

FOGHEART

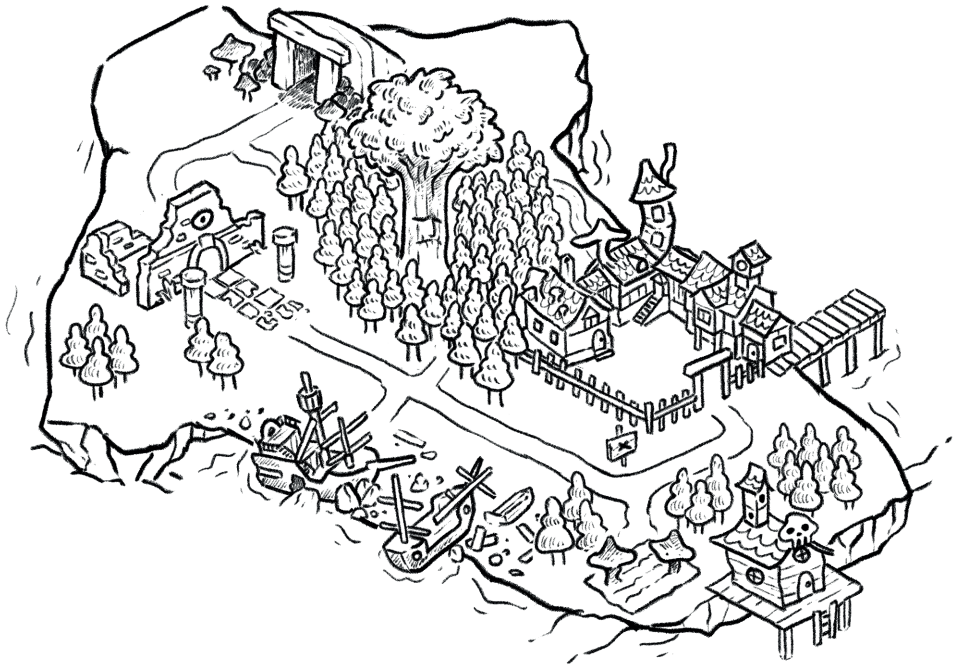
The torso of The Giant King



A small setting and adventure by Luciano Correa

DESIGNED FOR USE WITH

**OLD-SCHOOL
ESSENTIALS**



Writing, layout and art by
Luciano Correa (AKA Antigona404)

Originally created for Cairn by
Yochai Gal

Cover background painting by
Alexander Calame (1850)

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Souls games that i've never played

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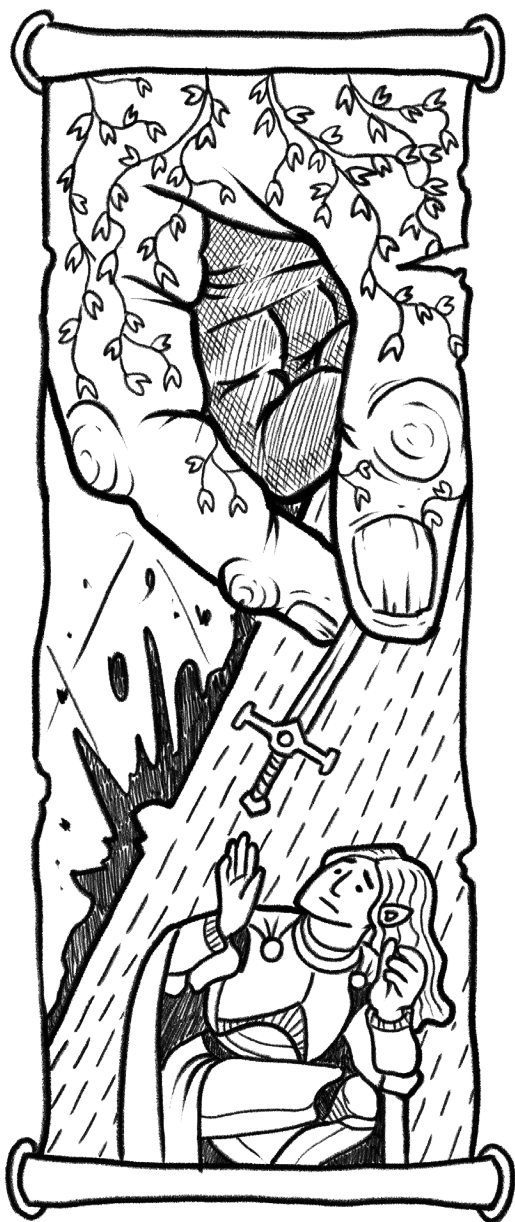


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INTRODUCTION



Once upon a time, long before the heyday of the plains folk and the inevitable fall of their empire, deep within the forest, there was a mythical creature that stood upon all the others.

Some of the old and forgotten tales, only remembered by the eldest roots, refer to this creature as an implacable tyrant who ruled with an iron fist.

There are songs that birds keep secret that speak about the benevolence of this colossal presence, who supposedly wandered through the forest transforming every inch of soil into blooming life.

Truth is The Giant King didn't seem to welcome the arrival of foreigners, and soon enough, a war happened. Eventually, after many years, The Pact of Mages was victorious, and The Giant King was defeated right in the middle of The Black Lake. This event, known as The Fall, ended with the separation of The King's colossal body into various parts, which were distributed throughout the forest, fearing that this being could regenerate.

His colossal torso was left in the middle of the lake, and soon after, life started spreading out of his immortal flesh.

HOW TO USE THIS ADVENTURE

Fogheart: The Torso of The Giant King is a small setting and an adventure for characters of 1st to 3rd level, surrounding the blooming ecosystem of a lake island in the middle of The Forest. The adventure is designed as a contained sandbox where the players can engage with different factions and personalities, hunt for treasure and precious items, or try to find a way out of the island, defying the ominous fog that emancipates Fogheart from the rest of The Forest.

Even though this adventure is part of a bigger setting surrounding the consequences and transformations of The Forest following the fall of The Giant King, a mythological creature whose remains define the landscape of the woods, the ancient history, facts, and lore about the world are painted in broad strokes, leaving space for interpretation. The Warden is encouraged to move, connect, transform or adapt the contents presented here in any way possible.

Adventure hooks

Fogheart can be a great place to start a new campaign and introduce the players to The Forest. Maybe they were navigating through a storm in the open sea, and after sinking in the waves they woke up in Millaria, saved by the Myconids.

They can also be concerned by the growing body of fog that emanates from the center of The Black Lake, threatening to spread to their village, so they embark on a scouting adventure into the fog.

Travel and exploration

Traveling through adjacent locations following the faint road that runs through the island takes one-third of a day; roll for an encounter every time the party travels to a new destination, using the probability that you like the most (or rolling every time).

The Living Forest connects every location on the island, but finding the right path through the woods has its own difficulties (p. 17).

Navigating across the lake through the fog, trying to leave Fogheart without extra knowledge or help, is a virtually impossible task, and will likely result in sailing in circles, returning to the starting point, or even suffering the attack of a horde of Fog Spirits.

FOGHEART

The only island that stands in the middle of The Black Lake, grown from the remains of the ancient Giant King

1. Millaria (p.5)

The only town on the island, built from whatever finds its way on the shore. Home of the weird myconid-folk born from soil and lost souls.

2. The Wizard's House (p.9)

The lonely cabin of Urix the wizard, surrounded by his experimental plantations. Filled with dark secrets and Urix's personal research, this place is feared and avoided by the myconids.

3. The Ship Cemetery (p.11)

A cursed seashore where Fog Spirits mourn their past lives, wandering the wreckage of their stranded ships. The vessels come from different places and times, lured into the island by the mysterious fog that surrounds it all.



Road / Day Encounters d6

1. A Myconid Aberration (p. 21) running in your direction, escaping from Urix's house.
2. Two Heart Cultists (p.20) disguised as traveling merchants, secretly searching for precious goods.
3. 1d4 Myconid Aberrations (p. 21) chasing a Chaos Pixie (p.19) who tricked them.
4. Vegetation all around start to grow as 1d6 Moss Beasts (p.20) flank you on the road.
5. Two Fog Spirits (p.20) wandering near the road, sobbing and emitting deep and somber sounds.
6. Acuta Clavariali (p. 7) is on a treasure-hunting trip. She accepts trade or help.

4. The Forgotten Ruins (p.13)

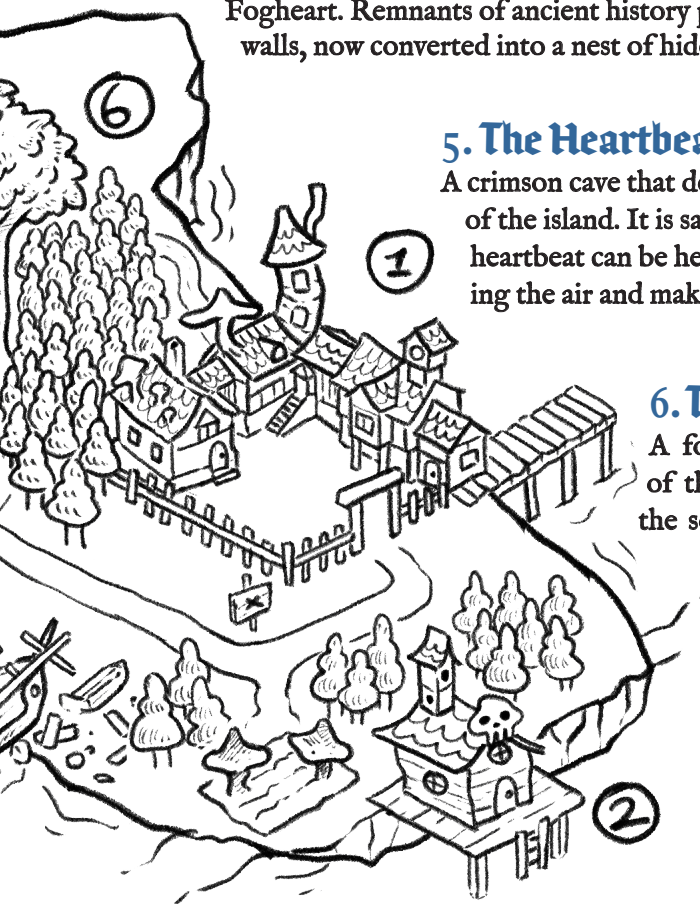
All that remains of the ones who saw The Fall, and the creation of Fogheart. Remnants of ancient history painted on the crumbling walls, now converted into a nest of hideous beasts.

5. The Heartbeat Cave (p.15)

A crimson cave that descends into the depths of the island. It is said that a slow and ancient heartbeat can be heard from within, electrifying the air and making plants grow.

6. The Living Woods (p.17)

A forest born from the entrails of the fallen king, populated by the soul-touched trees. A chaotic kind of fairy has moved on recently, affecting the balance of the old woods that connects all roads.



Wilderness / Night Encounters d6

1. The fog thickens and 1d8 Fog Spirits (p.19) rush in the party's direction, recklessly.
2. Urix (p.10) is picking poisonous berries, guarded by two Myconid Aberrations (p.21)
3. 2d6 Moss Beasts (p.20) jump from the shadows. They are starving.
4. 2d6 cloaked Heart Cultists (p.20) carrying 1d6 Chaos Pixies (p.19) as prisoners.
5. Cordyceps Militaria (p.7) possessed by a Fog spirit (p.20), heading to The Ship Cemetery.
6. 1d6 Chaos Pixies (p.19) harassing Comatricha Naira (p.7) with their illusions.

MILLARIA

A town built by the myconids from the scraps of past lives

A small settlement built over the years by a community of civilized myconids. All the houses are built with a mix of found materials, old ship parts, and rotten woods. Everything is connected by tunnels, bridges, or improvised wooden hallways that branch out like roots.

1. Main House

The largest building in town, and the meeting center of the inhabitants of Millaria. When confronted with any difficult decision, the myconids gather here to deliberate and share information with their peers. Clathrus the Shaman lives on the second floor, surrounded by old roots that contain the history of his people, along with legends about the distant past and the formation of Fogheart.

Old legends and tales d6

1. A sword was made from Giant King's bones
2. Fogheart is actually a pocket-dimension
3. Some island beasts fear their own reflection
4. The fog is a punishment doled by the Gods
5. Myconids are born from lost souls
6. The Giant King lives as the tallest tree

2. Tavern

Small, warm, and humid, "*The Fog Tamer*" stands as the main source of entertainment on Millaria. Named after the legend of a mighty myconid explorer that fought his way into the fog, traveling beyond the lake to never be seen again. This establishment serves plant-based meals, weird herb infusions, and "*Gulk*", a thick, strong, and foul-smelling beverage, a favorite of the locals.

Weird foods and recipes d6

1. A gray mushroom covered in moss
2. Two stones floating on wine
3. Fermented beetroot with a side of bark
4. Suspicious-looking hummus
5. Moving algae with salt and pepper
6. Roasted onions stuffed with spicy beans



3. The Docks

Built by the first myconids that grew on the island, now abandoned after a couple of failed attempts at navigating through the fog. It is said that sometimes the Fog Spirits approach the dock, singing old sailor chants in a sad drunken voice. Acuta Clavariali has made her house under the rotten planks of wood, mainly to protect the small treasures that she has found while exploring the island.

Small treasures and trinkets d6

1. The old clothes of a sailor
2. An old drawing of a giant heart
3. A silver coin with two heads
4. An old spyglass, still working
5. 3d6 rusty old coins
6. A Barnacle-Covered Sword (p. 22)



Rumors, quests, and strange happenings d8

1. Some kind of “small flying elves” from the forest have been stealing coins and small trinkets from town. Surely they have gathered a great fortune by now.
2. Everyone fears Uprix the Wizard; rumor has it that Comatricha Naira was the subject of his experiments. He still keeps many creatures captive.
3. The fearsome beast that lives in The Forgotten Ruins seems to be gone. Maybe is time to reclaim the place and recover more missing pieces of history.
4. Weird chants that follow the rhythm of a heart have been heard coming from the cavern to the north. Some folk say the fog thickens as the chants get louder.
5. The town is built from scraps obtained in The Ship Cemetery. Sometimes weird and fancy ships end up there, even some functional ones.
6. A group of myconids was banished from town by Clathurs Ruberius for starting a secret cult. They haven’t been seen since they traveled up north.
7. As you get deeper into the forest a melancholic song can be heard coming from the tallest tree. It is said that its leaves and fallen branches have powerful magical qualities.
8. Cordyceps Militaria was acting strangely after an encounter with a Fog Spirit. He claimed to be a different person for a while and didn’t remember it after.

MYCONIDS

The weird inhabitants of Millaria, grown from bone, soil, and soul

After the fall of the Giant King and the creation of Fogheart, everything was empty, vast, and fertile. Myconids started growing from the sheer will of existence, carrying the souls of those who fought on the war, those who were consumed by the fog, or the ones from the folks that simply wandered through the lake and lost their lives to the dangers of the woods. They act as a weird and twisted reflection of humans; sometimes kind and welcoming, and sometimes horrifying and alien.



Cordyceps Militaria

HD 2, Fighter (p. 19)

- * Small townsguard, honest and transparent. Can serve as a henchman if helped.
- * Will fight anything but Fog Spirits, they haunt his dreams, calling him to the Ruins.
- * WANTS a leaf of the Tree King to wish he was taller and stronger.
- * Lives in the barracks at the edge of town.

Comatricha Naira

HD 2*, Magic-User (p. 19)

- * Small and fragile, communicates through gestures and high pitched sounds.
- * Former Urix's apprentice, they escaped from the wizard and never came back.
- * WANTS to get out of trouble or danger. WILL GIVE a spell scroll if saved or treated well (Known spells).
- * Lives at the top of the zig-zag tower.

Acuta Clavariāli

HD 2, Thief (p. 19)

- * Sister of Lentinellius, her steps don't make any sound. Soft whispering voice.
- * The living trees respect her, she can blend with their shadows and walk their lands
- * WANTS to steal back her invisibility cloak from Urix the wizard
- * Lives under the docks

What are the Myconids Doing? Roll d6

- | | |
|--|---|
| 1. Taking care of the plants around town | 4. Talking to the birds that feed on them |
| 2. Digging a sleeping pit to bury themselves | 5. Singing a song that pierces the ears |
| 3. Arguing about the drop on <i>Gulk</i> quality | 6. Offering a piece of their body as a gift |



Amanius Agaricus

HD 3, Fighter (p. 19)

- * Short and clumsy, but brave and sturdy; a decent swordsman
- * Founder of the town guard. Will protect every myconid of Millaria at all cost
- * WANTS to fix a ship to leave the island, travel beyond the mist and the lake
- * Lives in the barracks at the edge of town



Clathrus Ruberius

HD3*, Cleric (p. 19)

- * Grave and solemn, he speaks with the spirits and suffers their sorrows
- * Main Shaman of Millaria, keeper of the Myconid lore
- * WANTS to know the secrets of the Ever Beating Heart and eradicate their cult
- * Lives in the main house



Lentinelius Clavariali

HD 3, Fighter (p.20)

- * Brother of Acuta, his steps echo through the land. Loud, violent, and demanding.
- * Owner of the Tavern and the Shop, well respected and feared
- * WANTS every myconid to stay in town to keep trade and business active
- * Lives on the second floor of the Tavern

THE WIZARD'S HOUSE

Home of Urix, the ancient, fog-breathing wizard who wants to live forever

A sinister house overlooking the lake, surrounded by silent trees with pink leaves. Urix the ancient wizard lives here, sustained by breathing fog, researching beasts, myconids, and living trees, hoping to find the key to immortality. He's been here since the fall of the Giant King.

1. The gates

A wall of sharpened branches blocks the road to the house. A living vine entangled in the gate asks for proof of the wizard's presence to enter. It can be easily destroyed or burned, although that alerts Urix in his quarters.

- Following the wall into the woods leads to a tunnel into the fields, dug by starving Moss Beasts

2. The Fields

The grounds surrounding the house have been used by Urix in his experiments trying to artificially grow myconids. The soil is grey and moss-covered, and the trees are pink and soul-less. Everything stench ash and humidity.

- There are ten bags containing a bloody mess and 15 gp each, buried around the fields under large black mushrooms.
- 1d6 Myconid Aberrations (p.21) slowly roam through the plantation, looking for intruders.

3. The House

An old two-story house built over a platform overlooking the lake, surrounded by fog. The outside walls are covered with feathers, old bones, and little charms. The door is ajar.

4. First Floor

The first store holds a small living room with an unlit fireplace and a huge bookshelf. In opposites sides of the room there are a closed iron door and a staircase to the second floor. A fine mist runs eerily through the house.

- Among the books and papers on the shelf is an old and wrinkled drawing of Urix in his youth, as well as a *Detect Magic Scroll*
- In the ashes of the fireplace there is a silver amulet worth 200 gp
- The closed iron door leads to an improvised prison that holds 3 Chaos Pixies (p.19) captive.

5. Second Floor

The second store holds Urix's quarters, divided into his laboratory and his room. The rooms are separated by a dark hallway that leads to the stairs.

6. Laboratory

A large room filled with test tubes, boiling substances, and alchemical tools. Urix is here, preparing a potion that is supposed to turn Moss Beasts into hideous monsters that follow his command.

- Drinking a potion from the laboratory deals $1d6$ damage and triggers a random effect from the Magic-User 1st level spells list.
- Between the tools and materials there is a **Fallen Branch of The Giant King** (p.20) that Urix was planning to turn into a new staff.

7. Wizard's chamber

A medium room crowded with books and scrolls containing Urix work. In the center of the room, there is a clockwork-like machine with metal tubes that extend into the walls, carrying fog for Urix to breathe. In the corner, a scared Moss Beast (p.20) shivers inside a metal cage.

- Anyone who inhales fog from the machine heals $1d6$ hp, but has to save vs poison to avoid addiction.
- Urix's research contains information about extending his lifespan by breathing fog, the anatomy and behavior of the island beasts, and the birth of the Myconids from the remains of The Giant King.
- An invisible cloak hangs on Urix's chair (not an invisibility one).

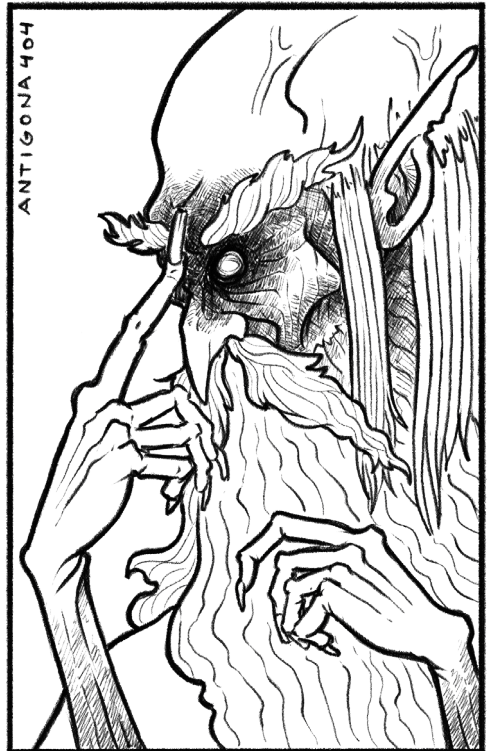
Urix, the ancient wizard

Old, rotten and undead-looking. Tries to avoid conflict with lies. Flees by any means if loosing, but returns seeking vengeance.

AC 7 [12], HD 5* (22hp), Att 1 x Psychic Pain (1d6), Rotting Grasp (1d8 (or Spell, THAC0 15 [+4], MV 90' (30'), SV D10 W11 P11 B13 S12 (E5), ML 7, AL Chaotic, XP 425, Loot: Urix's staff (p.19)

Spells: Wall of ice, Fog Cloud, Dimension Door.

Rotting grasp: Save vs poison: The wizard unveils his corrupted hand, decomposing everything it touches. Produces fast aging on a limb, incapacitating it. Can be cured by breathing fog.



THE SHIP CEMETERY

A place of death, filled with the remains of vessels from inexplicable places

Many ships have sunk in these waters, deceived by the apparent calm of the waters that surround the island. It becomes apparent at first glance that the remains of the ships present in the cemetery come from different times and places, and their passengers still dwell over the cold sand as fog spirits.

1. The beach

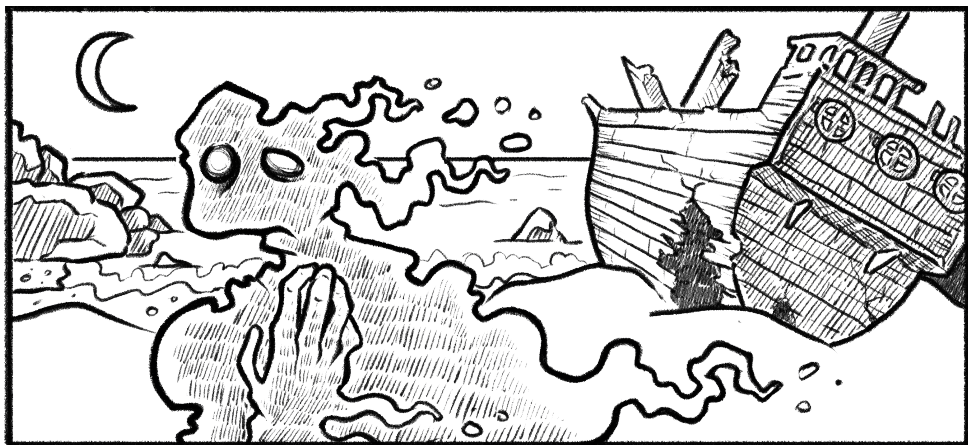
A long extension of dark and cold sand, framed by two natural rock formations. Along the beach, there are remains of old ships scattered through the sand. An old caravel called *The Bloody Heart* is stuck on the center of the shore, sinking into the sand.

- As soon as someone steps on the sand, the Fog Spirit (p.20) manifest, eerily floating over the beach, unaware of any presence unless disturbed.
- There is a cave entrance on the rocks on the north side.
- Some of the ships can be repaired with some time and effort.

2. Underwater Cave

A wide cavern partially submerged in lake water. Bioluminescent mushrooms cover the walls. In the center of the room, under the water of a small pond surrounded by different kinds of fish, there is Joozhoc, the talking skull.

- Joozhoc once was a powerful sorcerer, part of the ancient pact that defeated The Giant King. He wants to get revenge on Urix, the evil wizard that cursed him to steal his spells.
- The skull knows The Giant King is still alive in some form and thinks the party should end him once and for all.



3. The Bloody Heart

An old caravel trapped in the seashore since a long time ago. There is a rope ladder that goes up to the deck, and a hole full of eels in the hull that leads to the Captain Quarters.

- 1d4 Pirate Fog Spirits (p.20) guard the deck of the ship; they don't know they died.
- A half-closed rusty iron door leads to the Captain Quarters.

4. Captain Quarters

This portion of the ship is completely underwater and consists of a large room with elegant furniture originating from far away places. Most of the chamber is destroyed and covered in algae. In the center of the rooms, there is a hole full of eels that leads to the outside.

- In one of the corners of the room there is a small gap with fresh air.
- Captain Kirk Black, the immortal pirate lives here. He Trades the secret to traverse the fog or his Barnacle-Covered Falchion (p.22) for treasure that the Heart Cultists have accumulated in the north cave.

Searching the ships d6

1. A Giant Crab (Stats as Moss Beast, p. 20) holding a pearl (200 gp) attacks from the depths.
2. The algae seem to come alive. Save vs death to avoid being dragged to the bottom of the lake.
3. A skull wearing an old rusty helmet with two cut horns (+1 AC).
4. A heavy locked chest containing 180 gold pieces and a random spell scroll.
5. An old toolbox, covered in barnacles (Three random items from the Adventuring Gear list).
6. You bump into Acuta Clavarioli (p. 7); she was diving, looking for anything valuable.

Captain Kirk Black

A monstrous myconid, covered by algae and barnacles. Once a pirate captain and adventurer of great renown.

AC 5 [14], HD 5* (22hp), Att 1 x Falchion (1d8) or Cursed Blunderbuss (1d8), THAC0 16 [+3], MV 60' (20') / 120' (40') swimming, SV D12 W13 P14 B15 S16 (2), ML 8, AL Chaotic, XP 300

Blunderbuss: A cursed firearm that can shoot underwater (10' / 25' / 40'). 1d8 damage to a 5' square at medium range and a 10' square at long range. Roll independently.
Sea Curse: Heals 1 HP at the start of his turn; he's cursed to never leave his ship. Can only be killed if the ship is destroyed.



THE FORGOTTEN RUINS

All that remains of the ones who saw The Fall, and the creation of Fogheart

These ruins were once a temple built by the surviving members of The Pact of Mages, those who bested The Giant King and freed the forest from his tyranny. Nowadays, the temple is in ruins, overtaken by nature and barely maintaining its original structure. At arrival, all the locations are visible from the entrance (except for the Secret Chamber).

1. Main Courtyard

An open courtyard in ruins, with vestiges of walls and pillars from another time. A dry fountain stands in the center, depicting a Forest Knight holding a black sword.

- There are 1d6+1 Moss Beasts (p.20) feeding off a Myconid Aberration
- There is a hidden switch under the edge of the fountain; pressing it reveals a spiral staircase leading downwards to the Secret Chamber.

2. The Wall of History

A wall engraved with depictions of various moments of the war against The Giant King.

- First: The creation of The Pact of Mages
- Second: The grand battle against The Giant King in the middle of the lake
- Third: The Pact creating weapons and relics from the remains of The King.
- Fourth: The Pact hiding one of those items under the fountain on the courtyard



3. Beasts den

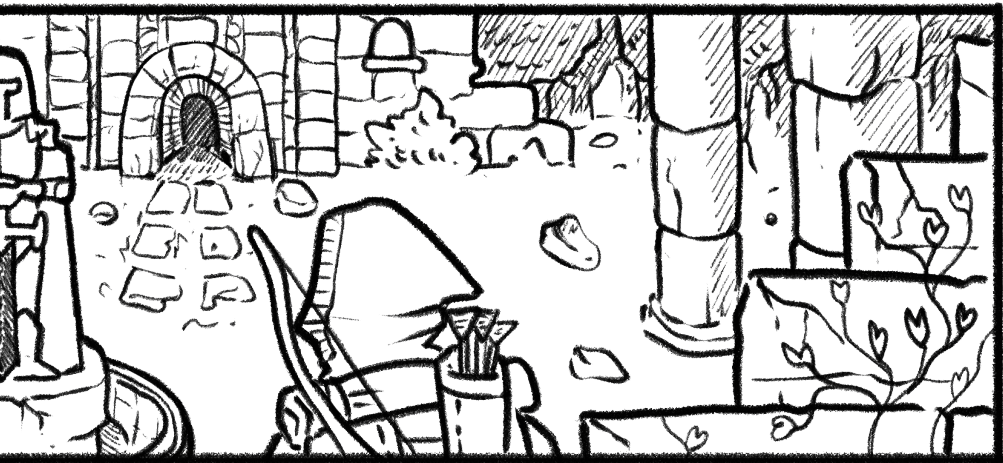
An old ruined chamber, now occupied by the moss beasts. The Fog Spirit of a ranger (p.20) is hunting for the beast that ended his life, but it seems to have disappeared from his den. In the center of the room there are 3 nest-like structures, made from twigs, vines, and dirt. The one in the center seems bigger, unoccupied, and a little burnt. Beasts seem to avoid it.

- 2d6 Moss beast (p.20) are (roll d6):
1- Fearfully trying to break a mirror
2-4 Fighting over food
5- Crying at the bigger nest
6- Sleeping, lightly snoring
- A bag with a *Light* scroll and an old history book lay on the center nest; it belongs to Clathrus Rubicrius, the myconid shaman.
- Also hidden on the nest there is the skeletal body of a ranger, holding a torch and a *Fallen Branch of The King* (p.22).

4. Secret chamber

At the bottom of the spiral staircase hidden under the fountain, there is a narrow hallway made from stone, stretching for 60 ft. The only light source is a faint glow coming from a red stone (250 gp) placed at the center of an altar at the end of the hallway. A sulfur-smelling mist flows from the end of the corridor.

- The floor and the walls of the hallway are covered in moss up until 30 ft in. From that point, the hallway seems burnt and charred.
- As soon as someone steps into the second half of the hallway, the red stone on the altar ignites the mist, creating a cloud of fire that deals 1d12 damage (Save vs breath for half)
- The magic sword known as *The Bones of The Giant King* (p.22) is resting on top of the altar, surrounded by fungi.



THE HEARBEAT CAVE

Deep inside the entrails of the island, the slowest pulsation breathes life

At the northern end of the island there is a small hill where unique species of giant plants and fungi grow. A series of cairns indicate the path to a rock archway, the main entrance of the cave (Into 1). The archway is painted with runes that make the entrance invisible to beasts (both from the outside and the inside). Following the path of glowing mushrooms to the right of the archway, there is an ancient entrance to an excavation, narrow and unstable, hidden among the bushes (Into 6).

Encountering the beast

Every time the players enter a new room there is a 1 in 6 chance to encounter Clariamasu, the leader of the Moss Beasts. The beast was lured into the cave by Clathrus the myconid shaman in an attempt to eliminate the Heart Cult.

1. The obelisk

A wide cave dimly lit by bioluminescent fungi at the bottom of a small pond along the south wall. A black obelisk covered in moss emerges from the water with an electrifying presence.

- The obelisk is carved with red pulsing runes that allow the reader to communicate with any life form for a day by taking 1d4 damage as a sacrifice.

2. The cave

A dark natural cave where sharp stalagmites hang all around the ceiling. Three raging Fog Spirits (p.20) circle the room, leaving a trail of mist.

- The walls are covered with claw marks. Broken arrows and torn clothes can be found on the floor.
- The spirits were Heart Cultists (p.20) killed by Clariamasu the beast. They will protect The Heart at all costs.

3. The burrow

An abandoned bedroom converted into Clariamasu's lair. The east wall is destroyed, opening into a small cave filled with giant fungi.

- Three myconid bodies are piled in a corner; they have crimson coats and ceremonial daggers.
- Inside the giant fungi are 3d6 Moss Beasts hatching.

4. The old halls

A tall ruined room barely sustained by old pillars. The architecture indicates that it once was a temple, now crumbling. An enormous double stone door on the east side is guarded by five Heart Cultists carrying torches.

- If a pillar is destroyed, the room will collapse.
- The Heart Cultists are trying to protect the Heart Room from Clariamasu, the beast that haunts the cave.

5. The heart of The King

A church-like chamber where an enormous slowly-beating heart hangs from the ceiling over a pool of black water, producing large amounts of fog with every contraction. Eight Heart Cultists surround the heart, chanting and throwing blood-stained coins into the water.

- Shining within the pool is a large hoard of treasure (2000 gp value) that the cultists have accumulated as a tribute.
- If the heart is destroyed the fog surrounding the island will slowly fade away. Also, the life cycle of Fogheart will freeze: All living beings will be conserved forever as long as they stay on the island, but nothing new will grow or be born.

6. Abandoned excavation

A small cave containing a small camp and rusted mining tools. The corridors are narrow, impeding the passage of big creatures.

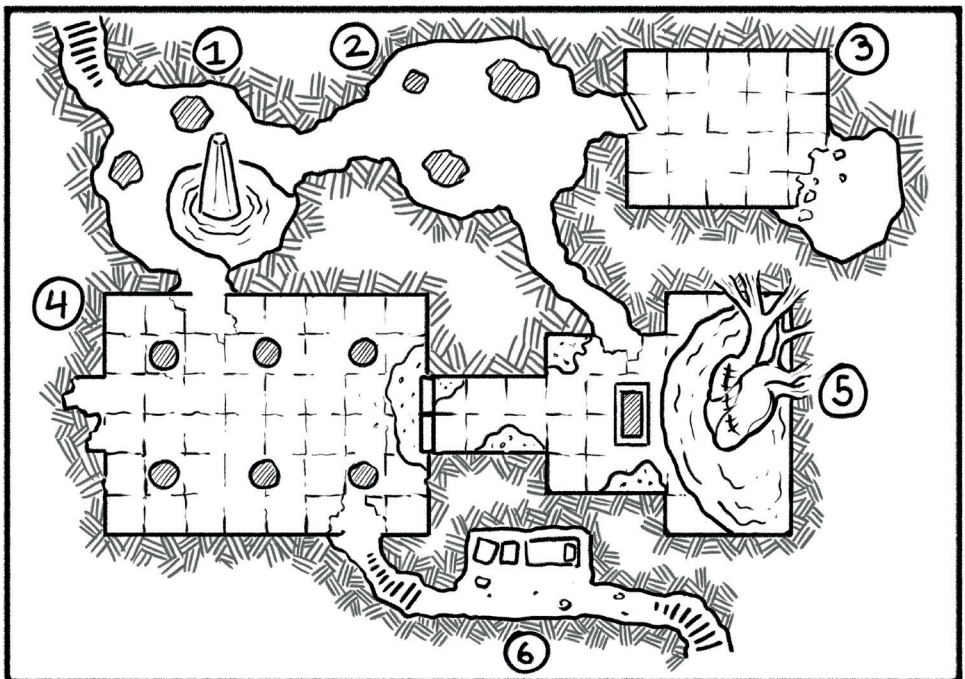
- A Jar of Blood Spores (p.22) is hidden between the mining tools.

Clariamasu, pack leader

A colossal beast, made from flesh, moss, and fungi.

AC 2 [17], HD 6* (27hp), Att 2 x Bite (1d8) or Breath, THAC0 14 [+5], Mv 120' (40'), SV D12 W13 P14 B15 S16 (3), ML 7, AL Neutral, XP 500

Breath Weapon (as a dragon, 3/day): 60' long line of thick fog. All caught in the area suffer damage equal to Clarimasu's current hit points (save versus breath for half).



THE LIVING WOODS

An everchanging sea of soul-touched trees and their long-lived king

The forest contained within Fogheart is ancient and captivating; the leaves of its sentient trees move as an eternal wave, filling the air with a cacophony of high-pitched sounds that mix with the laughter of the fairies, the most recent inhabitants of the woods. Regardless of where you enter, the forest is divided into three rings: The Silent Frontier, The Fairy Territory, and The King's Court.

Navigating the forest efficiently requires knowledge or experience; if none is present, there is a 2-in-6 chance (Odds modified by Wisdom or Intelligence) that the party advances from one circle to another. If failed, they wander in circles, exposing themselves even more to the dangers of the woods. Roll for an encounter every time the party decides to explore through the forest or advance deeper into the next ring.

Forest Encounters d_4 if advancing, d_6 if getting lost

1. A Soul-Touched Tree wants to hear a truly heroic story to allow passage.
2. The forest rejects the party, slowly attacking with torn vines (1d6 damage).
3. A glowing deer walking in the distance. He leads the party into a random location of the island.
4. 1d6 Chaos Pixies (p.19) disguised as myconid explorers. They lure the party into a trap.
5. 1d8 Soul-Touched Trees (p.21) mistake the party for disguised fairies they are "chasing".
6. 2d6 Chaos Pixies (p.19) riding a Moss Beast (p.20), aggressively looking for mischief.

1. The silent frontier

As you enter the forest, the world outside its limits seems to fade away, blurred by the hypnotic sound of the leaves and the softness of the ground. A sweet and pleasant smell is always present. 1 of 6 trees here is soul-touched.

First ring landmarks d_4

1. The abandoned cabin of an old woodsman covered in sleep-inducing flowers.
2. The undead body of a myconid fused with the roots of a tree. They don't get along very well.
3. A 30ft pit in the middle of a clearing. There is a jar of blood spores (p.22) in the bottom.
4. A stone monolith completely covered by butterflies. The rusted armor of a knight lays at its feet.

2. Fairy territory

The middle portion of the forest is twisted and dream-like, infested with Chaos Pixies (p.19). They have stored their stolen treasure in a series of small villages among the branches of the trees (3d6 Chaos Pixies on each one), although they are only visible to small creatures. The pixies don't have any kind of leadership, but they all share the desire to pull a prank on The Tree King and will reward with favor anyone who achieves it. 3 of 6 trees here are soul-touched.

Second ring landmarks d4

1. A twisted dead tree shaped like a hand. A miniaturizing apple dangles from each finger.
2. A pond where the speaking birds gather. The reflection of the water shows a truth about oneself.
3. A small hill with three stone heads on a circle. Their mouths are filled with bees.
4. Coming out of a tunnel of branches, the forest is turned upside down.

2. The King's court

At the center of the forest, where the outside world turns into a vague memory, the king's court stands in a small clearing where the sun bathes the leaves of the trees. The Tree King, a massive ancient tree that stands over the grove, welcomes every traveler with pure intentions. The twelve Soul-touched trees (p.21) that surround him, on the other side, are wary of strangers, whispering rumors and shaking their leaves in disgust. Every tree is alive in this circle, and some can even walk on their roots.

- * The Tree King will offer one of his own leaves to every member of the party if they find a way to drive the fairies out of the forest. Whatever it takes.
- * All the trees here are soul-touched

The Tree King

The first tree of Fogheart, slow and calm, but sharp and cunning.

AC 4 [15], HD 6+2 (30hp), Att 1 X
Roots or Earthquake (1d10), THAC0
15 [+4], MV 0' (0'), SV D10 W11 P12 B13
S14 (6), ML 10, AL Lawful, XP 650

Roots: A 20' radius in a 80' range is entangled with roots. Save versus spells or lose movement for 1 turn and suffer 1d6 damage. If the save succeeds, lose half movement.

Control plants: The King is able to communicate with plants and control their actions.

Control Weather (as spell): Calm, Fog or Rain at will.

- * The Tree King is One of the bearers of the Giant King's soul, barely remembers his past life as the ruler of the forest.
- * His fallen leaves can be used to make plants grow unnaturally fast and big.

BESTIARY

Acuta Clavariáli

Sister of Lentinelius, her steps don't make any sound. Soft whispering voice.

AC 6 [13], HD 2 (9hp), Att 2 x Whip fingers (1d6), THACo 19 [0], MV 90' (30'), SV D13 W14 P13 B16 S15 (T1), ML 8, AL Chaotic, XP 20

She always carries a random Small treasure or Trinket (p. 6).

Amaníus Agarícus

Short and clumsy, but brave and sturdy; a decent swordsman.

AC 2 [17], HD 3 (13hp), Att 1 x Sword (1d8), THACo 18 [+1], MV 90' (30'), SV D12 W13 P14 B15 S16 (F1), ML 9, AL Lawful, XP 35

Chaos Pixie

Tiny winged humanoid with a taste for mischief.

AC 3 [16], HD 1** (4hp), Att 1 x Claws (1d4) + Steal or Miniaturize, THACo 19 [+0], MV 90' (30') / 180' (60') flying, SV D12 W13 P13 B15 S15 (E1), ML 7, AL Chaotic, XP 16

Visual Illusions: The Chaos Pixie can produce minor visual illusions and effects at will (harmless).

Steal: The Chaos Pixie has a 2-6 chance to steal an item from his target backpack.

Spells: Miniaturize

Clathrus Ruberíus

Grave and solemn, he speaks with the spirits and suffers their sorrows.

AC 6 [13], HD 3* (13hp), Att 1 x Staff (1d4) or Spell, THACo 19 [0], MV 90' (30'), SV D12 W13 P14 B15 S16 (F1), ML 9, AL Lawful, XP 50

Spells: Fog Cloud, Cure Light Wounds.
Control plants: Clathrus is able to communicate with plants and control their actions.

Comatrícha Naira

Small and fragile, communicates through gestures and high pitched sounds.

AC 6 [13], HD 2* (9hp), Att 1 x Spell, THACo 19 [0], MV 90' (30'), SV D13 W14 P13 B16 S15 (MU1), ML 5, AL Neutral, XP 25

Spells: Charm Person, Invisibility, Miniaturize

Cordyceps Millitaria

Small townsguard, honest and transparent. Can serve as a henchman if helped.

AC 2 [17], HD 2 (9hp), Att 1 x Spear (1d8), THACo 19 [0], MV 90' (30'), SV D12 W13 P14 B15 S16 (F1), ML 8, AL Lawful, XP 20

Fog Spirit

An incorporeal spirit. Appears as a humanoid body of mist.

AC 3 [16], HD 2** (9hp), Att 2 x Sharp Condensation (1d6) or Possession*, THAC0 19 [+0], Mv 120' (40') flying, SV D10 W11 P12 B13 S14 (4), ML 8, AL Neutral, XP 30

Fog Form: The fog absorbs half damage from non-magical attacks.

Possession: Save vs death to avoid the spirit entering the body. If possessed, the spirit can take momentary control of the body to try to complete a pending task. If the vessel promises to help the Fog Spirit, they will cooperate and won't try to take control forcefully. You can save to resist this effect every sunrise.

Heart Cultist Myconid

A cloaked myconid, shadowy and determined.

AC 6 [13], HD 2* (9hp), Att 1 x Dagger (1d4) or Spell*, THAC0 19 [+0], Mv 90' (30'), SV D11 W12 P14 B16 S15 (C1), ML 6, AL Lawful, XP 25

Spell: Cause fear.

Fog Spirit Incomplete Task d4

1. Collect their sunken remains from The Ship Cemetery and give them a proper burial
2. Confess to their one truly loved, who's now a living tree deep within the forest
3. Burn the nest of the beasts who ended their life on The Forgotten Ruins
4. Get drunk on "Gulk" one last time at The Fog Tamer, on Millaria

Lentinelus Clavariali

Brother of Acuta, his steps echo through the land. Loud, violent, and demanding.

AC 3 [16], HD 3 (13hp), Att 1 x Hammer (1d8), THAC0 19 [0], Mv 60' (20'), SV D12 W13 P14 B15 S16 (F1), ML 8, AL Neutral, XP 35

Moss Beast

Canine and elongated. Lurks in the shadow, tries to ambush.

AC 7 [12], HD 2+2 (11hp), Att 1 x Bite (1d6), THAC0 17 [+2], Mv 180' (60'), SV D12 W13 P14 B15 S16 (1), ML 6 (8 in larger packs), AL Neutral, XP 25

Hunter: Tries to drag his victims away from their group, back to his lair, or into his pack.



BESTIARY (Cont)

Myconid Aberration

Weird and swollen mass of muscle-like fungus, barely humanoid. Afraid of fire, explosions, and their own reflection.

AC 5 [14], HD 4 (18hp), Att 1 x Slam (1d8) or Fungi Curse*, THAC0 16 [+3], MV 120' (40'), SV D12 W13 P14 B15 S16 (2), ML 7, AL Neutral, XP 50

Fungi Curse: Save vs poison or moss and fungus start to grow from under the skin. Will turn into a myconid in 2d6 days if not treated or dispelled.

SPELLS

You can decide to either add these unique spells to the Magic-User spell list as level 2 spells, or keep them as special effects produced by the scrolls and magic items found throughout this adventure.

Fog Cloud

Duration: 1 turn

Range: 60'

A thick cloud of fog emerges from the location chosen.

- **Area:** 10' radius per caster level.
- Visibility within the fog drops to 10'. Affects normal as well as infravision.
- The fog can be dispersed by wind.

Soul-touched Tree

A living tree, wise and slow living.

AC 4 [15], HD 2+2 (11hp), Att 1 x Roots, THAC0 17 [+2], MV 0' (0'), SV D12 W13 P14 B15 S16 (2), ML 8, AL Lawful, XP 25

Roots: A 20' radius in a 80' range is entangled with roots. Save versus spells or lose movement for 1 turn and suffer 1d6 damage. If the save succeeds, lose half movement.

Control plants: Clathrus is able to communicate with plants and control their actions.

Miniaturize

Duration: 6 turns

Range: 60'

Save vs Spells or be miniaturized: you and your possessions get reduced to the size of a mouse.

- All physical damage caused by a miniaturized creature is halved unless confronting a similar-sized creature.
- The movement speed of a miniaturized creature is halved.
- A miniaturized creature can hide with a 3-in-6 chance of success.

MAGIC ITEMS

Urix Staff

Staff (d4), 4 charges

- A long white branch, dried by the sun and eroded by the sea.
- Spend 1 charge to make it rain or clear the sky in the area.
- Spend 2 charges to cast *Shield* or *Mirror Image*.
- **Recharge:** Leave the staff resting for a day and a night in the middle of the mist. At the end of the ritual, bury a silver object in the same place.

Barnacle-covered Falchion

Sword (d8), 4 Charges

- An old rusty sword that always smells like fish.
- Spend 1 charge to send a message through a willing marine creature.
- Spend 2 charges to manipulate a small body of water into any shape.
- **Recharge:** Go fishing.

Fallen Branch of The King

Single use

- If broken, sleeping gas fills the air (Save vs spells).
- If burned, the fire keeps evil creatures at bay (Test morale).
- If buried, a soul-touched tree grows in 1d6 days; he will know the answer to the first question presented to him.

The Bones of The Giant King

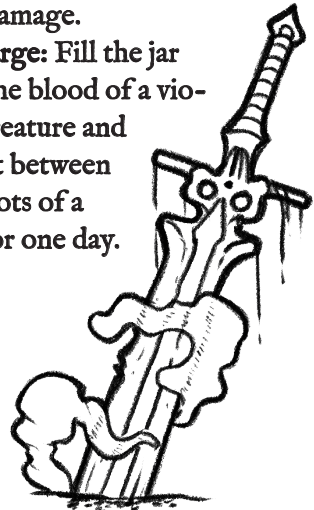
Sword (d8), 3 charges

- An ancient sword made from bones black as the night.
- The wielder can take 1d4 damage to add that same amount to an attack.
- Spend 1 charge to cast *Fog Cloud*.
- **Recharge:** Kill something ancient and powerful with the sword and bury their remains in a holy place

Jar of Blood Spores

1 Charge

- A jar filled with a handful of small crimson-red spores
- When opened the spores quickly disperse through the air. If inhaled they crawl through the victim's body, producing a strong general bleeding and dealing 1d10 damage.
- **Recharge:** Fill the jar with the blood of a violent creature and bury it between the roots of a tree for one day.



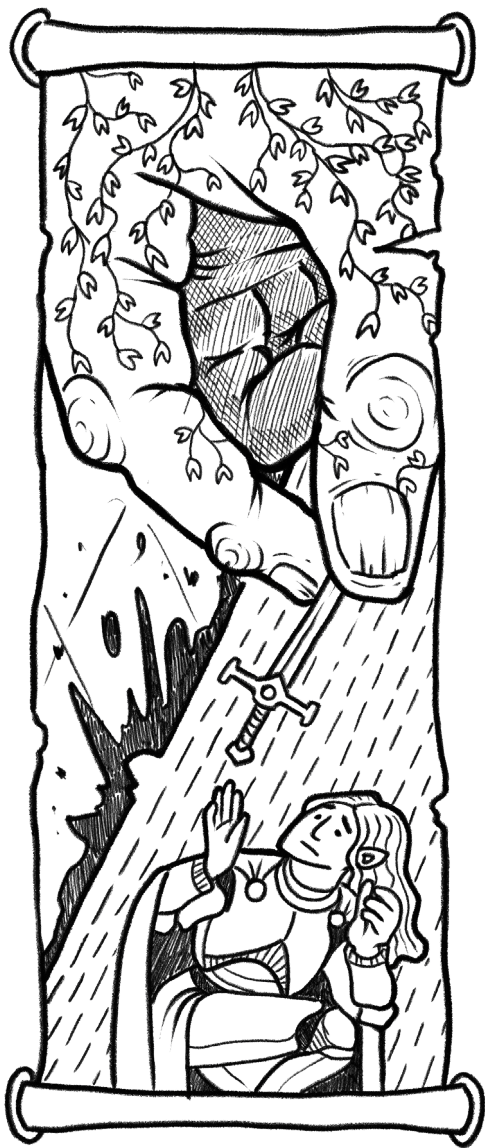


Concluding the adventure

Fogheart: The Torso of The Giant King is an open-ended adventure and therefore it doesn't have a predetermined outcome. Depending on the player's approach to the different factions and threats of Fogheart they can end up with different allies and enemies. I invite you to build upon the consequences of your player's actions: If they decided to kill the Giant King's Heart; How does this affect the forest ecology? Perhaps the inhabitants of Millaria will dare to explore beyond the confines of the island once the fog is no longer an obstacle, even accompanying the group. Go wild with the possibilities, but make sure that the decisions of your players leave a mark in the world.

And most importantly, have fun.





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*The only island that stands
in the middle of The Black Lake,
grown from the remains
of the ancient Giant King*

Fogheart: The Torso of The Giant King is the first installment in a series of modular adventures that revolve around the scattered remains of an ancient creature that once ruled over the forest. You can use them separately, or combine them into a bigger campaign setting that develops all over The Forest, a place full of mystery and forgotten magic.

In this zine you'll find:

- A mysterious and compelling **lake island**
- Six distinct **locations** to explore
- Six unique **myconid folks** to interact
- Ten new **creatures** to fear
- Five original **relics** to expand your toolset
- One morally questionable **wizard**
- Lots of **fog and fungi**

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