

Strange noises can be heard from the woods of Ghost Forest, day or night.

Burn ? Yes, a star has been burned into the very Living Rock that has been pushed up from below. By what ? That is unknown.

Dead Keep houses something evil. Lanterns can be seen moving between floors at night.

Henge of Unhappiness used to be called Henge to Glory. It broke under evil attacks.

Castle of Doom was once called Defenders' Castle ! Its inhabitants are no more.

village_hall01.fcw , interior of village hall 100' x 80'

The two skeletal forearms, inside and just to the west of room 3, are not aligned east to west. If they are, the fireplace in room 3 will move 3 feet outwards, fold in on itself (hope your character didn't put anything on the mantle !) and sink into the ground. a 3' x 8' opening will be left. The wood ladder that went into the basement is long gone.

If someone goes into room 13, where there are skulls on the floor and moving some to inspect the fireplace... the third one wll try to bite the character picking it up.