Terror in Mulberry Woods

"Wolves? No, these aren't wolves terrorizing our farms, tearing through our sheep and leaving nothing but inedible bits behind. This is something else. Now the two hunters who went out to do the job have been gone a week. Dead they are and we all know it. Wolves haven't been sighted in this region for decades. Among us we don't have the skills to track or kill whatever this is."

Your party sits at a table near the fire at the Inn of the Noble Partridge in the town of Mulberry Woods. The food is greasy and the beds are lumpy, but the ale flows generously. You hear this conversation at the next table, take your nearly empty coin pouch and toss it down in front of you in view of your companions. *"This is all I've got left, anyone else doing any better?"*

Heads shake around the table. *"Maybe this town will pay us to take care of their problem. We can't always sing for our supper, even a sloppy greasy one."* (You eye up the bard who's had a sore throat and a cold for a week.) The group nods. You get up to have a quick chat with the local farmer who'd been talking and return to your group.

Soon enough the person who'd been speaking before gets up and walks over. *"A few of us have done some figuring and all we'd likely be able to come up with +150 gold. If you'll do it for that we have a deal. You'll get 10 gold now just for taking the job, as that's all we've got on us."* They slap the coins down on the table and meet your eye. *"The rest you'll get after we have proof you've taken care of it. Proof that it's dead, whatever it is."*

PLAY: Designate one player to be the Game Master (GM), they will control the monster(s) and parameters of the game. Players can create characters (PC's) for this adventure or use pre-generated characters. This adventure is compatible with the rules of your favourite dungeon crawling role playing game.

CREATURE TABLE & LOOT: GM, use the tables provided to determine creatures and loot to be dropped for your players.

Roll a D6 or Choose	PC Lvl	Challenge	Loot
1	1	4 Twig Blights (cr 1/8); 100 XP	Blight Seeds, 4x5 Seeds (4 sp value)
	2	1 Vine Blight (cr 1/2) + 5 Twig Blights (cr 1/8); 225 XP	Blight Pollen (3 sp) Blight seeds (5 sp)
	3-4	11 Stirges (cr 1/8); 250 XP	11 Stirge Needles (88 cp)
	5-7	10 Worg (cr 1/2); 1000XP	10 Pelts (70 gp)
	8-10	3 Werewolves (cr 3); 2100 XP	3 Vials Blood (30 gp) and 36 cp
2	1	3 Goblins (cr 1/4); 150 XP	6gp, 54 sp, Wheel of Cheese, 3 Trinkets (12sp)
	2	1 Worg (cr 1/2) and 3 Goblins (cr 1/4), 250 XP	1 Pelt (7gp), 54cp, 3 Trinkets (12sp)
	3-4	2 Worgs (cr 1/2) and 3 Goblins (cr 1/4); 350 XP	2 Pelts (14gp), 54cp, 3 Trinkets (12sp)
	5-7	2 Owlbear (cr 3); 1400 XP	Owlbear Feathers (6gp), Claws (20gp)
	8-10	3 Owlbear (cr 3); 2100 XP	Owlbear Feathers (9gp) Claws (30gp)
3	1	1 Hobgoblin (cr 1/2); 100 XP	15ep, 1 Longsword (8gp)
	2	1 Hobgoblin Archer (cr 1/2) and 2 goblins (cr 1/4); 200 XP	15ep, 40cp, 1 Longbow (20gp)
	3-4	1 Bugbear (cr 1), 1 Worg (cr 1/2), 1 Goblin (cr 1/4); 350 XP	13gp, Hide Armor (5gp), 1 pelt (7gp)
	5-7	4 Bugbear (cr 1) and 2 Hobgoblins (cr 1/2); 1000 XP	40gp, 4 Hide Armor (20gp), 2 Longbow (40gp)
	8-10	1 Hobgoblin Cap'n (cr 3), 3 Bugbears (cr 1) and 5 Hobgoblins (cr 1/2); 1800XP	65gp, 1 Warbraid (1gp), 1 Greatsword (25gp), Half-plate Armor (350gp)

Geeky Tendencies

Roll a D6 or Choose	PC Lvl	Challenge	Loot
4	1	2 Giant Wolf Spider (cr 1/4); 100XP	2 Spider Silk (2gp), 1 Vial Venom (10gp)
	2	5 Giant Wolf Spiders (cr 1/4); 250 XP	5 Spider Silk (5gp), 3 Vial Venom (30gp)
	3-4	1 Giant Spider (cr 1) and 3 Giant Wolf Spiders (cr 1/4); 350 XP	4 Spider Silk (6gp), 4 Vial Venom (40gp)
	5-7	1 Ettercap (cr 2) and 4 Giant Spiders (cr 1); 1250 XP	1 Spinneret (8gp), 1 Poison Vial (10gp), 4 Spider Silk (12gp), 4 Vial Venom (40gp)
	8-10	2 Ettercap (cr 2) and 4 Giant Spiders (cr 1); 2200XP	2 Spinneret (16gp), 1 Poison Vial (10gp), 4 Spider Silk (12gp), 4 Vial Venom (40gp)
5	1	1 x Gnoll (cr 1/2) and 2 x Hyena (cr 0); med/hard 120XP	9sp, Longbow (20gp), 2 Hide (6gp)
	2	2 x Gnoll (cr 1/2) and 4 x Hyena (cr 0); med/hard 240 XP	20sp, Longbow (20gp), 1 Spear (5sp), 4 Hide (12gp)
	3-4	2 Giant Hyenas (cr 1); 400 XP	2 Hide (10gp)
	5-7	3 Giant Hyena (Cr 1) and 5 Gnolls (cr 1/2); 1100 XP	3 Hides (30gp), 80sp, 5 Spears (25sp), 1 Longbow (20gp)
	8-10	4 Ogre (Cr 2) and 2 Half Ogres (cr 1); 2200 XP	90 gp, 2 Great Club (2sp), 8 Javelins (12sp), 1 Battleaxe (5 gold)
6	1	1 Goblin (cr 1/4) and 3 x Giant Rat (cr 1/8); 125 xp	10sp, Shortbow (13gp)
	2	1 Dire Wolf (cr 1) 200 XP	Pelt (7gp)
	3-4	1 Ankheg (cr 2) 450 XP	Chitin (1gp), 2 Vials Bile (4gp)
	5-7	3 Ankheg (cr 2); 1350 XP	3 Chitin (3gp), 2 Vials Bile (12gp)
	8-10	1 Trolls (cr 5) and 1 Ogre (cr 2); 2250 XP	169sp, 83gp, 5 Vials Troll Blood (25gp), 2 Javelins (3sp)

GOING TO MARKET

The townsfolk were unable to gather all of the promised gold in cold hard cash. But conveniently there are many skilled craftspeople in this town including an excellent herblist, alchemist, tailors, leather workers, and others with varying skill sets. They are lending their services to you at no charge to create items from your encounterd creature loot drops. Have fun at the market!

Spiders	Spidersilk Rope 50', 5lb (50gp)	Ettercap	Ettercap Poison Vial (100gp)
Spiders	Vial of Spider Poison (200gp)	Ettercap	Tangler Grenade (50gp)
Blights	Speak w/ Plants Potion (200gp)	Ankheg	Vial of Acid (uses 2 Vials Bile) (25gp each)
Stirges	Healer's Emergency Kit (100gp)		
Fur Beasts	Luxury Fur Bedroll (10gp)	Ankheg	Breast Plate (uses 1 Chitin) (700gp)
Fur Beasts	Cold Weather Gear (10gp)		
Owlbears	Arrow of Slaying (600gp)	Ankheg	Plate Armour (uses 3 Chitin) (2400gp)
Werewolf	Moon Muzzle Mixture (600gp)		
Troll Blood	Potion of Superior Healing (450gp)		