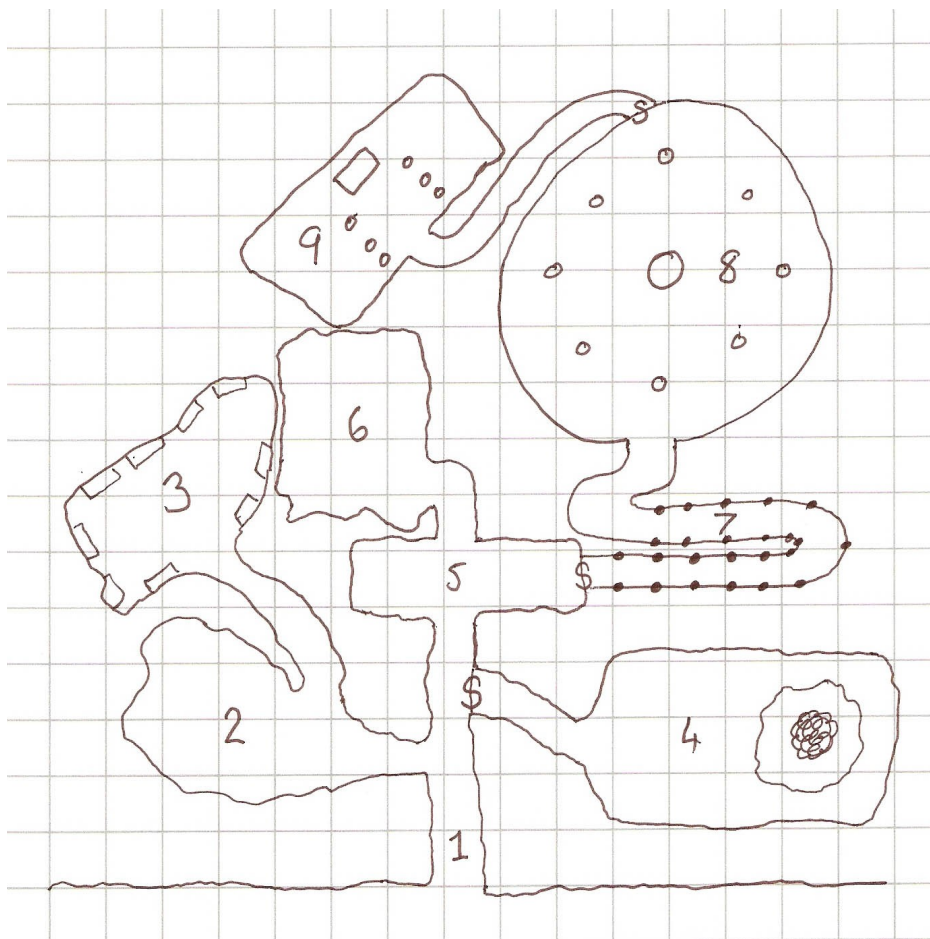


The Proving Grounds

Scale – 1 Square = 10 feet



Background

The Dál Riata have long been known as a band of warriors feared across the seas and lands of this world. In order to become their king however you had to pass their druids tests and prove their worth as a warrior as well as a king. This is that testing ground which has been unused in hundreds of years.

The druids grove is sculpted from the trees creating impenetrable walls, moving doorways and high vaulted ceilings.

In recent times stories of missing warriors and strange screams in the night have surfaced and it is feared that someone has taken up residence again deep within the grove,

Random Encounters

Roll D20 every 5 minutes of game time.

- 1-10 : No encounter (add 1 to next roll)
- 11-12 : Roaming bear
- 13-14 : The screams of dying men
- 15-16 : 1d3 Low level druids
- 17-18 : The trees creak ominously
- 19-20 : 1d3 Ghosts

Legend

S – Secret Door

Room Key

1. **The Entrance:** A dark and ominous parting in the undergrowth. Once inside any surrounding sounds are silenced. No birds sing and the wind doesn't blow through the branches. If players enter without preparing themselves for battle or drawing their weapons they must make a saving throw or collapse unconscious for 5-15 minutes. On either side are magically lit torches that light the way without producing any flame. If you take them from the complex they will not provide any light. If any member of the party is injured the entrance to room 4 opens.
2. **The Antichamber:** Six tall and straight trees sit in the centre of this room. On each trunk the genealogy of the King's of this land is carved, with the runes glowing from within. Placed on the trees making up the walls are severed and embalmed heads of fallen foes and captured treasures. Nothing magical is displayed here but each item is worth something to those that seek this kind of thing.
3. **Hall Of Fallen Heroes:** Like most crypts this room has places in the walls for the fallen king's remains to be placed. Where it differs from a normal crypt is that the trees are sculpted to make these resting places. The king's are buried in their finest armour and weapons. Once a body is placed in its spot the trees grow across the opening to close them in. Should any players attempt to break through these branches to get at the items 2d6 undead guards will emerge from the walls to destroy the looters. There is a 30% chance an air elemental will also appear.
4. **Tree Of Life:** At the far end of a very long room lies a small pool of water with tree growing in the centre. This is the only part of the complex where anything other than trees and thorny undergrowth grows. The pool is surrounded by flowers and beautifully coloured insects and is bathed in light from above despite there being no opening to sky above. The water from the pool heals all minor wounds on a character when applied to the wounds themselves. If the player has any violence on their mind however the water acts like acid and will burn whatever it touches. If the pool or surrounding area is desecrated in anyway 1d3 water elementals and a powerful wood elemental (the tree) appear to eliminate the threat.
5. **The Calendar Room:** As you enter this room a large crystal sits around head height and on various parts of the far walls are niches in the trunks of the trees all with different symbols, runes and tricketts on them. If the players are carrying the torches from the entranceway then a doorway will open on the far right hand side as they approach it.
6. **Home Of The Spirits:** The trees in this room are covered in depictions of various sexual acts and what appears to be ghosts. Various star constellations are also dug into the floor. Old cups and broken wine and mead bottles are strewn across the floor on or beside the bearskins which lay strewn across the floor. 30% chance of 1d3 ghosts appearing and attacking the party.
7. **The Ghost Fence:** A twisting path through the trees is lined with wooden poles 6' in height with what appears to be freshly skinned skulls attached to the top facing towards the entrance. These poles are a defence against any incursion from the another plane of existence. From this point on necromancy or summoning spells will no longer work.
8. **The Circle:** On entering this room the players can see eight young trees in a circle. Each tree has a man tied to it with his back facing outwards. Each man has been blood eagled. Their ribs cut from their spine and pushed out to look like the wings of an eagle. On closer inspection they are also missing their lungs. In the centre of the room is a large bonfire surrounded by 1d6 druids and their leader performing various rituals. The floors are covered in blood and gore would not look out of place in an abattoir. If the players are spotted the druids will defend their holy place. The druids ability to summon things or creatures is not stopped by the Ghost Fence. When the fire is put out the door to the final room will open.
9. **The Altar:** A large almost empty room. At the far side is a large altar with 6 trees providing an avenue to the altar. Both the trees and the altar glow with enough light to chase the darkness from the room upon entering the room. At the base of the alter is a large shiny axe which is stuck in a tree stump in the centre of the room. As the players approach the alter or the axe a doppelganger for each member of the party approaches from the darkness at either end of the room. These enemy fight with the same skills and abilities as the players but any magical items are not reproduced.