

John Barleycorn's Glen, a narrow vale between low moors, famed for its beers and whiskeys. Only recently, the spirits of this small land have begun to take a dark and deadly turn...

	Legend	
	1	Balorn , market town where the locals meet foreign merchants and travelers with many a beer and whiskey on tap
	2	Baldrum , moor town and regional capital, where local farming clan heads meet in council with the Brewerman Brothers
	3	Grúdlann Kirk , brewery and cathedral to John Barleycorn's church
	4	The Carn , a stone marker in the moors, said to be older even than John Barleycorn. Locals fear and avoid it.
	5	The Kilderwood Narrows , where the Kilderwood Cult is said to gather
	6	The Kilderwood Depths , where the Druid of the Kilderwood has his home beneath the oak and ash

Random Encounters (CR 1-3 baseline)		<ul style="list-style-type: none"> The local spirits are John Barleycorn, Lord of the Land, and his sons the Whiskey Devil and the Stout Boy. Many locals have tales of strange encounters with these silent figures out in the fields or late at night. Under the harvest moon, the Brewerman Clan leads local farmers through the dark fields to capture and kill John Barleycorn, and his sons rule alone throughout the winter. Each spring Good John returns. A new cult has arisen in recent years, worshipping the oak and the ash of the Kilderwood. John Barleycorn and his sons have of late become stranger, darker, and more dangerous. Some say it is wrath at the Kilderwood Cultists. Reaction checks for local spirits are as follows: 1-2 wrath, 3-4 trouble, 5 weird watchings, 6 unexpected aid or succor. Barley hexes are civilized (roll 3d4 for encounters), hill hexes are borderlands (roll 2d6), the forest is wild (1d12). At night, treat civilized as border and border as wild.
1.	The druid of the Kilderwood, servant to the beast lord of the woods (Druid lv 1d4 with 1 wolf and 2 stag servants)	
2.	A servant of the druid, out on some dark errand (wolf on 1-3, stag on 4-6)	
3.	John Barleycorn (drinking his blood regains 1d6 hit points)	
4.	The Stout Boy	
5.	Painted Kilderwood Cultists, planting oak and ash (even in the fields or moors...)	
6.	A wild mash spirit, loose and causing trouble	
7.	Local farmers having a talk or working	
8.	Brewerman Brothers, watching over the fields and farms	
9.	Merchant from abroad, here to buy barleycorn stouts and whiskeys	
10.	Local farmers making a delivery (on 1-3, these are actually smugglers taking cheap whiskey to the border)	
11.	Local farmers having a talk or working (actually secret Kilderwood Cultists)	
12.	The Whiskey Devil	