueless on what to do. His youngest daughter is showing signs of illness. They have a dog who barks at the cultists. Cultists will soon kill it.

11. Gem and Jewel: Kellen the jeweler and his wife Maidelle cut, craft, and appraise jewelry, gems, and crystals. They've closed up shop out of paranoia, but may still do business with particularly charismatic visitors. Maidelle will fall ill soon and die within months if the cult is not stopped.

12. Weaver and Tailor: Arthik the weaver makes clothes, linens, and other woven, tailored items. He is showing signs of sickness and is sleep deprived. He will sell his wares with listless indifference.

13. Blacksmith's Shop: A big, bushy, black beard hangs on the chin of Magnus the smith. Broad and tall, he hammers away every day on metal wares, as well as his emotions, beating both into submission. Tough stoicism hides unease about the state of the town.

14. Farmer Hammack: A root farmer and his wife are cultists, victims of the mindphage. Their daughter Ava (reported missing) has been sent to the cult's lair to be used as a sacrifice. They refuse to talk to anyone who isn't "Father Rand". They scowl at visitors, slam their shutters, and report suspicious activity.

15. Miner's House: Once the home of Ferdnick Jardan. He was killed when the mines collapsed, or so his wife was told. His distraught widow, Eluta, spends her days despondent, weeping in bed. She fiddles with a silver ring that hangs from her necklace. Eluta won't see any guests, but daughter Emira will nervously admit she's heard screams coming from the temple at night. She thinks there's a secret way in.

16. Grove of Scraggly Willows: Looming over a wide clearing is a copse of gnarled, old weeping willows. Hoot owls nest in hollows high up; townsfolk let them hunt mice, rats, and other vermin. Amidst the willows is what was a small, moss-covered cottage, now toppled after the cult went searching for Yorivar the druid, who skipped town only the night before they came for him. A tracker may find footprints leading to Redthorn Forest.

17. Farmer Pickens: Old man Pickens doesn't have time for any nonsense. He's been showing signs of bald fever. His son does his best to run the farm but... "let's just say, only way Junior's gonna get any smarter would be if he died and came back as a turnip."

18. Tanner's House: Delvon the tanner sells leather items and armor. He lost his wife months back and now pours himself into his work. He thinks the town is cursed and wants to leave as soon as he can.

19. Stonemason: Jorrid the mason lost his mind from the nightmares and killed his family a week ago. He thinks his neighbors made him do it. Starving, he's shut himself inside his home, scrawling messages on the walls; half apologies to his dead family, half plans for revenge. He'll feebly attack intruders.

20. Shepherd's House: Out on the moor with his sheep, Shepherd Tafrick was vulnerable. The assassin Zeshara subdued him and forced a mindphage worm into his ear. He tends to his sheep like a mindless zombie. Zeshara uses his house as her quarters, only coming and going by the shadow of nightfall.

OUTSKIRTS: Outside of the town proper, there are dozens of additional cottages, huts, barns, and fields. There are several abandoned homes of folks who either died or left town. There are additional villagers who can be met in the outskirts of town (see the player handouts for more NPC townsfolk).

LIVING SOULS AND THE PYRE: In the beginning of the campaign, display the handouts for all of the villagers they meet in town. As time progresses, place those who die into a separate pile called THE PYRE. Dead PCs can also be added to this pile for added effect!

Adventure Area Hex Map

ILLMIRE HEX MAP

The following keyed entries correspond to the hex map above. Each hex is 6 miles.

1. Fungal Swamp: The bog here is overrun with colorful, pungent mushrooms and other fungi. Near the center is a large cave, home to myconids as well as Vosethra the Swamp Witch. Cultists have built a small workshop where they craft potions of fear.

2. Observer's Tower: A dull tower of crumbling alabaster raises high above the treetops of the forest. It is the mysterious home of a powerful sorcerer known only as 'The Observer'. The surrounding forest is stalked by strange, mutated, beast-like goblins.

3. Spider Woods: This area is infested with giant arachnids who hunt the animals of the forest, and sometimes have a taste for men. A ridge is porous with huge tunnels full of oversized insects, some more mysterious than others. Illmire's druid hides away here.

4. Cultist Lair: Deep within the bog hides a foul and cursed underground temple. It is from here that the nightmare cult nurtures their demonic idol and deploy their sinister agenda. The nearby swamps are crawling with cockatrice; petrified prey litter the landscape.

5. Mantis Lands: A formidable horde of mantismen has built a huge mound out on the bogs. They make forays regularly to hunt and pillage neighboring hexes. They have a particular love for frogling meat and assault the canopy regularly.

6. Frogling Canopy: Tucked in the treetops of the dense forest, a peaceful village of froglings make their home. They protect their territory fiercely, but constant raids from the mantismen have left their warriors depleted.

7. Lost Crypts: Some long lost tribe of early people built tombs for their fallen warriors and chiefs into the hillsides. Buried with them may be their treasures. The roots of the forest now invade and crush the ruinous catacombs after so many years. Occasionally, undead emerge from the crypts and wander the forest, aimless but ravenous.

8. Winged Roosts: These jagged mountain peaks are the home of rival flocks of griffons and hippogriffs who prey on the mountain goats and fight over territory. Legend tells of a hidden vault in the mountains that houses dangerous demons and untold riches.

9. Sinkhole Pits: The bog turns to muddy peatland with hundreds of quicksand pits under the marsh. One false step and you'll be swallowed by the muck. Hidden by foliage is a make-shift wooden catwalk the cultists use to traverse the sinkholes and pits safely.

10. Gecko Fens: This part of the swamp is the mating ground for various species of geckos that feed off the plethora of plant and animal life in the bogs. They are hunted by both local humans and mantismen. Some have made a den near an old, ruined bastion buried in the muck. Inside lurks something terrible, but the promise of treasure may lure adventurers nonetheless.

11. Misty Lake: A deep lake that forms heavy fog. It's home to a variety of eels that locals trap and eat. The murky depths feature tunnels and underwater caves that hide a reclusive clan of fishmen. They hate the humans who take their eels, occasionally raiding the farms west of town and the logger's camp to the southeast. A giant sturgeon that inhabits the lake occasionally surfaces and swallows fishermen whole.

12. Redthorn Brambles: A vast thicket of redthorn bushes and vines, ten feet tall and spiked with countless painful barbs, sprawls for miles over the forest floor. Millions of beautiful, crimson flowers bloom on and off during the year. Passage is near impossible, but the froglings do it somehow. Hidden in the center of the briar patches is a thorny secret.

13. Mount Slagmaw: A huge volcano looms ominously over the hills below. Centuries ago, a dwarven forge was built into the mountain but a curse fell upon the inhabitants. They now roam the halls as creatures made of molten lava. Their volatile leader, the Lava Lord, throws fits in his throne room that cause the volcano to bubble and smoke and the land shake and rumble around the mountain.

14. Old Mines: A lucrative mine was established here by local humans over the last century. Something terrible happened; the townsfolk don't speak of it. It has been boarded shut. Inside, the cult has begun to amass an army of zombies whose screams echo in the night.

15. Town of Illmire: A backwoods village of farmers, fishermen, foresters, and trappers also serves as a roadside waystop. The cult has begun to quietly take control. Lord-Mayor Crellmont has been stricken with the bald fever. His cultist nephew, Zlatko, plans to take control with help from the corrupt captain Frey.

16. Logger's Camp: A group of lumberjacks fell trees in the forest south of town. They have been enduring raids from the fishmen of Misty Lake for weeks and beckon for aid. Their leader is a giant of a man called Rigdorf who carries a mysterious axe.

17. The Klepperhorn: A towering rock precipice reaching into the clouds is an iconic and easily spotted landmark for travelers. Legends say a great giant commands the creatures of these mountains from his crystal palace.

18. Bandit Territory: A clan of brigands has begun constructing a stronghold in the absence of local law. They prey on vulnerables traveling along the highway, kidnapping the fairest for sadistic use by the cult.

19. The King's Highway: A long, winding road that passes by Illmire brings caravans and the occasional merchant through town. A peculiar circus has set up camp near the bend.

WEATHER: Each day roll 3d20. If the result is a 20, reroll that die plus another. Compare each result to the hex numbers; it is raining in each hex rolled. If a duplicate is rolled, it's a thunderstorm in that hex and raining in all adjacent hexes. If a triple is rolled, extreme weather: storms throughout Illmire plus 1-4 flood/mudslide, 5 tornado, 6 both. If hex is mountainous, it's snow/avalanche or blizzard instead. If you roll double-18, there are tremors and smoke from the volcano. On a triple-18, it's a violent lightning storm over a volcanic eruption; lava pours over hex 9, 14, and 3-in-6 also hex 15. Feel free to trigger weather whenever you think the time is right.

THE FUNGAL SWAMP (HEX 1)
Gazetteer Page 10 - Dungeon Page 50: *The Fungal Cavern of the Swamp Witch* lies in the heart of The Fungal Swamp. Fungus gets denser and bigger approaching the cavern. **Fungal Swamp Encounters *(3-in-6 chance, roll 1d6)*:** ***1)*** *Myconid scouts, suspicious and violent towards trespassers [3d4].* ***2)*** *Shriekers sprinting and screaming a horrific wale [1d4].* ***3)*** *Cultists, refilling corruption emitters and trapping shriekers [2d4].* ***4)*** *Ropers, waiting for victims to pass by [1d4]* ***5)*** *A fungal stalker, blending into the mushrooms.* ***6)*** *Alcove bursting with healing mushrooms [3d8 caps, heal 1hp but cause intense hallucinations].*

THE OBSERVER'S TOWER (HEX 2)
Gazetteer Page 10 - Dungeon Page 56: *The Observer's Tower* can be seen from the forest's edge. However, within the woods, it is obscured by the trees' dense canopy. Climbing a tall tree is dangerous but useful to find it. **Observer's Woods Encounters *(2-in-6 Chance, roll 1d6)*:** ***1)*** *Magically animated flying swords [2d2].* ***2)*** *All party members feel as though the are being watched (they are, by The Observer in his tower).* ***3)*** *Frogling scouts, searching for a lost companion [1d4].* ***4)*** *A mutated frogling; half dead.* ***5)*** *Pack of ravenous chimera goblins, skulking around and ready to ambush [4d4].* ***6)*** *The Observer, wandering nearby the tower in search of reagents.*

THE SPIDER WOODS (HEX 3)
Gazetteer Page 11 - Dungeon Page 36: *The Webbed Hollows* are located in the depths of the Spider Woods, towards the western edge of the forest hex. **Spider Woods Encounters *(2-in-6 Chance, roll 1d8)*:** ***1)*** *Some kind of half-digested thing squirming in a web-cocoon.* ***2)*** *A pile of spider eggs; they hatch if disturbed [1d2 swarms of spiders emerge].* ***3)*** *A group of giant wolf spiders on the prowl [2d4].* ***4)*** *Ettercaps exploring the forest [1d3].* ***5)*** *Shambling skeletons wandering over from the crypts [2d6].* ***6)*** *Giant dragonflies investigating the PCs [3d6].* ***7)*** *Zeshara, searching for Yorivar; attempts an assassination if possible; if not, she follows them to watch what they do and report back to the cult. She avoids going into The Hollows at all costs.* ***8)*** *The spider queen; attempts to snatch a PC and drag back to lair as bait, leaves a trail on purpose.*

THE CULTIST LAIR (HEX 4)
Gazetteer Page 11 - Dungeon Page 52: Hidden behind a small rock outcropping, veiled under a giant weeping willow's thick foliage, is the *Vile Lair of the Nightmare Cult*. **Cultist Lair Surroundings Encounters *(3-in-6 chance, roll 1d6)*:** ***1)*** *Cockatrice nest [1d10].* ***2)*** *Cockatrice scavenging [1d3].* ***3)*** *Lifelike stone statues of what appear to be 1d6 cultists, frozen in combat and terror (plus 500gp in a stone satchel that hangs around one of their necks).* ***4)*** *A group of nightmare cultists heading to one of their points of interest [2d4].* ***5)*** *A pack of wild boar [3d3].* ***6)*** *Cultists [3d4] and captives [1d4] traveling to the lair.*

THE MANTIS LANDS (HEX 5)
Gazetteer Page 12 - Dungeon Page 34: The *Mound of the Mantismen* stands prominently above the swamp around it. Tracks lead to the mound. Mantis tracks are hard to find and they travel in single-file to hide their numbers. **Mantis Lands Encounters *(2-in-6 Chance, roll 1d8)*:** ***1)*** *Mantismen hunting pack [2d4].* ***2)*** *Giant dragonflies [3d6].* ***3)*** *Wounded frogling, wants to go home.* ***4)*** *Remnants of sacked trapper camp; 1d4 gecko traps, and 200gp worth of gecko skins.* ***5)*** *Swarm of drogue flies [2d6].* ***6)*** *Mantismen war-band on the march [4d4+Champion].* ***7)*** *Wyvern flying over the swamp.* ***8)*** *Mantisman stuck in a trap. If freed, will remember savior and not attack.*

FROGLING CANOPY & GRIBBLET VILLAGE (HEX 6)
Gazetteer Page 12 - Frogling Canopy Encounters *(2-in-6 Chance, roll 1d6)*: ***1)*** *Stealthy frogling scout, stalks intruders.* ***2)*** *Mantisman raiding party [4d3].* ***3)*** *Giant ferret nest [3d2].* ***4)*** *Troglodytes crawled up from the Forsaken Oubliette on a hunt [3d4].* ***5)*** *Frogling hunting party [2d4]* ***6)*** *Stampede of wild boar [5d6].*

THE LOST CRYPTS (HEX 7)
Gazetteer Page 12 - Dungeon Page 38: In the hills west of the forest is a narrow downward staircase built into a wooded mound that leads to *The Forgotten Crypt of the Lost Clan*. **Cryptwood Encounters *(2-in-6 Chance, roll 1d8)*:** ***1)*** *Shambling skeletons emerged from the crypts [1d8].* ***2)*** *Corpse creepers feasting on something dead [1d6].* ***3)*** *Cultists investigating the undead and collecting quicksilver (3d4).* ***4)*** *Half-collapsed ancient tomb; contains everburning torch and golden statue of raccoon worth 300gp.* ***5)*** *Colony of bats, suddenly takes flight at sudden disturbance [3d6 swarms].* ***6)*** *Banshee, singing a haunting song in the fog at night.* ***7)*** *Sudden cold and tingling skin; save or feel ill.* ***8)*** *Distant howls of agony.*

THE WINGED ROOSTS (HEX 8)
Gazetteer Page 13 - Dungeon Page 46: On a high rock precipice, the path steep and harried with winged beasts, is the entrance to *The Prison Vault of the Demon Warlords*. **Winged Roosts Encounters *(3-in-6 chance, roll 1d6)*:** ***1)*** *A troupe of elf rangers from afar, arriving in Illmire in search of a lost elven artifact [3d6].* ***2)*** *Giant hawks on the ledges above, ready to swoop down on prey [2d6].* ***3)*** *Wretched harpies, scavenging the mountains and bickering amongst each other [3d3].* ***4)*** *Hippogriffs, gliding through the valley [2d6].* ***5)*** *Griffons, soaring high above and darting through rocks [1d4].* ***6)*** *A wyvern, circling above.*

THE SINKHOLE PITS (HEX 9)
Gazetteer Page 13 - Sinkhole Pits *(3-in-6 Chance, roll 1d6)*: ***1-2)*** *Quicksand, 2-in-6 chance each party member gets stuck. Each one stuck gets a save vs. paralysis; failure means creature goes under the sand; one chance for ally to get them out with strength check. Suffocate in 1d6 rounds under the sand.* ***3)*** *1d4 giant geckos, 2-in-6 they are stuck in quicksand.* ***4)*** *2d4 cultists traversing the boardwalk.* ***5)*** *2d4 mantismen hunting nearby.* ***6)*** *Party discovers hidden boardwalk built by the cultists; it leads to not far from the cultist's lair.*

THE GECKO FENS (HEX 10)
Gazetteer Page 13 - Dungeon Page 32: The *Gecko Pit and Buried Bastion* are on a rocky area that rises out of the fens. **Gecko Fens Encounters *(3-in-6 Chance, roll 1d8)*:** ***1)*** *Swarm of stirges [2d6].* ***2)*** *Gecko trappers [2d3].* ***3)*** *Swarm of giant dragonflies [5d4].* ***5)*** *Giant geckos [2d6].* ***6)*** *Giant earthworms [2d6].* ***7)*** *Bandits posing as trappers [4d3].* ***8)*** *Giant hawks soaring above [1d8].*

MISTY LAKE (HEX 11)
Gazetteer Page 14 - Dungeon Page 30: *The Prismatic Grottoes of the Fishmen* can be found below the water of Misty Lake, on the southern ledge. Going inside requires some way to breathe under water. **Misty Lake Encounters *(near the lake, 2-in-6 Chance, roll 1d8):*** ***1)*** *Giant caiman approaching [1d4].* ***2)*** *Fishermen from Illmire casting from the shoreline [2d4].* ***3)*** *Giant toads [2d4].* ***4)*** *Stirges buzzing through the reeds [2d6].* ***5)*** *Bloated body, washed ashore.* ***6)*** *Froglings on patrol [2d6].* ***7)*** *Shambling skeleton, wandered from the crypts nearby.* ***8)*** *Small cave, cultist hide-out, 1d4-1 cultists inside; chest with a potion of remove fear, +1 dagger, and 350gp.* **Misty Lake Encounters *(in the lake, 3-in-6 Chance, roll 1d8):*** ***1)*** *Fishman scout who'll sound a horn underwater to call 1d6 more.* ***2)*** *Fishermen from Illmire in a small boat netting eels [1d6].* ***3)*** *Fishman hunting party [2d4].* ***4)*** *Electric eels, disturbed by PCs [2d6].* ***5)*** *School of angry barbfang fish [1d3 swarms].* ***6)*** *Clams with 1d3 pearls worth 100gp each.* ***7)*** *Sticky kelp snags and holds them.* ***8)*** *The giant sturgeon stirs from below and investigates hungrily.*

THE REDTHORN BRIARS (HEX 12)
Gazetteer Page 14 - Redthorn Briars Encounters *(1-in-6 Chance, roll 1d8)*: ***1)*** *Skeletons wandered from the crypts, struggling through the briars [1d4]* ***2)*** *Froglings in the trees above, hunting birds with slings [2d4]* ***3)*** *Razorhounds, slipping quietly through the briars hunting [3d4].* ***4)*** *Remains of a previous adventurer; dead in the briar patch (320gp, +1 longsword).* ***5)*** *Enormous flock of birds; if disturbed, they all take flight and blot out the sky.* ***6)*** *Thornblights clambering about [2d6].* ***7)*** *Wild boar, dipping in and out of niches in the briars [1d6].* ***8)*** *Giant spiders feasting on a frogling that still quivers inside of a web sac [1d6].*

MOUNT SLAGMAW (HEX 13)
Gazetteer Page 15 - Dungeon Page 42: Inside the mouth of the volcano is the entrance to the *Obsidian Forge of The Lava Lord*, a short trek down a narrow stone path overlooking the lava pool in the center. **Mount Slagmaw Encounters *(3-in-6 Chance, roll 1d6)*:** ***1)*** *Giant salamanders basking in the sun [1d6].* ***2)*** *A group of lava dwarfs on mindless patrol [2d4].* ***3)*** *Broken obsidian weapons; one +1 obsidian sword still intact.* ***4)*** *A troupe of dwarfs, distant cousins of the dwarf lord from far away, coming to check on the Obsidian Forge.* ***5)*** *Geological disturbance causes steam to escape; 2-in-6 chance to get hit with 1d6 steam damage.* ***6)*** *Wyvern from the Winged Roosts soaring above, 3-in-6 chance carrying prey in its talons.*

THE OLD MINES (HEX 14)
Gazetteer Page 15 - Dungeon Page 28: The entrance to the *The Abandoned Copperclaw Mines* is near the center of the hex, tucked in a pebble-strewn valley between hills. Crude metal tracks covered in weeds and grasses run a quarter mile toward town; rusty remnants of the mine's prosperous times.
Old Mines Encounters *(2-in-6 Chance, roll 1d8)*: ***1)*** *Bandits posing as militia [4d3].* ***2)*** *Giant geckos foraging on shrubbery [1d4].* ***3)*** *Zombie miners wandering, tracks back to the Copperclaw mines [1d3].* ***4)*** *Dire grizzly rooting around.* ***5)*** *Steep pitfall into a jagged crevasse [3d6 fall damage, save to avoid]. Skeleton holds a deed to a farm outside of Illmire.* ***6)*** *Cultists, heading towards the false watchtower [3d4].* ***7)*** *Zeshara the assassin; follows and attacks vulnerables before disappearing.* ***8)*** *Shepherds grazing their sheep in the hills [2d8].*

TOWN OF ILLMIRE (HEX 15)
Gazetteer Page 15 - Dungeon Pages 20 & 22: *The Inn of the Weary Wagoner and The Defiled Temple of the Luminal Star.* Both "dungeons" are apparent in town, but not obvious for what they are. **Village Outskirts Encounters *(2-in-6 Chance, roll 1d8)*:** ***1)*** *Farmers heading back to town [1d6].* ***2)*** *Cultists posing as locals [2d4].* ***3)*** *Fishmen raiding a farm [2d4].* ***4)*** *Geckos, astray from the swamp [1d4].* ***5)*** *Bandits posing as militia on patrol [3d2].* ***6)*** *Mysterious standing stone [if discovered, teleport here reliably with Observer's lens].* ***7)*** *Zeshara the assassin who follows and attacks vulnerables.* ***8)*** *Fishermen from the lake, bringing back fish [1d10].*

THE LOGGER'S CAMP (HEX 16)
Gazetteer Page 16 - Logger's Camp Encounters *(2-in-6 Chance, roll 1d8)*: ***1)*** *Fishmen patrol [3d2].* ***2)*** *Lumberjacks felling trees [1d12].* ***3)*** *Deer, grazing in the clearings [2d4].* ***4)*** *Rigdorf, surveying and assisting other jacks.* ***5)*** *Wolves in hunting pack [2d6].* ***6)*** *Giant falcon, circling the clearing and looking for deer [2d3].* ***7)*** *Cultists skulking around the outskirts of the camp [2d4].* ***8)*** *The treant called Shushferoos quietly sobbing at the many fallen trees.*

THE KLEPPERHORN (HEX 17)
Gazetteer Page 16 - Dungeon Page 40: Carved into the huge gypsum peak at the top of The Klepperhorn is *The Crystalline Palace of The Mountain King.* **Klepperhorn Encounters *(3-in-6 chance, roll 1d6)*:** ***1)*** *Yeti ambush travelers from above with boulders [1d4].* ***2)*** *Hobgoblin troupe, warriors making camp and preparing an assault on the gnome caves [3d6].* ***3)*** *Raugle, steadfast guide. Willing to offer assistance up the mountain in exchange for dealing with the wyvern of the Winged Roosts.* ***4)*** *Rock gnomes, offering a handful of gems to anyone who'll stop the hobgoblins [2d3].* ***5)*** *Cave containing bizarre, natural liquid mercury pools. Cultists are inside collecting mercury in vials [1d4-1].* ***6)*** *Echoes of the booming voice of The Mountain King singing on the mountain.*

BANDIT TERRITORY (HEX 18)
Gazetteer Page 17 - Dungeon Page 26: *The Bandit Stronghold & False Watchtower* stand prominently on a raised plateau. Dozens of tracks from the stronghold lead to the town and the highway's edge. **Bandit Territory Encounters *(2-in-6 Chance, roll 1d8)*:** ***1)*** *Bandits, posing as militia [3d4].* ***2)*** *Cultists, on their way to the stronghold with captives [2d4 cultists, 1d6 captives].* ***3)*** *Escaped captives, starving, dehydrated, and lost [1d6].* ***4)*** *Bandits, drunk and rowdy looking for a fight [3d3].* ***5)*** *Mountain lions on the prowl [1d4].* ***6)*** *Malstern with 1d6 bodyguards traveling back or forth between the stronghold and town.* ***7)*** *Barfrain's boulder; initials BV (buried underneath is 4000gp)* ***8)*** *Zeshara the assassin keeping tabs on the bandits, but ready to ambush any targets that wander under her nose.*

THE KING'S HIGHWAY (HEX 19)
Gazetteer Page 17 - King's Highway Encounters *(2-in-6 Chance, roll 1d8)*: ***1)*** *Locals from Illmire [2d4]; 1: Fishermen, 2: loggers, 3: farmers, 4: hunters, 5: trappers, 6: bandits disguised as locals.* ***2)*** *Pilgrims traveling on the road [2d8].* ***3)*** *Traveling merchant caravan [d4 patrons, d6 guards per patron].* ***4)*** *Bandits looking to ambush and capture the fairest among them (charisma 13+) [4d3].* ***5)*** *Wolf pack, hungry and hunting [3d4].* ***6)*** *Wandering circus folk offering performances (actually spies collecting information for Esmeraldra) [3d4].* ***7)*** *Captain Frey with goons, on "patrol".* ***8)*** *Sacked caravan, remnants of bandit activity, tracks back to bandit stronghold.*

RUMORS OF ILLMIRE
Everyone has heard about the treasure supposedly in the ruins of Illmire. Otherwise, each PC rolls for a random rumor. Parenthesis text tells the Referee if it's true or not.

1. The fortune-teller near the highway knows many secrets. (true)
2. There was once a great fort in the swamp, but it sunk under the mud. (true)
3. The witch Vosethra once ruled the bogs, but she is long dead. (false, she lives)
4. Legend says there are demons imprisoned in a vault in the mountains. (true)
5. The sickness in Illmire isn't disease at all, it's poison! (true, the cult poisons the well)
6. The law is corrupt in Illmire. Bandits prey on caravans. They now kidnap travelers! (true)
7. The villagers of Illmire are all thieves, grifters, and bigots that hate outsiders. (false)
8. The new priest of Illmire is able to heal the penitent sick. (true, but he's a false evil priest)
9. There's a dragon who lives in the mountains. (not really, its actually a wyvern)
10. The druid of Illmire has gone missing, as well as a few locals, including the girl Ava. (true)
11. There is a great wizard's tower in the forest. (true)
12. There is foul play afoot in the village of Illmire. (true)
13. The ancients of Illmire disappeared. Ruins left behind contain everburning torches. (true)
14. The bandit threat is exaggerated. It's just to hike up prices. (false, banditry runs rampant)
15. Something terrible stirs in the old, abandoned mines in the hills. (true)
16. The fishmen are just lumberjacks playing jokes on locals. (false, they're real)
17. The gods have cursed the town of Illmire with disease. (false, it's the cult doing it)
18. Glimmers are seen at the peak of the Klepperhorn. It's a giant's crystal palace. (true)
19. Mantismen stalk the swamps. They can turn invisible. (true/false; it's just camouflage)
20. The rumors of treasure are a farce to lure fools to their death! (false, there is treasure)

MYSTERIOUS & OMINOUS FORTUNES
Once per day, Esmeraldra the crystal-gazer (hex 19) offers a fortune for 100gp. She stares deep into her crystal ball, chanting incantations while swirling mists seem to manifest inside the normally clear crystal orb. Her eyes roll into the back of her head and she speaks in a strange, unnatural voice while she performs this ritual. When it is complete, she is exhausted and wishes to retire.

1. Cloaked in flame, born of smoke, put to shame, when fire awoke.
2. Twins in darkness, locked in stone, under a dark star, they may be sent home.
3. A clouded mind that's gripped by fear must be rid vermicious sneer.
4. Treasure sought in forlorn places may invite death's embraces.
5. Blowing reeds whisper ancient names of wild powers turned to dying flames.
6. The woeful dreamer falls asleep below the birds of stone so deep.
7. A heart of green stays out of sight while cached away in webbed height.
8. The poison viper coils below a light once bright now dim shadow.
9. When the long dead tablet rises over waters, dry feet take shape from soggy plodders.
10. The watchful eye rudely awakens the resting mask whose life was taken.
11. From splintered wood of crimson thorn, a tangled sprawl of talons born.
12. A life that's set in rocky flame for those who try the mountain tame.

CLIMBING EVENTS
When ascending a mountain, 3-in-6 chance per day, roll 1d6: **1)** Rock-slide, 2-in-6 chance to take 1d6 damage from falling rocks. **2)** Avalanche, 2-in-6 chance to get buried in snow; strength check to break free; saving throw vs. death or suffocate if stuck. **3)** Path blocked; no progress today. **4)** Path gives way under foot; 1-in-6 chance each character falls to their death with dex check to save. **5)** Sudden blizzard; save vs. breath weapon or take 2d6 cold damage. **6)** Uneventful but strenuous; exhausted at end of day and require double rations or double resting time.