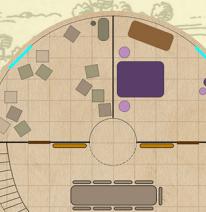
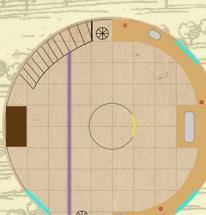
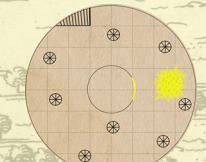
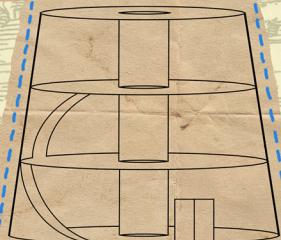


# The Stitcher in the Woods

A Weeknight One-Shot  
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Elven seamstress Edithia Loom's passion for needlepoint has turned evil. Her frankensteinied monstrosities are wreaking havoc around the Broderie Woods, and many innocent creatures and passersby have fallen victim to her sinister stitching. Word has spread that Edithia's workshop, last seen wandering in the eastern Broderie Woods, has amassed a cache of fortune and wonders. Your help is desperately needed and may be richly rewarded.

A three-story thimble ambles through the forest mounted on the back of a 20-foot-tall spider that Edithia keeps docile through a combination of magic and food. Those unfortunate enough to be spotted by Edithia's winged ape may find themselves snatched and dropped through a large one-way trapdoor in the tower's roof to await their turn as the next subject of her artistry. The tower's front doors have skittish rooster heads as doorknobs, who may alert Edithia if you are unable to placate them.



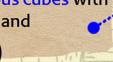
Monster illustrations by Kevin Goins  
[etsy.com/shop/GoinsGraphics](http://etsy.com/shop/GoinsGraphics)



A friendly dog with a treasure chest **mimic head**, takes a liking to you. It eats anything it can find.



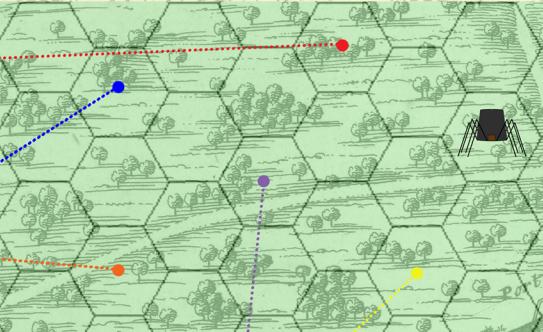
You are beset by a hungry herd of small yet acidic **gelatinous cubes** with rabbit legs, bunny ears, and cottontails.



A shark fin drifts through a murky pond. If the **shark-headed ogre** underwater senses you, it emerges to feed.



Once peaceful, the Broderie Woods now brim with Edithia's creations and present many dangers.



A pony with the head of a **mind flayer** has a legless rider attached on its back. This former adventurer can't control her mount, and she's awfully sorry to attack you.



"They say I am a monster making monsters. No! I am an artiste. They will see. They all will see."

Edithia's bodice is made of a stylish, magically-repellant flail snail shell. Her **flowing dress** can grapple multiple enemies at once, or allow Edithia to scale walls with ease. **Wand-wielding arms** sewn into her waistline obey her commands. Edithia's animated **giant scissors** are her fiercest (and sharpest) protector. Unlucky enemies may lose an arm, leg, or even their head.



## Third Floor:

Refuse, piles of bones, and many hanging cages fill the thimble's windowless top chamber. Here lurks a beautiful **man-monster hybrid**, Edithia's true love and most terrifying masterpiece. This creature will defend Edithia with his life.

## Second Floor:

A heavy trapdoor covers the stairs between the first and second floor. A thick curtain sections off Edithia's workspace, and within the party will find an **enormous work table** littered with books, diagrams, sewing supplies, and body parts. Sketches of her projects are pinned to the central column, which features a hatch she uses to access the dumbwaiter. Another staircase continues up to a dark threshold on the third floor.

## First Floor:

The **large fuschia curtain** in the parlor is enchanted to attack intruders. A cage in the center of the room holds Edithia's newest capture. A dumbwaiter system controlled from her workroom brings the captive up to her, or up to the third floor as a gift. Edithia's overworked **goblin assistant**, Tad, is performing menial tasks in his quarters. The party might attempt to subdue him before he alerts Edithia, or could convince him to turn on his mistress.

Upon Edithia's defeat, besides having a real yarn to spin at the tavern, your party could retake treasure stolen from abducted travelers. You may find a spool of her **magical thread**, with which a skilled artisan might reattach a severed limb, or even try some Edithian experimentation. Her **dress** could be worn by someone familiar with magic, although its long bond with its maker may render it unruly. Once rid of its mistress, the thimble-toting spider will likely wander off unless you find a way to control such an enormous creature. Good luck!