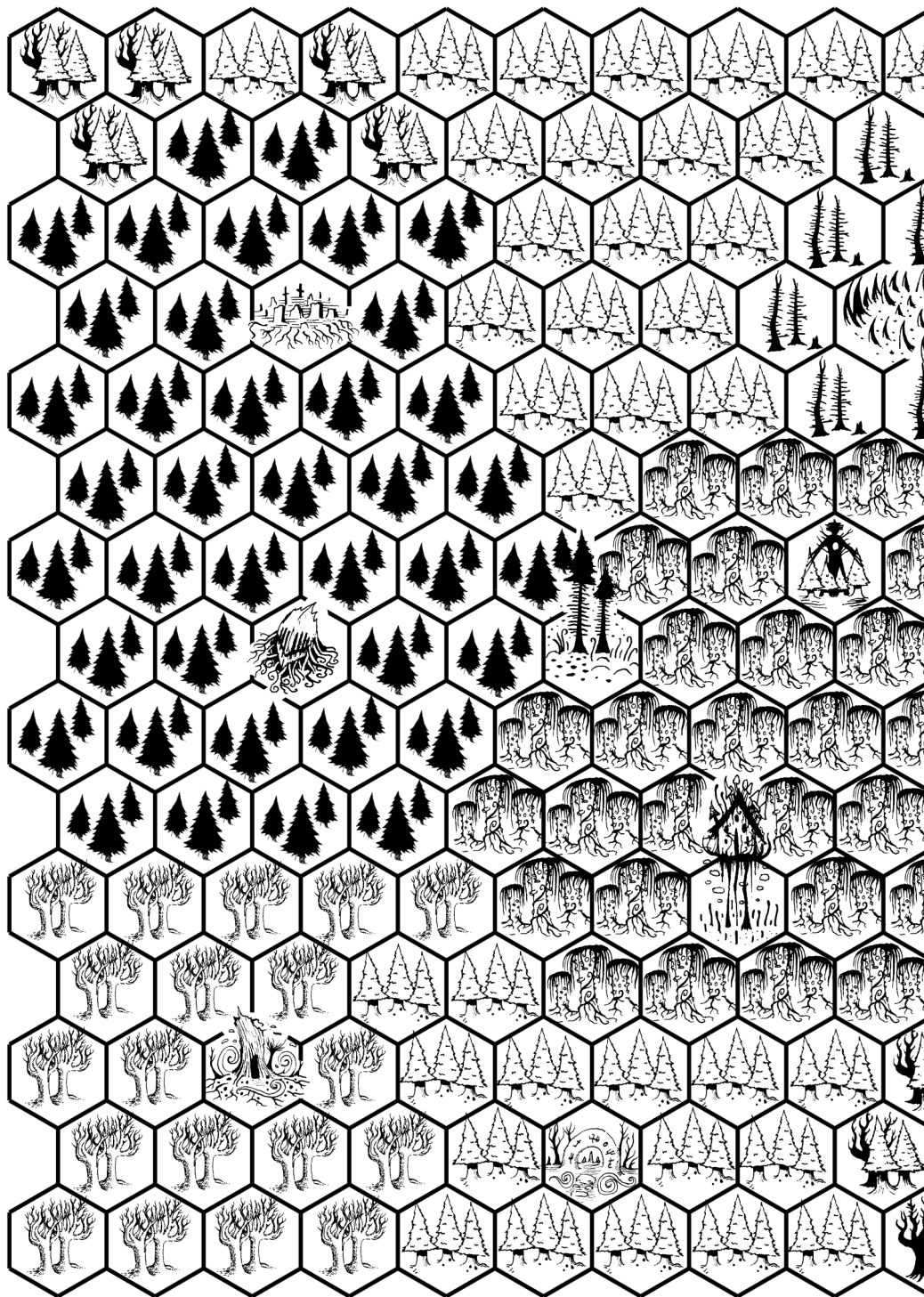
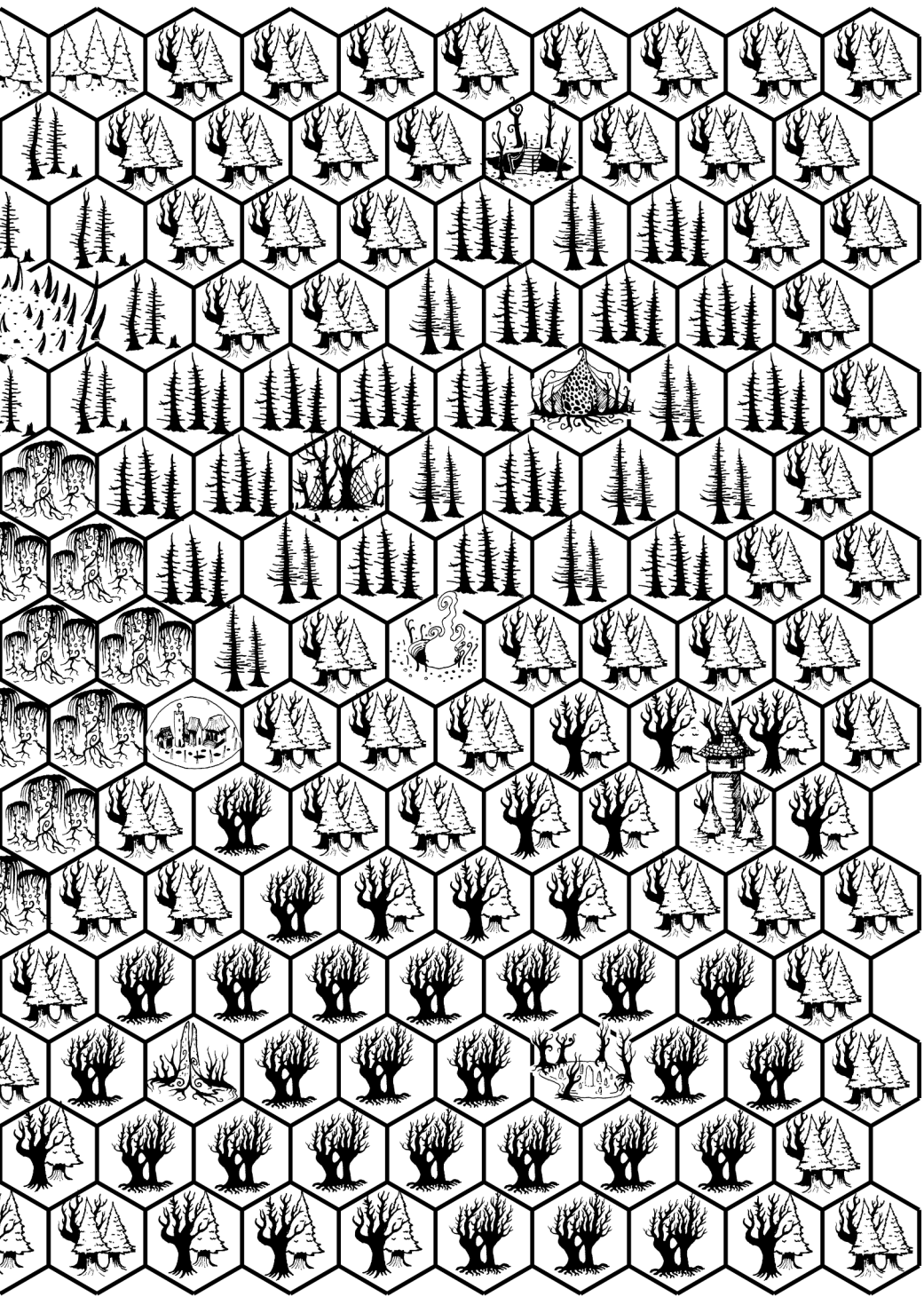


THE TOXIC WOOD



A Corrosive Hexcrawl Adventure





Intro

The Toxic Wood is a deadly wilderness adventure into a mutated ecosystem, designed for Old School Essentials. The players will be told that an arcane distress signal from the residents of a small town called Mugwort has reached a secretive council of wizards, who have hired them to conduct a rescue mission. These wizards are actually dead and it is their murderers - a group of inter-dimensional hunters known as the Order of Six Circles - from the shadow plane who sent the message. They are stealing the wizards' identities to use the players as proxy to capture a prisoner who escaped from their castle of darkness into the hazy, luminescent wood.

Read Aloud to players

You have been hired by a secretive council of wizards, who refuse to meet in person with you, to rescue the survivors of Mugwort - a town which was thought to have been destroyed and lies deep within The Toxic Wood. The Wood is corrosive and the air is not safe to breath there, so the wizards have given you a magical orb which will create a safe dome of air around you. The orb must be fed with fuel containing life force to continue operating properly. They have also gifted each of you a less effective necklace which will create a temporary small bubble of clean air around your head as an emergency measure. The Wood became noxious a couple of years ago after a dragon known as Ion moved in. You will have to navigate to Mugwort without Ion noticing if you are to conduct a successful evacuation.

Play Style

You should run these locations in whatever play style you prefer, but they were originally designed for an old school style of play where the following points are assumed to be true:

1. Players are free to explore the hex map in any order they choose, (see end of PDF for printable player versions of the map) setting their own goals with no need to follow a specific plot arc or outcome. **Players can fully explore 1 hex per day, or travel 3 hexes in a day.**
2. Players receive no experience points from killing the monsters of the Wood, and instead gain experience from finding treasure, making discoveries or completing objectives they create for themselves or that they accept from NPCs.
3. Monsters will not be balanced to player level, but the GM will communicate which areas of the Wood are more mutated and hence more dangerous
4. Wherever it would add more interest, players and the Game Master will interact and describe game play to each other instead of rolling die checks.
5. The game is dangerous; player death is very possible and healing is very limited.
6. There is a focus on resource management. Resources such as rations, light sources, water and fuel for the air orb are being tracked by the Game Master and players. There are consequences for running out.
7. Players coming up with clever and creative solutions to problems is encouraged and rewarded. Meta gaming and roleplaying are both encouraged.

The Toxic Wood By Lazy Litch

Editing by Tansy. Thanks to: all my backers, the MAMR people, all the people who participated and organized Zimo for all the support, as well as everyone at Necrotic Gnome for creating OSE

 The Mysterious Bridge	 Witch's house	 Abandoned Tower	 The Demon Core
 The Ladder Trees	 Mugwort	 The Split Stone	 The Vine Knight
 First Sister's Lair	 Silver Pool	 Redcaps' Lair	 Meteor Crash Site
 Second Sister's Lair	 Ion's Lair	 Graves	 Portal Stone

Toxicity Level

Different areas of the Wood are more or less toxic than others. Use this scale as a reference for how much fuel players must use per day to survive. The toxicity level also corresponds to how dangerous this part of the Wood is, which should be communicated to the players



The Dying Ashwood

This section of the forest is silent, charred, dead and leafless. Red sap bleeds from the trees and hot ash dust swirls in the air.



- 1 Half Life Ghost
- 2 2 Gneiss Statues
- 3 Ion's Cultists
- 4 One of the Sisters

The Lavender Wood



This section of the forest floor is carpeted in a thick layer of 9 foot tall lavender that emits a low humming noise.



The Mutated Core



The center of the Wood. Trees have mutated into giant mushroom like pillars with glowing green vines crawling with alien insects.



- 1 2 Fungi Abominations
- 2 4 Mutated Druids
- 3 Ion's Cultists
- 4 Re-roll (if rolled twice: Ion)

The Redcap Wood



This section of the Wood is covered in dark green moss and is far less mutated than the rest. Large old oaks grow aplenty, some animals survive.



The Spore Wood

This bright section of the Wood is thick with a cloud of yellow spores. Disturbing the vegetation releases more spores into the air.



- 1 Spore Consciousnesses
- 2 Fungi Abomination
- 3 Mutated Druid
- 4 Tortured Tagent

The Everdark Wood



The trees here have grown unnaturally tall due to mutation and shade out nearly all light. Growing pain creaks echo in the darkness.



Icy Thicket

This section of the forest has a frosty micro-climate. Thick clouds swirl overhead, occasionally raining down heavy hail.



- 1 Mutated Druid
- 2 Mutated Dwarves
- 3 Half Life Ghost
- 4 Tortured Tagent

- 1 Gneiss Statue
- 2 Mutated Dwarves
- 3 Fungi Abomination
- 4 Random Plant

Backgrounds

are an optional addition to aid role playing. Assign one to each player before starting play. These motivations must remain a secret and each player must also be instructed to invent a cover story to keep their real intentions a secret. Tell them the general area that their objective is located in the forest. The ultimate goal is to create a situation where characters' conflicting agendas cause conflict because everyone desperately needs to head in a different direction but cannot because they are all stuck in the same small clean air area generated by the orb together. They must then negotiate or come up with creative solutions.

1 **The Order's Spy:** This character's objective is to always act as an inconspicuous advocate for the "wizards'" agenda to keep the party on task with the rescue mission. They gain 2 additional emergency bubbles and have been promised a higher share of the reward once the mission is complete. This character is paranoid about fuel for the orb running out.

2 **The Demon Core Architect:** This character was commissioned by the Order to work on the Demon Core, but were later dismissed. Their rogue objective is to deactivate the Core. They know the two hemispheres need to be separated to deactivate the Core, and gain 1 scroll of Locate Object.

3 **The Astronomer:** Objective is to get to the meteor crash site as quickly as possible. Discovered dead alien biology at previous crash sites. This character gains a silver vessel for taking samples and one +1 magical pickaxe (Wood's toxins won't corrode it). Fears ridicule from astronomer peers. Wants the fame from an important discovery.

4 **The Wizards' Rival:** This character suspects the wizards have ulterior motives with the mission. Disguised themselves and changed their name to get hired. Wants to obtain whatever it is that the wizards want and take it instead of bringing it back to them. Gains 1 potion of Invisibility (10 minute duration). Is not aware that the wizards have been murdered.

5 **The Dragon Researcher:** Objective is to get a sample of Ion's dragon scales. This character most of all fears leaving the woods without encountering the dragon. They gain an amulet of Protection from Breath Weapons (+3 on saves, no damage on success & half damage on fail).

6 **The Mushroom Witch's Assistant:** Objective is to lead the players to the Mushroom Witch to assist her in her efforts. Has a 25% chance of being able to identify plants. Is not aware the Witch has been captured.

7 **The Vine Knight's Child :** This character has been searching for their father for a long time. They found a rumor that he was last seen entering the forest, and was a famous knight. They gain his amulet (given to them as a child) which confers +2 AC and +3 hp.

8 **The Evil Botanist:** This character wants to collect samples of as many deadly plants as possible to clone and sell to the highest bidders. They gain 2 vials of Antitoxin and one poison salve. Fears ghosts.

9 **Exiled Mugwort Resident:** Is shocked that the village survives. Wants to get back as soon as possible to see who has lived and rescue them. Is terrified that everyone will be dead already. Gains a rare scroll of Mass Healing to help the townsfolk (10ft radius 1D8+1 hp).

10 **The Investigator:** This character suspects that the wizards have been killed by the Order of Six Circles, and wants to reach the abandoned tower to prove this. Fears the Order discovering their true identity. Gains a scroll which creates a magical dome of sanctuary that enemies cannot pass through (missiles and spells cannot be shot out from inside, lasts 1 hour, 50 hp damage will break it).



The Orb

The “wizards” have sent the players a magical orb in a parcel along with six vials of glowing green fluids labeled ‘fuel’ and instructions. Once fuel is poured onto the orb, it will create a hemispherical magical field with a radius of 10 feet. Players can exist safely in this area of fresh air during their time in The Toxic Wood. Venturing outside of it will quickly result in mutation and death. The orb must be fed units of fuel every day to continue functioning. The amount of units of fuel required ranges from 1 to 3, determined by the toxicity levels in the location players are exploring (as detailed on the previous page spread). Also inside the package is one ‘emergency bubble amulet’ for each player. If the orb smashes by taking 25hp of damage, it will cease to function. It is possible to extend the fresh air area by an additional 10ft radius for 1 hour at the cost of 1 unit of fuel per 10ft. The vials of fluid that the wizards provided equal 2 units each. Additional sources of fuel are detailed below. The instructions maintain that players are entirely safe inside the magical field; this is not true. Mutation and sickness will slowly set in. Also included in the parcel were 10 scrolls of Purify Food and Water.

Emergency Bubbles

As a last resort measure, players can activate these amulets to create a bubble of fresh air around the character. These will last 3D10+5 hours. The bubbles will begin to crack in their final hour of use. Each amulet is one use only and cannot be refueled. Players will still take 1 hp of toxicity damage every 5 hours and move up 1 level on the toxicity sickness scale every 10 hours.

Toxicity Sickness

Lvl 1: Weakness, -3 to Constitution

Lvl 2: Nausea, -1 to all rolls

Lvl 3: Migraine, -3 to all saves

Lvl 4: Plants sprouting from skin

Lvl 5: Roll on random mutation table

Fuel Sources

The orb will disintegrate magical objects it comes in contact with and absorb their power.

Magic scrolls = 1 unit per level

Life force (6 hp) = 1 unit

Fuel pod plants = 1 unit

Magical monster cores = 1/2 unit

Wands/staffs = 2 unit

Magical weapons = 3 unit

Magical armor = 5 units

4 Spells = 1 unit

Dragon scale = 1 unit



Rumors - Each player starts with one

- 1 A bard sang a tale of cursed twin sisters who were banished to the Wood an age ago. Once they collect 100 souls they will be able to leave (true)
- 2 An innkeeper told you that Mugwort folk caused the Wood to become toxic from growing magical plants and so shouldn't be rescued (false)
- 3 A jester confided in you that he had a vision when drinking alone that something would soon fall from the moon into the woods (true)
- 4 A carpenter yelled at you that she did repairs on buildings in Mugwort, and that there is no way that small town survived; the message from the survivors did not come from them, it's a trap (false)
- 5 A doctor nervously passed you a note before disappearing that warned you to not accept the job and that the wizards' orb does not entirely filter all toxins from the air (true)
- 6 A beggar whispered to you, "A witch lives in the woods. If you go there you should find her. She will know what to do." (true)
- 7 A member of the fighter's guild tells you they lost a member who stole all their gold, suddenly ran to the Wood one day (true - one of Ion's cultists)
- 8 A sage tells you that in ages past, people would travel from far and wide to visit a temple of an earth goddess in the Wood (true)

Random Mutations & Complications

- 1 Grow an extra arm, +1 attack. However, Mutated Druids can control these arms, causing players to fight themselves
- 2 Glowing green spores take root in player's eyes, allowing the Demon Core to see through them. Sometimes the player will see through surfaces like an x ray.
- 3 Parasitic plant grows into player's spine. It needs minerals to survive; the player must now eat metal every day such as from coins, armor, weapons etc or take 1D6 damage. The player's skin will harden, gaining -1 AC every 3 days (max -4 AC)
- 4 Painful, rapidly growing boils that pop every day for 1D3 damage
- 5 Plant stem growths which heal the player 1D3 hp per day through photosynthesis
- 6 A Temporal Tuber growing in the player's chest. Every combat encounter, there is a 50% chance the player will phase out of existence for 2 rounds
- 7 Player's flesh turns green, limbs grow longer and spine re-arranges so they need to crawl to move. 50% chance mutant creatures will mistake them for one of their own and be uninterested in attacking
- 8 Patches of skin mutate into giant flower petals, making the player more vulnerable to attacks, 5 to total max hp score
- 7 Seeds take root in player's muscle tissue causing -3 to their strength ability modifier and -2 to all attacks
- 9 Player turns bright red, skin cracks and becomes allergic to metal. Needs an additional fuel in the fresh air orb per day due to damaged lungs to stay alive
- 10 Infant Fungi Abomination grows on player's back, fused to their nervous system. It will suddenly detach after 4 days at an ideal time to eat the player
- 11 Player will grow 1 foot a day, flesh turn purple and twist monstrously. Will gain an insatiable appetite and the ability to sniff out Rune Fruit. Will become increasingly paranoid from their consumption, begin to think other players are causing their twisted condition, and start to think of the mutant wood as good
- 12 Small hivemind of insects infects player's jaw, eating their tongue and speaking for them when they try to speak. The insects speak in cryptic lies and try to convince the players to get into a confrontation with Ion. Their goal is to infect the dragon so they can use Ion to gain power and an uprising of parasites throughout many kingdoms

Plants



1. Cursed Fern - This glowing green plant will curse any item that touches it. Weapons will become -3 to hit. Armour will become brittle and break apart when hit. Rings and jewelry will lose all powers and disintegrate. Scrolls, potions, wands and other magical devices will explode for 1D4+1 damage in a 10foot radius.



2. Fuel Pods - These translucent gelatinous pods contain a purple flame and smell metallic. Players will find 1D6+2 every time this result is rolled. They can also be thrown and will break and cause purple fires on impact for 1D6+1 damage. The fuel can only be used for the fresh air orb. It will not work for emergency bubbles.



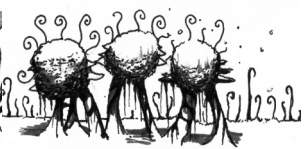
3. Energy Consuming Flower - This 3ft tall shadowy flower absorbs magical energy through a mutated mouth growth. With every spell or unit of fuel it absorbs, it will charge. After 8 charges the flower will implode. It can be uprooted and used to absorb incoming spells. If broken before 8 changes, they will unleash a lightning bolt.



4. Regeneration Plantain - A patch of these red, eyeball-covered leaves can be placed on skin and will fuse wounds closed. The eyeballs and a bright red patch will remain on the skin in place of the wound. Each leaf will heal 1 point of damage. A patch will contain 2D4+1 leaves.



5. Toxic Gas Vents - These blue, fibrous growths are responsible for the corrosive air of the wood. Even with the fresh air orb, getting near these vents will dissolve 1 random metal item per player. Characters will need to make a death or poison saving throw or be overcome with horrific hallucinations for 2D4 hours.



6. Fungi Outposts - These 8ft tall silver growths track movements in the Wood for the Mushroom Witch. If damaged, they will release sleep spores (save vs spell or sleep for 2D8 hours). The Witch's house will track players down if they encounter an outpost, stopping and becoming stationary in-front of them.



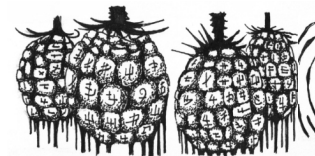
7. Giant Phase Tree - A chaotic monstrosity teleporting around the Wood. It appears with a thunderous crash. Roll vs death or take 1D2 energy damage. It will target red rays onto each player present. These have +2 to hit and do 1D2 damage. The tree will phase away in 1D6 rounds. Each time the tree appears, upgrade the damage die size.



8. Skull Fruit - On freely moving branches, these fruits spy on all movements in the Wood and feed the information through the Nodal Network back to the dragon, Ion. If the players are spotted by one, the dragon's cultists will be dispatched to the location immediately to hunt down the players and capture them, dead or alive.



9. Unstable Tall Grass - Players must make a decision to walk through the grass or change the direction they are headed. If they walk through it, each player rolls 1D3. The result is how many random items on their character are affected: on a 1 the item melts, on a 2 the items transform into random other items, on a 3 the items become combined.



10. Rune Fruit - These yellow fruits grow from long vines which drape from far above in the canopy. Dark, arcane runes grow on their flesh. This is the only food source in the Wood that is safe to eat. Each fruit is one ration and they are found in groups of 1D8. Side effects include hallucinations, insomnia and increasing paranoia.



11. Parasitic Bulb - Shoots needles in a 15 feet radius. Save vs poison. If the save is failed, the needle will graft itself to the player (6 damage to cut out). Players will then need to eat 3 rations a day to feed themselves along with the growing parasite or begin to starve. Starvation causes cumulative -2 to all rolls per day.



12. Nodal Network Cluster - A chiming noise can be heard around this blood-red network of fungi. It spans the entire Wood. At cluster points, players can hear and communicate with one random hex location. If a cluster is damaged, the network will refuse to transmit for the players in future, and alert nearby creatures to their location.



Enzo the Enchanter

The wizard of Mugwort, he has developed a crippling fear of The Toxic Wood and has become delusional about the ability of the remaining villagers to survive. He will not leave the magical barrier which is protecting the village from the toxic air outside.

What Does He Want?

To keep all the villagers inside the air barrier and create an isolated self sufficient colony that subsists off of a new form of magical gardening he has invented.

What's He Doing Now?

1. Casting a spell on a mutated potato patch, while looking very worried
2. Hosting a town festival with a magical music box, that nobody is attending
3. Writing 'five year plan' letters to each of the three groups of survivors for the tenth time

AC 9 [10], **Hit Dice** 3 (9hp)

Attacks 1 × spade 1D4, **THACO** 19 [0]

Movement 60' (20'), **Saving Throws** D13 W14 P13 B16 S15, **Spells:** *Shield, Sleep, ESP, Web*

The Prisoner

Morgan is an escaped inter dimensional convict. The real reason that the Order of Six Circles masquerading as the wizards hired the players to rescue the survivors of Mugwort was with the intention of capturing this elf. Morgan is a skilled blacksmith who makes magical weapons and armor for bidders on the black market. He has befriended Ion and hides in the dragon's lair. Morgan has a magical air filter mask, but he is starting to mutate.

What Does He Want?

To keep a low profile and remain undiscovered. He fears the Order and being brought back to the dungeons in the castle of darkness.

AC 2 [17] **Hit Dice** 6 (28hp)

Attacks 1 x +2 sword (1D8 +2 damage) **THACO** 17 [+2]

Movement 90'

Saving Throws D10 W11 P11 B13 S12

Spells: *Charm person, Read magic, Wizard Lock, Clairvoyance, Lightning Bolt, Invisibility*

Items: 1 potion of healing, 1 vial of poison, 1 portal finding compass

If players...

Then this will happen

Kill Ion

The toxicity will continue to spread since the real source is the Demon Core. Players will become celebrity dragon slayers if they bring proof to the surrounding villages. Thieves and bands of bandits will flock to steal their treasure hoard. Crafts people will overwhelm players with offers for commissions.

Save the villagers without the prisoner

The "wizards" will lie to the players through the orb, telling them there is a "chosen one" who should be among the villagers and must be somewhere else in the Wood. They have seen in a prophecy that if the chosen one is not brought with the villagers, all will perish while escaping.

Capture the prisoner

The "wizards" will tell the players this "chosen one" has been bewitched with false memories by the dragon. He will become a king who will unite the kingdom and bring an age of peace. They are now waiting outside the Wood with treasure for the players in exchange. The Order of Six Circles will be waiting in disguise as wizards with a chest of 9000 gold pieces.

Take a plant or creature outside the Wood

Once in a new area, one of the Demon Core's tangent thoughts will break off from the mutation and start mutating the new area rapidly. The Toxic Wood and this new area will link up, spreading across the land faster.

Capture a cultist

None besides 'The Mage' will talk. The other cultists will regroup and launch a counter attack with monsters.

Kill the Mushroom Witch

All work on anti mutation will cease. The forest mutation will continue to expand to the surrounding landscape, swallowing up village after village. Ion's power and followers will grow. Kingdoms will start paying tribute to him.

Join Ion's Cult

Players will be given masks and robes, sent to kill the Mushroom Witch, the villagers, the Redcaps and the Sisters.

Timetable of Events

Day 1

A meteor shoots through the sky overhead and the impact can be heard all over the Wood (see: Meteor Crash Site).

Day 2

The Mushroom Witch is captured by the first sister. Her house escapes and travels to its hex location.

Day 3

The Demon Core has 16 tangent thoughts break away into Tortured Tangents, each to a different hex location (see monster section)

Day 4

The "wizards" tell players to look at the orb. The prisoner is shown in a rocky mutated cavern covered in spores. The "wizards" say this "villager" has become separated from Mugwort and they need to find him first.

Day 5

The cultists track down players and talk with them from a distance to size them up. They try to convince them to leave the Wood or join Ion.

Day 6

Ion will send a message through the Nodal Network offering to let the players live if they join his cult (if refused, he will send 3 Mutant Druids to kill them).

Day 7

If players have not already entered Mugwort, the barrier will crack and the residents will perish. Ion's cultists will lay a trap and try to capture the players.

Day 8

All players must roll once on the mutation table due to prolonged exposure.

Day 7

The Meteor Entity will die if it has not been transported to the Demon Core.

Day 9

The Redcaps will attempt to leave the Wood in a giant wicker ball filled with magical cleansing moss, but will get eaten by Fungi Abominations.

Day 10

Ion gains 5 new cultists, makes new threats over the Nodal Network.

Day 11

The Demon Core has locked onto the players and will use their mutations to spread its influence wherever they go after they leave the Wood.

Day 12

The first Sister succeeds in stealing the Witch's power, killing her in the process. She gains +20hp, -2 AC, spells: Teleport and Wall of Ice.

Day 13

All players roll again on the mutation table due to exposure.

Day 14

Ion, who has become increasingly paranoid and fearful, will directly attack the players with any surviving cultists plus 2 Mutant Druids.

Mugwort



Mugwort is a small village, which grew from an isolated trading outpost. It was assumed everyone here died once the toxicity broke out in the woods. But the resident wizard, in desperation, cobbled together a precarious barrier around the town before toxicity levels became lethal. A shimmering blue energy field with the appearance of warped glass surrounds Mugwort. Rare blue magical stones are set on poles acting as nodes to maintain the barrier. Nobody can pass through the barrier from within or outside the village. All inside have been isolated for five months. The glass slowly cracks as the stones are drained of their power. It will only hold for five more days after the players arrive. It is possible for the players to enter the town by tunneling into the trading house. If they seal the tunnel behind themselves before emerging into the town, no toxic air will leak in.

The Survivors

There are 22 survivors. Another 50 people have already died of toxicity sickness, starvation or murder. The survivors are split into three factions of 7 and the wizard is unaligned. Each faction holds some portion of the remaining food and water (the well dried up a week ago). All suffer from mental health issues from the ordeal.

1. Overgrown House- One of many outside the barrier when it was constructed, but the only one left standing. It has become overgrown and the wood warped and mutated. If players approach the house, villagers will try and signal to stop from behind the barrier. Inside is a family of *three Gneiss Statues* who have been observing the villagers and copying their lifestyles, and 1 rare treasure.

2. The Fort- One group of 7 survivors live here together. Calling themselves 'The Pacifists,' they claim the other two groups killed people but that they never did. They will not associate with the other two groups. They wear only outfits created from plants as a sign of peace to the forest. They believe the village wizard is at fault for the woods becoming toxic and will not associate with him.

3. The Body House - This house is full of the corpses of the 50 villagers who perished in one way or another. Survivors could not remove them from the town due to the barrier, and digging graves used up too much energy when there is so little food. To keep them out of sight, they were stacked in here. Necrotic power is building here as the 50 ghosts of the villagers cannot escape the magical boundary. They are growing restless and starting to attempt to re-animate their own bodies. In two days, ten of the villagers will rise as zombies and attempt to destroy one of the magical stones to break the barrier and escape. If players watch closely, they will notice the bodies beginning to move before that time.

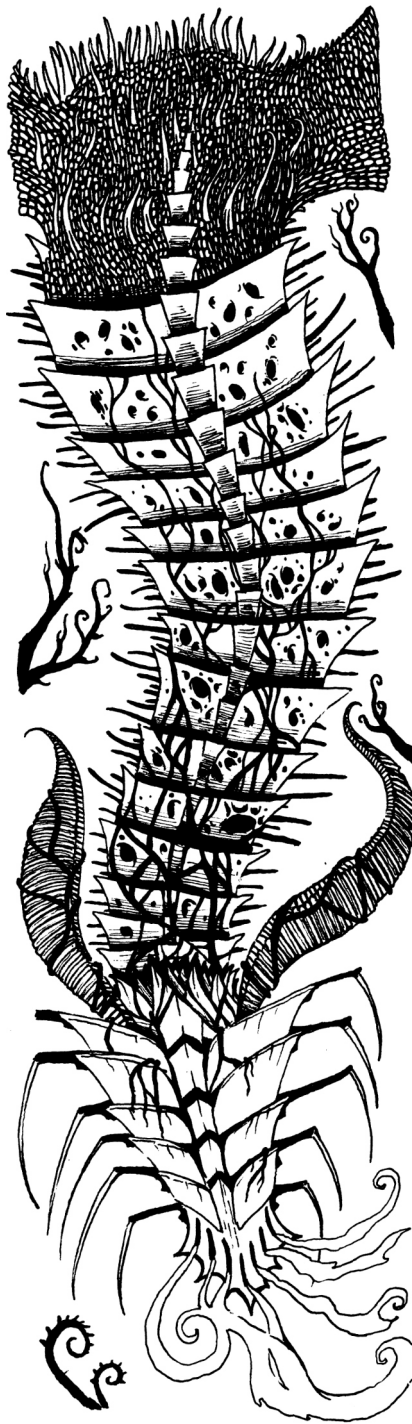
4. The Filter House - A complex magical machine works day and night in this house to recycle the limited air in the barrier. It was created by Enzo the Enchanter. In order to get the power for it to function, Enzo had to summon a demon and make a deal that involved the souls of 10 of the villagers (who are unaware of this transaction) The three vials of demonic energy plugged into the device are worth 8 units of fuel together.

5. The Church - Another group of 7 survivors occupy the church. They call themselves 'The Elect' and have become religious fanatics dressed in tattered robes that believe devils have possessed the other survivors. They believe the players are angels sent from their god to rescue only them and kill the demons. They will proclaim judgment day if the players enter the village. They will re-frame anything the players tell them to fit with their theology, even if it directly conflicts with their beliefs. They will follow the players' every order.

6. The Old Windmill - The village wizard, 'Enzo the Enchanter,' lives here. He has become delusional about his situation, driven by fear of the dangers in the Wood outside the barrier. He believes the barrier will last forever and that a colony can survive from a pioneering concept he has invented called 'enchanted gardening.' He sees himself as the architect of the new forming society and will resist any attempts to leave the town. He welcomes the players as new citizens, believing they traveled here to help him build the society, answering the call of his 'arcane dream messages' that he has been sending out at night. He will task the players with restoring peaceful relations between the three groups of survivors.

Enzo's magic is becoming unstable from his deteriorating sanity, and strange magical effects will emit from him randomly. For example, electricity will leap from his ears, his clothes will rapidly change colors, his voice will cease to originate from his mouth mid-sentence and instead emit from a nearby object, and he will begin to float in the air. Enzo will deny all of these occurrences or play them off as intentional.

7. The Trading House - The final group of 7 survivors live in this thatched cob longhouse. They cover their skin with earth and have been secretly digging a tunnel inside the house to escape. They have come to believe the air outside the bubble is not harmful, but will not risk an attack on the magical stones to break the barrier. They will gladly be rescued. One has a secret wand of fireball (2 uses).



Ion

Raised in captivity by the Order of Six Circles, Ion knew only darkness and fear, sealed into a limestone cavern. When the Order realized that the Demon Core was out of control, they hastily created magical bindings to immobilize it and then pushed it out of the shadow realm through a portal into the Wood. The Core had to be destroyed, as it will eventually corrupt every realm, and Ion was the only asset available who was powerful enough to stop it. Ion was released and flew to the Wood. Terrified to engage the Core, Ion has been avoiding that area of the Wood. The dragon does not want to return to the cavern of darkness to rot away, but also fears the Order. He attempts to gather followers in the Wood who can do his bidding so he does not have to be directly involved in any future conflicts.

AC 1 [18], **HD** 9** (70hp)

Attacks: [2 × claw (1d6), 1 × bite (3d8)] or breath

THACO 12 [+7]

Movement 90' (30') / 240' (80') flying,
Saving Throws D8 W9 P10 B10 S12 (8),
Morale 6

Alignment Chaotic

Treasure horde (in lair): 5 rare, 5 standard, 5 basic, 15,000 gp

Breath weapon: Toxic gas of mutation; 30ft cone. The magical air orb will protect players from the breath weapon, but it will turn off after the attack due to the high concentration of toxic air filtered. The orb wielder makes a saving throw. If successful, then the breath weapon is not a direct hit and only 2 units of fuel are needed to restart the orb. On a failure, the dragon breath is a direct hit and the orb takes 4 units to restart. Without the orb's protection, the breath will do 2D6 damage and cause those affected to be elevated to level 5 toxicity sickness and roll on the random mutation table.

Spells: *Detect Magic, Read Languages, Read Magic, Detect Invisible, Growth of Plants.*



Ion's Lair

The trees for a mile around this plateau have been scorched to ash or uprooted so the fearful dragon can easily see anyone who is approaching. Burnt wooden symbols have been erected in a circular boundary and enchanted to raise an alarm if they detect any fresh air moving in or out.

1. Ion's Cave - 50% chance of Ion is sleeping here. Wooden posts have been constructed in front of the entrance so 4 Gneiss Statues can be supported by their webs. They act as guards, preventing anyone from approaching the dragon

2. Cultist Cavern - 60% chance that 1D4 Cultists are working on weaving a new banner in here. Steps lead from this cavern down into Morgan's Workshop. The Cultists often check on him, harassing him to work harder for the dragon's cause.

3. Treasure Horde - 5 rare, 5 standard, 5 basic and 15,000 gp. An additional set of symbols at the entrance trigger an alarm from any gold passing by them. They can be deactivated if their base poles are cleanly sliced. If they are still attached, even by splinters, the alarm will sound.

4. Morgan's Workshop - Two Mutant Druids always stand guard here. Inside the cavern is a blacksmith factory. The prisoner, Morgan, works tirelessly here alone, forging masks, armor and weapons in preparation for an influx of new cultist recruits. He will assume the players have been sent by the Order of Six Circles and resist going with them. He is terrified of the mutations he is beginning to experience and is desperate for a cure.





The Champion was once a human fighter's guild member who came to The Toxic Wood to train and become stronger. Finds it hard to work with the others and prefers to act alone.

AC 5 [14]

Hit Dice 3+1* (13hp)

Attacks 1 × sword (1d8 +2 damage)

THACO 16 [+3]

Movement 120' (40')

Saving Throws

D12 W13 P14 B15 S16

Morale 8

The Mage cannot help but constantly talk and try to impress those he meets. Became a cultist in hopes that the dragon's popularity would rub off on him.

AC 8 [11]

Hit Dice 3 (9hp)

Attacks 1 × claw 1D4

THACO 18 [+1]

Movement 120' (40')

Saving Throws

D14 W11 P12 B13 S12

Morale 8

Spells: Fireball, Web, Shield, Haste, Fly, Ventriloquism

The Hunter is silent and ominous. He is relentless and meticulous in pursuit of prey. He fears clean air and serves the dragon because of an ancient debt.

AC 7 [12]

Hit Dice 3+1* (13hp)

Attacks 1 × longbow 1D8

THACO 16 [+3]

Movement 120' (40')

Saving Throws

D14 W13 P12 B14 S15

Morale 8



Ion's Cultists

The cultists serve the dragon, Ion, and will do whatever he commands. If the dragon becomes aware of the players' presence, he will command them to hunt and capture the players alive. Ion is terrified that enemies could sneak into his woods and survive. He will want to know how the players managed to survive and why they are here before he kills them. The cultists must carry a banner with them at all times. If the banner becomes damaged, they will flee so they can repair it. The cultists carry four 1D8+1 potions of healing and can travel at a speed of 5 hexes per day. They prefer to use the environment around them to set traps for the players rather than engage directly.

The Alchemist

Flag Bearer

The Alchemist feels that The Toxic Wood reflects her tumultuous inner world and so wants to live here to fully express herself. Acts impulsively and fears boredom.

The Flag Bearer is the guiding light of the party. He directs the others and speaks for the dragon. An obsessive extremist who believes the dragon is a deity.

AC 6 [13]
Hit Dice 3 (9hp)
Attacks 1 × claw 1D4
THACO 18 [+1]
Movement 120' (40')
Saving Throws
D13 W15 P11 B14 S14
Morale 8
Potions: alchemist's fire x 8, acid vial x 8, haste x1, invisibility x1

AC 4 [15]
Hit Dice 3 (9hp)
Attacks 1 × claw 1D4
THACO 18 [+1]
Movement 120' (40')
Saving Throws
D12 W13 P12 B13 S14
Morale 10

What are the cultists currently doing?

1. Arguing amongst themselves while they carefully clean the banner
2. Arguing over who gets to give the dragon a gem they found
3. Preparing a trap
4. Building a shrine to the dragon

The Sisters

One hundred years ago, changeling twin sisters were banished to the Wood. They discovered that every time they steal someone's soul, it weakens their curse and allows them to roam further. Over time they developed a 'folie a deux', each believing the other was not actually their real sister but instead an untrustworthy clone. Alienated from one another, their paranoia grew, and their bodies became twisted and insect-like the further from reality they drifted. Having explored every square inch, they lie in wait for new souls to wander into their domain.

The First Sister's Lair - She lives in a giant glowing and pulsating egg. A nexus of the mycelial network, she spends all her time plugged in. Endless hours scrying inside the minds of insects who roam the wood, infected with the network's spores. Watching the other access points and events unfolding over the years across the wood. The recent mutation has been a riveting plot twist and a source of new content she has followed every second of. She has watched the dragon closely and knows how fearful he is. The first Sister recently temporarily gained control over the network and forced the Mushroom Witch's house into her domain. She encased the witch in amber and is in the process of performing a ritual to absorb her powers, leaving behind only an empty shell. However, she needs her sister's help to complete it and neither of them have talked in 20 years.



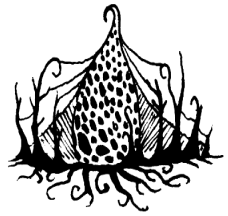
If the Mushroom Witch is Freed - Znickel Rossleins can be freed from the amber by boiling it in water to soften it enough for her to escape. She will take 5 damage in the process. The Witch will then work with the players as an ally. She knows how to deactivate the Demon Core with a ritual she has prepared. She will explain, if the players have not already discovered, that the source of mutation is the Demon Core, not the dragon. She will insist on getting there as quickly as possible to save the Wood. However, to perform the ritual she needs the Vine Knight's help to solve some of the arcane math to successfully deactivate it. She knows he is somewhere in the wood, but his essence cannot be located with spells. The Witch is calm, collected, competent, emotionally flat, and unfazed by all dangers.

The Second Sister's Lair - She has been using her time to construct a perfect, full-sized, detailed replication of her childhood village made entirely out of webs. Anchored to trees in intricate ways, these white houses will fall if their strands are snapped, ruining years of work. The village so far consists of fifteen houses, a church and a stable. The second Sister works tirelessly on the details, only stopping to sleep in the web version of her childhood house. There is another version of the town nearby made from earth that has been abandoned. Players can find one rare treasure in the earth church. This Sister will become enraged if the players collapse any of the houses, but will let them live for a time if they offer compliments to her skill.



The First Sister

The first Sister stands 13 feet tall and has a light blue translucent exoskeleton with small black mushrooms sprouting from it. Internal black mycelial networks woven into silvery veins are visible.



AC 2 [17], **HD** 5 (22), **Attacks** 2 x Saw Arms (2D8), **THACO** 17 [+2], **Movement** 60', **Saving Throws** D12 W10 P14 B15 S12, **Morale** 8, **Alignment** Chaotic, **Spells 1st level** (4/day): Detect Magic, Magic Missile, Read Languages, Ventriloquism. **2nd Level** (3/day): Detect Invisible, Mirror Image. **3rd Level** (2/day) Dispel Magic, Lightning Bolt. **4th Level** (1/day): Growth of plants



The Second Sister

The second Sister stands 10 feet tall and has a metallic green exoskeleton with purple fiddleheads sprouting from it. The heads of the fiddleheads glow with a faint purple bio-luminescence. A +3 golden arrow is stuck in her back.



AC 2 [17], **HD** 5 (22), **Attacks** 2 x Saw Arms (2D8), **THACO** 17 [+2], **Movement** 60', **Saving Throws** D12 W10 P14 B15 S12, **Morale** 8, **Alignment** Chaotic, **Spells 1st level** (4/day): Shield, Floating Disc, Charm person. **2nd Level** (3/day): Continual Darkness, Invisibility, Web. **3rd Level** (2/day): Dispel Magic, Lightning bolt.



The Demon Core

A being towers over you. Its glowing eyes shoot bright blue rays everywhere it looks, turning the ground to glass. Its flesh is constantly in motion, growing and decaying at once, battling to retain a stable form. Mutated plants grow from it. On its head, leafless trees twist into the shape of arcane symbols with icicles hanging from them. In its chest, a giant spinning metal core crackling with energy. Below its torso, it is melted into the earth, where scorching vapor swirls. Thick metal cords covered in symbols are embedded into its flesh, anchoring it to the ground. Toxicity levels are critical and your air orb begins to rapidly overheat while you are overcome with sickness.

Background: The Demon Core was created by The Order of Six Circles in the shadow realm. Its purpose was to be a magical generator that would transform the royal shadows into superior beings. Two metal hemispheres were forged from rare magical metals mined in opposite planes. If they were placed near each other, but without touching, they would generate a powerful energy field that could be harnessed. The Shadow Royals were too bold and greedy, and placed the hemispheres closer and closer together until suddenly, with a flash of blue light, they combined. The palace wizards immediately teleported the dangerous orb to the material plane so that its power would not vaporize everyone. The Order of Six Circles were sent to cast binding spells on the orb to contain it. They were horrified to discover that the orb had begun to mutate the wood it was sent to, as well as grow an intelligence and body. They could not get close due to the extreme power and heat, and so sent Ion, their captive-bred dragon to dismantle the orb into two spheres.

What the Demon Core Wants: The Core wants to be free of its binds so that it can dismantle the world into its component parts, and then rearrange them to see how life develops over time in a different configuration. It is obsessed with agency and causality and how simple elements develop into complexity. Given the opportunity, it will use its magical powers to strip the living beings that it meets, step by step back in time until they were infants, and then use this information to determine what they evolved from, what simple life was involved and eventually reduce them to their elementary components. It is slowly breaking free of its binds.

Deactivating the Demon Core: The Mushroom Witch has developed a ritual that will separate the two hemispheres. But she needs to be close to the Core for it to work. In close proximity to the Core, players will need to use 2 units of fuel per minute for 10 minutes. Players will be elevated to level 5 toxicity sickness and must roll on the mutation table. The Demon Core's eye rays will pierce the air bubble and slowly turn players to glass unless they can find a way to block or reflect them. The Demon can only be damaged with dragon's breath, which will melt the Core into a deactivated state after 30 damage. All other normal and magical attacks are absorbed by it.

Combining with the Meteor Entity: If players bring the entity to fuse with the Demon Core in a vessel, then it will become covered in red glowing veins. One of its eyes will become red and it will break free from its binds. It will become less neutral and more hateful, quickly targeting Mugwort for dismantling or the next nearby town. The Mushroom Witch's ritual will no longer work to deactivate it.



Cotard's Sword

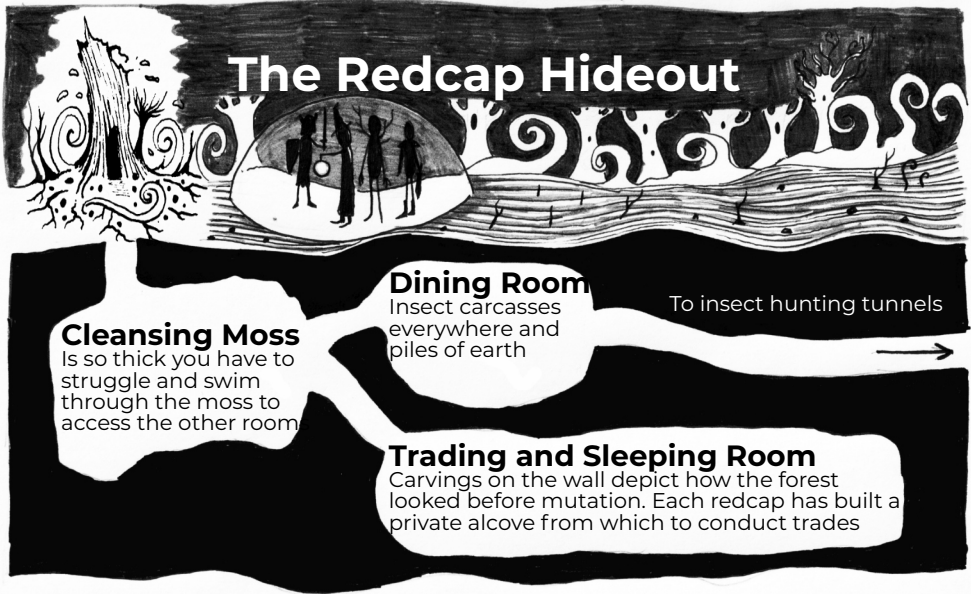
In a small clearing, a shining bronze sword with blue handle wrap is planted in the earth. It is unusual that the artifact has not been corroded by the Wood. Toxic vines crawl up its surface and yet still it remains intact. Players will hear voices whispering quietly if they approach the sword: *"Free us, so we can slay the dragon and return the Wood to its glory."* These whisperings are lies. The sword belonged to a knight called Cotard who went mad from the Wood's toxicity and murdered his party. A player with a strength score of 15 or higher can pull the blade from the earth. After doing so, the player will be cursed with a powerful illusion that one of their arms has been chopped off and that they need to use the sword to chop off another person's arm to replace it with. The sword is +3 and will sever limbs on a roll of 16+. Nothing will bring the person to reason as long as they are still touching the sword.

The Meteor Crash Site

"Thick clouds of red vapor are forcefully emitted from a house-sized hole in the forest floor. A line of broken trees from the south lie stacked on top of one another pointing towards the hole."

An interstellar entity has crash landed here inside a meteor of purple metal which soon is corroded away by the Wood's toxicity. The entity is composed of animated bright red veins and appears from the meteor like a humanoid's nervous system stripped from its bones, muscle and skin. It can only communicate telepathically through emotions and imagery. It wants to be transported in a suitable container to the Demon Core, to fuse with it. The entity is incredibly jealous and entirely disagreeable. Every physical interaction is painful for it. Its pickiness knows no ends and it frequently expresses disdain towards everything that it deems ugly or of poor artistic merit. The entity will quickly perish if not rescued by the players. If threatened, it will (in disgust) fuse itself to its attacker and hold them hostage as a means of transport to its destination. See the Demon Core page for details of the fusion.





The Redcap Hideout

Cleansing Moss

Is so thick you have to struggle and swim through the moss to access the other room

Dining Room

Insect carcasses everywhere and piles of earth

To insect hunting tunnels

Trading and Sleeping Room

Carvings on the wall depict how the forest looked before mutation. Each redcap has built a private alcove from which to conduct trades

The Redcaps

A family of ten mischievous fey creatures managed to survive the mutation of the Wood underground in a hollow filled with magical cleansing moss. They have nearly run out of food and have been burrowing to hunt large insects and try to connect to a cave system. The entrance to the hollow is a hole in a rotten tree. A trap is laid here- arcane runes cause the victim to become stuck while lowering themselves down. The Redcaps will then threaten to cut off the player's legs unless they explain themselves. The Redcaps demand to be evacuated and will kill the players for the fresh air orb if they do not comply.

Trading

Trading is an important practice for the Redcaps. They have struggled to keep trades going between only themselves in the hollow with very little of interest to exchange. The players' presence will spark an intense and competitive uproar of trade offers, which include:

Abstract art carved bone sculpture, a non-mutated chestnut, a spare Redcap hat, a bag of insect eyeballs, a healing potion (1D8+1), a scroll of Mending, a troll's ear, a bone knife, a purple gem (800gp), a tattered aristocrat's outfit, a dragon scale, a mystery wand

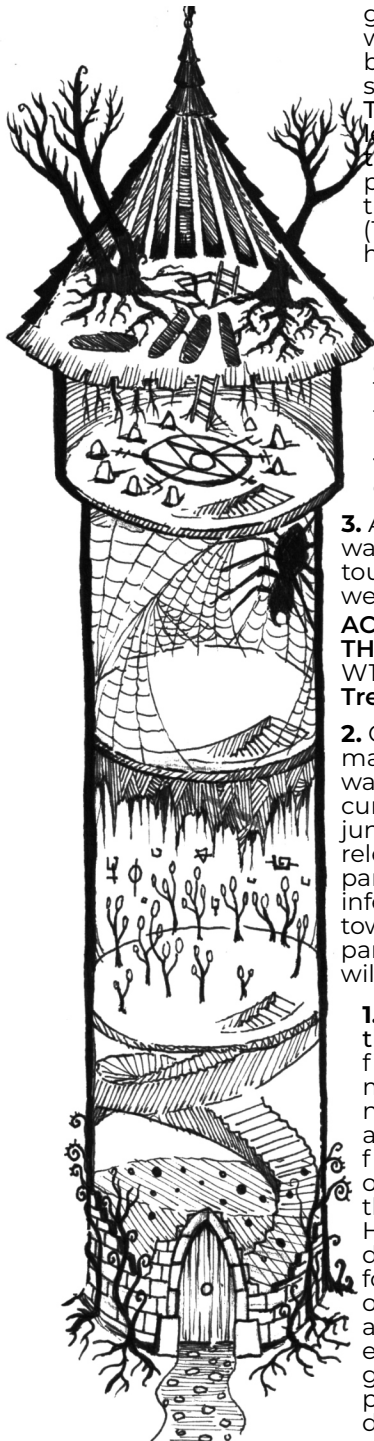


The Ladder Trees

Two giant trees rise far above all others, towering over the forest. Branches like rows of ribs grow up their length. These trees are locked into a growing competition with one another, from long before the Wood became mutated. They each see themselves as superior to the other, and to all other trees in the Wood. They see the mutations as a way the other trees are trying, but failing, to be interesting. If players praise a tree, the other will reject them. But the one that was praised will allow them to climb it. At the top, the air is fresh and they can survive for as many days as they have water. The tree will offer the character 3 fruit (each count as 1 day's rations) and provide 1D6+2 hp healing for repeated praise. If offended, the tree will stab players climbing it with its branches for 2D4 damage, or throw them off.



The Abandoned Tower



5. Inside the roof of the tower, two dark trees have grown, their root network meshing across the the wooden floor. The roots are feeding from four body bags. Dead inside the bags are the wizards from the secret council that hired the players for the mission. The orb will go permanently silent after the players learn it has not been the wizards communicating to them through it the whole time. On the wizards, players will find 2 rare treasures, 2 standard treasures, 3 basic treasures and 3 potions of healing (1D6+1 healing). The Order of Six Circles will now hunt and kill the players to stop the truth spreading.

4. A circle of humming rune stones border a magic circle painted in blood on the floor of this level. A ladder leads through a trap door in the wooden ceiling above, from which many dark roots hang. The circle will transport all those who step inside it to the Demon Core. Voices from the orb will grow louder and louder, encouraging players to step in the circle and persuading them away from climbing up the ladder into the roof.

3. A giant ten-legged spider composed of shadow waits in a low metabolic state here. If anything touches its many webs, it will awaken. Only magic weapons/abilities can harm it.

AC 5 [14], **HD** 4* (18hp), **Attacks** 1 × bite (1d8 + poison), **THACO** 16 [+3] **Movement** 120' (40'), **Saving Throws** D12 W13 P14 B15 S16 (2), **Morale** 8, **Alignment** Chaotic
Treasure 1 rare, 2 standard

2. Glowing bulbs grow on tall purple stems. Arcane markings from various wizards are carved into the walls. The ceiling is covered in ragged, moth-eaten curtains. The spiral stone staircase ascends into the jungle of curtains. The plants are sentient and will release spores which will infect with botanical parasites all those who fail a saving throw. Those infected will be compelled to climb to the top of the tower and jump to their deaths, after which the parasites will reanimate their bodies. The reanimated will work as gardeners to spread the bulb plants.

1. Voices from the orb will warn players away from the tower. Behind the front door, the lowest level is filled with a translucent green gelatinous entity with many living eyeballs floating in it. This entity does not wish to acknowledge itself or come into the awareness of others. The eyeballs will all look away from anyone looking at the gel, and from each other. It will open a corridor to any people passing through who do not make note of it. However, if repeatedly addressed directly or in any other way forced to interact with others, it will become angered and attempt to engulf them in its acidic gel, causing 1D4 damage per round and eventually dissolving all but its victim's eyeballs



The Mysterious Bridge

When the Demon Core was teleported to the Wood, its power ripped one area into three parts. What was once body of water with a bridge that lead to a sacred stone has become split and scattered across the Wood.



If players cross this strange lone bridge across a small pit in the Wood, they will immediately find themselves standing in The Silver Pool. Keep a tally of each time the players teleport across the hex map like this. If the bridge is damaged, then the link will be broken until it is repaired. In the bottom of the pit, players can find 1 standard treasure. Ion and the cultists are not aware of this anomaly in the Wood. In the few seconds during teleportation, players will be inside the Demon Core's thoughts and will witness scenes of lifeforms and settlements being deconstructed.

The Portal Stone

This ancient stone arch was once a shrine to the silver water spirit. Arcane symbols glow with a silvery light on its surface. If players pass through the arch, they will be teleported randomly to either The Silver Pool or The Mysterious Bridge. But other evil, distorted copies of the players will be spawned at the other location.



Each appears to be a skeleton covered in glowing, semi-transparent, silvery slime that resembles the player it was copied from. Additional copies of each player will spawn of an equal number to how many previous crossings between the Bridge and Pool the players made. These evil copies will immediately begin hunting the players down. They will remain in pain until only one of each exists. All the evil copies will agree not to turn on each other until the original player has been killed. The copies have the same stats and abilities as the player they were copied from, but without their magic items and spawn with only half the player's total HP. Players will have brief visions seeing through the eyes of their copies once they have been spawned.

The Silver Pool

Twisted, leafless ash trees surround a pool of silver water, which contains fragments of worked stone. Looking at the water, you see scenes of a castle being deconstructed brick by brick. The bricks then combine back into the boulders they were worked from, the lumber back to the trees it came from, the trees back to their seeds. The servants and royals are extracted; various anatomical systems are being separated neatly from their bones. The cells are being separated into different organized sets. These scenes continue endlessly for various settlements across the world.



If players enter the water and touch the stone fragments, they will be transported to The Mysterious Bridge. Upon searching in the pond's waters, players will find one random standard treasure.

The Split Stone

A 20ft tall green stone pillar emerges from the tangled, alien, mutated plant life. It is split vertically and covered in markings the like of which you have never seen before.

The last surviving altar to the ancient goddess, Gneiss, a queen of the stone realm. She is close to perishing due to a lack of worshipers and offerings. The markings are impossible to read even with a Comprehend Language spell. Only an earth elemental can now read them. Clerics will have an innate sense that this is a sacred site. If players leave an offering of rare rocks or gemstones, it be swallowed into the earth, then Gneiss' spirit will possess nearby rocks and form a body. This rocky form will speak in a gravelly voice in the players' minds and offer to give them a gift if they promise to rebuild her temple here. If they accept, she will gift them an earth elemental in a bottle that, if released, will grow to 16 feet and aid them for 10 minutes before crumbling into a pile of earth.

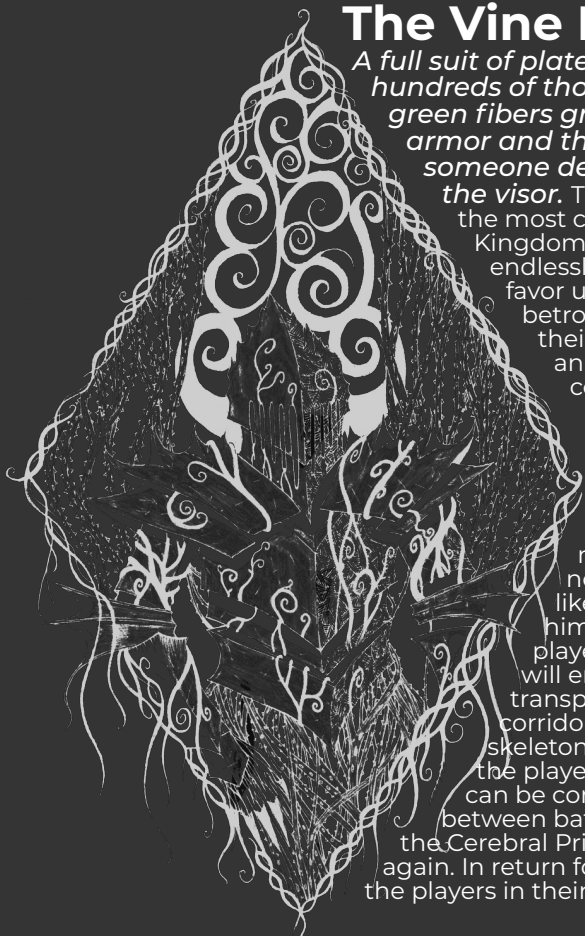


The Vine Knight

A full suit of plate armour hangs from hundreds of thorny vines above. Glowing green fibers grow from the gaps in the armor and the heavy breathing of someone deeply asleep emanates from the visor.

This sagacious knight was once the most competent fighter in the Kingdom of Many Minds. He quested endlessly to gain the Cerebral Princess' favor until they were eventually betrothed. However, on the day of their wedding, the princess fled to an alternate dimension, fearing commitment and loss of autonomy. The knight grew gray and cold and isolated himself far from the kingdom. He entered a deep trance like slumber, and he quests against mental adversaries in an endless mind dungeon. The knight will not respond to players. The vines, like steel guardians, encapsulate him if anyone tries to disturb him. If players sleep under the knight, they will enter his dream and be transported to long, blue gray corridors filled with endless hostile skeleton warriors. The knight refers to the players as the 're enforcements' and can be convinced over several brief gaps between battles to awaken if persuaded that the Cerebral Princess might be receptive to him again. In return for awakening him, he will assist the players in their quest.

The Vine Knight **AC** 3 [16] **HD** 9 (45), **Attack** has lost his sword, **THAC0** 14 [+5], **Movement** 60' (20'), **Saving Throws** D8 W9 P10 B10 S12 (1), **Alignment** Lawful






The Mushroom Witch

Znickel Rossleins, the resident witch of the Wood, has been working in secret to develop a solution for de-activating the Demon Core. Her silver necklace protects her from the toxic air and mutations. She wants to restore the health of the Wood, but has been captured by the first insect Sister, who has frozen her in amber to extract the witch's magical power and become more powerful than her sister.

- AC 5 [14]
- Hit Dice 5+1* (20hp)
- Attacks 1 × + 2 short sword (1d6 +2 damage) ,THACO 16 [+3]
- Movement 90' , Saving Throws D12 W13 P14 B12 S13
- Spells: Cure Light Wounds, Read Magic, Detect Magic, Magic Missile, Phantasmal Force, Haste, Invisibility 10' Radius, Summon Mushroom Golem (stat block as earth elemental)

The Witch's House

The Witch normally travels through the Wood in her house, which walks on long mycelium tendrils. It can move at a speed of 9 hexes per day. Since she has been captured by the first Sister, it lies empty on the location marked with this symbol:  If players climb inside, they'll find 3 potions of healing (1D6+1 hp), a wand of fireball (3 charges), a +1 longbow & 40 arrows, and a map of the Wood. The inside of the house is covered in a mycelium mesh that resembles the map. Two nodes blink with green light. One node is the current location of the house, the other is the Witch's location at the first Sister's lair. There are also extensive notes written in a magical code with an illustration of the Demon Core. The house will not function outside of the Wood. Ion's cultists will lay traps to tangle the legs of the house, tripping it up to capture the players. Swarms of Corrupted Faeries will still attack players in the house, as will Half Life Ghosts - but all other encounters can easily be avoided.

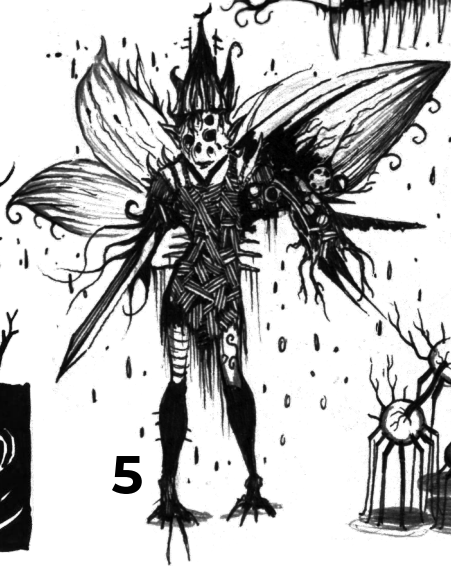
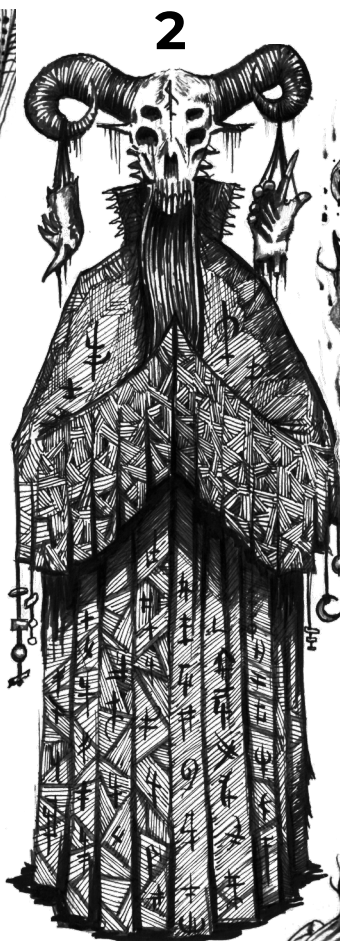


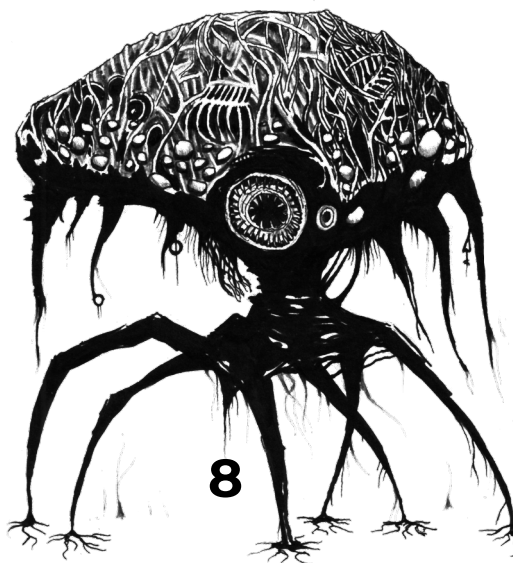


The Graves

“Green mist swirls thick here. There is a sickly chill in the air and a light frost crunches under your footsteps. You see three marble gravestones, each with a glowing arcane symbol chiseled into its face. You feel something moving under your feet. Looking down, you see tangled roots are forming themselves into sentences: “We have been waiting an age for your return. Feed the markings with an offering of your blood and we will return to your service.”

If the players do as the roots say: *“The roots retreat from the graves and the frost on the ground there begins to crack as brown-yellow bones begin to unearth themselves. A band of 15 skeleton warriors dust themselves off and present themselves to you for your service. They have only 8 working eyeballs between them, which they share as singles rather than pairs. The eight skeletons who can see lead the blind. A single tongue is passed between them to whoever wishes to speak. The current speaker says, “Masters, we must fashion wooden swords to arm ourselves. Metal does not last long here.”* Every time a skeleton dies, every player will take 2 damage due to a magical contract the skeletons failed to mention. The skeletons will serve the players but are foolhardy and cannot be easily stopped from battling any foe they see. They used to serve a great king but hardly remember their past lives. They act out half remembered, half spontaneously invented knightly manners and customs to try and retain a sense of identity. **AC 6 [1], HD 1 (1hp), Attacks 1 x wooden sword (1D4 damage), THACO 19 [0], Movement 60', Saving Throws D12 W13 P14 B15 S16**





1. Gneiss Statue Granite statue of an ancient, nearly forgotten goddess of the earth plane. Reanimated by mutated hive minds of spiders who wish to have a body. The spiders use their neuron webs to act as muscles and ligaments to wander around the woods. They will try to take more body parts from those they encounter. **AC** 9 [10], **HD** 6 (27hp), **Attacks** 1 slam (1D10 damage), **THACO** 20 [1], **Movement** 60, **Saving Throws** D8 W9 P10 B10 S12 (**1D4** appearing)

2. Mutated Druid An order of druids driven to madness by the corruption of their Wood. They now see all non mutated beings as disturbing the new natural order. **AC** 6 [11], **HD** 3 (12hp), **Attacks** 1 x bone dagger (1D4 damage), **THACO** 18 [+1], **Movement** 90, **Saving Throws** D12 W13 P13 B15 S15 **Spells** Fireball, Growth of plants, Levitate (**1D2** appearing)

3. Half Life Ghost Out of phase souls of those whose bodies cannot fully decompose due to mutation growths. They wish to communicate to those they encounter to help them find rest, but every word they utter turns into a terrible spell **AC** 4 [15], **HD** 3 (12hp), **THACO** 19 [0], **Movement** fly; 120, **Spells** Lightning bolt, Fireball, Conjure Elemental, Animate Dead, (1 appearing) *Can only be harmed by magical attacks

4. Mutated Dwarves Soaked and lamp headed, they swim and crawl through networks of flooded root tunnels. They will compulsively lead players into plant traps to steal all their metal and magic to bring back to their dens. **AC** 7 [12], **HD** 4 (15hp), **Attacks** 1 x +1 Axe (1D6 damage), **THACO** 19 [0], **Movement** 60, **Saving Throws** D6 W7 P8 B10 S10 (**1D4** appearing)

5. Corrupted Faeries Lonely and desperate for friends, they crave pounds of flesh from which to create more of themselves, returning again and again in larger swarms. **AC** 3 [16], **HD** 1 (1hp), **Attacks** 1 x sword arm (1D2 damage), **THACO** 19 [0], **Movement** fly 120, **Saving Throws** D12 W13 P13 B15 S15 (**1D6** appearing + 1D4 cumulatively on repeat attacks)

6. Spore Consciousnesses Parts of the Nodal Network that have disagreed with the collective, breaking off to be independent. They seek knowledge, piercing victims skulls and draining them of all their memories **AC** 6 [11], **HD** 3 (12hp), **Attacks** 1 x pierce (1D4 wisdom damage), **THACO** 19 [0], **Movement** 90, **Saving Throws** D12 W13 P14 B15 S16 (1 appearing)

7. Toxic Centipede Having survived the descent into mutation, these insects lack of predators have increased their population and made prey scarce. They attack in swarms **AC** 7 [12], **HD** 1 (1hp), **Attacks** 1 x bite (1 damage), **THACO** 19 [0], **Movement** 90, **Saving Throws** D15 W14 P16 B15 S16 (**4D4** appearing)

8. Fungi Abomination Incredibly intelligent hunters, these 12 ft. beasts will track the players and wait for the opportune time to strike. They bleed in glowing red strings which quickly attach to attackers, binding them to the abomination **AC** 5 [14], **HD** 7 (30hp), **Attacks** 1 x bite (1D10 damage), **THACO** 19 [0], **Movement** 90, **Saving Throws** D11 W12 P11 B13 S14 (1 appearing) save vs paralysis after doing 4 or more points of damage in close contact

9. Tortured Tangent Some of the thoughts that the Demon Core has create physical tangents. Separated from their original line of reasoning, these barely existing beings crackle with painful energy. Trying desperately to remember their mental lineage and return to source **AC** 3 [16], **HD** 6 (26hp), **Attacks** 2 x violent psychic thought (2D4+1 damage), **THACO** 16 [+3], **Movement** 120, **Saving Throws** D10 W10 P8 B10 S11 (1 appearing)

Random Treasure

	Basic	Advanced	Rare
1	Potion of summon outfit	Silver Skeleton - 1600 gp	Tower seed - grows a 4 story tower in 10 minutes
2	1 st edition manuscripts of The History of the Ashlands 500 gp	Authentic stamp of the Lord of the Ashlands 1000gp	Wand of lightning bolt (5 uses)
3	Roll of blue silk (250 gp)	Cursed cape of delusions - wearer overestimates their abilities	Runic bone armor (1 AC)
4	3 vials of acid	Levitating ivory chair 2500gp	Aquamarine Torc 2500 gp
5	Intricately carved horn(150 gp)	Extinct seeds (800 gp)	Red runestone (+1 level 3 spell slot)
6	Ornate spectacles 400gp	Jar filled with a swarm of animated flying needles	Cursed amulet 5 max Hp
7	3 scrolls of Cure Light Wounds (1D4+1 hp)	Poisonous plant symbiote (immunity to poison)	Unstable vorpal blade (+3, explodes on natural 1 for 1D6 damage)
8	Locket of protection (negate one attack)	Scroll Remove Curse	Block of pure darkness (spell component 4500gp)
9	Blue runestone (+1 level 1 spell slot)	2 Potions of cure moderate wounds (1D8+1 hp)	Undead mummified cat familiar (level 2 wizard)
10	Cursed prism of darkness sucks up all light around players. Must burn excessive fuel to maintain viability	Cursed wand makes every movement party members make incredibly loud for 1 day	The Vine Knight's sword (+4 to hit and damage, on 20: triple damage)
11	Scroll - Find Traps	Green runestone (+1 level 2 spell slot)	Wand of raise dead (5 feet radius, 2 uses)
12	Meteor fragment 200gp	Large bag of powdered eyeballs (1000 gp)	Scroll Wall of Ice
13	Wand of waveform (phase through solid objects) 1 use	Esoteric tablet +2 wisdom	The lost verses of Meitner the Red (poetry - 5000 gp)
14	Mutated azurite 400gp	Mysterious potion recipe (900 gp)	Faerie princess' crown (6500 gp)
15	10 magic arrows +1	Violet garnet (1000 gp)	Skin scroll of Summon Flesh Golem
16	2 dragon scales 500gp	+2 Purple vine spear	Animated ruby chess set (5000 gp)
17	Cursed wand - prevents healing for 1 day	Wand of shatter (3 uses)	Large glowing red tourmaline (3500 gp)
18	Vintage wine 300gp	Animated table	Cursed wand teleports the air orb half mile away
19	Set of emerald dice (1000 gp)	Mutated shield (-2 AC + absorbs 1D4 damage from magic attacks)	Mutated metal symbiote (+3 Str, -2 AC)
20	5 vials of anti toxin (reduces toxic sickness levels by 1 level)	Potion of induce premonition	Wand of magnification (spells do double damage, 3 uses)

DESIGNED FOR USE WITH

OLD-SCHOOL ESSENTIALS

