

1 - Great-Grandfather Stump. This colossal tree stump has been hollowed out by generations of **Carpenter Gnomes** into a warren five stories high. The gnomes use the wood to craft fine and wondrous carpentry which they trade to passing merchants and nearby folk. Only the main entrance hall is sized for humans. Sixty gnomes live here, including fifteen children and twelve elders.

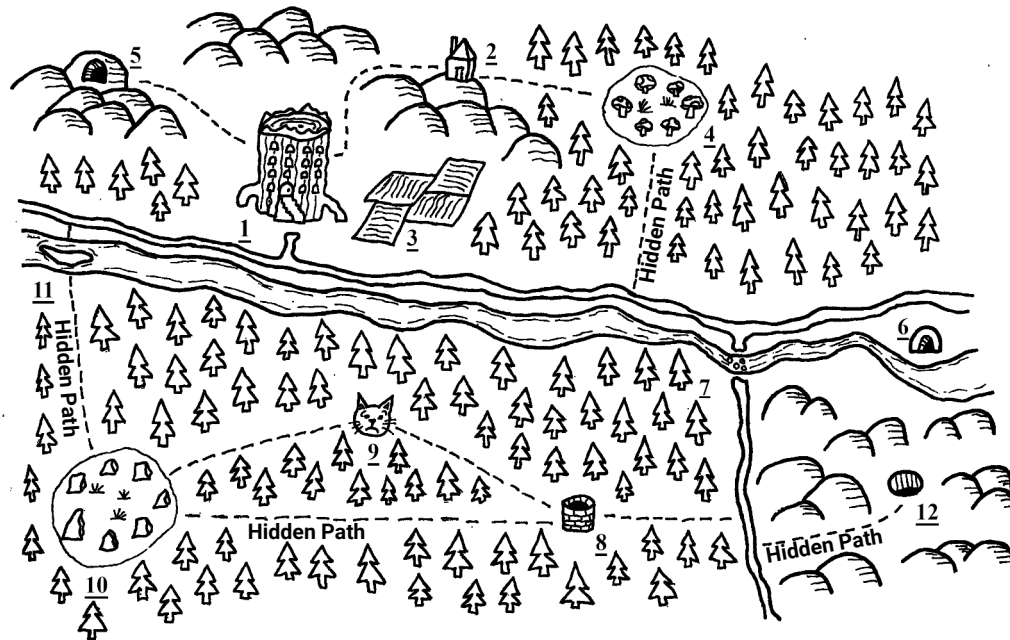
2 - Macha's House. The red house over yonder hill belongs to the owl-witch **Macha**. Her gardens spread over the hilltop. She is surly with trespassers. She trades herbs, vegetables, and curatives to the gnomes for new furniture and house repairs, but never socializes. The gnome children are convinced she eats gnome children. She has no idea what happened to the pumpkins, but isn't sad they're gone. The smashed pumpkins sprout on the lower slopes of her hill and invade her garden. The sign above her door reads "None of this nonsense please."

3 - Pumpkin Fields. These pumpkins, grow big enough to be a gnomish bathtub but are all gone now. Behind the fields are the mulched remains of last year's pumpkins, and straggly vines growing wild up the hill. There is no sign of tracks from the thieves.

4 - Neev's Ring. A ring of foot-high toadstools is home to a sprite named **Neev**. She loves Macha and often helps the old witch. Knowing Macha hated the pumpkin vines in her garden, Neev coerced forest wisps into stealing all the pumpkins. Neev is suspicious if approached, defiant if challenged or accused, and contrite if shown the trouble she's made - though she has limited ability to fix it.

5 - Bear Cave. Home of a lazy old brown bear named **Monsieur Hours**. He's only interested in getting ready for hibernation, and has the girth to prove it. He doesn't know anything about the pumpkins, but did notice pumpkin seeds in the river that morning when he went down to fish. Knows about the **hidden path** leading into the forest at **11**.

6 - Bandit Cave. Home to a gang of six raccoon highway robbers known as the **Trash Bandits**, lead by a bully named **Slaps**. The Trash Bandits prefer to intimidate rather than fight, and most will flee from any serious violence. They are happily feasting on pumpkin, having found a mass of them not far from their cave, but they have no idea how it got there. Searching the pile turns up no evidence of the thieves, and no tracks except the raccoons'.



PUMPKIN PERIL

By Malcolm SW Wilson

The carpenter gnomes of Great-Grandfather Stump leave out pumpkins every Samween Night for the spirits to feast upon, and the children delight following morning in smashing the gourds. But this year, every pumpkin vanished in the night and strange things are afoot in the forest. The grownups are sure it is the act of angry spirits, while the children lament the loss of their game. The elder gnome, **Falwyn Gerplane**, promises reward to solve the mystery.

A sprite named **Neev** riled up the forest wisps with coercive magic, and now they're running amok until they can be appeased or the forest wards restored.

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Random Encounters

Roll any time the adventurers move between points. Add +3 on a **Hidden Path**.

- 1. Interesting sight.** Standing stone, ogham tree, inverted stream, daytime aurora
- 2. Travel complication.** Broken bridge, false trail, going in circles, sudden storm
- 3. Innocuous animal.** Startled deer, cautious wolf, busy bee hive, hunting hawk
- 4. Distant Portent.** Roll an **Encounter!**
- 5. Nearby Portent.** Roll an **Encounter!**
- 6. Encounter!** Roll an **Encounter!**

Encounter!

- 1. Wisp trap.** Quicksand pit, falling tree, sudden flood, caged wildcat.
- 2. The Moose With Threatening Energy.**
- 3. Lost carpenter gnome.** Roll again, on 4+ it's a wisp.
- 4. Missus Fox or Missus Cat.** Searching for her kittens, or gathering mistletoe if they've been found.
- 5. d3 Wisps** lurking in ambush.
- 6. A Wisp** and **d3 Bag Men**.

7 - Ford. The river is shallow here, allowing safe (if wet) crossing. Chunks of pumpkin can be seen along the bank here and drifting downriver from the east.

8 - Old Haunted Well. A bumbling ghost named **Blue Sam Haunt** lives down this old dry well. They are touchy about not being spooky, but can be helpful if mollified. If upset, they will direct travellers to **The Inverted Tower** at **12**.

9 - Kittens in Peril. Three young kittens, **Patsy**, **Ratsy**, and **Matsy**, were lured into the forest by the wisps and are now stranded up trees, piteously calling for help. The wisps have laid traps for any would-be rescuers. If the kittens are rescued, they will be extremely grateful and tell the travelers to seek the **Stone Circle** at **10**.

10 - Stone Circle. This circle of seven mossy megalithic menhirs maintains magic from the old days of the green folk. The wisps will defend it against intruders as they fear its power. Anyone who has time and the magical knowledge to interpret them can learn a ritual from ancient writings on the stones - a ritual that if performed inside the circle will restore the forest magic keeping the wisps in check. Either Macha or the kittens' mothers (**Missus Fox** and **Missus Cat**, who will find the adventurers soon after their kittens have been rescued) can help translate the writing. **Encounter: d3 Wisps and d3+1 Bag Men.**

11 - Mirror Island. A small island in the middle of the river, and is home to an enormous mirror carp named **Beauchemain**. He has a good-natured rivalry with **Monsieur Hours**, and loves to chat with visitors to his island about news from the wider world.

12 - The Inverted Tower. This shaft has stairs leading down into the dark depths, and rooms leading off the stairs with dusty old furniture and a door at the bottom. Where the door leads is unknown, but some claim it goes to a strange swampland where dolphins have the eyes of men.

Hidden Paths. Unless informed of them, it is a Hard check to find these, and random encounters are rolled with a +3 when travelling along them.

The River. The river flows from right to left across the map. Swimming it is Hard, as the current is deceptively strong, and even a successful attempt will likely carry the swimmer some distance downstream. Anyone who fails will wash up at **7 Ford** or **11 Mirror Island**.

Items and Treasures

Folding Chair. This cunningly made camp chair is of canvas and dense heartwood. It collapses into a sturdy cylinder about the size and heft of a cudgel or rod.

Ogham bark. The thick bark of a tree inscribed with ogham, the writing of the green folk. The inscription can be read as a magic scroll, or brewed into a tea, and the trees regrow it every spring so long as they are healthy.

Wisp heart. A glowing green shard of peridot that can be extracted by the quick and careful from a captive wisp. Its light reveals traps, most of the time.

Door Jam. This thick, sweet boysenberry jam is excellent on toasted bread. When smeared on the frame of a door, the door cannot be opened by mundane means until the jam dries.

WARDrobe. This wardrobe is large enough to fit a single suit of armour. Any armour left inside will be cleaned and repaired overnight. On the full moon, any armour inside will be given a mild enchantment: while in moonlight, a blow on the wearer will be negated on a d6 roll of 5+. The enchantment lasts until the new moon, or a hit is negated.

WarPdrobe. A matched set of wardrobes just large enough for a human to squeeze inside of. Anyone entering one and closing the door will be teleported to the other. Most of the time.

Ward-robe. A low chest with a single drawer. Any robe or dress left inside overnight will have pockets added to it, ingenious pockets that don't ruin the lines of the garment no matter how full they are. The garments also protect against inclement weather like a warm, waterproof jacket.

Wisp Traps		Wisp Tricks	
1	Angry wildcat in a pit	1	Crying baby
2	Catapult net trap	2	Sword in a mossy stone
3	Box full of snakes	3	Sudden fog
4	Disguised quicksand	4	Missing time (3d8 hours)
5	Falling tree	5	Illusory gnome
6	Hallucinogenic mushroom spores	6	Unsettling laughter

Carpenter Gnome Gnames (roll 6d12)

d12	First name	Surname	Hood colour	Notable characteristic
1	Fuz wald	Gus hopper	Purple	Face covered in jam
2	Frit weld	Gru holder	Yellow	Relentlessly cheerful
3	Fut woldo	Gad hammer	Green	Terrible cough
4	Fan ward	Gau jammer	Red	Oversized gloves
5	Fur wiln	Gyt joiner	Orange	Inappropriately suspicious
6	Fot wyd	Gry sander	Pink	Constantly humming
7	Fes warn	Gur barker	Puce	Unaware of large nail through hood
8	Fyn wit	Gin limber	Blue	Bouncy
9	Folc waat	Gis boiler	Grey	Endless questions
10	Fle wuo	Gha nailer	Black	Interrupter
11	Fru weth	Gup lacquer	Split (roll x2)	Mumbles
12	Flanwend	Gro hinger	Rainbow	NO INSIDE VOICE

Other visitor and inhabitants of the Forest (roll 3d12)

	A...	...is...	...with
1	Family of bears	Dreadfully lost	A three-eyed cat
2	Whistling ghost	Looking for the Stump	An ominous wind
3	Stranded astronaut	Caught in a trap	A treasure map
4	Cheery tinker	Smuggling bones	Pursuing wisps
5	Snake-oil seller	Digging a grave	A flock of ravens
6	Drowsy wizard	In a magical sleep	Narcoleptic sheep
7	Herd of goats	Being robbed	A glittery wagon
8	Squirrel collective	Fleeing home	Plentiful teas

Future Events and Complications

1	Sudden blinding blizzard
2	The river floods!
3	Wood beetle infestation at the Stump
4	The gnomes need a hard-to-find lumber
5	Hundreds of ghosts!
6	The Inverted Tower de-inverts
7	The Moose With Threatening Energy bars use of the Ford
8	Ogham magic begins to fail and misfire

Creatures and Characters

Wisps. These trickster spirits delight in chaos and trouble, and lure travellers to unpleasant fates. They are fond of traps, and can deliver shocking jolts of arcane energy. They manifest as pale green glowing helixes, and can mimic the voices.

Carpenter Gnome. These diminutive fae folk love woodworking, and build intricate, extravagant, and confounding items of furniture, cabinetry, and sculpture. They believe strongly in the rules of hospitality, are welcoming to visitors, and when provoked can drive a nail through a human skull in a single stroke.

Bag Man. When wisps turn truly malevolent, they create bag men, lumbering sackcloth dolls the height of a horse filled with thousands of angry centipedes.

The Moose With Threatening Energy. There is a *large* bull moose that lives along the river banks. He does not speak (or does he?) and should probably be left alone. Wisps are terrified of him.

Trash Bandit. These raccoons carry knives and hatchets to intimidate and rob travellers, but have no stomach for a fight.

Missus Fox and Missus Cat. This married couple and their three children live in the forest to the south of the Stone Circle and mostly keep to themselves. They are wise women, knowledgeable in the old ways of the green folk.

Neev. Neev is young for a faery, and regards Macha as a surrogate mother. She has limited magicks of her own, but she knows of the old stone circle and that **Missus Fox** and **Missus Cat** understand its secrets.

Macha. The old owl-witch has lived on her hilltop since before the first of the Carpenter Gnomes arrived. She is an expert herbalist and potion brewer. There are rumours she is also a powerful weather-witch, but no-one knows the truth of it.