



The Island

A) Once a verdant pine forest, the Straywood has been petrified as a result of Vesna's corruption. A large treant named Falstaff serves as the forest's guardian, but the blight has rattled his mind and clouded his perception.

Although quick to anger, diplomatic PCs can coax Falstaff into providing scraps of information about Fyodor and his schemes. If properly motivated, he may even carry the party across the lake to Vesna herself.

B) Named for the brittle rocks that make up the range, the Cobblestone Mountains have been rendered impassable due to constant rockslides.

C) Once the home of the druids who served as Vesna's wardens, this tiny village is now ghostly quiet. Three abandoned longhouses surround a long burned-out campfire, hinting at the simple lives they once cultivated there. Searching the dwellings will reveal the journal of Mokosh, who shares his suspicions that Fyodor is plotting something nefarious.

Stalking the area is Gustav, a large silverback gorilla, who was formerly Koledo's animal companion. Gustav is frightened and hungry, but can be made friendly through offerings of food or affection. Particularly disagreeable PCs may raise Gustav's ire, throwing him into a vicious rage.

D) This great henge marks where several ley lines intersect. Those attuned to magic can faintly hear voices whispering the name "Fyodor" in fear. A statue of a wizened sage with antlers stands here, holding a wooden bowl. PCs who offer the statue food or other natural items are blessed for 24 hours; those who offer coins or other man-made items are instead cursed.

E) Vesna's roots gnarled at the hand of Fyodor, exposing the island's underground tunnels. PCs may enter these passages through small caves dotting the Root Barrows, and within the lower floors of Vesna herself.

Residing in the passages is Ashfang, a cunning albino ettercap, who has set various traps to catch passing animals. If encountered, Ashfang will fight viciously with fang, claw, and poison, but exhibits a strong aversion to bright lights and open flames.

F) This central basin is home to the great tree Vesna, which stands upon a rocky island in the centre of the lake. The stagnant waters are littered with debris, and giant water beetles skate across the surface. Attracted to ripples in the water, the insects are quick anger and attack in swarms.

VESNA'S REFUGE

For decades, Vesna's Refuge was a peaceful island sanctuary, home to verdant greenery and abundant wildlife. Tended by a quintet of druids - Fyodor, Mokosh, Koledo, Veles, and Ivan - the great oak Vesna spread its roots across the isle, infusing the land with potent, primal magic.

Over time, Fyodor began to resent the power of Vesna, desiring her wild energies for his own. On the vernal equinox, he finally acted on his ambitions: transforming into a powerful earth elemental, slaughtering his fellow druids, and tapping into Vesna's power from her very core.

However, the primal energies proved too much for Fyodor to handle, cursing him and sundering the great oak's upper branches. Permanently stuck in his earth elemental form and unable to leave the tree, he spends his days pacing and muttering to himself incoherently.

Six months later, the island is a much different place. Fyodor's desecration of Vesna has corrupted the wildlife, petrified the forest, and gnarled the tree's mighty roots. This blight has not gone unnoticed ashore, and a small druid's grove has sent forth a party of adventurers to investigate the refuge.

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The Great Tree Vesna

1) The basement is a crude cavern entwined by the roots of the tree. Once a storage cellar for the druids, it has become a midden of rotting food and bones. The bodies of three acolytes crushed by falling stones have risen as spiteful vine-covered skeletons. Capable of gliding through the earth, these fiends hide in the rubble and attempt to grapple any PCs who enter.

G) A great stone archway marks the entrance to the anteroom. Once adorned with intricate murals, the battered walls are now shrouded by thick strands of silvery webbing. A giant zombified spider has taken up residence on this floor, ambushing and devouring any trespassers. Searching the room reveals the corpses of the spider's previous victims - a party of adventurers, one of which holds a holy spear.

2) Four large sconces illuminate this room with eldritch blue light. Bookshelves border the walls of the room, cluttered with ancient druidic tomes and three healing scrolls. When approached, the sconces flare up and form the faces of the four slaughtered druids. Each repeats a single line: "forever alive, forever dead"; "he has rooted himself in the earth"; "it is not our place to drink the sap"; "he was our brother, the best of us."

3) This alchemical lab has been ransacked. The west wall opens up to a colossal branch, forming a balcony of sorts. Once boasting a hanging garden, the branch now houses a ramshackle nest holding six potions, chosen randomly by the game master. A flock of blighted ravens roosts here, remaining docile unless the party attempts to pilfer their treasures. Engaging the ravens risks attracting the attention of Mother Vor, who will pluck players off the branch.

4) This once lavish meeting hall has been reduced to unrecognizable ruin by the razing of the tree and is now open to the sky. The cursed druid Fyodor lurks here, attacking anyone who enters. Although manic, he combines the brute force of his elemental form with his powerful spellcasting abilities to deadly effect. He fights to the death and uses his power to shape and pass through earth to prevent the party from escaping.

Defeating Fyodor brings peace to the restless tree. The ghosts of the slain druids appear, entrusting the players with a seed for a new master tree and requesting that it be planted somewhere on the island. They also gift them a powerful arch-druid's staff in thanks.

