

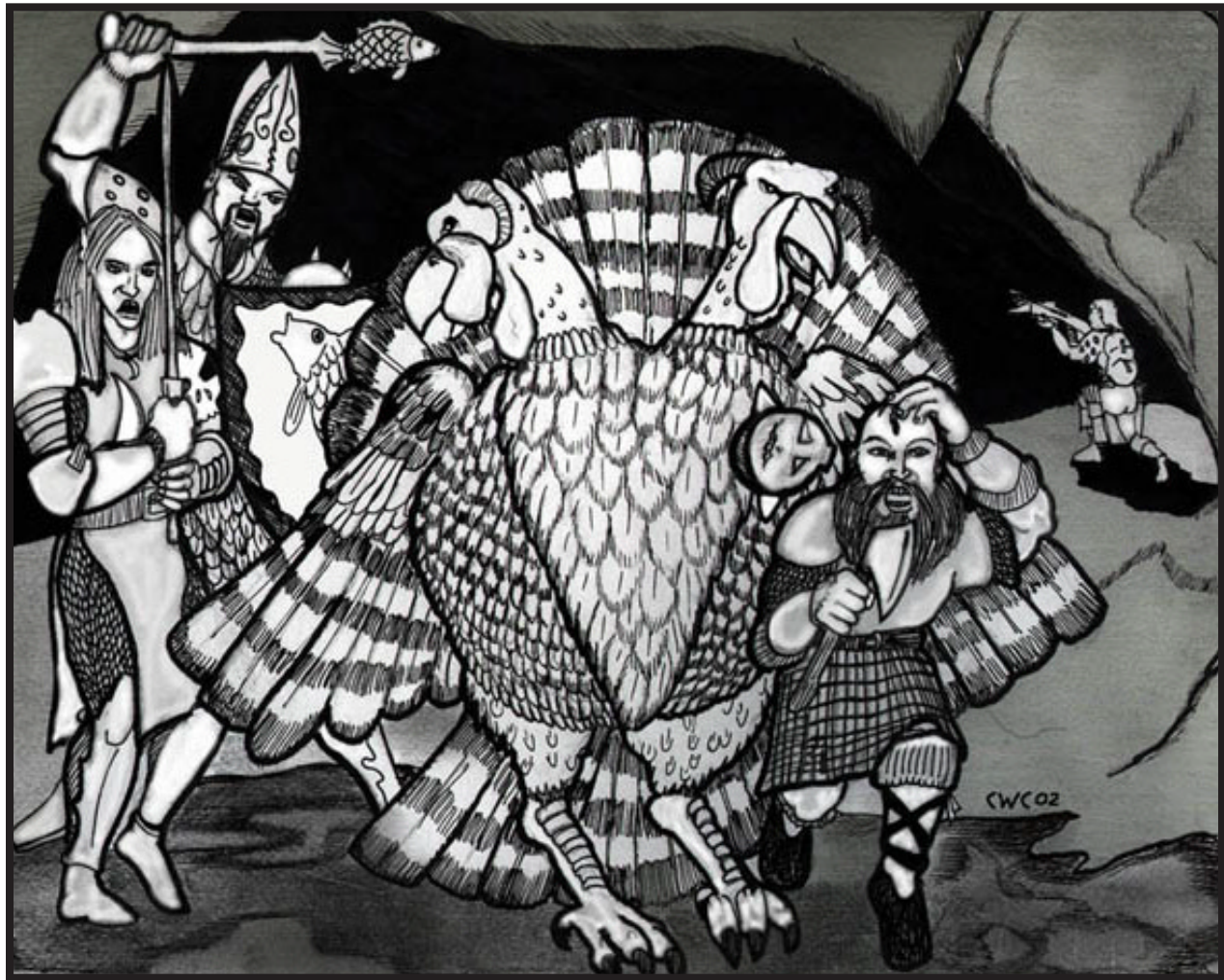
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Requires the use of the
Dungeons and Dragons® Player's Handbook,
Third Edition,
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Feast of the Gobbler

Thanksgiving Special

by Casey W. Christofferson



Feast of the Gobbler is an adventure designed for 4-6 characters of levels 3rd-5th. The party should include at least one divine spell caster, one arcane spellcaster, one rogue, and two or three fighter types to handle the brunt of any full throttle combat that the party may face. It is recommended that the party have a ranger, druid, or barbarian skilled in Tracking or use of Wilderness Lore to navigate the nettles and thorns of the Greenhill Woods, or the molasses-like morass of the Maywood Sandpits.

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Feast of the Gobbler

Thanksgiving Special

Credits

Author

Casey W. Christofferson

Additional Material and Monsters

Erica Balsley and Kevin Walker

Developer

Bill Webb

Producer

Clark Peterson

Editor

Bill Webb

Managing Editor

Andrew Bates

Art Director

Casey Christofferson

Layout and Typesetting

Charles A. Wright

Art

Casey Christofferson

Cartography

Rich Oliver

Playtesters

Shane Shirley, Kathy Christofferson,
Clint Bennett and Mike.

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Introduction

Feast of the Gobbler is an adventure designed for 4-6 characters of levels 3rd-5th. The party should include at least one divine spell caster, one arcane spellcaster, one rogue, and two or three fighter types to handle the brunt of any full throttle combat that the party may face. It is recommended that the party have a ranger, druid, or barbarian skilled in Tracking or use of Wilderness Lore to navigate the nettles and thorns of the Greenhill Woods, or the molasses-like morass of the Maywood Sandpits.

After finding themselves in the area of the Greenhill Woods, the PCs quickly become embroiled in conflict. Locals believe that an indigenous barbarian tribe has kidnapped and murdered several hunters within the Greenhill Woods. They are asked by a village elder to find the truth before the locals fire up the soldiers at Fort Buturbal and demand the destruction of the peaceable Wattap Anon village of Elk Run.

Fate finds the PCs inexorably drawn into this volatile situation where the answers they seek may only be found somewhere within the tangles of the Greenhill Woods. Sure to face dangers fearsome and fowl, the intrepid band must use all the skills at their disposal to survive against the devious machinations of the Gobbler and his nest of ultimate evil.

Adventure Background

For many seasons settlers along the Greenhill road have led a peaceful coexistence with the Wattap Anon tribesmen who spend their fall and winter on the north banks of Clear Lake. Recently tensions have grown between the two as settlers of Maywood have disappeared while hunting within the Greenhill Woods. Exacerbating this situation, search parties have found a knife belonging to one of the hunters and feathers similar to those normally bound into the headdresses of the Wattap Anon warriors near pools of blood.

A Wattap Anon search party was fired upon by hunters as it approached Maywood with news that they too were missing some of their brothers and sisters.

Now the people of Maywood are howling for the blood of the Wattap Anon. The Wattap

Anon, having assumed that it was the folk of Maywood who made off with their people, are in turn prepared for guerilla war against their former allies and trade partners.

Behind it all is the sinister mind of Matar Klukar. Matar, a worshipper of the demonic force known only as the Gobbler, hides in the caverns beneath Council Bluff, slowly gathering minions and breeding a new race of evil with which to wipe out both.

Rise of the Temple of the Gobbler

Matar Klukar has labored in secret for years, working to complete the Temple of the Gobbler within the caves beneath the Council Bluff, a place sacred to the Wattap Anon. There amidst a swampy backwater of the Turkey River, not far from the shores of Clear Lake he has completed the task set before him by the Gobbler. Carefully choosing his victims he has kidnapped or turned folk from both Maywood and the encampment of the Wattap Anon to his service, and now seeks others for a much more fiendish purpose.

Getting Started

As the adventure begins the DM has two options of how the party approaches their foray into the Greenhill Woods.

- The PCs find themselves in the Wattap Anon villiage, and befriend the simple barbarian Tribesmen. Their holy man Sq' Anto tells them of their plight and begs their assistance in making peace with the folk of Maywood

- The PCs encounter a group of soldiers from Ft. Buturbal turning away angry villagers bent on attacking the Wattap Anon village. After hearing the complaints they are pulled aside by Hillshire, the local elder who begs the party to look into the disappearances and prove that the peaceful Wattap Anon are not behind the abductions and suspected murders.

Scaling the Adventure

Feast of the Gobbler may be scaled for higher or lower level PCs. Included in the monster appendix are variations on axe beaks that can make the adventure easier or harder, as well as



un-classed dirty birds the DM may substitute for classed dirty birds to make the adventure easier for lower level parties.

Part I

Maywood and the Greenhill Woods

A: Lodge of the Eternal Order of Orion

A two-story log cabin, cinched with mud and sporting a palisade wall is the first sight that greets travelers heading west along the Greenhill road.

This hunting lodge just outside of Maywood is a popular eatery and drinking hall for those citizens who make their living stalking game amongst the forests nearby. The lodge is currently under the directorship of Levi, who was elected to the position after the previous master Hanze Pepperidge disappeared while hunting bear somewhere in the area of the Turkeyfoot. The Lodge usually has 2d4 hunters present at all times either coming back from a hunt or getting ready to go out in search of game. They stretch their own hides and in turn sell them to the Hocolmb the tanner in trade for coin that they use to replace old or broken camping and hunting equipment.

The Lodge is well stocked with liquor and dried goods, which were traded to the Wattap Anon when they and the folk of Maywood were on better terms. The booze now mainly fuels wild talk of getting revenge upon the Wattap Anon, and there is a 30% chance that any hunter encountered here is drunk.

Levi, Male Human Rgr3: CR 3; Size M; HD 3d10+3; hp 24; Init +6 (+2 Dex, +4 Improved initiative); Spd 30 ft.; AC 16 (+2 Dex, +4 Armor); Attack +3 melee, or +5 ranged; AL N; SV Fort +3, Ref +3, Will +3; Str 10, Dex 15, Con 12, Int 8, Wis 14, Cha 12.

Languages Spoken: Common, Giant, Gnoll.

Skills: Animal Empathy +2, Hide +8, Jump +3, Listen +3, Move silently +7, Speak language +2, Wilderness lore +8. *Feats:* Dodge, Improved

initiative, Point Blank Shot, [Track].

Possessions: Masterwork battle axe, shortsword, masterwork composite longbow, (20) silver arrows, +1 studded leather armor.

Ranger Spells Per Day: None until 4th level.

Hunters, Rgr1 (2d4): CR 1; Size M; HD 1d10+2; hp 12; Init +6 (+2 Dex, +4 Improved initiative); Spd 30 ft.; AC 12 (+2 Dex); Attack +3 melee, or +3 ranged; AL N; SV Fort +4, Ref +2, Will +1; Str 15, Dex 15, Con 15, Int 11, Wis 13, Cha 11.

Languages Spoken: Common

Skills: Climb +6, Hide +4, Knowledge (nature) +4, Listen +3, Move silently +4, Spot +2, Swim +6, Wilderness Lore +2. *Feats:* Improved initiative, Run, [Track].

Possessions: Studded leather, longsword, hand axe, longbow, (20) arrows.

Ranger Spells Per Day: None until 4th level.

Levi is somewhat of a bigot, believing the Wattap Anon are up to no good and tends to rabble rouse against them. Believing himself to be more civilized than the barbarians, he considers their skill at woodcraft to be secondary to his knowledge of forests and game. He is a superstitious man who thinks that the Wattap Anon were responsible for the disappearance of his good friends Louis and Rich, telling anyone who asks him that the Wattap Anon used witchcraft to beguile and murder his friends.

If there is a situation where guards are attempting to break up a fight between the folk of Maywood and the Wattap Anon, it can be assured that Levi is there, stirring up trouble.

The Order of Orion is a fraternal society comprised completely of human males whom revere and revile the Goddess of the Hunt. In their version of the story of the Goddess and Orion, the Goddess seduced Orion to steal his hunting skills, and in turn spread it out amongst the animals of the forest and gifted it to the sylvan races. It is thus their duty to slay and consume the beasts of the wood thus gaining a part of this prowess. In essence they are stealing back that which the Goddess took, and continuing the cycle of seduction, consumption and sacrifice.



Thorpe of Maywood

The folk of Maywood are mostly comprised of settlers from a far off southern kingdom who headed north to the fringes of the forest kingdoms to seek their fortune, and to find freedom from religious persucution in their homeland. Most of the folk of the thorp make their living through crafts which they trade to one another and until recently to the Wattap Anon. Several of the hard working folk are strictly religious in their devotion to the teachings of St. Harizon, the patron of chastity and hard work. Of course there are exceptions to every rule, and their closed community is overseen and protected by the nearby military garrison of Fort Buturbal, which still owes its allegiance to the fatherland.

B-1: Church of St. Harizon the Chaste

This large wooden structure is the cultural and spiritual center of Maywood, dedicated to the religious teachings of St. Harizon. Although not every member of the community is a follower of his strict brand of chaste living, tee-totaling and hard work, and bathing with one's clothes on. Everyone in the Thorpe of Maywood knows that at least paying the teachings some lip service keeps their name out of the local rumor mill.

Minister McMadden oversees the instruction in the teachings of St. Harizon for his parishioners, which is to say that he spends an extraordinary amount of time taking confession from the females of the community and listening in on the gossip of the week.

Minister McMadden, male human Clr6 (of St. Harizon): CR 6; Medium-size Humanoid (Human); HD 6d8; hp 26; Init +0 (Dex); Spd 30 ft.; AC 10; Atk +4 melee (1d6, light mace); SA Turn Undead; AL N; SV Fort +5, Ref +3, Will +10; Str 11, Dex 12, Con 11, Int 13, Wis 16, Cha 14.

Languages Spoken: Common, Elven.

Skills: Concentration +10, Diplomacy +11, Heal +7, Knowledge (arcana) +3, Knowledge (religion) +10, Spellcraft +5. *Feats:* Brew Potion, Endurance, Iron Will, Skill Focus (Concentration).

Possessions: Clerical vestments, holy symbol of St. Harizon.

Divine Spells Prepared (5/4/4/3): 0- guidance, light, mending, purify food and drink, virtue; 1st- bless, bless water, command, remove fear; 2nd- aid, calm emotions, cure moderate wounds, zone of truth; 3rd- create foot and water, magic vestment, remove curse.

Domain Spells (Healing, Knowledge): 1st- cure light wounds; 2nd- detect thoughts; 3rd- cure serious wounds.

McMadden knows enough about what is going on to suspect that the Wattap Anon are not behind the disappearances at all. He has heard rumors of a feathered man stalking the outskirts of town. One parishioner, the Widow Weldin, even spoke of the feathered man sneaking into her home one night and standing over her bed watching her when he thought she was asleep.

McMadden has thus far tried his best keep these rumors to a minimum and even gone so far as to dismiss these sightings and visions of a feathered man as some form of mass hysteria, or pointing out that it may have merely been a Wattap Anon scout seen in the fog of morning or the light of dusk.

McMadden fears that should his parishioners become too spooked, they will abandon St. Harizon, and Maywood, returning to the kingdom from whence they came.

B-2: Hard Cider Tavern

The Hard Cider Tavern is the only place in Maywood outside of the Hunters lodge where alcoholic spirits of any kind are served and even here, they are frowned upon as something that only the savages drink.

O'Meyer, the innkeeper is friendly and a little less uptight and reserved as some of the other folk of Maywood, especially when it comes to strangers. O'Meyer is assisted by Susan-Jean, his porcine daughter and Hester his maid. O'Meyer is a member in good standing with the Church of St. Harizon, which is to say he pimps Hester the bar-maid to soldiers and travelers, but not to local men, and attempts to marry his fat daughter to any eligible looking stranger that comes down the road, all in the name of the teachings of St. Harizon. The rooms are of (Good) quality, and the food and beverage served is also (Good/Excellent).

O'Meyer has heard the rumors of the "Feath-



ered Man” and believes it to be no more than a savage Wattap Anon war party prowling and looking to murder the men-folk and kidnap the women.

O’Meyer, male human Com3: CR 2; Medium-size Humanoid (Human); HD 3d4+6; hp 15; Init -1 (Dex); Spd 30 ft.; AC 11 (-1 Dex, +2 leather apron); Atk +4 melee (1d6+1, club); AL CN; SV Fort +5, Ref +0, Will +1; Str 12, Dex 8, Con 14, Int 9, Wis 11, Cha 12.
Skills: Craft (brewing) +6, Profession (bar-keep) +4, Spot +2. *Feats:* Great Fortitude, Skill Focus (Brewing), Weapon Focus (Club).

Possessions: Leather apron, masterwork oak club which he calls “The Baster”.

Hester, female human Exp1: CR ½; Medium-size Humanoid (Human); HD 1d6; hp 6; Init +1 (Dex); Spd 30 ft.; AC 11 (+1 Dex); Atk +0 melee (1d4, dagger) or +0 melee (1d3 unarmed); AL N; SV Fort +0, Ref +1, Will +2; Str 9, Dex 13, Con 11, Int 8, Wis 11, Cha 14.

Skills: Bluff +6, Gather Information +6, Pick Pockets +5, Profession (bar-maid) +3, Sense Motive +4, Spot +4. *Feats:* Dodge, Improved Unarmed Strike.

Possessions: Serving tray, dagger.

Susan-Jean O’Meyer, female human Com1: CR ½; Medium-size Humanoid (Human); HD 1d4; hp 6; Init -1 (Dex); Spd 30 ft.; AC 9 (-1 Dex); Atk -1 melee (1d4-1, dagger); AL N; SV Fort +2, Ref -1, Will +3; Str 8, Dex 9, Con 14, Int 8, Wis 12, Cha 10.

Skills: Handle Animal +4, Profession (barkeep) +1, Ride +1, Spot +3. *Feats:* Iron Will, Skill Focus (handle animal).

Possessions: Peasant’s dress, dagger.

B-3: Hillshire’s Farm

Hillshire is local acting barrister, reeve and all around village elder to the folk of Maywood. Hillshire was the first to make friends with the Wattap Anon chieftain Sq’Anto and doesn’t believe a lick of the stories of a feathered man, nor that any murder has taken place. He thinks that political forces like the new merchant, Myles-who arrived from the kingdom-are attempting to stir up trouble for some

unknown political end as the problems and disappearances began shortly after Myles’s arrival to town.

Hillshire begs the PCs to look into the disappearances, hoping that sending outsiders to deal with the dirty work will take some pressure off of the soldiers from Ft. Buturbal who can then police the road and protect the thorpe. He offers the PCs 100 gp each if they can bring back information proving who or what is behind the disappearances and end the dangerous course his people are on once and for all.

Reeve Hillshire, male human Ari3: CR 2; Medium-size Humanoid (Human); HD 3d8+3; hp 20; Init +0 (Dex); Spd 30 ft.; AC 10; Atk +3 melee (1d8 longsword) or +2 ranged (1d8, light crossbow); AL NG; SV Fort +2, Ref +1, Will +5; Str 11, Dex 10, Con 12, Int 14, Wis 15, Cha 12.

Skills: Diplomacy +8, Gather Information +6, Knowledge (laws of Maywood) +8, Listen +7, Perform (debate, legal diatribe, oratory) +4, Ride +5, Sense Motive +6, Spot +5. *Feats:* Expertise, Improved Disarm, Weapon Focus (longsword).

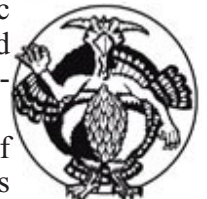
Possessions: Finely-made but modest clothing, longsword, light crossbow, the Lawbook of Maywood.

B-4: Myles’s Blanket of the Kingdom and Dried Goods (EL 0 or 5)

This trading post is a relatively new addition to Maywood. Here Myles, a scarred and burly bear of a man, sells blankets, dried goods, arrows, camping gear, and provisions for every day life. He also peddles some finer items such as cups and plates imported all the way from the kingdom. Myles looks somewhat out of place behind the counter, as he seems the sort of man who would be more suited to bearing a greatsword and leading soldiers in battle than selling candles to old ladies.

Myles at one point was even put in the stocks at the behest of Hillshire, until divine magic indicated that Myles was telling the truth and that he knew nothing of the reason for any disappearances.

Myles, like Levi, is outspoken in his dislike of the Wattap Anon, and often alludes that soldiers



from Fort Buturbal had better get used to the idea of killing savages. The kingdom is expanding after all and there will be no room for tree hugging primates.

Myles truly is a despicable character, sent by a viceroy of the Kingdom as a special agent to spy upon the folk of Maywood and their peculiar devotion to the teachings of St. Harizon. He is actually disappointed that strife broke out between the folk of Maywood and the Wattap Anon, as he intended to trade blankets which had been infused with a special form of contagion, designed to infect and wipe out their entire tribe, thus opening the Greenhill woods for woodcutting and timber operations.

Myles actually has seen the so-called “feathered man,” lurking about the outskirts of the Thorpe but keeps this information to himself. He was drunk at the time and doesn’t like to admit seeing things such as humanoids with sharp beaks when he has been into his cups.

Myles the Merciless, male human Ftr4/Rgr1: CR 5; Medium-size Humanoid (Human); HD 4d10+4 plus 1d10+1; hp 37; Init +5 (+4 Improved Initiative, +1 Dex); Spd 30 ft.; AC 14 (+1 Dex, +3 studded leather armor); Atk +8 melee (2d6+4, greatsword) or +6 ranged (1d8, composite longbow); SA Favored Enemy (Humans); SQ Track; AL NE; SV Fort +7, Ref +2, Will +0; Str 14, Dex 12, Con 13, Int 11, Wis 11, Cha 10.

Skills: Climb +4, Handle Animal +2, Hide +1, Jump +4, Listen +3, Move Silently +1, Ride +6, Spot +3, Swim +7, Wilderness Lore +1. Climb, Hide, Jump, and Move Silently skills reduced by a -1 armor check penalty. *Feats:* Alertness, Improved Initiative, Point Blank Shot, Precise Shot, Weapon Focus (greatsword), Weapon Specialization (greatsword).

Possessions: Studded leather armor, greatsword, composite longbow.

B-5: The Widow Weldin’s

Minier, known as the widow Weldin, is a young woman dressed in the garb of a mourning wife. She is actually a witch, although she keeps this fact a closely guarded secret from the folk of Maywood for fear of being burned at the stake. Because of her powers and mastery of natural and arcane forces, Matar Klukar seeks to turn her to his side. On more than one occasion she has espied the “feathered man” within

her home or observing her while she dances, by firelight, lathered with sweat in a hidden forest glade.

Minier keeps up her ruse of a devout follower of the teachings of St. Harizon by continually going to confession and prayer studies led by Minister McFadden. In this way she hopes to keep one step ahead of those who would burn mystics at the stake, and possibly seduce the oafish minister in the process. A follower of Chernunnos, Minier enjoys nothing more than sneaking off into the forests at night and dancing naked under the full moon, performing fertility rituals to her dark god of nature and magic.

While in town, she makes good use of her Silent Spell and Still Spell feats to conceal her spellcasting.

The Widow Minier Weldin, female human Drd1/Sor1: CR 2; Medium-size Humanoid (Human); HD 1d8+1 plus 1d4+1; hp 12; Init +1 (Dex); Spd 30 ft.; AC 11 (+1 Dex); Atk -1 melee (1d6-1, quarterstaff); SQ Nature Sense (can unerringly identify plants, animals, and safe drinking water), Animal Companion (orange tabby cat named Punkin’ Pie); AL N; SV Fort +3, Ref +1, Will +6; Str 9, Dex 13, Con 12, Int 11, Wis 14, Cha 16.

Skills: Alchemy +2, Animal Empathy +6, Concentration +5, Diplomacy +5, Heal +2, Knowledge (arcana) +1, Knowledge (nature) +4, Spellcraft +2, Wilderness Lore +5. *Feats:* Silent Spell, Still Spell.

Possessions: Black gown, quarterstaff.

Divine Spells Prepared (3/2): 0- cure minor wounds, mending, resistance; 1st- animal friendship, shillelagh.

Arcane Spells Known (5/4): 0- daze, detect magic, ghost sound, light, read magic; 1st- alarm, charm person, shield, unseen servant.

Punkin’ Pie, orange tabby cat: CR ¼; Tiny Animal; HD ½d8; hp 2; Init +2 (Dex); Spd 30 ft.; AC 14 (+2 size, +2 Dex); Atk +4 melee [×2] (1d2-4, claw), -1 melee (1d3-4, bite); Face 2½ ft. by 2½ ft.; Reach 2½ ft.; AL N; SV Fort +2, Ref +4, Will +1; Str 3, Dex 15, Con 10, Int 2, Wis 12, Cha 7.

Skills: Balance +10, Climb +5, Hide +17, Listen +4, Move Silently +9, Spot +4.



Feats: Weapon Finesse (claw, bite). Cats receive a +4 racial bonus to Hide and Move Silently checks and a +8 racial bonus to balance checks.

B-6: Holcolmb's Tannery and Furrier

Holcolmb, a peaceable dwarven tanner, runs a good business. He buys furs and skins from the Wattap Anon and the local hunters, paying a fair price and shipping the items back to the kingdom. Not a follower of Harizon or one to take sides, Holcolmb knows nothing of any feathered men and only believes what he sees.

Holcolmb, male dwarf Exp3: CR 2; Medium-size Humanoid (Dwarf); HD 3d6+12; hp 25; Init +0 (Dex); Spd 20 ft.; AC 10; Atk +3 melee (1d6+1, hand axe); SQ Dwarven Traits; AL LN; SV Fort +3, Ref +1, Will +3; Str 12, Dex 11, Con 14, Int 11, Wis 11, Cha 9.

Skills: Alchemy +6, Appraise +6, Craft (tanning) +6, Craft (leather working) +6, Profession (tanner) +6, Sense Motive +6. *Feats:* Toughness (×2).

Possessions: Normal clothing, hand axe.

C: Fort Buturbal

Fort Buturbal sits on a rise above the tiny thorpe of Maywood overseeing much of the arboreal landscape of the Greenhill Woods. From the tops of its wooden guard tower the peak of Council Bluff (Area I), Clear Lake (Area H), and smoke from the camp fires of the Wattap Anon (Area F) can be viewed on a clear day.

The garrison of Fort Buturbal consists of 40 men at arms of the Kingdom, and is administered by a gruff military captain named Carver. Carver is a good soldier who got into trouble with his former command and ended up pulling retirement duty out in a peaceful corner of the frontier. Peaceful, that is, until citizens started to vanish and hunters started taking shots at indigent barbarians.

Captain Carver is reluctant to send troops into the Greenhill Woods in pursuit of Wattap Anon braves until he knows for sure they are his true enemies. The Wattap Anon outnumber his small garrison by 3 to 1. Even with better equipment and four stout walls, he figures his troops wouldn't last a week against an onslaught

of angered barbarians. The folk of Maywood wouldn't stand a chance at all.

Fearful of what the bigoted, superstitious locals in Maywood might think, Captain Carver does his best to conceal his ancestry.

Captain Carver, male half-elf Ftr 6: CR 6; Medium-size Humanoid (Half-Elf); HD 6d10+6; hp 43; Init +1 (Dex); Spd 30 ft.; AC 17 (+1 Dex, +4 chain mail shirt, +2 large steel shield); Atk +11/+6 (1d10+5, masterwork bastard sword) or +7/+2 ranged (1d8, composite longbow); AL NG; SV Fort +6, Ref +3, Will +1; Str 16, Dex 12, Con 13, Int 10, Wis 9, Cha 11.

Skills: Climb +3, Handle Animal +2, Jump +2, Ride +8, Swim +5. *Feats:* Combat Reflexes, Exotic Weapon Proficiency (Bastard Sword one-handed), Leadership, Mounted Combat, Power Attack, Weapon Focus (Bastard Sword), Weapon Specialization (Bastard Sword). Climb and Jump skills reduced by -4 armor check penalty.

Possessions: Masterwork bastard sword, large steel shield, chain mail shirt.

Soldiers, male and female human War1 (40): CR ½; Medium-size Humanoid (Human); HD 1d8; hp 8; Init +0 (Dex); Spd 30 ft.; AC 13 (+3 studded leather armor); Atk +3 melee (1d10+1, halberd) or +1 ranged (1d8, light crossbow); AL N; SV Fort +2, Ref +0, Will +0; Str 12, Dex 10, Con 11, Int 10, Wis 9, Cha 9.

Skills: Climb +4, Ride +4, Swim +5. *Feats:* Run, Weapon Focus (Halberd). Climb skill reduced by -1 armor check penalty.

Possessions: Studded leather armor, government-issue halberd (the shaft automatically breaks during an attack on a roll of natural 1).

D: The Greenhill Woods

The Greenhill Woods are lush, even in autumn, where leaves seem to glow in every brilliant shade of red, gold and fire orange. The groundcover, still green before the first snow and not yet choked by falling leaves is comprised of grabbing vines, nettles and poison ivy. Walking through this forest is at a reduced movement rate of ½ speed due to the terrain conditions, and moving silently through areas of fallen leaves may prove to be difficult to all but those possessed of a natural affinity to do so, such as druids, and certain wild beasts.



Greenhill Woods Random Encounters:

Roll 1d20 on the following table for each mile that the PCs travel through the Greenhill Woods.

1. 2d4 **Hunters, Rangers Lvl 1**
2. 2d6 **Wattap Anon Braves, Barbarians Lvl 1**
3. 1d4 **Giant Honey Bees**
4. **Dire Boar**
5. 1d4 **Dire Wolves**
6. 1d4 **Harpies**
7. 1d2 **Gobbler Bears**
8. **Dire Bear**
9. 1d2 **Axe Beaks**
10. 1d4 **Dirty Bird Rangers, Lvl 1**
11. **Yambling Mound**
12. 1d2 **Archer Bushes**
13. **Assassin Vine**
14. 1d2 **Killer Cranberry Bushes**
- 15-20. **No Encounter**

The Turkey Foot Random Encounters:

Roll 1d12 on the following table for each mile that the PCs travel through the river and marsh area of the Turkey Foot.

1. 1d2 **Trolls**
2. 1d2 **Dire Frogs**
3. **Wyvern**
4. 1d2 **Giant Crayfish**
5. **Giant Lizard**
6. **Huge Spider**
7. **Gobbler Bear**
8. 1d2 **Axe Beaks**
9. 1d4 **Dirty Bird Rangers**
10. **Yambling Mound**
- 11-12. **No Encounter**

and trapping, trading and scouting. There are around 100 Wattap Anon braves in the tribe and at least 120 non-combatants, making up elderly, children and those who nurture them. Recently many of their braves have disappeared while hunting and gathering in the area of the Turkey Foot, where the turkey river breaks into three smaller streams which weave their way through the Maywood sand pits before filling Clear Lake.

The Wattap Anon are peaceful and friendly to visitors to their tribe, and, although on edge, hope to find skillful allies to help them recover their missing tribesmen. This is not to say that PCs coming into Elk Run with the intent to slay and kill them should expect the Wattap Anon to flee or roll over and die. Such invaders can expect the Wattap Anon to savagely defend their hunting grounds and sacred places.

The superstitious tribesmen blame a being they refer to as the "Feathered Man" for stealing their people away and only know him by a warbling call sometimes overheard beneath the darkened boughs of the forest. The "Feathered Man" is a seminal figure in the folklore of the Wattap Anon, a being of darkness and destruction, a ravenous beast that feeds upon anything and everything in its path.

If asked, Sq'Anto explains that the "Feathered Man" is known as a trickster and gorgon who wears many faces and himself serves another unspeakably evil master. Furthering Sq'Anto's fears, his own son Quasqueton was sent to search for answers and is now the most recent of the Wattap Anon to have disappeared.

E: The Turkey River

This small river branches into three streams that feed the marshes of the Maywood Sand Pits (Area G), before pouring into Clear Lake (Area H). The river is fordable either through the marshy wetlands that make up the three branches of the turkey-foot area or in an area of shallow cedar lined rapids to the north. This crossing is plagued with mud pits, quicksand, biting insect swarms, and beasts.

The second crossing is several miles to the north where large stones and shallower waters allow easy passage. Otherwise the river may be swam with a successful Swim check (DC 15).

F: Wattap Anon Village of Elk Run

The Wattap Anon live in a highland area along the north banks of the Clear Lake called Elk Run. Their village consists of several birch-bark wikkiums and a central longhouse which serves as a meeting place, communal dining hall and the home of the Wattap Anon chieftain and his family. The Wattap Anon are a tribe known for their kindness in times of peace and ferocity in times of war. They make a living by hunting





Sq'Anto feels that a dire curse has befallen the land that can only be removed if a holy man can reach the Council Bluff and re-consecrate the sacred stones there with holy water. This holy water must be drawn from Clear Lake on the night of a full moon and blessed immediately, before storing it within one of Sq'Anto's sacred gourds.

Sq'Anto, male human Bbn3/Drd 5: CR 8; Medium-size Humanoid (Human); HD 3d12+6 plus 5d8+10; hp 63; Init +0 (Dex); Spd 40 ft.; AC 10; Atk +8/+3 melee (1d8+2, shortspear) or +6 ranged (1d8+2, shortspear); SA Rage (1/day, +4 Str and Con, +2 bonus to Will saves, -2 to AC, 6 bonus hp); SQ Animal Companion, Fast Movement, Nature Sense (can unerringly identify plants, animals, and safe drinking water), Resist Nature's Lure, Trackless Step, Uncanny Dodge (Dex bonus to AC), Wildshape (1/day, eagle), Woodland Stride; AL NG; SV Fort +9, Ref +4, Will +7; Str 14, Dex 11, Con 15, Int 11, Wis 12, Cha 12.

Skills: Animal Empathy +6, Climb +8, Concentration +7, Handle Animal +2, Heal +4, Intuit Direction +8, Jump +3, Knowledge (nature) +5, Listen +8, Spellcraft +4, Swim +6, Wilderness Lore +5. *Feats:* Cleave, Lightning Reflexes, Power Attack, Tracking.

Possessions: Shortspear, buckskin clothing.

Divine Spells Prepared (5/4/2/1): 0- detect magic, guidance, purify food and drink, virtue; 1st- animal friendship, calm animals, cure

light wounds, goodberry; 2nd- barkskin, charm person or animal; 3rd- summon nature's ally II.

Wattap Anon braves, male and female human

Bbn1 (100): CR 1; Medium-size Humanoid (Human); HD 1d12+1; hp 13; Init +0; Spd 40 ft.; AC 10; Atk +2 melee (1d8+1, shortspear) or +1 ranged (1d8+1, shortspear); SA Rage (1/day, +4 Str and Con, +2 bonus to Will saves, -2 to AC, 2 bonus hp); SQ Fast Movement; AL CN; SV Fort +3, Ref +0, Will +0; Str 12, Dex 11, Con 13, Int 9, Wis 11, Cha 11.

Skills: Climb +3, Intuit Direction +3, Jump +3, Listen +5, Swim +3, Wilderness Lore +3. *Feats:* Alertness, Tracking.

Possessions: Shortspear, buckskin clothing.

G: Maywood Sand Pits

The area of the lower Turkey Foot, known as the Maywood Sandpits, is a quagmire of wetlands. Pinworms, mallards, and various giant fish make their living here within the swampy morass of cold water and cattails. Larger channels of clear water from the turkey river divide the Sand Pits, but are easily crossed in this lowland area. Crossing this area could prove treacherous and even fatal to those wearing heavy armor or riding on horseback, as they could find themselves quickly sinking into quicksand or stepping into a deep spot amongst the marsh grasses.

Have PCs roll 1d6 for every mile they travel through the Maywood Pits. On a roll of 1 the PC must make a Reflex save (DC 15) or fall into a patch of quicksand. PCs sink into the quicksand in 1d4 rounds and begin to drown 1d2 rounds after that. See the DMG for rules on drowning. A Swim check (DC 15) is required to escape the quicksand.

H: Clear Lake

Clear Lake is a small lake approximately 4 miles long and 2 miles wide surrounded by the fens of the Sand Pits on its western shores and with hardwood forests on its northern, eastern, and western shores. A boathouse anchored in the middle of the lake is home of Josiaphus LaPorte. Josiaphus was the first of the "civilized folk" to begin residence in this portion of the northern reaches. He quickly learned the skills and woodcraft of the Wattap Anon and soon went native, stripping all accoutrements of civ-



ilization from his speech and mannerisms. He lives aboard this cabin on the water, and has warned the Wattap Anon against the evils of civilization and the course that their trades with the southern immigrants will eventually lead them to.

Josiaphus is getting a bit long in the tooth to aid the party directly, however if they promise to remove the evils from the Council Bluff, he offers to give them 20 silver longbow arrows that he has crafted and prays that they strike true to their mark.

DM Note: Should the PCs find themselves in a tight spot where their chances of survival are about to drop off the charts, it is reasonable to assume Josiaphus has followed them and may attempt to come to their “rescue.” Such tactics should be held as a last resort, as it is preferable that the PCs are the heroes of the adventure and not a DMs plot devices.

Josiaphus La Porte, male human Rgr3/Bbn1: CR 4; Medium-size Humanoid (Human); HD 3d8+3 plus 1d12+1; hp 27; Init +1 (Dex); Spd 30 ft.; AC 14 (+1 Dex, +3 studded leather armor); Atk +4 melee [two-weapon primary] (1d8+2, longsword), +4 melee [1d6+2, short-sword] [two-weapon secondary] or +6 ranged (1d8, longbow); SA Rage (1/day, +4 Str and Con, +2 bonus to Will saves, -2 to AC, 2 bonus hp); SQ Fast Movement, Favored Enemy (Beasts), Tracking; AL CG; SV Fort +6, Ref +2, Will +1; Str 14, Dex 12, Con 12, Int 12, Wis 11, Cha 11.

Skills: Climb +5, Heal +2, Hide +4, Intimidate +1, Intuit Direction +5, Jump +3, Knowledge (nature) +3, Listen +5, Move Silently +5, Search +2, Spot +4, Swim +4, Wilderness Lore +6.
Feats: Cleave, Power Attack, Weapon Focus (light crossbow). Climb, Hide, Jump, and Move Silently skills reduced by -1 armor check penalty.

Possessions: Studded leather, longsword, short sword, longbow, 50 longbow arrows.

I: Council Bluff

Council Bluff is a wooded outcropping of rock which stands in the “talons” of the Turkey Foot, where the turkey river splits into smaller streams. Council Bluff affords the best view of the Greenhill Woods and is a place considered sacred to the Wattap Anon. Council Bluff is the place where all treaties are signed and where

Council Bluff Random Encounters:

Roll 1d12 for each mile that the PCs travel in the area of Council Bluff and consult the following chart.

1. 1d4 **Dirty Bird Rangers**
2. **Gobbler-Bear**
3. **Assassin Vine**
4. 1d2 **Axe Beaks**
5. **Axetrice**
6. **Huge Spider**
7. **Harpy**
8. 1d4 **Archer Bushes**
9. 1d4 **Killer Cranberry Bushes**
- 10-12. **No Encounter**

Wattap Anon chieftains go to await their vision quest. Recently, caverns within the bowels of the stony hill have become the lair of Matar Klukar and his strange experiments that can only be categorized as crimes against nature.

I-A: Fens

The fens that divide the Turkey Foot are filled with uneven, spongy ground and deep water-filled pits that have become the grave of more than one hunter or explorer who became lost and exhausted by the hard trek.

Have PCs roll 1d6 for every mile they travel through the Fens. On a roll of 1 the PC must make a Reflex save (DC 15) or fall into a patch of quicksand. PCs sink into the quicksand in 1d4 rounds and begin to drown 1d2 rounds after that. See the DMG for rules on drowning. A Swim check (DC 15) is required to escape the quicksand.

I-B: Foot of the Bluff (EL 8)

Tall grass, brambles and gnarled trees surround the foot of the Council Bluff. Hidden amongst this plethora of foliage is a footpath that leads to the top of the bluff itself, but requires a PC to make a successful Search check (DC 20) to discover. As the PCs explore the base of the Council Bluff they are ambushed by a squad of 4 dirty birds, who hide along the hillside and fire arrows upon the party. The dirty birds are bloated medium sized humanoids covered in iridescent brown feathers tipped with tinges of orange and white.



Dirty Bird, male dirty bird Bbn1/Rgr1 (4): CR 4; Large Monstrous Humanoid; HD 2d8+6 plus 1d12+3 plus 1d10+3; hp 32; Init -1 (Dex); Spd 50 ft.; AC 10 (-1 size, -1 Dex, +2 natural); Atk +6 melee [$\times 2$] (1d6+3, claw) or +6 melee (2d6+2, greatclub) or +3 ranged (1d8, longbow); Reach 10 ft.; SA Favored Enemy (Humanoids), Rage (1/day, +4 to Str and Con, +2 to Will saves, -2 to AC, 2 bonus hp); SQ Fast Movement, Low-light Vision, Tracking; AL N; SV Fort +7, Ref +2, Will +3; Str 14, Dex 8, Con 16, Int 6, Wis 11, Cha 8.

Skills: Intimidate +1, Knowledge (nature) -1, Listen +6, Spot +6, Wilderness Lore +1.

Feats: Cleave, Power Attack.

I-C: First Clearing (EL 4)

The perimeter of this clearing has been replanted with a dense thicket of killer cranberry bushes. Anyone entering the clearing is instantly attacked by these strange, carnivorous plants.

Killer Cranberry Bush (3): CR 2; Small Plant; HD 4d8+12; hp 30; Init +0 (Dex); Spd 10 ft.; AC 14 (+1 size, +3 natural); Atk +3 ranged (1d8, berry); SA Berry (range 30 ft., deals 1d8 points of force damage on impact, leaves behind a purple stain that lasts 1d4+1 days, each plant has 1d10 such berries but can only throw one per round); SQ Plant, Tremorsense; AL N; SV Fort +4, Ref +1, Will +1; Str 11, Dex 10, Con 16, Int 2, Wis 11, Cha 9.

I-D: Top of the Bluff (EL 6)

Several stones line the top of the bluff in a semi circle. A PC making a successful Knowledge Religion check (DC 20) notices that the stones relate in some way to nature worship. The stones have recently been turned or pushed

out of place. A PC making a successful Search check (DC 20) discovers that there are marks of dried blood and some brown feathers with black, orange and white stripes upon them lying about. The area is a place used by the Wattap Anon for manhood rites and vision quests by young braves of the tribe. Recently Matar Klukar has cast desecrate upon the area by sacrificing a member of the Wattap Anon tribe and an abducted citizen of Maywood to appease the Gobbler.

From the top of the Council Bluff, PCs are afforded a clear view of both the Wattap Anon village of Elk Run, and the thorpe of Maywood. On a successful Spot check (DC 25) one can even note the floating shack of La Porte upon the waters of Clear Lake.

While the PCs are exploring the top of Council Bluff, the yambling mound attacks. A yambling mound is a rare species of shambling mound comprised of tubers such as sweet potatoes. This yambling mound has no treasure.

Yambling Mound (1): CR 6; Large Plant; HD 8d8+24; hp 60; Init +0 (Dex); Spd 20 ft.; AC 20 (-1 size, +11 natural); Atk +10 melee ($\times 2$) (2d6+5, slam); Reach 10 ft.; SA Improved Grab (the yambler must hit a Large or smaller opponent with both arm attacks), Constrict 2d6+7 (only after successful grapple, can move but take no other actions while grappling); SQ Plant, Electricity Immunity (electrical attacks grant 1d4 points of bonus Constitution), Fire Resistance 30; AL N; SV Fort +9, Ref +2, Will +2; Str 21, Dex 10, Con 17, Int 7, Wis 10, Cha 9.

Skills: Hide +0*, Listen +4, Move Silently +4. Yambler receive a +4 racial bonus to Hide, Listen, and Move Silently checks. *They receive a +12 bonus to Hide checks when in a swampy or forested area.



Part 2 Into the Temple of the Gobbler

In Part 2, the PCs delve into the caverns beneath Council Bluff in search for answers behind the disappearances of folk from Maywood and the Wattap Anon village of Elk Run. Here they discover the horrors of the Gobbler, as forced upon these simple folk by Matar Klukar.

1: Backwater Entrance (EL 0 or 4)

The thumb of the Turkey River flows from a concealed cave in the eastern shelf of the Council Bluff. There is a 1 in 6 chance that a turkey bear is lurking within the cavern, hungrily foraging for food and looking for a tasty meal of stalwart adventurer.

2: The Waterfall (EL 0 or 4)

The floor seems to ascend until it reaches a natural waterfall. A PC making a successful Search check of the waterfall (DC 20) discovers a hidden entrance that passes underneath the waterfall on the southern bank of the stream. This passage leads to Area 2 and the darkened cavern beyond. PCs making a successful Spot check (DC 20) also note a glint upon the northern shore of the stream. Crossing the stream requires a successful Swim check (DC 15) to avoid being swept out of the cavern. If failed

a second Swim check (DC 20) is required to avoid drowning. See DMG for rules on drowning.

Hidden amongst the muck and detritus of the north shore is the broken skeleton of one of the missing hunters from the Lodge of Orion. He was eaten by a gobbler-bear that sometimes lairs here (50% chance of encountering the bear as it returns to its lair). The hunter's gear includes a +1 hand axe, a mighty composite longbow (+2 strength bonus), and two potions of cure light wounds.

2a: Under the Falls

A narrow stone pathway leads into Area 3. The footing here is slippery and requires individuals unfamiliar to the path to make a Reflex save (DC 14) or slip and fall into the stream. PCs falling into the stream must make a Swim check (DC 15) to reach a shore, or be whisked down stream and out into the Turkey River.

3: The Central Cavern and Underground Pool

Crossing through the waterfall reveals a large dank cavern. A large pool of murky water fills the center of the cavern. Underground springs feed the pool. The pool in turn pours out into the stream that curves around the base of Council Bluff and eventually into the Turkey River.

3-A: Underground Pool (EL 6)

The underground pool is approximately 30 feet deep and filled with warm water fed by a hot springs bubbling up from cracks in the earth.

Cavern and Temple of the Gobbler

Wandering Monsters:

Check once every 15 minutes on a 1d10 in the cavern, and backwater entrance.

1. 1d4 Axe Beaks
2. 1d4+1 Dirty Bird Barbarians
3. 1d2 Gobbler Bears
4. Axetrice
5. 1d2 Axe Beak Crowers
6. Two Headed Axe Beak
- 7-10. No Encounter

Standard Features:

The walls and floor of the cavern and Temple of the Gobbler are comprised of natural and worked stone. All doors, unless otherwise noted, are locked ironbound wooden doors (2 inches thick; Hardness 5; hp 20; Break DC 23, Open Locks DC 20).

Light:

The Main Cavern is unlit. Other areas are lit with ever-burning torches, every 40 ft, which are bolted into iron sconces on the walls.



The water is murky and home to a giant gar that feasts on giant crayfish that dwell near the warm cracks in the bottom of the pool. These creatures seldom come near the surface, but attack anything that falls into the water.

The cavern seems to extend around to the southwest along the edge of the lake. There are passages leading to the south and west appears to the west. It appears that passages to the north may only be reached by circuitously navigating the outer wall of the cavern.

In the center of the pool is a small island with a stone building built upon it (Area 3-B). A successful Spot check (DC 14) reveals that the building appears to be guarded by a pair of rather large flightless birds that pace about scratching at the mud and stone with their iron hard talons. Should the birds make a successful Spot check, they immediately begin a loud gobbling and squawking.

Giant Gar: Huge Animal (Aquatic): CR 4; HD 10d8+20; hp 75; Init +2; Spd Swim 60 ft.; AC 15; Atk bite +10 (2d6+7); Face/Reach 10x20 ft./10 ft.; SQ Keen scent; AL N; SV Fort +9, Ref +9, Will +4. Str 21, Dex 15, Con 15, Int 1, Wis 12, Cha 2.

Skills: Listen +7, Spot +7.

Monstrous Crayfish (2d4): CR 2; SZ L Vermin; HD 4d8+8; hp 26; Init +0; Spd 20 ft., swim 40 ft.; AC 15; Atk +5 melee (1d6+3 [x2], claws); SA improved grab (grapple bonus +10), squeeze; SQ improved critical (19-20 with claw), vermin; AL N; SV Fort +6, Ref +1, Will +1; Str 16, Dex 10, Con 14, Int -, Wis 10, Cha 2.

Skills: Hide +6, Spot +10.

3-B: Incubator (EL 6)

The incubator is reached by crossing the Footbridge in area 3-C. The stone surrounding the incubator is guarded by a pair of trained axe beaks.

Axe Beaks (2): CR 2; SZ L Beast; HD 3d10+9; hp 24; Init +3 (Dex); Spd 60 ft.; AC 14 (-1 size, +3 Dex, +2 natural); Atk +4 melee (1d6+3 [x2], claws) and -1 melee (2d6+1, bite); Reach 10 ft.; SQ darkvision (60 ft.), low-light vision; AL N; SV Fort +6, Ref +6, Will +1; Str 16, Dex 17, Con 16, Int 2, Wis 11, Cha 10.

Skills: Listen +5, Spot +5.

Inside the incubator, 12 eggs are warmed by thermal activity from the hot springs beneath the pool. The eggs are cared for by a pair of dirty bird barbarians, who were once members of the Wattap Anon tribe. The barbarians were peaceful hunter-gatherers before Matar Klukar exposed them to the corrupting powers of the Gobbler, inducing the change to their current state, and twisting their minds to evil.

Dirty Bird, male dirty bird Bbn1 (2): CR 3; Large Monstrous Humanoid; HD 2d8+6 plus 1d12+3; hp 24; Init -1 (Dex); Spd 50 ft.; AC 10 (-1 size, -1 Dex, +2 natural); Atk +5 melee [x2] (1d6+3, claw) or +5 melee (2d6+2, greatclub); Reach 10 ft.; SA Rage (1/day, +4 to Str and Con, +2 to Will saves, -2 to AC, 2 bonus hp); SQ Fast Movement, Low-light Vision; AL N; SV Fort +5, Ref +2, Will +3; Str 14, Dex 8, Con 16, Int 6, Wis 11, Cha 8.

Skills: Handle Animal +5 (6 ranks, -1 Cha), Intimidate +1, Spot +6. *Feats:* Cleave, Power Attack.

Treasure: Axe beak eggs are valued at 40-80 gps on the open market as their young may be trained into efficient animal guardians, or as riding mounts for up to medium sized riders.

3-C: Footbridge

A narrow 5-foot wide footbridge crosses the underground stream leading to the pool. The bridge is somewhat slippery due to condensation from the hot springs beneath the pool and requires anyone crossing it to make a Reflex save (DC 12) or slip and fall into the Underground Pool. Attempting to cross the footbridge without first neutralizing the axe beaks in area 3-B causes the axe beaks to come to the edge of the footbridge and peck at the PCs to thwart their progress to the incubator. PCs fighting on the bridge must make a Reflex save for each attack they make against the axe beaks, or fall into the Underground Pool.

4: Barracks of the Dirty Birds (EL 4)

This unkempt chamber has all the appearances of a filthy birds nest, and none of the appearance that humanoid beings live here. There are 1d6 dirty birds within this chamber at all times,



resting, molting, or preening. They immediately attack any non dirty bird that enters the chamber.

Unclassed Dirty Birds (1d6): CR 2; Large Monstrous Humanoid; HD 2d8+6; hp 15; Init -1 (Dex); Spd 40 ft.; AC 10 (-1 size, -1 Dex, +2 natural); Atk +4 melee [x2] (1d6+3, claw); Reach 10 ft.; SQ Low-light Vision; AL N; SV Fort +3, Ref +2, Will +3; Str 14, Dex 8, Con 16, Int 6, Wis 11, Cha 8.

Skills: Listen +6, Spot +6. *Feats:* Power Attack.

Treasure: Five unlocked foot lockers stuck in the corners of their “nests” contain the dirty birds treasure that consists of 3d20 sp per chest.

5: Chambers of Matar Klukar (EL 2 or 9)

When not tending to the wishes of the Gobbler in the Temple, or spying on the folk of Elk Run or Maywood, Matar Klukar may be found here resting or plotting the destruction of civilization. There is a 1 in 6 chance that Matar Klukar is present, unless alarms have alerted him of the presence of invaders. In this case he is found in the Temple of the Gobbler with a contingent of his finest dirty bird warriors preparing a counter attack.

A crude filing system contains the following documents that describe his nefarious plans for breeding fiendish axe beaks to overrun the countryside.

A locked wooden chest contains the following personal belongings not currently used by Matar Klukar.

Locked and Trapped Wooden Chest: 1 in. thick; Hardness 5; hp 10; Break (DC 18); Open Lock (DC 25).

Poison Needle Trap: CR 2; +8 melee (1, plus greenblood oil, Fort Save DC 13, 1 Con/1d2 Con); Search (DC 22); Disable Device (DC 20).

Within the chest are a *cursed horn of devouring*, a +1 dagger, 3 potions of cure light wounds (CL 3), and 300 gp.

Horn of Devouring

This large horn appears to all magical tests such as detect magic, identify, and analyze dweomer to be a magical horn of blasting. Once placed to the lips to sound however the mouthpiece of the horn of devouring expands around the head of the blower and begins to devour them. Allies of the horn blower have one round in which to pull their ally out, needing to win an opposed Strength check against the horns Strength of 20. Failure means the victim is consumed in 1d4 rounds, never to be seen again.

Prerequisites: In effect this item is the terrestrial mouth of an alien being and cannot be created; *Market Price* :14,000 gp.

6: Fiendish Axe Beak Nest (EL 6)

This room between the private chambers of Matar Klukar and the Temple of the Gobbler is the nest of four axe beak hens and their fiendish mutant rooster. The eggs that they lay are taken immediately to the incubator. The axe beaks are ferocious and loyal only to Matar Klukar. There are currently 1d2 eggs within the nest.

Axe Beak, Abyssal (Evil): CR 2; SZ L Magical Beast; HD 3d10+9; hp 24; Init +3 (Dex); Spd 60 ft.; AC 14 (-1 size, +3 Dex, +2 natural); Atk +5 melee (1d6+3 [x2], claws) and +0 melee (2d6+1, bite); Reach 10 ft.; SA smite good (+3 damage); SQ cold resistance (5), darkvision (60 ft.), fire resistance (5), low-light vision, SR (6); AL NE; SV Fort +6, Ref +6, Will +1; Str 16, Dex 17, Con 16, Int 4, Wis 11, Cha 10.

Skills: Listen +5, Spot +5.

Axe Beak Hens (3): CR 2; SZ L Beast; HD 3d10+9; hp 24; Init +3 (Dex); Spd 60 ft.; AC 14 (-1 size, +3 Dex, +2 natural); Atk +4 melee (1d6+3 [x2], claws) and -1 melee (2d6+1, bite); Reach 10 ft.; SQ darkvision (60 ft.), low-light vision; AL N; SV Fort +6, Ref +6, Will +1; Str 16, Dex 17, Con 16, Int 2, Wis 11, Cha 10.

Skills: Listen +5, Spot +5.



7: Pen of the Gobbler-Bear (EL 4)

A particularly vicious gobbler-bear is kept behind bars within this den. If the cavern is penetrated by enemies, and an alarm is sounded, the gobbler bear is released to deal with the intruders.

Gobbler-Bear: CR 4; SZ L Beast (10 ft. long); HD 5d10+20; hp 47; Init +1; Spd 30 ft.; AC 15; Atk +7 melee (1d6+5 [x2], claws) and +2 melee (1d8+2, bite); SA improved grab; SQ scent; AL CE; SV Fort +8, Ref +5, Will +2; Str 21, Dex 12, Con 19, Int 5, Wis 12, Cha 10.
Skills: Listen +8, Spot +7.

8: Cavern of the Stuffed Ones (EL 3)

This large cavern appears to be a twisted trophy room of unadulterated evil. Impaled upon spikes, or chained to the walls are the horrid remains of beings that have met their end at the hands of Matar Klukar and his fowl horn of gluttony. These poor men and women, whose bloated bellies and distended, ruptured bowels reek with the stench of death appear to have been force fed to the point that their very bodies could not withstand even one last wafer thin mint.

As if this atrocity were not enough, each appears to have been in turn, beaten, dipped in tar and rolled in the molt feathers of one of the many strange bird creatures that live within this cavern of unspeakable horror. This horror is multiplied a thousand fold as the victims turn their hollow eyes and distended faces towards the PCs and begin to let out a rattling, gobbling moan. It appears that even in death these victims still hunger for more. Pulling themselves free from their impediments, they attack.

Stuffed Ones, SZ M Undead (5): Zombie, Medium: CR 1/2; SZ M Undead; HD 3d12+3; hp 22; Init -1; Spd 30 ft.; AC 11; Atk +2 melee (1d6+1, slam); SQ undead, partial actions only; AL N; SV Fort +0, Ref -1, Will +3; Str 13, Dex 8, Con -, Int -, Wis 10, Cha 1.
Feats: Toughness.

9: Pens of the Hatchlings (EL 7)

This cavern has been converted into a sort of holding pen for several small fiendish axe beaks that have recently hatched. It is guarded by 3 dirty bird rangers, who release the hatchlings, leading them in an assault on any invaders.

It takes the dirty birds one round to open the pens. If they are slain before they get the pens open, the hatchlings are basically helpless and at the mercy of anyone attacking them with ranged or reach weapons.

Otherwise the pens are locked and require a PC to make a successful Open Locks check (DC 20). The pen doors (Hardness 5, Hp 10, Break DC 18) are well made with the idea of keeping angry chicks from eating their hosts.

Dirty Bird, male dirty bird Rgr1 (3): CR 4; Large Monstrous Humanoid; HD 2d8+6 plus 1d10+3; hp 23; Init -1 (Dex); Spd 40 ft.; AC 10 (-1 size, -1 Dex, +2 natural); Atk +5 melee [x2] (1d6+3, claw) or +5 melee (2d6+2, great-club) or +2 ranged (1d8, longbow); Reach 10 ft.; SA Favored Enemy (Humanoids); SQ Low-light Vision, Tracking; AL N; SV Fort +5, Ref +2, Will +3; Str 14, Dex 8, Con 16, Int 6, Wis 11, Cha 8.

Skills: Knowledge (nature) -1, Listen +6, Spot +6, Wilderness Lore +1. *Feats:* Cleave, Power Attack.

Axe Beak, Older Hatchlings (6): CR 1/3; SZ S Beast (3 ft. tall); HD 1d10; hp 5; Init +4 (Dex); Spd 40 ft.; AC 16 (+1 size, +4 Dex, +1 natural); Atk +0 melee (1d6-1, bite); Reach 10 ft.; SQ darkvision (60 ft.), low-light vision; AL N; SV Fort +2, Ref +6, Will -1; Str 8, Dex 19, Con 10, Int 1, Wis 9, Cha 12.
Skills: Listen +2, Spot +2.

10: Nest of the Axetrice (EL 4)

A realistic statue of a Wattap Anon warrior stands near the entrance of this cave. His bow is long since broken off, but the lifelike carving of his muscular form and well made gear indicate him to be the likeness of someone of importance to the Wattap Anon tribe.

This chamber is nest to a temperamental Axetrice that Matar Klukar likes to keep around for added security. The Axetrice has been taught to



avoid the dirty birds and gobbler-bears.

Axeatrice: CR 4; SZ L Magical Beast; HD 3d10+9; hp 24; Init +3 (Dex); Spd 60 ft.; AC 14 (-1 size, +3 Dex, +2 natural); Atk +5 melee (1d6+3 [x2], claws plus petrification) and +0 melee (2d6+1, bite plus petrification); Reach 10 ft.; SA petrification (turn to stone, Fort DC 14), SQ darkvision (60 ft.), low-light vision, petrification immunity; AL N; SV Fort +6, Ref +6, Will +1; Str 16, Dex 17, Con 16, Int 2, Wis 11, Cha 10.

Skills: Listen +5, Spot +5.

SA-Petrification (Su): A axeatrice, being half cockatrice, can turn being to stone with a touch from either its talons or its beak must succeed at a Fortitude save (DC 14) or instantly turn to stone. Even those not successfully hit for damage but just touched by an axeatrice are subjected to possible petrification.

SQ-Petrification Immunity (Ex): Axeatrices are immune to the petrifying ability of other axeatrices and cockatrices, however other petrifying attacks affect them normally (a medusa's gaze, gorgon's breath, a flesh to stone spell, etc.).

The statue is actually the petrified body of Bird's Eye, a famous scout and war chief of the Wattap Anon. If the PCs somehow find a way to turn Bird's Eye to flesh, he thanks them, offering them a quiver of (20) +1 arrows as payment and stands with them in the event they have not yet cleared the Temple of the Gobbler.

Bird's Eye, male human Bbn2/Rgr5: CR 7; Medium-size Humanoid (Human); HD 2d12+4 plus 5d10+10; hp 60; Init +3 (Dex); Spd 40 ft.; AC 13 (+3 Dex); Atk +9/+4 melee (1d8+2, shortspear) or +10/+5 ranged (damage, attack type); SA Favored Enemy (+2 Beasts, +1 Shapechangers), Rage (1/day, +4 Str and Con, +2 bonus to Will saves, -2 to AC, 4 bonus hp); SQ Fast Movement, Tracking; AL CG; SV Fort +9, Ref +4, Will +1; Str 14, Dex 16, Con 14, Int 12, Wis 11, Cha 12.

Skills: Climb +6, Concentration +5, Handle Animal +3, Hide +7, Intuit Direction +5, Jump +7, Listen +8, Move Silently +10, Search +2, Spot +4, Swim +6, Wilderness Lore +12.
Feats: Combat Reflexes, Dodge, Mobility, Spring Attack.

Possessions: Shortspear, loincloth, 20 +1

arrows. He had a masterwork longbow, but it has been broken.

II: Temple of the Gobbler (EL 9)

The sounds of a gobbling and clucking chant in some strange avian tongue reverberate off the walls of this large cavern like chamber. The walls are carved painted motifs of an obese demonic figure with a bald bird like head, wattles hanging from its beak and chin. In the center of the chamber a man is chained spread eagle in a standing position, stripped of all accoutrements. A feathered humanoid with a bald head and vestigial beak holds a cornucopia to the lips of the chained man, who seems compelled to gorge himself upon the food pouring from the twisted horn. Already the man's belly is distended and bloated, obvious sign that he is near death from over-eating.

If not encountered elsewhere, Matar Klukar is force-feeding Quasqueton who is chained in the center of the chamber. There are also 2 dirty bird rangers, Louis and Rich, and his pet two headed axe-beak within the chamber, ready for the final showdown with the PCs.

Matar Klukar force-feeds victims with the *cornucopia of gluttony* until they point that they die from the bursting of their abdomen. He then slices them open with his sacrificial dagger, collecting the blood in a golden chalice. Matar Klukar feeds this blood to those captured individuals whom choose to join his cause rather than meet the fate of the stuffed ones in area 8. This blood, once desecrated in the name of the Gobbler transforms the drinker into a **dirty bird**. See the **Monster Appendix** for more information on the use of the dirty bird template.

Matar Klukar the Wereturkey, male human shapechanger Clr4/Drd3: CR 9; Medium-size Shapechanger (Wereturkey); HD 4d8+8 plus 3d8+6; hp 49; Init +1 (Dex); Spd 30 ft.; AC 17 (+2 Dex, +2 natural, +3 amulet); Atk +6 melee (1d4+1 [x2] Claws,), Atk +4 Melee (1d6, Peck); SA Curse of Lycanthropy (an opponent bitten must make a Fort save DC [15] or become a wereturkey), Lycanthropic Empathy, Rebuke Undead; SQ Alternate Form (half-man, half-turkey), Animal Companion (Tom, the turkey), DR (15/silver), Nature Sense, Trackless Step, Woodland Stride; AL NE ; SV Fort +9, Ref +3, Will +10; Str 13, Dex 12, Con 15, Int 14, Wis





17, Cha 16.

Skills: Animal Empathy +8, Concentration +9, Handle Animal +8, Knowledge (arcana) +5, Knowledge (nature) +14, Knowledge (religion) +9, Profession (chef) +7, Spellcraft +9.
Feats: Brew Potions, Craft Wondrous Items, Dodge, Weapon Focus (Peck).

Possessions: +3 amulet of natural armor, +2 sacrificial dagger, cornucopia of gluttony, 3 potions cure light wounds, the key to Quasqueton's shackles, golden chalice worth 200 gp.

Divine (Cleric) Spells Prepared (5/4/3): 0-Create Water, Detect Magic, Cure Minor Wounds, Guidance, Resistance; 1st-Bless, Divine Favor,

Entropic Shield, Shield of Faith; 2nd-Bull's Strength, Protection from Elements (fire), Hold Person.

Divine (Druid) Spells Prepared (4/3/2): 0-Cure Minor Wounds, Flare, Guidance, Putrify Food and Drink; 1st-Charm Person or Animal, Fairy Fire, Magic Fang; 2nd- Flame Blade, Heat Metal.

Domain Spells (Animal/Evil): 1st-Protection From Good; 2nd-Hold Animal.

Domain Granted Abilities: Can cast *animal friendship* once per day. Casts evil spells at +1 caster level.



Cornucopia of Gluttony

The enchanted, curved coronet is made from a gigantic rams horn and brings severe hunger to any that fall victim to its magical effect. It can be sounded once per day, projecting a 60-foot cone of sound from the blower, in a direction of their choosing. It can only be properly winded by a follower of the Gobbler. Those within the cone must succeed at a Will save (DC 14) or be overwhelmed with insatiable hunger for 1d3 hours. As soon as the hunger pangs strike the victims the horn begins to pour forth copious quantities of delectable foodstuffs at a rate of 10 pounds per minute. Unconsumed food begins to pile up around the horn as it continues to produce food until it is deactivated, or there is no one left within 20 ft. of the horn able to keep eating. Anyone failing their Will save begins eating immediately, effectively losing 4 from their Dexterity for being distracted by their consumption activities. Anyone not immedi-

ately taking all their actions to eat suffers great pain, taking 1d4 points of subdual damage per round from hunger pains. At best, the victim can take a partial action with only one hand available as the remaining hand(s) are busy stuffing their face. No amount of eating can satiate the hunger, causing the eater to lapse into unconsciousness in 30 minutes from overeating. If prevented from eating by being restrained or a lack of food, the inflicted individual will begin taking 1d4 points of actual damage per minute from severe stomach acid production and muscles cramping (unconsciousness stops this effect). Use of *remove curse*, *limited wish*, *miracle*, *wish*, or *purify food and water* cures the subject immediately.

Caster Level: 17th; *Prerequisites:* Must be a follower of the Gobbler, Craft Wondrous Item, *contagion*, *create food and water*, *sympathy*; *Market Price:* 80,100 gp.

The Gobbler, a strange demonic force from the Abyss has granted Matar Klukar many powers with which to spread his evil across the lands. Given time Matar Klukar and his army of dirty birds and mutant axe beaks may indeed strike a swath of death and destruction across the wilderness, striking terror deep into civilized lands. This is the party's opportunity to stop Matar Klukar in his tracks.

Axe Beak, Two-Headed, Large: CR 4; SZ L Magical Beast (12 ft. tall); HD 6d10+24; hp 51; Init +3 (Dex); Spd 70 ft.; AC 15 (-1 size, +3 Dex, +3 natural); Atk +10 melee (2d6+5 [x2], bite) and +5 melee (1d6+2 [x2], claws); Reach 10 ft.; SQ darkvision (60 ft.), low-light vision; AL N; SV Fort +9, Ref +8, Will +2; Str 20, Dex 16, Con 18, Int 2, Wis 11, Cha 10.

Skills: Listen +8, Spot +8. *Feats:* Alertness, Multi-attack.

Tactics: This unusual example of axe beaks is fairly rare. Due to the multiple heads involved, this type of axe beak typically prefers to attack with its beaks first, using its claws in a secondary manner.

Louis and Rich, male dirty bird Rgr1 (2): CR 4; Large Monstrous Humanoid; HD 2d8+6 plus 1d10+3; hp 23; Init -1 (Dex); Spd 40 ft.; AC 10 (-1 size, -1 Dex, +2 natural); Atk +5 melee [x2] (1d6+3, claw) or +5 melee (2d6+2, great-club) or +2 ranged (1d8, longbow); Reach 10 ft.; SA Favored Enemy (Humanoids); SQ Low-light Vision, Tracking; AL N; SV Fort +5, Ref +2, Will +3; Str 14, Dex 8, Con 16, Int 6, Wis 11, Cha 8.

Skills: Knowledge (nature) -1, Listen +6, Spot +6, Wilderness Lore +1. *Feats:* Cleave, Power Attack.

Tactics: Matar Klukar sends his minions forward to fight the PCs staying close to Quasqueton in the event that they attempt area effect spells. He bolsters his allies by casting *bless*, *protection from good*, and preparing defensive and offensive attack spells for when he is engaged in melee. He prefers to use *bull strength*, *divine favor*, and *magic fang* on himself to increase his damage dealing capabilities and casts *flame blade* to use as an additional melee weapon. He uses *protection from elements (fire)*, *entropic shield*, and *shield of faith* as his defensive choices.



Treasure: The largest carving of the Gobbler features a pair of unusually brilliant black jet gemstones. Each is valued at 400 gp. Note: Persons stealing the gemstones must make a Fort save (DC 16) or become a Wereturkey in 1d6 days owed to the curse of the Gobbler upon thieves of his unholy shrine. If the save is successful the thief has no adverse effects and the gems may be sold normally. Louis and Rich have tarnished silver signet rings upon their clawed fingers that denote their former allegiance to the Order of Orion. The rings are worth 5 gp, if returned to the Hunters Lodge the PCs are given 20 gp each and Levi makes a public apology, becoming friend and ally to the Wattap Anon for the rest of his days.

Quasqueton, male human Bbn1: CR 1; Medium-size Humanoid (Human); HD 1d12+1; hp 13 (currently at 0); Init +0; Spd 40 ft.; AC 10; Atk +2 melee (1d8+1, shortspear) or +1 ranged (1d8+1, shortspear); SA Rage (1/day, +4 Str and Con, +2 bonus to Will saves, -2 to AC, 2 bonus hp); SQ Fast Movement; AL CN; SV Fort +3, Ref +0, Will +0; Str 12, Dex 11, Con 13(Cur-

rently 3), Int 9, Wis 11, Cha 11.

Skills: Climb +3, Intuit Direction +3, Jump +3, Listen +5, Swim +3, Wilderness Lore +3. Feats: Alertness, Tracking.

Concluding the Adventure:

The adventure is finished when the PCs have defeated Matar Klukar and rescued Quasqueton, returning him to Elk Run. Word soon spreads that the secrets of the mysterious disappearances in the Greenhill Woods have been uncovered. Due to the large number of axe beak carcasses that the PCs have left in their bloody swath, Sq'anto and Hillshire decide to hold a feast in the honor of their heroes. The feast lasts for several days with games and activities and promises of peace between Maywood and Wattap Anon. In the end the PCs are pleasantly full and more than happy to leave the area to work off the pounds of carbohydrates that they have consumed by searching for more and greater adventures.



Monster Appendix

New Monsters

Dirty Bird (Human/Axe Beak Hybrid)

Large Monstrous Humanoid
Hit Dice: 2d8+6 (15 hp)
Initiative: -1 (Dex)
Speed: 40 ft.
AC: 10 (-1 size, -1 Dex, +2 natural)
Attacks: 2 claws +4 melee or shortspear +4 melee or longbow +1 ranged
Damage: Claw 1d6+3, shortspear 1d8+2, longbow 1d8
Face/Reach: 5 ft. by 5 ft./10 ft.
Special Qualities: Low-light Vision
Saves: Fort +3, Ref +2, Will +3
Abilities: Str 14, Dex 8, Con 16, Int 6, Wis 11, Cha 8
Skills: Listen +6, Spot +6
Feats: Power Attack
Climate/Terrain: Temperate forest
Organization: Solitary, pair, or pack (5-8).
Challenge Rating: 2
Treasure: None
Alignment: Usually neutral
Advancement: By character class

The dirty birds are the fowl creations of the evil were-turkey Matar Klukar. They are a cross between humans and axe-beaks. They are tall, gangly humans with black feathers and round, pudgy bellies. Their legs end in three-toed, clawed feet—a throwback to their axe-beak side. They are vaguely intelligent, and are capable of fighting with weapons.

Combat

Dirty birds attack either with their two large, clawed feet or with weapons.

Included below are Stat Blocks for different variations on the Axe Beak which the PCs may encounter as they face the horrors of the Feast of the Gobbler.

Axe Beak: CR 2; SZ L Beast; HD 3d10+9; hp 24; Init +3 (Dex); Spd 60 ft.; AC 14 (-1 size, +3 Dex, +2 natural); Atk +4 melee (1d6+3 [x2], claws) and -1 melee (2d6+1, bite); Reach 10 ft.;

SQ darkvision (60 ft.), low-light vision; AL N; SV Fort +6, Ref +6, Will +1; Str 16, Dex 17, Con 16, Int 2, Wis 11, Cha 10.

Skills: Listen +5, Spot +5.

Axeatrice: CR 4; SZ L Magical Beast; HD 3d10+9; hp 24; Init +3 (Dex); Spd 60 ft.; AC 14 (-1 size, +3 Dex, +2 natural); Atk +5 melee (1d6+3 [x2], claws plus petrification) and +0 melee (2d6+1, bite plus petrification); Reach 10 ft.; SA petrification (turn to stone, Fort DC 14), SQ darkvision (60 ft.), low-light vision, petrification immunity; AL N; SV Fort +6, Ref +6, Will +1; Str 16, Dex 17, Con 16, Int 2, Wis 11, Cha 10.

Skills: Listen +5, Spot +5.

SA-Petrification (Su): A axeatrice, being half cockatrice, can turn being to stone with a touch from either its talons or its beak must succeed at a Fortitude save (DC 14) or instantly turn to stone. Even those not successfully hit for damage but just touched by an axeatrice are subjected to possible petrification.

SQ-Petrification Immunity (Ex): Axeatrices are immune to the petrifying ability of other axeatrices and cockatrices, however other petrifying attacks affect them normally (a medusa's gaze, gorgon's breath, a flesh to stone spell, etc.).

Axe Beak, Crower (Sonic): CR 3; SZ M Magical Beast; HD 2d10+6; hp 17; Init +4 (Dex); Spd 60 ft.; AC 16 (+4 Dex, +2 natural); Atk +3 melee (1d4+1 [x2], claws) and -2 melee (1d8, bite); SA sonic crow (cone 30 ft., every 1d6 rounds, 2d8 damage, Reflex DC 14, stunning for 1d6 rounds, Fort DC 14); SQ darkvision (60 ft.), low-light vision, sonic immunity; AL N; SV Fort +6, Ref +6, Will +1; Str 12, Dex 19, Con 16, Int 2, Wis 11, Cha 10.

Skills: Listen +4, Spot +4.

SA-Sonic Crowing (Su): Every 1d6 rounds, an axe beak crower may sound a terrible crowing towards its opponents, inflicting 2d8 points of sonic damage, half if a successful Reflex save (DC 14) is made, to those within the 30-foot cone of effect. In addition, regardless of whether



the recipient takes damage, an addition Fortitude save (DC 14) must be made or the individual is stunned for 1d6 rounds.

Tactics: Crower axe beaks prefer to attack their prey by crowing at it first, moving in after stunning them to rend them to death.

Axe Beak, Abyssal (Evil): CR 2; SZ L Magical Beast; HD 3d10+9; hp 24; Init +3 (Dex); Spd 60 ft.; AC 14 (-1 size, +3 Dex, +2 natural); Atk +5 melee (1d6+3 [x2], claws) and +0 melee (2d6+1, bite); Reach 10 ft.; SA smite good (+3 damage); SQ cold resistance (5), darkvision (60 ft.), fire resistance (5), low-light vision, SR (6); AL NE; SV Fort +6, Ref +6, Will +1; Str 16, Dex 17, Con 16, Int 4, Wis 11, Cha 10.
Skills: Listen +5, Spot +5.

Axe Beak, Older Hatchling: CR 1/3; SZ S Beast (3 ft. tall); HD 1d10; hp 5; Init +4 (Dex); Spd 40 ft.; AC 16 (+1 size, +4 Dex, +1 natural); Atk +0 melee (1d6-1, bite); Reach 10 ft.; SQ darkvision (60 ft.), low-light vision; AL N; SV Fort +2, Ref +6, Will -1; Str 8, Dex 19, Con 10, Int 1, Wis 9, Cha 12.
Skills: Listen +2, Spot +2.

Axe Beak, Huge: CR 5; SZ H Beast (18 ft. tall); HD 9d10+45; hp 85; Init +2 (Dex); Spd 80 ft.; AC 16 (-2 size, +2 Dex, +5 natural); Atk +11 melee (1d8+7 [x2], claws) and +6 melee (2d8+3, bite); Face/Reach 10 ft. by 10 ft./15 ft.; SQ darkvision (60 ft.), low-light vision; AL N; SV Fort +11, Ref +8, Will +3; Str 24, Dex 15, Con 20, Int 2, Wis 11, Cha 10.
Skills: Listen +8, Spot +8.

Axe Beak, Two-Headed, Large: CR 4; SZ L Magical Beast (12 ft. tall); HD 6d10+24; hp 51; Init +3 (Dex); Spd 70 ft.; AC 15 (-1 size, +3 Dex, +3 natural); Atk +10 melee (2d6+5 [x2], bite) and +5 melee (1d6+2 [x2], claws); Reach 10 ft.; SQ darkvision (60 ft.), low-light vision; AL N; SV Fort +9, Ref +8, Will +2; Str 20, Dex 16, Con 18, Int 2, Wis 11, Cha 10.
Skills: Listen +8, Spot +8. *Feats:* Alertness, Multi-attack.

Tactics: This unusual example of axe beaks is fairly rare. Due to the multiple heads involved, this type of axe beak typically prefers to attack with its beaks first, using its claws in a secondary manner.

Axe Beak, Abyssal Two-Headed, Huge (Electricity, Evil): CR 9; SZ H Magical Beast (18 ft. tall); HD 9d10+45; hp 85; Init +2 (Dex); Spd 80 ft.; AC 18 (-2 size, +2 Dex, +8 natural); Atk +14 melee (2d8+7 [x2], bite) and +12 melee (1d8+3 [x2], claws); Face/Reach 10 ft. by 10 ft./15 ft.; SA breath weapon (line 5 ft. wide by 30 ft. long, use 1/1d6 rounds per head, 6d6 electricity damage, Reflex DC19) smite good (+9 damage); SQ cold resistance (15), damage reduction (10/+2), darkvision (60 ft.), electricity immunity, fire resistance (15), low-light vision, poison immunity, scent,, SR (18); AL CE; SV Fort +11, Ref +8, Will +4; Str 24, Dex 15, Con 20, Int 4, Wis 13, Cha 10.

Skills: Listen +10, Spot +10. *Feats:* Alterness, Multiattack.

SA-Breath Weapon (Su): This rare type of axe beak may use its breath weapon as a form of attack with each head, however once a specific head breathes it may not breathe again for 1d6 rounds. The area of effect begins at its mouth, extending in direction of the axe beak's choice, covering an area of 5-feet-wide by 30-feet-long. Anyone in the area takes 6d6 points of electrical damage, reduced by half if a successful Reflex save (DC 19) is made.

Archer Bush, Advanced: CR 3; SZ S Plant; HD 4d8+12; hp 30; Init -1 (Dex); Spd 10 ft.; AC 14 (+1 size, +3 natural); Atk +4 ranged (1d4, thorns); SA thorns; SQ plant, tremorsense; AL N; SV Fort +7, Ref +1, Will +1; Str 11, Dex 10, Con 16, Int 2, Wis 11, Cha 9.

SA-Thorns (Ex): An archer bush can loose a cluster of needle-sharp thorns at any foe within 20 feet. An opponent hit by the thorns suffers a -1 circumstance penalty to attacks, saves, and checks until all the thorns are removed (full round action to remove the thorns). Further hits increase the circumstance penalty by 1.

SQ-Plant: The archer bush is immune to poison, sleep, paralysis, stunning, and polymorphing. It is not subject to critical hits and is immune to mind-influencing attacks.

SQ-Tremorsense (Ex): The archer bush can automatically sense the location of anything in contact with the ground within 60 feet of its body.



The Gobbler

Listed below is the statistics and description for the Gobbler, in the event he should become a standard part of your Necromancer Games campaign.

The Gobbler, Vrock Demon (Advanced Type D):

CR 21; SZ H Outsider (Chaotic, Evil); CR 13; HD 20d8+140; hp 230; Init +8 (Dex, Improved Initiative); Spd 40 ft., fly 40 ft. (clumsy); AC 34 (-2 size, +4 Dex, +22 natural); Atk +28 melee (2d6+10 [x2], claws), +26 melee (1d8+5, bite), and +26 melee (1d6+5 [x2], rakes); Face/Reach 10 ft. by 10 ft./15 ft.; SA boiling gravy (50 ft. cone, 12d8 fire damage, Reflex DC 27), dreaded mash potato dance (180 ft. radius, 4d20 sonic damage, Reflex DC 25), gaze of gluttony (Will DC 25), stunned 1d6 rounds, Fort DC 27), improved grab (grapple +38), spell-like abilities, stuffing spores (5 ft. radius, 2d8 damage, 1d4 damage/round for 10 rounds), summon demons (1d4 vrocks, 1/hour), swallow whole; SQ damage reduction (30/+4), demon qualities, scent, SR (33); AL CE; SV Fort +19, Ref +16, Will +17; Str 31, Dex 19, Con 24, Int 18, Wis 20, Cha 21.

Skills: Concentration +30, Hide +5, Jump +27, Intimidate +28, Knowledge (arcana) +27, Knowledge (planes) +27, Listen +32*, Move Silently +13, Search +27, Sense Motive +28, Spellcraft +27, Spot +32*, Wilderness Lore +10.

Feats: Blind-Fight, Cleave, Combat Reflexes, Great Cleave, Improved Initiative, Multiattack, Power Attack. *Vrocks receive a +8 racial bonus to Listen and Spot checks which is already factored in the values above.

SA-Boiling Gravy (Su): Once per minute Gobbler can emit a wave of gravy from his vile mouth and crop, accompanied by a piercing screech. Every creature within a 50-foot cone beginning at Gobbler's beak suffers 12d8 points of fire damage (Reflex save DC 27 for half). Furthermore, anyone in the area must succeed at a Fortitude save (DC 27) or be stunned for 1d6 rounds.

SA-The Dreaded Mash Potato (Su): Gobbler invokes this terrible ability a will. This mincing, shuffling dance of corpulent undulating waves of fat and billowing feathers fortells great destruction, often killing those in the area of effect or at the very least it knocks the stuffings out of intended victims. Requiring two

rounds of dancing, accompanied by low gobbling noises, bordering on growling - at the end of which a terrible, gruesome shock wave of booming energy flashes outward in a 180-foot radius. All non Vrock demons with this radius take 4d20 points of sonic damage (Reflex save DC 25 for half).

SA-Gaze of Gluttony (Sp): At will, as a standard action, Gobbler can lock his gaze upon one opponent. Unless a Will save (DC 25) is successful, the target of his gaze immediately stops whatever they are doing, gorging themselves with anything that's edible. This effect continues, with the victim taking 1d6 point of subdual damage per minute from over consumption (or hunger pains should they run out of food) until they are either relieved of this compulsion or they eat themselves into unconsciousness. The only means of removing this effect through the use of *remove curse*, *limited wish*, *wish*, or *miracle*.

SA-Improved Grab (Ex): To use this ability, Gobbler must hit with his bite attack. If he gets a hold, it automatically deals bite damage and can attempt to swallow the foe.

SA-Spell-Like Abilities: At will: darkness, desecrate, detect good, detect magic, dominate monster, mass charm, mirror image, see invisible, shatter, telekinesis, and teleport without error (self plus 600 pounds of objects only), wall of fire. These abilities are as the spells cast by a 20th-level sorcerer (save DC 15 + spell level).

SA-Stuffing Spores (Ex): Gobbler can release masses of small pieces of stuffing laced with spores from his body once every 3 rounds. These terrible pieces of bread automatically deal 2d8 points of damage to all creatures within 5 feet of Gobbler. They then penetrate the skin and grow, dealing an additional 1d4 points of damage each round for 10 rounds. At the end of this time, the victim is covered with a tangle of spiraling growths of voracious bread mold. A delay poison spell stops the spores' growth for its duration. *Bless*, *neutralize poison*, or *remove disease* kills the spores, as does sprinkling the victim with a vial of *holy water*.

SA-Summon Demons (Sp): Once per hour Gobbler can summon 1d4 vrocks from his harem with no chance of failure.



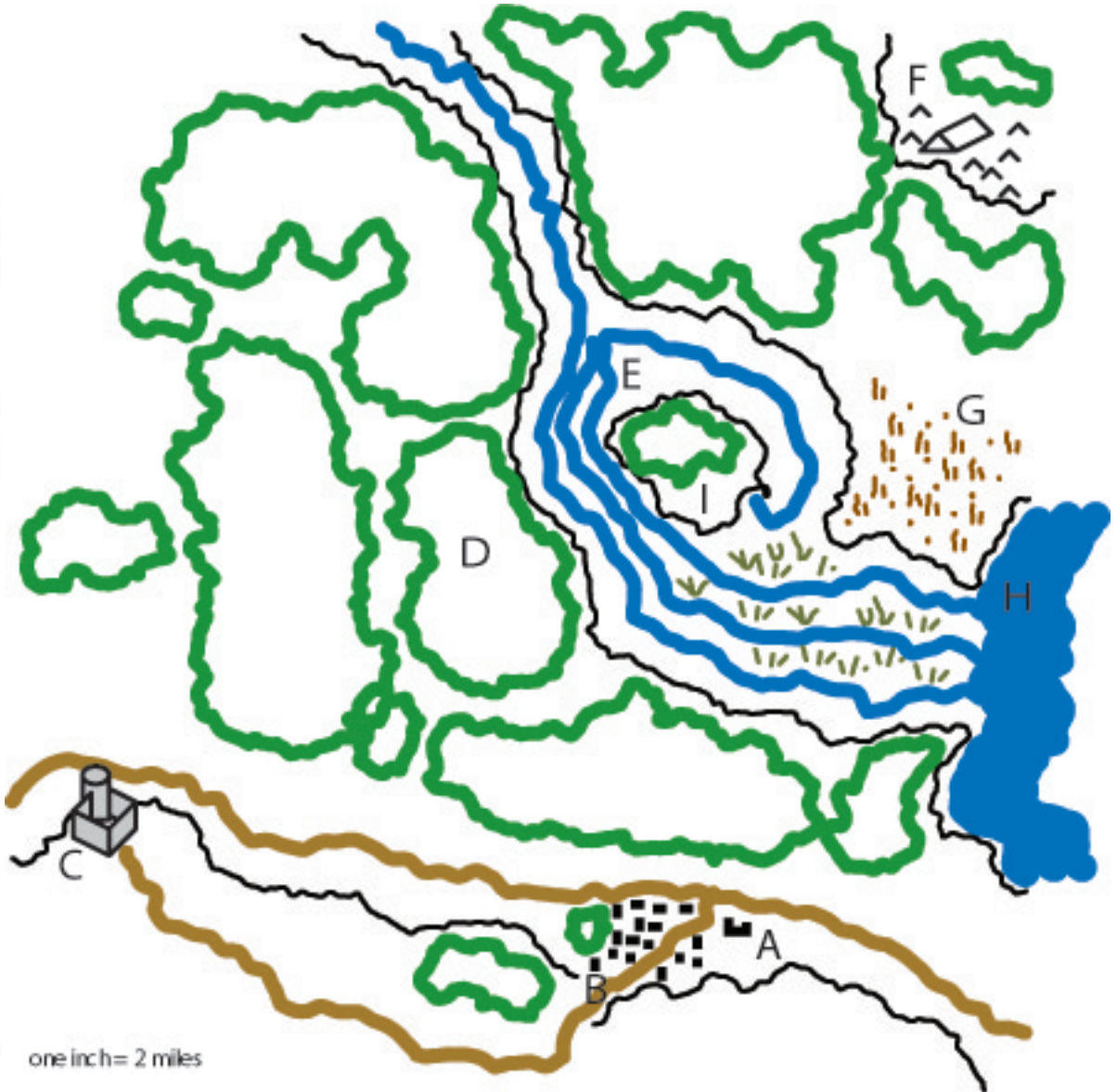
SA-Swallow Whole (Ex): Gobbler can try to swallow a grabbed opponent of man size or smaller by making a successful grapple check. Once inside, the opponent takes 1d8+10 points of crushing damage plus 1d8 points of acid damage per round from Gobbler's gizzard. A swallowed creature can climb out of the gizzard with a successful grapple check. This returns it to Gobbler's maw, where another successful grapple check is needed to get free. A swallowed creature can also cut its way out by using claws or a Small or Tiny slashing weapon to deal 25 points of damage to the gizzard (AC 20). Once the creature exits, muscular action closes the hole; another swallowed opponent

must cut its own way out.

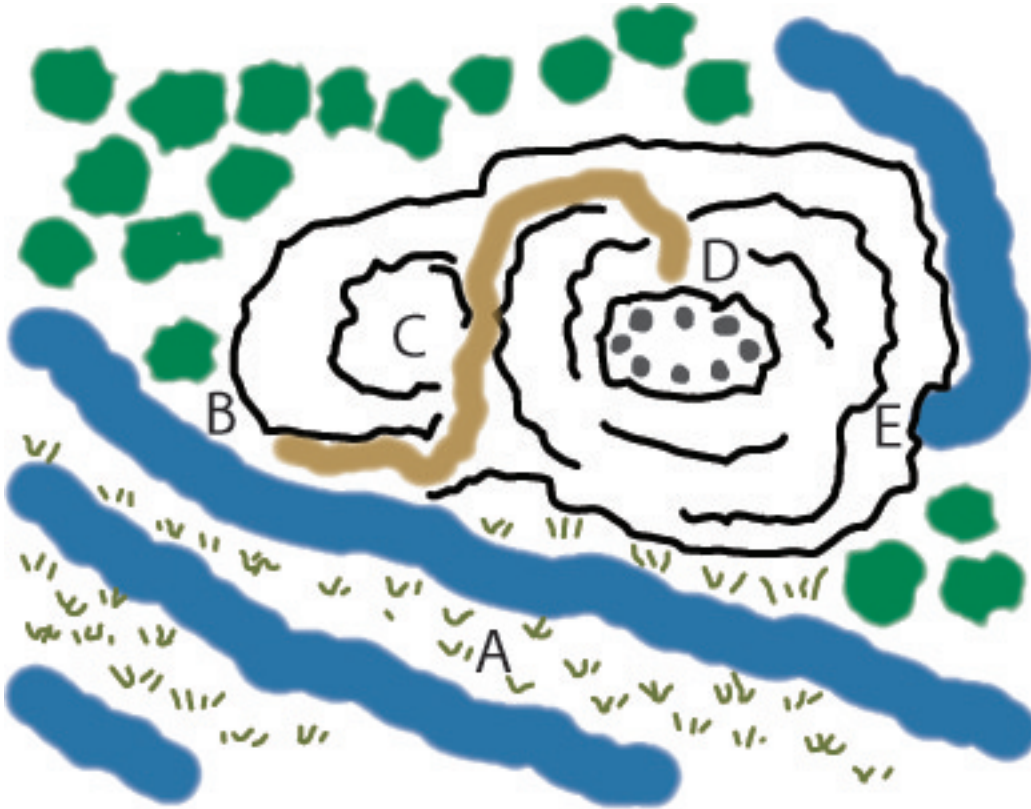
Resembling an immensely overweight vrock, the Gobbler is nearing Demon Prince Status. Quietly and secretly gobbling souls by the millions, his bulk and girth have grown with his voracious appetite for evil. The Gobbler has recently begun granting fiendish powers to his selected few followers and set them on the mission of helping him fill his level of the abyss with souls of the damned for him to feast upon. His disgusting appetites consume him and even his fowl powers of evil are centered around them.



Maywood and the Greenhill Woods



Council Bluff



	river		marsh		trees		hillside
	path		stones	1 inch = 100 yards		LEGEND	



Cavern and Temple of the Gobbler



LEGEND

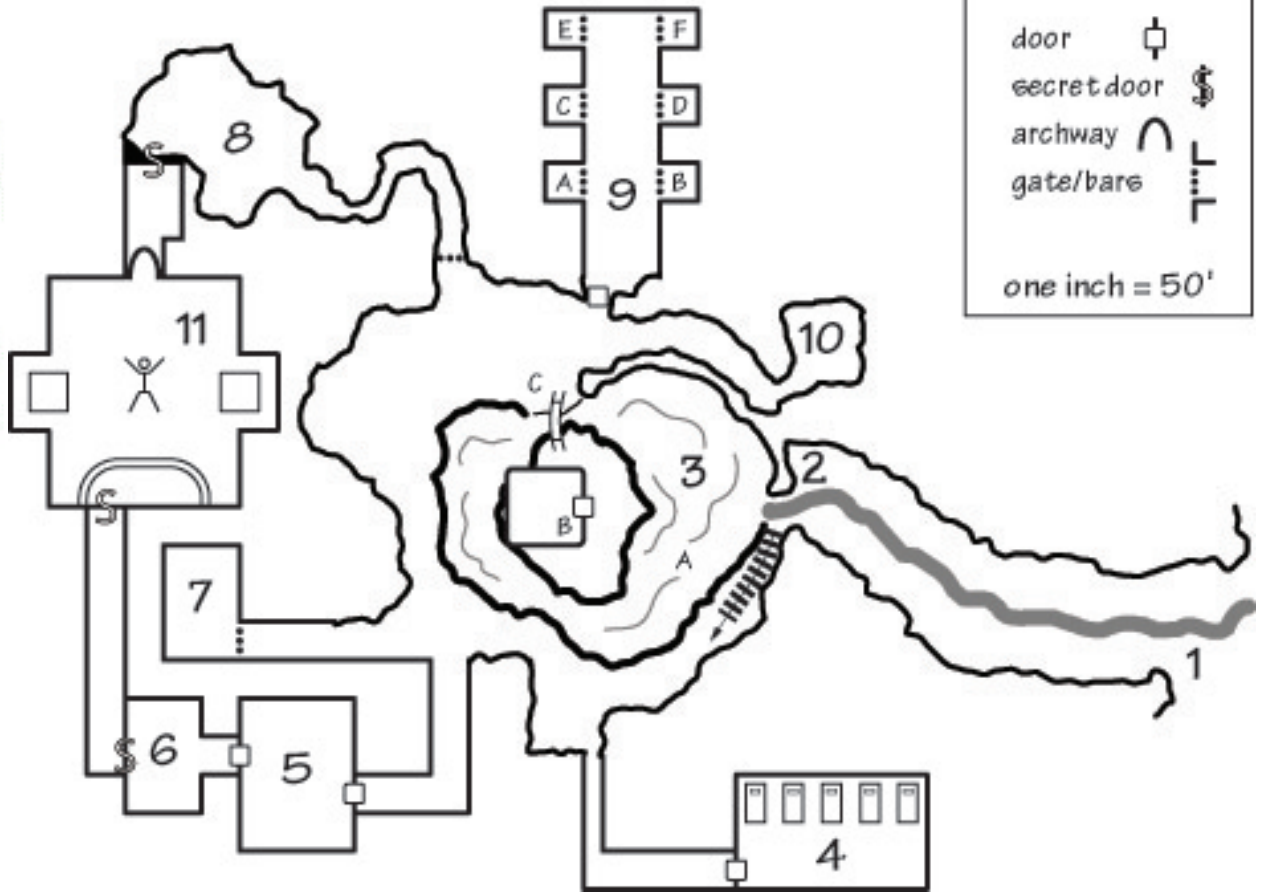
door 

secret door 

archway 

gate/bars 

one inch = 50'



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