

# HEROES

UNLIMITED

# UNIVERSE

## Companion Rules BHU10



jorgejacinto.com

Superhero roleplaying in the Beyond Heroes Unlimited Universe

## Atlas 4: The Fey Kingdoms

# Beyond Heroes Unlimited Universe Book VIII: Atlas 4, the Fey Kingdoms

Design: Marco Ferraro 2022

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## Foreword

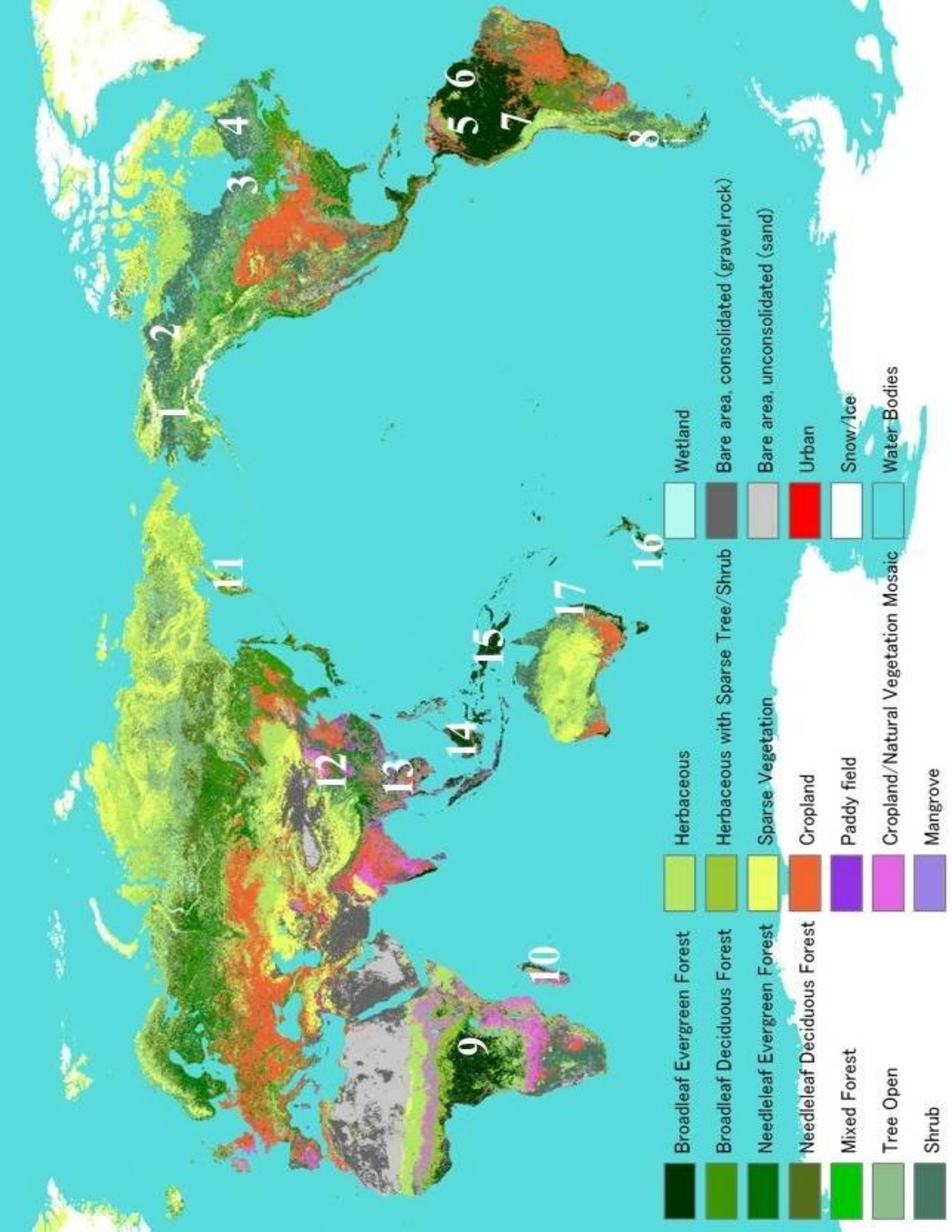
The Beyond Heroes Unlimited Universe series represents a new series of pdfs converting the D20 Beyond Heroes setting to Palladium mechanics in general, and Heroes Unlimited specifically.

The Fey Kingdoms. Since 2,500,000 BC various Fey races have formed their own kingdoms within verdant forests, living in harmony with the natural world. Most of these habitats having been created through magical means.

For thousands of years they remained hidden. Then all that changed with the Shattered Realms invasion of earth in 2020 AD. In order to aid the humans in defeating the invaders the Fey cities were forced to reveal themselves and their magic.

Now in the aftermath of the war everyone knows of the existence of the various Fey Kingdoms. As a result military and trade treaties were negotiated and most of the Kingdoms were made a part of the UN. For better or ill.





## 1. Forest Cities in the modern world

No.	Location	Races
1	Moran Tal	Geophant, Lupinoid
2	Asa Thalar	Silvanesti Elves
3	Elmspring	Arboreal
4	Arn Mora	Silvanesti Elves
5	Timberbrook	Arboreal, Cactun, Frucht, Vegible
6	Ylmager	Yuan Ti
7	Khalohone	Yuan Ti
8	For Bel	Kagonesti Elves
9	Nellerai	Hobbit Halflings
10	Bast	Felinar
11	Shsa Serin	Centaur
12	Rehshcalen	Naga
13	Shala Bellanose	Valley Gnomes
14	Sai Ancalen	Orso
15	Orlo Thalore	Kender Halflings
16	Elderwood	Arboreal, Halaman
17	Eno Thendor	Arboreal, Halaman

## Arn Mora



Arn Mora is a metropolis as beautiful and grand as any of the Elven cities of old. Sadly, its glory days are long past. Many of the old mansions are uninhabited, and the great amphitheatres are silent and empty. The walls of the city are mighty and deep, but there are never enough warriors to man them, and many wonder if the city could withstand a serious invasion.

Arn Mora rests at the mouth of a natural harbour, in a forest in the Quebec region of Canada. The great city is full of towers, and dominates the landscape with its powerful, high and white walls carved with protective runes, with a high gleaming gold door that leads to its interior. Glowing gold and shimmering silver glitter in the afternoon sun, and the titanic towers of their palaces rise against the walls, joined together by great bridges dozens of metres above the ground. When you walk the streets of Arn Mora, you can see the majesty of these towers.

The largest structure of the city is the Guardian Tower, where the Guardian of

Arn Mora, ruler of the city, has always resided, being more powerful and higher than any of the other structure in the city. The tower is one of the most important points of the magical energy grid that keeps the city hidden. At the base of the tower there is a single door, simple and unadorned, and a spider web of light seems to beat within the celestial marble of the tower, in which there was not a single window except at the top, where a series of dark windows and a lonely balcony looked out over the city.

The population of Arn Mora is less than half of what was expected to house when it was built, and the wide avenues seem empty even when the whole population throws themselves into the streets to celebrate the great Feast of the Masks. Its powerful and ancient walls are wide and deep, but the city scarcely has the necessary warriors to defend them, even though the Guardian of Arn Mora is a great hero.

With this, the physical splendour of the city has not yet been quenched, since much had been rebuilt, but where hands and magic once raised an architecture of sublime magnificence and joy, these new buildings are hollow substitutes, more like monuments to the dead than celebrations of life. In addition, despite the work of the inhabitants of the city, the place still shows the scars of the war, with devastated mansions, fire-blackened walls and deserted parks where nature is now at its wildest.

Many died fighting the Vermin hordes and these deaths gravitate heavily. Beautiful elves in robes walk the streets, and all are armed with swords or bows. These elves continue with their daily lives, but the more they are observed, the

more one has the sensation that those people simply execute the necessary movements. It was as if a part of them has died with those who fell in battle and have not yet collapsed.

**Coordinates:** 45.8465° N, 74.6221° W

**Area:** Total 223.59 km<sup>2</sup>  
Land 178.19 km<sup>2</sup>  
Water 45.40 km<sup>2</sup>

**Climate:** Extremes of hot and cold, and sometimes weather can be very severe. It is affected by major continental air masses sweeping down from the which creates cool summers in the northeastern area.

**Created:** 2,499,500 BC

**Technology:** Level 3. Medieval; Algebra, books, steel weapons; body armour; castles, windmills, anatomical science, mathematics with zero, lances, flails, crossbows, amputations and crude prosthetics.

**Culture:** Benevolent, more tolerant than standard but still with some violence.

**Languages:** Espruar, English, French

**Education:** Primary, Secondary, Tertiary, Thaumaturgy

**Government:** Monarchy

**Population:** 863,222 Silvanesti Elves

**Military:** 513,411 Silvanesti Elves

**Religions:** Gaea, Seldarine pantheon

**Exports:** Magic items, scrolls

**Imports:** Steel

**Agriculture:** Rapeseeds, dry peas, lentils, oats, wheat, barley, soy, maize, potatoes, flax, sugar beets, tomatoes, apples,

carrots, beans, chickpeas, rye, onions, cabbages, cranberries, blueberries, mustard seeds, mushrooms, truffles, grapes, cattle, sheep, chickens, horses, turkeys, mink fur, fox fur, brewing, buckwheat, canary seeds, confectionary, dairy, distillery, eggs, seafood, forage, pears, peaches, plums, apricots, nectarines, sweet cherries, wine grapes, canola, hemp, honey.

**Resources:** Diamonds, gold, iron, copper, zinc, titanium, silver, magnesium, nickel.

**Hazards:** Avalanches, earthquakes, floods, landslides, hurricanes, severe storms, storm surges, tornadoes, wildfires, fog.

**Industries:** Farming, hunting, fishing, textiles, weapons, magic schools, magic objects

**Energy:** Mana, hydro, wind, gas, elemental furnace

**Transport:** River and ocean going sailing ships, horseback with saddle and stirrups, horse and cart

**Currency:** Tricrown

**Treaties:** Canada, the Fey Kingdoms, the Gaea Alliance, Parliament of the Sky, the 7 Kingdoms of the 7 Seas, the Parliament of Nature

**Disputes:** The Underkingdoms



## Asa Thalor



Asa Thalor is situated near the Yukon in Canada and is the political capital city of the Elves. Post invasion the city has opened up to local and international trade. Beyond the inner walls, lampposts lit with incandescent magic keep the night at bay. Long streets wind up tree-clad hills. Many flights of stairs run up the steeper slopes. There are palaces with towers and spiked minarets. Palm trees, roof gardens. Seemingly endless streets full of echoing, half-empty palaces, and there are fountains everywhere.

All seems like a legion of sculptors had been kept busy for many ages of the world beautifying the city with statues of mages and warriors and kings, as well as lawmakers, orators and poets. The stone is worked to look life-like, auras of glamour and ancient warding sorceries protecting the work from the ravages of time and weather. Most of these, however, were made for political reasons, to represent the power and wealth of the people who commissioned them. Farther away from the gates, the crowds thin out and the streets seem much emptier.

Some of the houses, not too far from the main thoroughfare, have patched and crumbling roofs. People gaze out of half-shuttered windows with a lean and hungry look to them, although as far as some Elves know there is no hunger or famine. Unfortunately, the Elves of Asa Thalor are looked down upon by the inhabitants of Arn Mora. They are seen as money-grubbing merchants, not proud warriors or noble wizards.

Anyone approaching the Emerald Gate entrance can easily be caught in a crossfire between the massive war engines in the Glittering Tower and those on the Gate itself. The sight of these imposing bastions is enough to turn all but the most insane attackers away. The gate is a great fortified arch filled with war machines and the cloaked spearmen and archers of the Eagle Guard, the Emerald Gate holds two gigantic valves of carved bronze set with monstrous emeralds to bar the way.

A second portal bars the way for shining silver set with sapphires the size of a man's head, beyond which lies the city itself. The city sells tobacco, ores, wool, bring preserved meats and grains and books of lore. The architecture of the quarter had taken on a human look. Brick buildings lean at crazy angles against the remnants of much older Elven structures. Ancient palaces had been turned into vast warrens and mazes of dwellings and shops and merchants offices. Carpets hang overhead, draped over wooden racks intended to display them to best advantage. Perhaps it would have worked as intended if the skylights had not been blackened with soot and grime and the shadowy interiors of the corridors lit only by lanterns and flambeaux.



**Coordinates:** 60.0634° N, 128.7141° W

**Area:** Total 177.0 km<sup>2</sup>  
Land 158.1 km<sup>2</sup>  
Water 18.9 km<sup>2</sup>

**Climate:** Primarily subarctic, with semiarid conditions, creating warm summers with temperatures averaging 25°C and up. Summer days are long, usually with 24-hour daylight in June and July. Winters, the peak months of which are December to February, tend to be bitterly cold, with little sun resulting in very short days. Temperatures can average between 4°C and -50°C..

**Created:** 2,498,000 BC

**Technology:** Level 3. Medieval; Algebra, book, steel weapons; plate armour; castles, windmills, anatomical science, mathematics with zero, lances, flails, crossbows, amputations, crude prosthetics.

**Culture:** Benevolent, more tolerant than standard but still with some violence.

**Languages:** Espruar, English, French

**Education:** Primary, Secondary, Tertiary, Thaumaturgy

**Government:** Monarchy

**Population:** 945,535 Silvanesti Elves

**Military:** 545,130 Silvanesti Elves

**Religions:** Gaea, Seldarine pantheon

**Exports:** Magic items, scrolls

**Imports:** Steel

**Agriculture:** Rapeseeds, dry peas, lentils, oats, wheat, barley, soy, maize, potatoes, flax, sugar

beets, tomatoes, apples, carrots, beans, chickpeas, rye, onions, cabbages, cranberries, blueberries, mustard seeds, mushrooms, truffles, grapes, cattle, sheep, chickens, horses, turkeys, mink fur, fox fur, brewing, buckwheat, canary seeds, confectionary, dairy, distillery, eggs, seafood, forage, pears, peaches, plums, apricots, nectarines, sweet cherries, wine grapes, canola, hemp, honey.

**Resources:** Diamonds, gold, iron, copper, zinc, titanium, silver, magnesium, nickel.

**Hazards:** Avalanches, earthquakes, floods, landslides, hurricanes, severe storms, storm surges, tornadoes, wildfires, fog.

**Industries:** Farming, hunting, fishing, textiles, weapons, magic schools, magic objects

**Energy:** Mana, hydro, wind, gas, elemental furnace

**Transport:** River and ocean going sailing ships, horseback with a saddle and stirrups, horse and cart

**Currency:** Tricrown

**Treaties:** Canada, the Fey Kingdoms, the Gaea Alliance, Parliament of the Sky, the 7 Kingdoms of the 7 Seas, the Parliament of Nature

**Disputes:** The Underkingdoms

## Bast



First created during the Atlantean Era, Bast has continued to thrive hidden in the jungles of Madagascar. Located in equatorial Africa in Madagascar, Bast the city is home to the race of Felinars. Although the Felinar gained their intelligence from experiments by the Atlanteans they did not establish a city of their own until after Atlantis was destroyed, allowing them to escape. Soon after this they were discovered by the Egyptian goddess Bast and offered them her patronage. They accepted and she introduced them to the Saurials and Lemurians who helped them create their home.

Their city is a marvel of engineering and architectural achievement. It has a protective forcefield which while preventing non Felinar from passing through also renders the city invisible to physical and electronic detection. The city is arranged into quarters. The western quarter contains the wineries and farmland.

The northern section contains most of the houses and buildings. The eastern quarter contains the harbour, boats and warehouses. While the southern section contains all the merchant shops. Every building in the city shows the same quality of workmanship present in the

wines the city produces. No wall surrounds this city due to the forcefield; however, the militia have a series of underground tunnels leading from secret armouries to locations outside the city perimeter.

Thus, the town guards can often flank troublemakers trying to escape capture. There is also an underground prison, a town hall, and an extremely tall palace (where most of the defence equipment is kept). The city is well defended by a large group of militia. They will use skirmishing tactics to surround and ultimately destroy a besieging army.

### Defences - Shield

The city of Bast keeps itself hidden from the rest of the world by a sort of invisibility cloak that covers the entire city and a 1 kilometre area around it. The cloak blocks all sorts of radiation, not just light but does not prevent anything from physically crossing it. Instead there is equipment near the perimeter of the cloak which emits ultrasonic noise which cannot be heard but does make anything living which approaches feel incredibly uneasy and paranoid. The closer they get the more they feel they are being stalked by something.

**Coordinates:** 17.5994° S, 45.2003° E

**Area:** Total 85.01 km<sup>2</sup>  
Land 77.00 km<sup>2</sup>  
Water 8.01 km<sup>2</sup>

**Climate:** Tropical maritime climate that is influenced by altitude, the monsoons and proximity to the sea. Rainy weather from mid-September to April and cooler temperatures from May to early September.

<b>Created:</b>	72,000 BC	<b>Transport:</b>	fission, solar Hover vehicles, aircraft
<b>Technology:</b>	Level 8. Digital Age; Personal computers, global network, satellite, fuel cells; advanced batteries. Genetically modified organisms; gene therapy; cloning. Turbofans, fission/electric power, solar power, organ transplants, biochemistry.	<b>Currency:</b>	Deben
<b>Culture:</b>	Benevolent, more tolerant than standard but still with some violence.	<b>Treaties:</b>	Madagascar, the Fey Kingdoms, the Gaea Alliance, Parliament of the Sky, the 7 Kingdoms of the 7 Seas, the Parliament of Nature
<b>Languages:</b>	Catekhi, Malagasy, French, English	<b>Disputes:</b>	Nigeria, the Underkingdoms
<b>Education:</b>	Primary, Secondary, Tertiary, Thaumaturgy		
<b>Government:</b>	Monarchy		
<b>Population:</b>	400,000 Felinar		
<b>Military:</b>	175,000 Felinar		
<b>Religion:</b>	Gaea, Bast		
<b>Exports:</b>	Communications equipment		
<b>Imports:</b>	Steel		
<b>Agriculture:</b>	Rice, cassava, sweet potatoes, fresh vegetables, bananas, maize, beans, vanilla, cloves, fruits, cocoa, sugarcane, coffee, sisal and cotton.		
<b>Resources:</b>	Graphite, chromite, coal, bauxite, salt quartz, tar sands, semiprecious stones, mica.		
<b>Hazards:</b>	Cyclones, droughts, floods		
<b>Industries:</b>	Farming, hunting, fishing, aerospace manufacturing, electronics, weapons, textiles, shipbuilding, mining, textiles, telecommunications,		
<b>Energy:</b>	Mana, hydro, wind, gas, elemental furnace,		



## Elderwood



This large forest in the south island of New Zealand has a thick canopy overhead, making its interior as dark as twilight on cloudy days. Visitors speak of sentient trees that actively resist the progressive decline of the woodlands. Large numbers of druids visit the forest; they are unfriendly to visitors, especially loggers. Because of its forbidding reputation, people who don't know how to treat nature responsibly tend to stay out, minimizing the danger to the local ecology. It is a satellite Sacred Grove, with connections to the Parliament of Nature.

**Coordinates:** 43°59'S 170°27'E

**Area:** 3796 km<sup>2</sup>

**Climate:** Temperate with dry warm summers. During the month of January, February, March and December the average temperatures are between 20 degrees Celsius and 25 degrees Celsius. The coldest month is July with an average maximum temperature of 10°C. July is the most wet month. January is the driest and most sunny

month.

**Created:** 13,800 BC

**Technology:** Level 0. Stone Age; Cave dwellings. Counting, oral tradition, wooden and stone weapons; primitive shields; hides for armour. First aid; herbal remedies; primitive agriculture.

**Culture:** Benevolent, more tolerant than standard but still with some violence.

**Languages:** Eiwia

**Education:** Thaumaturgy,

**Government:** Parliament of Nature via the Throne of Trees

**Population:** 434,533 Arboreal, 107,000 Halaman

**Military:** None

**Religion:** Gaea

**Exports:** None

**Imports:** None

**Agriculture:** Cows, sheep, pigs, chickens, grapes, kiwifruit, apples, avocados, berries, peaches, grapes, nectarines, apricots, plums, cherries, potatoes, onions, squash, peas, beans, sweet corn, cabbage, broccoli, cauliflower, tomatoes, capsicums, lettuce, silverbeets, spinach, carrots, parsnips, beekeeping, oysters, mussels, salmon, prawns.

**Resources:** Coal, silver, iron ore, limestone, gold, chromium, copper, gallium, lead, lithium, magnesite, nickel, manganese, mercury, molybdenum, tin, antimony, bauxite, zinc,

	beryllium, titanium, tungsten, uranium, natural gas
<b>Hazards:</b>	Earthquakes, flooding, landslides, wildfires
<b>Industries:</b>	Magic schools
<b>Energy:</b>	Mana
<b>Transport:</b>	None
<b>Currency:</b>	None
<b>Treaties:</b>	New Zealand, the Fey Kingdoms, the Gaea Alliance, Parliament of the Sky, the 7 Kingdoms of the 7 Seas, the Parliament of Nature
<b>Disputes:</b>	The Underkingdoms

## Elmspring



The forest of Elmspring is a lush, humid, near-tropical woodland in the Manitoba forest in Canada. Dense tangles of trees stretch for miles, forming natural barriers at various locations throughout the forest. Vast stretches of shadowtops and slightly shorter pines fill the gaps between the tangles, and thick vines, ivy, and brambles form the understory, sometimes even climbing the trunks of the trees. Though little direct sunlight reaches beneath the boughs that form the forest canopy, the rainy climate and tropical location keep the interior damp and hot, making the forest a perfect haven for endless swarms of crawling and flying insects. It is also home to many kinds of wild animals. Parrots, macaws, and other tropical birds nest in its trees, and lizards and snakes of all sorts slither through the undergrowth. Mammals native to the forest include wild boars and dangerous predators such as bobcats and wolves. Travellers must be wary of more than just the normal animals, however. Giant snakes, lizards, and beetles also prowl the deepest sections of the forest.

**Coordinates:** 53.7609° N, 98.8139° W

**Area:** Total 4512 km<sup>2</sup>

Land 3547 km<sup>2</sup>

Water 965 km<sup>2</sup>

**Climate:** Moderately dry climate

with sharp seasonal temperature changes. Winter temperatures of about  $-40\text{ }^{\circ}\text{C}$  may occasionally occur and summer days of  $38\text{ }^{\circ}\text{C}$  are not unusual. Average daily temperatures range from  $-13\text{ }^{\circ}\text{C}$  in January to  $27\text{ }^{\circ}\text{C}$  in July. Average lows vary from  $-23\text{ }^{\circ}\text{C}$  in January to  $14\text{ }^{\circ}\text{C}$  in July. Annual precipitation varies from 360 mm to 560 mm with about two-thirds of it falling between May and September. Snow typically covers the ground from November to April.

**Created:** 13,200 BC  
**Technology:** Level 0. Stone Age; Cave dwellings. Counting, oral tradition, wooden and stone weapons; primitive shields; hides for armour. First aid; herbal remedies; primitive agriculture.  
**Culture:** Benevolent, more tolerant than standard but still with some violence.  
**Languages:** Eiwia  
**Education:** Thaumaturgy  
**Government:** Parliament of Nature via the Throne of Trees  
**Population:** 444,426 Arboreal  
**Military:** None  
**Religion:** Gaea  
**Exports:** None  
**Imports:** None  
**Agriculture:** Rapeseeds, dry peas, lentils, oats, wheat, barley, soy, maize, potatoes, flax, sugar beets, tomatoes, apples,

carrots, beans, chickpeas, rye, onions, cabbages, cranberries, blueberries, mustard seeds, mushrooms, truffles, grapes, cattle, sheep, chickens, horses, turkeys, mink fur, fox fur, brewing, buckwheat, canary seeds, confectionary, dairy, distillery, eggs, seafood, forage, pears, peaches, plums, apricots, nectarines, sweet cherries, wine grapes, canola, hemp, honey.

**Resources:** Diamonds, gold, iron, copper, zinc, titanium, silver, magnesium, nickel.  
**Hazards:** Avalanches, earthquakes, floods, landslides, hurricanes, severe storms, storm surges, tornadoes, wildfires, fog.  
**Industries:** Magic Schools  
**Energy:** Mana  
**Transport:** None  
**Currency:** None  
**Treaties:** New Zealand, the Fey Kingdoms, the Gaea Alliance, Parliament of the Sky, the 7 Kingdoms of the 7 Seas, the Parliament of Nature  
**Disputes:** The Underkingdoms



## Eno Thendor



Located in the Daintree forest in Queensland, Australia this bastion of learning serves to preserve the history of the world and where magic is taught to agents of the Parliament of Nature. The price for any uninvited traveller to enter is to show they are of good alignment and sympathetic to nature. Those wishing to examine a work in the hidden library must gift the caretakers with some new form of knowledge in book form.

The caretakers also purchase certain books brought to them and secretly commission agents to procure writings they desire. The library keep is ruled by the Keeper of the Tomes, who is assisted by the First Reader - second in authority and traditionally the most learned sage of the Parliament:

Up to eight Great Readers are governed by these two offices. These in turn are assisted by the Guide (in charge of teaching acolytes), and the Wardens, who deal with visitors, security, and supplies for the community.

Geomancer's are regarded as honoured guests - but are not part of the library's hierarchy. The library bears mighty, many-layered wards that prevent anything from burning except wicks and wax. No paper can ignite anywhere in

the keep. These wards also block teleportation magic and destructive spells, kill all moulds and insects, and have other secret properties. An additional ward prohibits entry into the Inner Rooms to all who do not bear a special token, only a handful of which exist.

In the Inner Rooms are kept the most powerful magical tomes. Normally, only the Great Readers may enter, but others are admitted in the company of the Keeper or the First Reader. The library is surrounded by beautiful grounds that descend to a ring of buildings along the inside of the massive outer walls: guest houses, stables, granaries, a warehouse, an infirmary, a temple and shrines to Gaea. The scribes of Thendor have made at least one copy of every tome there, and an entire "mirror library" is rumoured to be hidden somewhere else on earth.

**Coordinates:** 16.1700° S, 145.4185° E

**Area:** Total 1000 km<sup>2</sup>  
Land 902 km<sup>2</sup>  
Water 98 km<sup>2</sup>

**Climate:** Tropical all year with maximum temp of 32 C in the summer and 25 C in the winter. Summer time, or the green season, means warmer days and restorative rain. The rainforest revitalises itself and the streams are replenished.

**Created:** 13,000 BC

**Technology:** Level 0. Stone Age; Cave dwellings. Counting, oral tradition, wooden and stone weapons; primitive shields; hides for armour. First aid; herbal remedies;

	primitive agriculture, scrolls, books.
<b>Culture:</b>	Benevolent, more tolerant than standard but still with some violence.
<b>Languages:</b>	Eiwia
<b>Education:</b>	Thaumaturgy
<b>Government:</b>	Parliament of Nature via the Throne of Trees
<b>Population:</b>	466,634 Arboreal, 104,500 Halaman
<b>Military:</b>	None
<b>Religion:</b>	Gaea
<b>Exports:</b>	None
<b>Imports:</b>	None
<b>Agriculture:</b>	Sugar cane, cattle, sheep, pigs, chickens, horses, wheat, bananas, cotton, cereals, oilseeds, grain legumes, fish, olives.
<b>Resources:</b>	Coal, coal seam gas, bauxite, oil shale, natural gas, copper, lead, silver, zinc, bauxite, gold, phosphate rock, magnesite, silica sand.
<b>Hazards:</b>	Bushfires, cyclones, severe storms, floods, heatwaves, storm surges, landslides, drought.
<b>Industries:</b>	Magic schools
<b>Energy:</b>	Mana
<b>Transport:</b>	None
<b>Currency:</b>	None
<b>Treaties:</b>	New Zealand, the Fey Kingdoms, the Gaea Alliance, Parliament of the Sky, the 7 Kingdoms of the 7 Seas, the Parliament of Nature
<b>Disputes:</b>	The Underkingdoms

## For Bel



The only surviving Kagonesti Elven city lies in the jungles of Chile. Most buildings were constructed magically, using materials from the ground to "grow" them. Stone buildings were usually crafted from a single piece of rock. Those made from wood had roofs of magically created bark or leaves. Otherwise roofs were typically made from crystal or gems, causing them to glitter in sunlight. Notable buildings include the Hall of the Ancients, the Fountain of Stars, the great Temple, the Shrine of the Star Sword and the Moonstone Palace.

The main route through the city is Diamond Road, a shining smooth surface made from crystal that resembles diamonds. The very earth is composed of growing trees and plants, and many other vegetation unseen anywhere else in the world. This is due to the amount of leys infused with divine magic and ancient the very heart of the Elven city. The Hall of the Ancients is a vast chamber in a great tree housing the remains of Elven heroes, both recent and ancient. The long, echoing chambers of this building contain numerous crypts, shrines, plaques, and statuary depicting

the images of Elvenkinds departed defenders.

Also interred here, according to rumour, are numerous legendary Elven weapons and enchanted items, along with their owners. No one knows the exact nature of the items and the Elves will not divulge secrets to outsiders. Due to diminishing numbers rivalries between Wood Elf tribes are suspended by unspoken agreement. The Fountain of Stars is a gleaming white construction with images of birds, trees, flowers, and other natural wonders, is said to have been from an ancient goddess. Some who gaze into its waters are said to receive a vision of the future.

There is a Parliament of Nature sacred grove of ancient oak trees used by the elves for advice, ceremonies, marriages, funerals, and other important events. Several spirits are said to guard the grove, and both druids and priests come here to commune and receive messages. Within this grove is also the Sacred Oak. This oak is said to have been the first awakened tree from thousands of years ago and is held in great veneration by all Elves. The grove also has a gateway which connects to other groves around the world.

Lovers often come here at night to make secret vows, witnessed by only the tree. The queen visits this spot once a year to reaffirm her dedication to the gods and to assure her people that the city still remains free and independent. In another part of the city is a very old Elven armourer who crafts excellent swords, mail, and plate armour for nobles and influential elves.

His works are famous even among Dwarves. The items are often enchanted,

and many have become legendary. Towering trees surround the palace. Each is more than 15 metres in diameter and contains rooms, corridors, and passageways. Units of elf warriors occupy the trees, keeping a lookout for unauthorized visitors. Giant eagles often roost at the tops of these gigantic (150 metres tall or higher) trees, and their riders are billeted nearby for quick action should the need ever arise.

The palace, is an enormous construction featuring tall, slender towers, walls, keeps, small domes and cupolas, landing platforms for flying troops, buttresses, high walkways, and numerous sub-structures that are all clustered around the huge central dome that is crafted of alabaster and marble and roofed in gold. The palace grounds are extensive, with many small parks, sacred groves, lakes, statuaries, hedge mazes, and gardens. Several smaller buildings surround the palace, each as elaborate and luxurious as the home of a human monarch.

For Bel has strong ties with the Parliament of Nature and the Fey Kingdoms. However the current Chilean government does not want any supernatural or metahumans in their country, and there have been escalating skirmishes with the Chilean. The U.N. is alarmed enough that members of the Twilight Corps have been placed in For Bel to observe and report back.

**Coordinates:** 41.3255° S, 73.6621° W

**Area:** Total 641 km<sup>2</sup>  
Land 597 km<sup>2</sup>  
Water 44 km<sup>2</sup>

**Climate:** In the summer the temperature can climb to 16.5 °C, while during winter the temperature



	can drop below 7 °C. The rainiest month is April, though the area experiences year-round rainfall. Precipitation averages 1,118 mm per year. Occasionally, heavy rainfall and rainstorms strike mostly in the winter months (June–August).		
<b>Created:</b>	13,400 BC	<b>Hazards:</b>	pumicite, lithium. Volcanic eruptions, earthquakes, geysers, floods, avalanches, forest fires.
<b>Technology:</b>	Level 3. Medieval; Algebra, book, ocean going sailing ships (longships, round ships, etc.), steel weapons, plate armour; castles, windmills, anatomical science, mathematics with zero, transportation on horseback with a saddle and stirrups, sailing ships, crossbows, amputations and crude prosthetics.	<b>Industries:</b>	Farming, hunting, fishing, textiles, weapons, magic schools, magic objects, magical skyships
<b>Culture:</b>	Benevolent, more tolerant than standard but still with some violence.	<b>Energy:</b>	Mana, hydro, wind, gas, elemental furnace
<b>Languages:</b>	Espruar, Spanish	<b>Transport:</b>	River and ocean going sailing ships, horseback with a saddle and stirrups, horse and cart, skyships
<b>Education:</b>	Primary, Secondary, Tertiary, Thaumaturgy	<b>Currency:</b>	Tricrown
<b>Government:</b>	Monarchy	<b>Treaties:</b>	The Fey Kingdoms, the Gaea Alliance, Parliament of the Sky, the 7 Kingdoms of the 7 Seas, the Parliament of Nature
<b>Population:</b>	833,145 Kagonesti Elves	<b>Disputes:</b>	Chile, the Underkingdoms
<b>Military:</b>	546,665 Kagonesti Elves		
<b>Religion:</b>	Gaea, Seldarine pantheon		
<b>Exports:</b>	Thaumaturgy, magical skyships, magical plants		
<b>Imports:</b>	Steel		
<b>Agriculture:</b>	Grapes, cattle, chicken, pigs, apples, tomatoes, wheat, maize, potatoes		
<b>Resources:</b>	Copper, coal, natural gas, oil, molybdenum, gold, silver, selenium, rhenium, nitrates, iron ore, iodine, rhenium, arsenic, boron,		

## Khalohone



Khalohone is a Yuan-Ti city located in the jungles of Peru. Dedicated to the various snake gods the Cathedral of Emerald Scales thoroughly dominated the religious, political, and architectural life of Khalohone. The Knights of the Forked Tongue defend the temple, and the clergy consisted of Yuan-Ti purebloods, tainted ones, and halfbloods.

Khalohone claims all the lands within 50 kilometres of the city's walls, including a dozen or so minor villages and seemingly endless vineyards. Despite the omnipresent influence of the serpentfolk, life in the city is not unlike that in other cities. Trade is king, ritualized combat is glorified, nature (particularly all things serpentine) is accorded its due, and arcane spellcasters are regarded with suspicion.

The area around the city is particularly rugged. The city lies at the head of the Amazon river. Its powerful tides challenge even skilled navigators except at slack tide. Numerous wrecks line the floor of Churning pay, attracting brave explorers who are willing to risk the dangerous waters. Khalohone has been

the recipient of some of the most beautiful art and architecture that the Yuan-Ti have ever produced.

The city has a great aviary, which took nearly two decades to construct, is now home to all manner of exotic birds, most of them native to the jungles. Because many of these birds are quite dangerous, visitors must submit to a protection from avians spell before entering.

A defensive barricade was sculpted around the city in the form of a giant, two-headed snake, with the two heads serving as gate towers. Towering walls of emerald marble encircle the city, and its architecture is marked by tall, graceful arches and coils of verdant stone. Ramps and poles have replaced stairs, and at night, the city glows green because of the interaction between magical lighting and the emerald-hued stone.

**Coordinates:** 3.4653° S, 62.2159° W

**Area:** Total 2,672 km<sup>2</sup>  
Land 2,012 km<sup>2</sup>  
Water 660 km<sup>2</sup>

**Climate:** The average temperature is 25° C, and rarely does it dip below 0° C. In a year, can reach a minimum of 1.8 mtrs or as high as 9 mtrs of rain. There is no dry season. Hotter and high rainy season is from December to March. Afternoon showers are common. Slightly cooler and less rainy season is between June and September. High water season is from December to May. Low water season is from June

	to November. High relative humidity over 75%.		fires, earthquakes, landslides, volcanic eruptions.
<b>Created:</b>	55,000 BC	<b>Industries:</b>	Mining, fishing
<b>Technology:</b>	Level 3. Medieval; Algebra, book, ocean going sailing ships (longships, round ships, etc.), steel weapons, plate armour; castles, windmills, anatomical science, mathematics with zero, transportation on horseback with a saddle and stirrups, sailing ships, crossbows, amputations and crude prosthetics.	<b>Energy:</b>	Mana, hydro, wind, elemental furnace
<b>Culture:</b>	Malevolent. Truly malicious race with no redeeming qualities at all.	<b>Transport:</b>	River going sailing ships, horse and cart
<b>Languages:</b>	Sekhis, Spanish, Quechua	<b>Currency:</b>	Kilarche
<b>Education:</b>	Primary, Secondary, Tertiary, Thaumaturgy	<b>Treaties:</b>	Peru, Ylmager, the Underkingdoms
<b>Government:</b>	Monarchy	<b>Disputes:</b>	The Fey Kingdoms, the Gaea Alliance, Parliament of the Sky, the 7 Kingdoms of the 7 Seas, the Parliament of Nature
<b>Population:</b>	93,000 Yuan-Ti		
<b>Military:</b>	65,000 Yuan-Ti		
<b>Religion:</b>	Set		
<b>Exports:</b>	Infernal magic		
<b>Imports:</b>	Steel		
<b>Agriculture:</b>	Avocados, blueberries, artichokes, asparagus, coffee, cocoa, potatoes, pineapples, grapes, sugarcanes, rice, bananas, maize, cassavas, palm oil, tangerines, oranges, mangos, lemons, tomatoes, barley, wheat, olives, carrots, papaya, pepper, apples.		
<b>Resources:</b>	Copper, iron, lead, zinc, bismuth, phosphates, manganese, gold, silver, oil, potash, natural gas.		
<b>Hazards:</b>	Floods, drought, forest		



## Moran Tal



Moran Tal in the Alaskan forests is crafted entirely of white and green marble, much of it actually conjured from deep beneath the ground and crafted into graceful buildings. There are very few straight lines as all the structures were created to appear as natural formations. The town is also full of parks, shrines, bountiful vineyards, gardens, and groves of olive trees. The city is famed for its skilled craftsmanship, hunting prowess, shipbuilding, exotic spicy cuisine, and winemaking.

The inhabitants are warm and welcoming to strangers, and many speak foreign tongues. Most commoners labour in the fields, groves, or vineyards, although some work as sailors, shipwrights, sailmakers and provisioners. Hunting is a popular sport and the bravest hunters seek out the deadly denizens of the forest as trophies.

This fortified temple-palace towers over the rest of Moran Tal and is where the High Mage and other spellcasters reside. The High Mage is the de facto ruler of the city, owing to the fact that she is the most powerful spellcaster there. There is no formal governmental structure to the

city, however. Most citizens are content to live their lives, and not interfere with each other, doing away with the need for any real ruler.

**Coordinates:** 58.3743° N, 134.7285° W

**Area:** Total 6,583 km<sup>2</sup>  
Land 6,000 km<sup>2</sup>  
Water 583 km<sup>2</sup>

**Climate:** Mean January temperatures range from -29 °C to between -10 and 0 °C. Winter temperatures at or below -46 °C are not unusual, however. Mean July temperatures range from about 16 °C to about 20°C. Precipitation sometimes reaching 5,100 to 7,600 mm annually.

**Created:** 11,800 BC

**Technology:** Level 4. Age of sail; Calculus, stagecoach; three-masted sailing ships; precise navigation. Improved windmills; belt drives; clockwork, printing, hotair balloons, amputations, bonesetting, cauterizing wounds, opium as a medical painkiller.

**Culture:** Benevolent, more tolerant than standard but still with some violence.

**Languages:** Kantu, Caniscrip, English

**Education:** Primary, Secondary, Tertiary, Thaumaturgy

**Government:** Guild council

**Population:** 1,265,300 Geophants, 400,000 Lupinoids

**Military:** 300,000 Geophants and 150,000 Lupinoids

**Religion:** Gaea

**Exports:** Enchanted wooden

	sailing ships
<b>Imports:</b>	Steel
<b>Agriculture:</b>	Cattle, pigs, sheep, reindeer, milk, wool, antlers, bison, yak, elk, carrots, rutabagga, cabbages, barley, grain, hay, turnips, kale, cantaloupe, kohlrabi, celery, potatoes, salmon, oats, eggs.
<b>Resources:</b>	Coal, oil, natural gas, zinc, silver, lead, molybdenum.
<b>Hazards:</b>	Flooding, erosion, ground failure, earthquakes.
<b>Industries:</b>	Wooden shipbuilding, wine, sailmaking, magic schools
<b>Energy:</b>	Mana, hydro, wind, elemental furnace
<b>Transport:</b>	River going sailing ships, horse and cart
<b>Currency:</b>	Daro
<b>Treaties:</b>	United States, the Fey Kingdoms, the Gaea Alliance, Parliament of the Sky, the 7 Kingdoms of the 7 Seas, the Parliament of Nature
<b>Disputes:</b>	The Underkingdoms

## Nellerai



The territory of the Nellerai Shire is located in the rainforest in the Congo. The Shire is small but beautiful, idyllic and fruitful land, beloved by its inhabitants. The Hobbits have an extensive agricultural system in the Shire but are not industrialised. Various supplies are produced in the Shire, including cereals, fruit, wood and pipe-weed. There is natural pool in the middle with a river running from it through the rest of the Shire. There is also a swampy area on one side of the village where there is also a mill, and a small inn. The other side has vineyards while another side has the grain crops. The vegetation includes stands of ancient oaks and brakes of hazel; there are also occasional elm and ash trees.

**Coordinates:** 5.9175° S, 12.5484° E

**Area:** Total 9,383 km<sup>2</sup>  
Land 6,990 km<sup>2</sup>  
Water 2,393 km<sup>2</sup>

**Climate:** Tropical climate characterized by heavy precipitation and high temperatures and humidity. The dry season extends from November through March and a rainy season from April through October. Annual precipitation averages

	more than 1,200 mm but often surpasses 2,000 mm. Annual average temperatures range between the low and high 20s C. The average daily humidity is about 80 percent.		coffee, oil, zinc, coal, manganese, silver, cadmium, germanium, uranium, platinum, cassiterite, wolframite, columbotantalite, beryl, monazite, methane, carbon gases, nitrogen gases, iron ore.
<b>Created:</b>	13,100 BC	<b>Hazards:</b>	Volcanoes, earthquakes, landslides, flooding
<b>Technology:</b>	Level 3. Medieval; Algebra, book, ocean going sailing ships (longships, round ships, etc.), steel weapons, plate armour; castles, windmills, anatomical science, mathematics with zero, transportation on horseback with a saddle and stirrups, sailing ships, crossbows, amputations and crude prosthetics.	<b>Industries:</b>	Food, beverages
		<b>Energy:</b>	Mana, hydro, wind
		<b>Transport:</b>	River going sailing ships, horse and stirrup, horse and cart
<b>Culture:</b>	Benevolent, more tolerant than standard but still with some violence.	<b>Currency:</b>	Fander
		<b>Treaties:</b>	The Fey Kingdoms, the Gaea Alliance, Parliament of the Sky, the 7 Kingdoms of the 7 Seas, the Parliament of Nature
<b>Languages:</b>	Luten, French	<b>Disputes:</b>	Congo, the Underkingdoms
<b>Education:</b>	Primary, Secondary, Tertiary, Thaumaturgy		
<b>Government:</b>	Mayoral council		
<b>Population:</b>	700,000 Hobbit Halflings		
<b>Military:</b>	5,000 Hobbit Halflings		
<b>Religion:</b>	Gaea, Yondalla's children		
<b>Exports:</b>	Halfling alcohol, various Halfling drinks, various Halfling food		
<b>Imports:</b>	Steel		
<b>Agriculture:</b>	Cassava, rice, peanuts, oil palms, robusta coffee, yams, beans, sweet potatoes, arabica coffee, tea, corn, cattle, pigs, sheep, chickens, geese, pigeons, fish, rabbits.		
<b>Resources:</b>	Diamonds, gold, copper, cobalt, tin ore, coltan,		

## Orlo Thalore



In the central range rain forest of New Guinea lies the only remaining Kender settlement. It is sometimes called a forest city, but it is much more than that. Orlo Thalore has buildings similar to any human settlement: Taverns, Stores, Inns, and a Town Hall. The most noticeable difference in these buildings is that some of them are incomplete. Some buildings are missing one wall or are missing doors. Other buildings are complete, but they are a mix of different architectural styles, representing the views of the Kender who helped create them. Getting lost is very easy in this city. Many streets double back on themselves, or dead end in places where the crews got distracted and wandered off. One or two streets travel through Kender's houses. The names of streets usually do not match the actual description, eg. Direct Route Drive is a spiral that ends in a circle. Kender from the mid-teens to the early twenties are apprentices.

The younger Kender between the ages of newborn into the early teens actually go to school. School is a loosely termed word here. The Kender community is hard to comprehend sometimes. Kender children do not go to the same building everyday. That would be impossible to

achieve, but instead children are taught by the members of the community. They are taught to read and write by other Kender that decide that these children need to learn how.

The children want to learn how because of their innate curiosity. When they find out that they could read all the secrets that the magic users are keeping from them, they learn to read. When they understand that they could taunt a goblin if they only knew how to speak goblin, they learn it. When they realize that they might be able to slip into the Great Library if they only had a proper note, they learn to write. Kender also learn to hide in shadows, and scale walls, and pick pockets. These are just the kind of things, every good Kender learns how to do.

The people of Orlo Thalore feel that constant change is the best course for their leaders. Their cities have had more leader's than anyone can remember. Everyone has lost count of the number of mayors, kings, khans, warlords, councils, judges, and priestlords that have tried to rule. It has been a rare occurrence when one of these leader's has gone longer than a month, before being replaced, or being ignored.

It's a good chance that if someone visits Orlo more than once that it will be run by a different ruler. On rare occasions Kender can be gathered together to create a formidable army. Kender can be quite serious when their homes are threatened. Since Kender view possession in a different way, it is difficult for outsiders to understand what is considered stealing and what is not. It is safe to assume that any outsider that enter's into a Kender city has a good



possibility of loosing anything she or he brings into the city.

Some of the time the possessions will be taken by the town guards themselves.

Just because a Kender ceases to wander does not make the Kender any less curious. A Kender is always a Kender no matter what the age. If a Kender is caught picking something up, any simple excuse will usually excuse the action. If something is found on a Kender and it belongs to someone else, it is considered to be very impolite. But it is still not considered to be stealing. In fact "stealing" in a Kender city is practically unheard of. So, if a person "looses" something it usually considered their fault. The main trade of Orlo is incredibly accurate maps. These cover every part of the world, even the Underground, skies and leylines.

**Coordinates:** 5.0122° S, 141.3470° E

**Area:** Total 11,383 km<sup>2</sup>  
Land 7,521 km<sup>2</sup>  
Water 4,132 km<sup>2</sup>

**Climate:** Hot, humid tropical climate which is experienced all year round. Two distinctive seasons: wet (December – March) and dry (June – September). The average monthly rainfall ranges between 250 – 350 mm and average temperature is between 26 - 28°C. Humidity is relatively high, ranging between 70 – 90%.

**Created:** 1040 AD

**Technology:** Level 3. Medieval; Algebra, book, ocean going sailing ships (longships, round ships, etc.), steel weapons, plate

armour; castles, windmills, anatomical science, mathematics with zero, transportation on horseback with a saddle and stirrups, sailing ships, crossbows, amputations and crude prosthetics.

**Culture:** Passive, completely free of evil and violence (except when defending lives)

**Languages:** Kenderspeak, English

**Education:** Primary, Secondary

**Government:** Sort of..

**Population:** 850,000 Kender Halflings

**Military:** Everyone, as needed

**Religion:** Gaea, Yondalla's children

**Exports:** None

**Imports:** None

**Agriculture:** Palm oil, bananas, coconuts, sweet potatoes, yam, tubers, taro, sago, maize, sugar cane, cassava, berries, cocoa, coffee.

**Resources:** Minerals, oil, gas, fish, palm oil, copra, rubber, tea, spices

**Hazards:** Earthquakes, volcanic eruptions, tsunamis, cyclones, river and coastal flooding, landslides, drought

**Industries:** None

**Energy:** Mana, hydro, wind

**Transport:** River going sailing ships, horse and stirrup, horse and cart

**Currency:** None

**Treaties:** The Fey Kingdoms, the Gaea Alliance, Parliament of the Sky, the 7 Kingdoms of the 7 Seas, the Parliament of

**Disputes:** Nature  
New Guinea, the  
Underkingdoms

## Rehshcalen



Rehshcalen the Kingdom of Snakes, is an ancient realm of the Naga that encompasses the jungles of Laos. Centuries ago, the city was centred in the forests of India, but an ever encroaching humanity forced the Naga to abandon that city and move to Laos where its existence as a realm is almost unknown, even to its nearest neighbours. The Naga do not post guards along the kingdom's borders, or attack every humanoid that passes through their holdings, or extract tariffs from passing caravans. The region is known to be dangerous, but its neighbours do not believe that its monstrous inhabitants are organized in any real sense.

Those who stumble across the truth are rarely seen again, and those who return to human-ruled cities knowing the truth often vanish before their tales can gain any credence. Upon the death of the monarch, the most powerful living Naga can claim the throne by ritual combat. Traditionally, approximately a dozen spirit Nagas serve the ruler. By dint of an ancient pact each spirit Naga functions as a protector of and servitor to

the royal line, answering directly to the reigning monarch. Some serve as guardians, others inspect ongoing activities in population centres, and the rest function as inquisitors.

Other Naga spend their time raising herd animals, hunting, digging tunnels, building subterranean rooms, and fighting. They enjoy puzzles, mind-expanding exercises, and games that simulate the strategy of war. They favour art that features elaborate, repetitive patterns and eschew representative art. Such attitudes lend themselves to the study of the Art, and many pursue the path of magic. Muckdwellers are the slaves of the Naga, primitive packs of which dwell in muddy pools and streambeds across the jungle, fighting an unending battle with the snakes of the region. From time to time, the Naga call on the muckdwellers to defend their city, but otherwise muckdwellers are largely ignored or eaten.

Despite the incredibly rocky terrain, the great trees of this jungle soar to incredible heights, suggesting that at least parts of this woodland may have been magically grown by Elves at some point. Logging the forest is almost impossible due to its formidable terrain and the creatures that dwell within. The central arch of the serpent, which spans the river, has been hollowed out to serve as both a covered bridge and the entrance to ancient, gnome-dug salt mines, which now serve as a subterranean prison. In the eastern reaches lies an ancient druid circle of trees, each of which has a rune-graven menhir embedded in the depths of its trunk.

This abandoned druidic circle is barely identifiable as such because so many other trees have grown up in and around the original ones. Potent weavings of the Art still linger amidst the trees but the tree snakes that infest the region quickly devour most interlopers. A subterranean network of tunnels links the holdings of the Naga in this area. With Rehshcalen at its nexus, the tunnel network serves as an underground highway system for much of the jungle. At the heart lies a temple dedicated to the snake gods. The ruins nearby are home to all manner of monsters, many of which were summoned as guardians for the city in ages past.

**Coordinates:** 19.8563° N, 102.4955° E

**Area:** Total 10,439 km<sup>2</sup>  
Land 7,551 km<sup>2</sup>  
Water 2,888 km<sup>2</sup>

**Climate:** Tropical monsoon climate characterized by relatively even temperatures throughout the year (all months being greater than 18 °C average temperature), and a pronounced dry season. The driest month has less than 60 mm of precipitation, but more than 100 mm. Rainfall can average 2,000-3,000 mm/year.

**Created:** 11,680 BC

**Technology:** Level 3. Medieval; Algebra, book, ocean going sailing ships (longships, round ships, etc.), steel weapons, plate armour; castles, windmills, anatomical science, mathematics with zero, transportation

	on horseback with a saddle and stirrups, sailing ships, crossbows, amputations and crude prosthetics.
<b>Culture:</b>	Xenophobic, fearful of others, harsh but still some redeeming features.
<b>Languages:</b>	Sedhe, Laotian, French, English
<b>Education:</b>	Primary, Secondary, Tertiary, Thaumaturgy
<b>Government:</b>	Monarchy
<b>Population:</b>	130,000 Naga
<b>Military:</b>	75,000 Naga
<b>Religion:</b>	Gaea, the World Serpent
<b>Exports:</b>	None
<b>Imports:</b>	None
<b>Agriculture:</b>	Rice, coffee, cattle, poultry, pigs, buffaloes, cardamom, corn, cotton, fruit, mung bean, peanuts, soy beans, sugar cane, sweet potatoes.
<b>Resources:</b>	Copper, gold, iron, silver, bauxite, coal, gypsum, lead, potash, sapphire, tin, zinc.
<b>Hazards:</b>	Floods, droughts, earthquakes, cyclones.
<b>Industries:</b>	Farming, mining
<b>Energy:</b>	Mana, hydro, wind, elemental furnace
<b>Transport:</b>	River going sailing ships, horse and cart
<b>Currency:</b>	Sovereign
<b>Treaties:</b>	The Fey Kingdoms, the Gaea Alliance, Parliament of the Sky, the 7 Kingdoms of the 7 Seas, the Parliament of Nature
<b>Disputes:</b>	Laos, the Underkingdoms

## Sai Ancalen



Sai Ancalen is hidden in the jungles of Borneo. It is ruled by a High Lord who is served by two Gauntlets who command the city's militia. Each Gauntlet has the responsibility of protecting Ancalen's territory (known as the "marches"), either north or south of the city. The lands claimed by the Orso stretch for two days' walk up and down the river. The army patrol this domain. The local Orsos make a living through farming and fishing. The city is known for making the richest cheeses in the Asian region, such as the translucent mist cheese.

These cheeses are ripened in local caves. Hardwoods are also produced in the area; such woods are fine carved for chess sets. The city is a splendidly picturesque garden town, with every spare patch of ground and any available surface adorned with lovingly tended greenery and full gardens and bowers to be found all over town.

The wooden buildings—of all shapes and sizes, no two of which were alike—are overgrown with vines and decorated with hanging plants, with plants both inside and on the roof. Even the streets

are planted with tangle moss, and they curve and meander to provide a good view or an interesting route. Giant ancient trees line the green grassy banks of the river. The town doesn't even have defensive walls, only a ditch and earthen rampart, both covered with planted flowers.

Ancalen seems to melt back into the forest or be growing out of it. There is a small river nearby in which a wide pool has been dug, providing an area for lading cargo, serving as the harbour. Barges, coracles, and flat-bottomed skiffs used for fishing and trade clustered here. The only ugly things in town were those left bare by practicality: four warehouses by the harbour and the cooperworks beside them on the west. There is a bridge with a spectacular and beautiful arching stone structure.

It is decorated with fanciful carved stone heads, with snarling, pig-snouted faces said to be those of dragon turtles. They watch over the warehouses. There are also a number of structures in the branches of trees, which are linked by rope ladders, walkways, and bridges of silver rope and white planks. It is also home to a number of fine bowyers and fletchers, as well as wood carvers. Ancalen also produces herbs, medicinal plants, exotic fruit, and tapestries. It imports swords, armour, parchment, wine, and seafood.

**Coordinates:** 0.9619° N, 114.5548° E

**Area:** Total 13,715 km<sup>2</sup>  
Land 9,363 km<sup>2</sup>  
Water 2,812 km<sup>2</sup>

**Climate:** Tropical rain forest or equatorial climate with high humidity, hot temperatures and rainfall

throughout the year. Temperatures range between 25°C and 35°C, very humid at times and receives substantial rainfall with an average of 247 rainy days per year. The wettest times are during the Northeast Monsoon months of November to February, and the “dry” season is from June until August.

**Created:** 11,300 BC

**Technology:** Level 3. Medieval; Algebra, book, ocean going sailing ships (longships, round ships, etc.), steel weapons, plate armour; castles, windmills, anatomical science, mathematics with zero, transportation on horseback with a saddle and stirrups, sailing ships, crossbows, amputations and crude prosthetics.

**Culture:** Benevolent, more tolerant than standard but still with some violence.

**Languages:** Orsu, Bahasa Malaysia

**Education:** Primary, Secondary, Tertiary, Thaumaturgy

**Government:** Chieftain (High Lord)

**Population:** 341,244 Orso

**Military:** 50,000 Orso

**Religion:** Gaea

**Exports:** Thaumaturgy

**Imports:** Steel

**Agriculture:** Rice, duck eggs

**Resources:** Tin, copper, gold, silver, coal, diamonds, different types of sand and stone.

**Hazards:** Floods, forest fires, earthquakes, underwater



	landslides.
<b>Industries:</b>	Farming, fishing
<b>Energy:</b>	Mana, hydro, wind, elemental furnace
<b>Transport:</b>	River going sailing ships, horse and cart
<b>Currency:</b>	Krona
<b>Treaties:</b>	Borneo, the Fey Kingdoms, the Gaea Alliance, Parliament of the Sky, the 7 Kingdoms of the 7 Seas, the Parliament of Nature
<b>Disputes:</b>	The Underkingdoms

## Shala Bellanose



Shala Bellanose is located in the jungles of Cambodia. The town is home to 100 smiths that produce all manner of iron wares. The major industry is secure, private storage for any type of goods. The storage facilities are made secure through the work of a wizard who creates powerful wards protecting the walls and storage facilities. Additionally the Gnomes exported elaborate locks, sturdy wooden crates, and a distinctive green seam-sealing wax sold in cloth rolls.

There are rich coal, copper, gold and iron deposits in the area. From their cellars and storage caverns, the Gnomes tunnel underground to mine for the minerals. They have also created numerous mechanical inventions, designed to defend a cave or tunnel against a greater number of humans or orcs. These are constructed and tested in their caverns, and include crossbows that fire multiple bolts, mobile armoured shields that can be moved to block tunnels, and a range of vicious traps.

Outside of the town farmers grow olives and produce wine. There are also shrines to a number of deities.

**Coordinates:** 12.5657° N, 104.9910° E

**Area:** Total 19,095 km<sup>2</sup>  
Land 15,817 km<sup>2</sup>  
Water 3,278 km<sup>2</sup>

**Climate:** Tropical, hot all year round, with a rainy season from May to mid-November due to the south-west monsoon and a dry season from mid-November to April. The dry season can be divided into two periods: the first is the least hot of the year, while the second, from mid-February to May, before the monsoon arrives, is the hottest of the year. The monsoon withdraws in early November in the north and between the middle and the end of the month in the centre-south. The coolest month is December, while the hottest months are April and May, when the heat becomes oppressive; in the rainy season, the temperature is a bit lower, but the humidity is higher, so the weather is hot and muggy. In a typical year, from 1,300 to 1,800 millimeters of rainfall.

**Created:** 1.400,000 BC

**Technology:** Level 4. Age of sail; Calculus, stagecoach; three-masted sailing ships; precise navigation.

Muskets and pikes; horse artillery; naval broadsides. Improved windmills; belt drives; clockwork. Optical microscope makes cells visible. Hot air balloons, cannon, rapier, amputations, bonesetting, cauterizing wounds, opium as a medical painkiller, basket hilt.

**Culture:** Benevolent, more tolerant than standard but still with some violence.

**Languages:** Dethek, Khmer

**Education:** Primary, Secondary, Tertiary, Thaumaturgy

**Government:** Guild Council

**Population:** 564,321 Valley Gnomes

**Military:** 45,000 Valley Gnomes

**Religion:** Gaea, Lords of the Golden Hills

**Exports:** Gnome alcohol, various other Gnome drinks

**Imports:** Steel

**Agriculture:** Rice, cassava, maize, pepper, mango, palm oil, water buffalo, oxen, fish.

**Resources:** Gas, oil, phosphates, manganese, iron ore, rubies, sapphires, zircons, gold, bauxite, coal, copper, limestone, clay.

**Hazards:** Storms, drought, flooding

**Industries:** Alcohol

**Energy:** Mana, hydro, wind, elemental furnace

**Transport:** River going sailing ships, horse and stirrup, horse and cart

**Currency:** Tricrown

**Treaties:** The Fey Kingdoms, the Gaea Alliance, Parliament of the Sky, the

7 Kingdoms of the 7  
Seas, the Parliament of  
Nature

**Disputes:**

Cambodia, the  
Underkingdoms

## Shsa Serin



Shsa Serin is located in the forests of Kamchatka Krai, Russia. It is renowned for its incredible size, unique shape, and virtually impenetrable architecture. Unique in its design, the entire city is one giant hollow pyramid, that rests on a granite foundation. The top of the pyramid reaches 100 meters into the sky. A wide ramp is the only land entrance to the pyramid.

The city is surrounded by a few farms and homesteads, as well as by the private states of the wealthy clans. Inside the pyramid, in the lowest level are a series of agorae that looked like rings around the columns, that serve as the commercial area of the city. Although normal citizens have to use a series of ramps and stairs to get to the upper levels, the most influential clans have access to teleportation rooms that allow quick access to all levels of the pyramid. In the upper levels there are balconies leading to individual dwellings.

These dwellings are separated by plazas and atria that rise from the base all the way to the ceiling. The interior of the pyramid is lit by magical lights that have the property to nourish the different

kinds of plants the Centaurs use to decorate their homes. The Adjudicators serve as the city's police force. Aside from that, each clan and certain organizations, have private war bands that are called to protect the city when needed.

The inhabitants are also ever-ready to take up arms should the city be threatened. The city's open bazaar in the Market Floor is full with shops and stalls belonging to farmers, craft-vendors and artisans from the city and from nearby homesteads, and traders from elsewhere. Shsa Serin is also well known among the Fae for its military schools on tactics, engineering, and unconventional warfare. The lowest level of the city, under the granite foundation has a great number of tunnels and chambers that serve as a storage area for military and mundane functions, as well as the final resting place of the city's residents.

**Coordinates:** 61.4344° N, 166.7884° E

**Area:** Total 18,344 km<sup>2</sup>  
Land 16,029 km<sup>2</sup>  
Water 2,315 km<sup>2</sup>

**Climate:** Mostly Subarctic climate, without a dry season. Temperatures are relatively mild, with summer maxima reaching about 19 °C in summer and winter lows around -8 °C. Annual precipitation is high, up to 2500 mm.

**Created:** 12,720 BC

**Technology:** Level 4. Age of sail; Calculus, stagecoach; three-masted sailing ships; precise navigation. Muskets and pikes; horse artillery; naval

broadsides. Improved windmills; belt drives; clockwork. Optical microscope makes cells visible. Hot air balloons, cannon, rapier, amputations, bonesetting, cauterizing wounds, opium as a medical painkiller, basket hilt.

**Culture:** Benevolent, more tolerant than standard but still with some violence.

**Languages:** Kentaur, Russian

**Education:** Primary, Secondary, Tertiary, Thaumaturgy

**Government:** Guild council

**Population:** 510,000 Centaurs

**Military:** 245,000 Centaurs

**Religion:** Gaea

**Exports:** Thaumaturgy, scrolls, spellbooks

**Imports:** Steel

**Agriculture:** Wheat, sugar beet, potatoes, maize, oats, tomatoes, cabbage, dry peas, rapeseed, apples, cucumbers, onions, carrots, pumpkins, buckwheat, chickpeas, currants, cherries, lentils, soy, watermelons, rice, grapes, barley, oats, rye, sunflower seeds, cattle, sheep, pigs, chickens, turkeys, horses.

**Resources:** Cobalt, chrome, copper, gold, lead, manganese, nickel, platinum, zinc, tungsten, vanadium, gas, oil, coal, iron, diamonds.

**Hazards:** Forest fires, river floods, freezing rain.

**Industries:** Farming, fishing, magic schools

**Energy:** Mana, hydro, wind,

	elemental furnace
<b>Transport:</b>	River going sailing ships, horse and cart
<b>Currency:</b>	Tricrown
<b>Treaties:</b>	The Fey Kingdoms, the Gaea Alliance, Parliament of the Sky, the 7 Kingdoms of the 7 Seas, the Parliament of Nature
<b>Disputes:</b>	Russia, the Underkingdoms

## Timberbrook



Home to the widest variety of sentient plants, this forest in Colombia is filled with old ruins. Detection and scrying magic cannot reach into the forest, and those who try see only a cluster of unremarkable trees rather than what they're looking for. This effect makes it difficult for enemies to discover exactly what is hidden in the forest. Some of the forest's stone 'circle's act as portals to other forests and even other worlds. The land is full of nature spirits, any of which can turn jealous or vindictive against those who offend them. The heat and humidity is incredible, and the insects are everywhere, clinging and stinging, their noise unceasing. Part of the Amazon river here is enchanted (or polluted) to such an extent that it caused slumber and forgetfulness to anyone who fall into it. Parliament magic enriches the land and evil can not enter without difficulty.

**Coordinates:** 4.5709° N, 74.2973° W

**Area:** Total 16,496 km<sup>2</sup>  
Land 14,517 km<sup>2</sup>  
Water 4,979 km<sup>2</sup>

**Climate:** Generally tropical and isothermal (without any real change of seasons).



	Temperatures vary little throughout the year. The only genuinely variable climatic element is the amount of annual precipitation. Climate is marked by an annual rainfall of more than 2,500 mm and annual average temperatures above 23 °C.		copper, rock salt, marble, limestone, emeralds, nickel.
<b>Created:</b>	9,000 BC	<b>Hazards:</b>	Earthquakes, floods, landslides.
<b>Technology:</b>	Level 0. Stone Age; Cave dwellings. Counting, oral tradition, wooden and stone weapons; primitive shields; hides for armour. First aid; herbal remedies; primitive agriculture, scrolls, books.	<b>Industries:</b>	Magic schools
		<b>Energy:</b>	Mana
<b>Culture:</b>	Benevolent, more tolerant than standard but still with some violence.	<b>Transport:</b>	None
<b>Languages:</b>	Eiwia	<b>Currency:</b>	None
<b>Education:</b>	Thaumaturgy	<b>Treaties:</b>	New Zealand, the Fey Kingdoms, the Gaea Alliance, Parliament of the Sky, the 7 Kingdoms of the 7 Seas, the Parliament of Nature
<b>Government:</b>	Parliament of Nature via the Throne of Trees	<b>Disputes:</b>	The Underkingdoms
<b>Population:</b>	434,533 Arboreal, 115,000 Cactun, 352,452 Frucht, 1,156,448 Vegibles		
<b>Military:</b>	As needed		
<b>Religion:</b>	Gaea		
<b>Exports:</b>	None		
<b>Imports:</b>	None		
<b>Agriculture:</b>	Bananas, sugarcane, wheat, barley, potatoes, coffee, maize, cassava, wheat, sesame, palmoil, cacao, peanuts, grapes, soybeans, cut flowers, rice, corn, cocoa, fique, oilseeds, panela, shrimp, pineapples, cattle.		
<b>Resources:</b>	Gold, coal, petroleum, oil, gas, iron ore, steel,		

## Ylmager



In the jungles of Brazil the passes leading to Ylmager are cloaked in veils of illusion (treat as widespread hallucinatory terrain effects made permanent), and the city is protected by high walls and overlapping permanent images. The inhabitants are zealous warriors and industrious merchants who place tremendous value on personal honour and propriety.

Duels and feuds over slights that folk of other lands might readily dismiss are common. Part of the Amazon drains into a wide, slow-moving river which surrounds the city. The outlying area is dotted with vineyards and groves of olive trees. Most of its businesses involve metalworking, and its craftspeople produce serviceable suits of mail, stout weapons, various farm implements, and ironmongery.

While all adults are expected to contribute to the defence of the realm, those who practice spellcasting - particularly spells from the school of Illusion - are most highly regarded. While clerics and monks enjoy positions of respect and authority. The city is

governed by a queen, the position rotates among archmages, each of whom assumes the title and rules from a few years to a few decades before surrendering the rulership to another.

Ylmager is extremely unwelcoming to outsiders, except maybe as a change in meal. In fact, its nobles often use scrying to spy on unwanted visitors and then afflict them with nightmares from afar until they leave. Any outsiders who seem to pose a true danger are attacked repeatedly from the shadows by phantasmal killers. The mines are among the most productive salt mines of the peninsula.

**Coordinates:** 3.4653° S, 62.2159° W

**Area:** Total 1,521 km<sup>2</sup>  
Land 1,100 km<sup>2</sup>  
Water 421 km<sup>2</sup>

**Climate:** Equatorial, hot and humid throughout the year, with constant rainfall. The rains fall in the form of heavy showers and thunderstorms in the afternoon or evening. Total annual rainfall is considerable, from 2,000 to 3,000 mm. The rains are more abundant from December to May, when they usually exceed 200 mm per month, but they often even exceed 300 mm. The temperature remains below 30 °C even during the day, but relative humidity is consistently close to 100%. In the hottest days the air is almost always humid.

**Created:** 46,000 BC

<b>Technology:</b>	Level 3. Medieval; Algebra, book, ocean going sailing ships (longships, round ships, etc.), steel weapons, plate armour; castles, windmills, anatomical science, mathematics with zero, transportation on horseback with a saddle and stirrups, sailing ships, crossbows, amputations and crude prosthetics.	
<b>Culture:</b>	Malevolent. Truly malicious race with no redeeming qualities at all.	
<b>Languages:</b>	Sekhis, Portuguese	
<b>Education:</b>	Primary, Secondary, Tertiary, Thaumaturgy	
<b>Government:</b>	Monarchy	
<b>Population:</b>	87,000 Yuan-Ti	
<b>Military:</b>	63,000 Yuan-Ti	
<b>Religion:</b>	Set	
<b>Exports:</b>	Salt	
<b>Imports:</b>	Steel	
<b>Agriculture:</b>	Coffee, soybeans, beef, ethanol, sugarcane, maize, cassava, oranges, rice, bananas, wheat, cotton, tomatoes, potatoes, guarana, legumes, beans, pineapples, coconuts, watermelons, sorghum, mangos, grapes, onions, palm oils, lemons, acai, apples, papaya, tangerine, oats, sweet potatoes, peanuts, yerba mate, barley, cocoa, avocados, natural rubber, abiu, persimmon, cashew nuts, sunflowers, brazil nuts, açai, acerola, alligator-apples, atemoya, bacaba,	<p>bacuri, bananas, biriba, blueberries, brazil plums, brazil nuts, breadfruit, cajá, camu camu, cantaloupes, cashews, oranges, lime, figs, coconuts, cupuaçu, guava, grapes, jambo, jocote, kiwi, mangaba, mangosteen, mulberries, muruci, nectarines, papaya, passionfruit, patawa, peaches, pears, pequi, persimmons, physalis, pine nuts, rambutan, raspberries, sapodilla, sapote, sorva, soursop, starfruits, strawberries, tucuma, walnuts, watermelons, ginger, peas, cucumbers, capsicum, mustard, carrots, garlic, cattle, pigs, poultry, chicken eggs, goats, sheep, fish, honey, buffaloes.</p> <p><b>Resources:</b> Tin, iron ore, phosphate, diamonds, manganese, chromium, copper, bauxite, gold, petroleum, pyrochlore, granite, manganese, quartz, tantalum, kaolin, gas, niobium, bauxite, vanadium, lithium, tin, nickel, copper, titanium, gypsum, graphite, sulfur, salt, chromium, coal, aluminium, aquamarine, amethyst, diamond, emerald, garnet, jasper, opal, ruby, topaz, tourmaline, salt.</p> <p><b>Hazards:</b> Flash floods, drought, landslides, mudslides.</p> <p><b>Industries:</b> Farming, fishing, infernal</p>

<b>Energy:</b>	magic schools Mana, hydro, wind, elemental furnace
<b>Transport:</b>	River going sailing ships, horse and cart
<b>Currency:</b>	Kilarche
<b>Treaties:</b>	Brazil, Khalohone, the Underkingdoms
<b>Disputes:</b>	The Fey Kingdoms, the Gaea Alliance, Parliament of the Sky, the 7 Kingdoms of the 7 Seas, the Parliament of Nature

## 2. Fairy Rings

A fairy ring, also known as fairy circle, elf circle, elf ring or pixie ring, is a naturally occurring ring or arc of mushrooms. The rings may grow to over 10 metres in diameter, and they become stable over time as the fungus grows and seeks food underground. They are found mainly in forested areas, but also appear in grasslands or rangelands. Fairy rings are detectable by sporocarps in rings or arcs, as well as by a necrotic zone (dead grass), or a ring of dark green grass.

Fungus mycelium is present in the ring or arc underneath. Many folk beliefs generally paint fairy rings as dangerous places, best avoided. Even collecting dew from the grass or flowers of a fairy ring can bring bad luck.

Fairy rings indicate a portal or passageway between our world and the Faerie Realms; a series of dimensions within the Outer Realms. Destroying a fairy ring is unlucky and fruitless; it'll simply return... over and over again. The faeries are persistent. After all, it's their passageway, no matter where it manifests in our world. Characters can enter the fairy ring system and attempt to activate its magical gateway which leads to the fairy path. This can be done via spell, artifact or if they know the mystical command word. Rings don't stay open long, but do remain gateways forever.

### 3. Fairy Paths

A fairy path (or 'passage', 'avenue', or 'pass') is a route taken by fairies usually in a straight line and between dimensions of traditional significance. Ley lines and spirit paths, such as with corpse roads, have some similarities with these fairy paths. Each path is a vast, seemingly intelligent or partially intelligent ecosystem that forms a boundary between Arcadia and the prime material realm.

A dangerous and savage place that few dare enter. It is a psychoactive wilderness that reshapes itself to the mindset of the traveller, usually manifesting as a thick jungle or swamp. The path often branches off to either connect with other fairy paths or other significant locations. Fairy paths are always full of life; there are many plants, most of which are sentient.

Fairy forts (also known as raths from the Irish, referring to an earthen mound) are fortresses of brambles and thorns which may block an entire path. Usually they are empty, gutted of life but still with some cobwebbed weapons and tokens left behind — but sometimes they only appear empty.

Hidden Hollows within the path walls may hide thatch huts or entire towns, though many do not conform to anyone's rational idea of a "town". Some may contain a small army, fairy villagers, a fae library, temple or a prison.

### 4. Sacred Groves

A sacred grove or sacred woods are any grove of trees of special religious importance to a particular culture. Sacred groves feature in various cultures throughout the world. They were important features of the mythological landscape and cult practice of Celtic, Baltic, Germanic, ancient Greek, Near Eastern, Roman, and Slavic polytheism, and were also used in India, Japan, and West Africa. Examples of sacred groves include the Greco-Roman temenos, the Norse hörgr, and the Celtic nemeton, which was largely but not exclusively associated with Druidic practice. During the Northern Crusades, there was a common practice of building churches on the sites of sacred groves. The Lakota and various other North American tribes consider particular forests or other natural landmarks to be sacred.

Sacred Groves are places of sanctuary and worship for agents of the Parliament of Nature. Like a temple or chapel set within the natural world, they are places of spiritual refuge: places to calm the mind, refresh the spirit, and give comfort in times of distress. Many create new sacred groves – in their gardens, on their farms or on public land. To support an agent and any companions, a grove site must have several features.

First, there must be a place for them to sleep. This can be a natural shelter, such as a cave, or one built from natural materials, such as a sod hut or tree house. Next, there must be a good supply of food and clean, fresh water. The food supply can include nuts and berries, tree fruit, and a diverse population of animals. In addition, most maintain at least one herb garden, and many also cultivate a patch of



vegetables. The next vital feature is a system of protection for the agent and his charges, both plant and animal. This often takes the form of natural barriers, such as briar hedges or dense forest.

Magical protections often come into play as well, but rarely set traps in their home areas unless they can be sure animals will not blunder into them and come to harm. Warmth is another vital issue. If the climate where they live is temperate or cooler, he requires a good source of firewood, coal, or other fuel. As with his other activities, he always harvests firewood in a manner that ensures that the forest can renew itself. He clears brush and fallen limbs from the forest floor and thins the trees to help ensure the forest's viability.

Many also possess the magic to make warmth without fire, and they use this ability to avoid overharvesting wood. In addition, agents use natural materials to make warm clothing and blankets. Each generally has a cache of tools stashed away for sewing hides and weaving cloth from plant fibres or animal hair. Agents like to be prepared for emergencies, so most keep a supply of important magical and nonmagical items secreted about their groves—in hollow trees, under stones, and in unused animal lairs. Stashed magical items usually include goodberries and infusions of useful spells. Other useful items include small amounts of money (in case they need to visit a town), tools for starting a fire, a knife, torches, extra weapons, and skins of fresh water and food.

A grove's size will be up to 5 square metres radius per WIS of the one who creates it, +5 additional square metres radius per year of its existence. It can

also be enlarged through holy consecrations and blessings of adjoining areas.

All receive a +1 bonus to saving throws vs. spell, death magic, and wands while within a magical grove. The grove's steward receives a +2 bonus. All in the grove are rendered immune to magical fear while within it. Dig spells never work within a grove. Natural (nonmagical) lightning never strikes trees or beings in the grove. Evil enchanted creatures cannot enter the grove unless it has been defiled.

A typical grove features some means for scrying—most often a pool of still, mirrorlike water. A large, highly polished rock also might make a good scrying device. In a pinch, an agent can use the create water spell to produce still water for scrying in a large container or natural crevice. Water from a source within the grove or dew gathered from the grass in the area has the properties of sweet water, but loses these special properties as soon as it is removed from the site. Anyone bathing in the water gains the benefit of simultaneous neutralize poison, cure disease, and cure serious wounds spells. The water loses all special properties outside the grove's boundaries, however, so characters cannot use it as a hearing potion. Also any pool or well within the grove may be used for divination.

Agents usually maintains one or more animal companions at all times. These creatures live with him in his grove and travel with him as he wishes, though they must also roam through the area at large to forage for food. Thus, a reasonably convenient means of egress from the grove must also be made

available for them. Higher-level agents occasionally grant humanlike intelligence to plant or animal creatures through magic as well.

Though awakened animals are not required to stay in their native areas, many choose to do so, either out of love for the land or friendship for the agent. The grove also supports populations of the types of animals, feys, and natural creatures that normally would live in such an area. Agents make an effort not to disturb the natural environment too much, so they rarely interfere with these local populations unless the creatures are nonnative and somehow harmful to the environment.

The magic from a Sacred grove will "awaken" D4 x3-metre-square patches of weeds, creepers, or bushes with semi intelligence, 4 Hit Dice, AC 10, and the ability to attack as an entangle spell. They will act to protect themselves and defend the grove. Any large, ancient tree living in the grove gains Intelligence and Wisdom (2D6+6), the spellcasting ability of a 5th-level druid, and the power of speech. It can use any of its branches at once like arms. It speaks in a deep, slow voice.

In combat, treat it as a treant created by the liveoak spell. Roots bind it to the earth like a normal tree. Any normal or giant animal with an Intelligence score between animal and low can speak and understand the character's language for as long as it remains within the sacred grove. The animal's Intelligence does not increase. Also, casting animal summoning calls a 50% greater number (or Hit Dice) of animals than usual.

If the sacred grove contains plants that produce edible fruit, nuts, or berries, 3D6+20 enchanted examples sprout each spring along with the usual crop. The magic fruit, nuts, or berries-the largest and most healthy will offer the benefits of a goodberry spell's products on the characters who eat them.

Any Nature worshiper in the grove may make a grove's temperature rise or fall within 10 degrees centigrade. This ability, possible once per day, affects the entire grove. Arctic or desert groves commonly feature this power, which enables those in the grove to survive brief climatic extremes, especially combined with the power to still winds (below). They can also cause winds to calm for up to one turn per level, as long as they concentrate on maintaining this power. Triple the duration when an ally of nature invokes it. This power, is quite common in desert, mountain, and arctic groves, as it protects the sacred grove and those in it from sandstorms, tornadoes, or snowstorm, and the like.

Beings allied to nature may heal wounds at twice the rate of natural healing while in the magical sacred grove. Healing related spells produce the maximum benefits. Any in the sacred grove who cast a Plant or Earth Elemental sphere spell within its boundaries, double the spell's duration, area of effect, and range.

Any who spend the night sleeping in the grove may receive a magical portent in a dream concerning the past, present, or future. The nature of the prophecy remains the GM's decision, but it should never contain more information than would come to light using a properly cast commune with nature spell. The portent usually warns of danger or hints

at a task Nature wishes the druid to perform. Additionally all who sleep overnight in the grove before praying for spells receive an extra spell.

Any ally of nature who has his ashes or remains buried in the sacred grove, becomes reincarnated (per the priest spell) in D6 days.

Any non supernatural creature will fail to perceive the grove as nothing other than a normal clearing (or the like) until they are led into it. The sacred grove also generates a continual protective field similar to protection from evil, 10' radius, except it covers the entire grove. All mobile beings (not normal plants) within the grove when concealment is invoked become invisible for three turns per level of the druid or until they leave the grove.

A grove allows any to travel instantly from one sacred grove to another. The enchantment needs to be invested in both sacred groves and each enchantment allows for the creation of a gate to only one other sacred grove. A single grove could be enchanted multiple times to allow for travel to more than one other sacred grove. Only one gate can be open at one time and only the seneschal can change which gate is operating. A character enters the gate by stepping into the stone or tree anchor at the heart of the grove (limiting travel to large or smaller creatures).

The character exists the gate out of the destination grove's anchor. Each enchantment only forms half of the two-way gate but the same caster is not needed to create both halves. A character could create the first half of the gate and then travel to the other grove to

complete the gateway. Alternatively, two druids could agree to create this enchantment and travel separately to each grove to create their half of the gate.

Sacred Elemental Groves are discussed in The Parliament of Nature section.

### **Defiled and Cursed Groves**

Some sacred groves tell a tragic story: their plants have been dug up, trees burned or chopped down, water sources fouled, or standing stones overturned and broken. Perhaps their clearings once served as altars to other priests in the worship of strange gods. Such groves have been defiled, stripped of all their powers until druids reclaim them (described below). Other events may result in a still worse fate grove becoming cursed.

#### *For instance:*

A terrible event takes place within the grove's boundaries: Someone reads a cursed scroll, a deity's avatar passes through, a druid dies violently, or another highly charged event takes place. The grove is deliberately defiled but not destroyed. When plants begin to grow back, the grove may retain some twisted vestige of its original power. If the druid who sanctified the grove strays badly from the neutral alignment, abandons the Order, or takes up the path of the Lost Druids, the grove's beauty and powers may become warped—perhaps as a warning to the erring steward. A druid who discovers a cursed grove nearly always tries to find a way to lift the curse and ultimately resanctify the land. Some typical curses are described below.

Those who eat natural fruits of the grove or drink its water must save vs. spell or become charmed. They refuse to leave the grove, claiming they must defend this beautiful place. They resist forcefully if anyone tries to harm the grove or take them from it. The charm is broken if those it has entranced leave the grove, or it can wear off, per the charm person spell.

A terrible poison lives within the ground, although the plants in the grove are immune. Those who touch the vegetation (including grass) with bare skin must save vs. poison each round of contact or suffer D6 points of damage. Characters who eat fruits, etc., from the grove must save vs. poison or die.

The life forces of people who die in a haunted grove or within a mile of its boundaries are drawn into one of the grove's trees or standing stones. The trunks of the trees or the surfaces of the stones contain twisted images of the dead trapped within. While trapped, these souls cannot be raised, resurrected, or reincarnated.

To defend itself, the grove can summon any of its prisoners' spirits as ghosts or banshees each summoning takes two rounds, but only one ghost or banshee can exist at any time. Resanctifying the grove ends the curse and frees the trapped spirits, who now may be reincarnated, raised, or resurrected. Destroying the grove before resanctifying releases all the trapped spirits as malevolent ghosts or banshees to haunt the region.

The trees in this grove have been animated by a hunger for flesh. Treat the 2D8 hungry trees of this cursed grove as

evil treants. Masquerading as normal trees, they suddenly attack anyone entering the grove. They never cross its borders unless attacked from outside the grove, though; in that case, they re-enter the grove after defeating (and consuming) foes.

The first step in reclaiming a defiled grove involves repairing any damage it has sustained: planting new trees, restoring damaged standing stones, and so on. Then, a druid must perform an uninterrupted daylong ceremony within the grove to ask for the renewed blessings of Nature. Reclaiming a cursed grove poses additional difficulties. After performing the above steps, the druid must complete a task to balance the forces behind the curse. The nature of the task is up to the GM, but it usually involves a dangerous quest in a real or symbolic attempt to "undo" the curse, punish those who caused it, or make amends for the act that led to it. After concluding the task, the druid must return to the grove to invoke Nature and cast a remove curse spell.

## 5. Fey Plants

### **Amber Lotus**



These flowers look like golden water lilies as large as sunflowers growing in calm ponds or swamps; some varieties grow on vines that creep up tree trunks. Their attractive appearance and serene setting is deceptive to the viewer, giving no clue as to the flower's true nature. The amber lotus flower responds to ground vibrations. When a creature approaches within 10 feet of the plant, its blossoms open, each spraying a cloud of pollen 40 feet in diameter.

Any individual within the flower's pollen cloud must make a successful saving throw vs. poison or fall fast asleep for 4D4 turns. Nothing can wake the victim sooner. The flowers can spray a fresh burst of pollen every 3D4 rounds. Creatures that are resistant to sleep and charm spells (such as elves, half-elves, and pegataurs) are equally resistant to the pollen of the amber lotus flower. Amber lotus flowers get their nutrition in the same way as normal plants; no unusual conditions are required for its health.

The pollen spray is a defense mechanism to protect the flower from potential threats. Amber lotus flowers are often

found growing with other deadly plants such as vampire roses, archer bushes, or killer trees. The amber lotus flower enjoy a symbiotic relationship with these, and other floral predators. The amber lotus flower incapacitates a victim, the other plants than kill it, and all benefit from fertilization resulting from the victim's remains. Some humans and other intelligent creatures may cultivate this flower for protection around homes, forbidden places, temples, and so forth.

Druids and elves sometimes use the amber lotus flower to guard sacred worship sites, and are rumoured to somehow train the plants to spray pollen only on strangers who trespass. The sleep pollen is prized by alchemists for sleep powders and even poisonous sleep salve that can be smeared on a weapon. A dozen amber lotus flowers are required to make enough sleep poison to fill one vial; such a vial contains enough salve to coat one short sword or the equivalent.



## Archer Bush



Archer bushes have sickly green and brown leaves, stunted trunks, and thorny brown branches. They resemble common wild bramble bushes. Archer bushes are commonly found in woodlands, scrub areas, and occasionally in mountains. Archer bushes are carnivorous. They attack by shooting a spray of small thorns at a victim, inflicting D4 hit points of damage per spray. The range of the spray is 20 feet.

Each bush can fire up to three such sprays per day. The archer bush can uproot itself and move toward stricken prey. The trunk of an archer bush appears to be buried within a 3-foot-high pile of leaves and twigs. This debris actually conceals a huge mouth filled with hard thorns that are used to devour disabled prey. The mouth is never used in combat. Archer bushes sense targets by ground vibrations; thus, they can fire at invisible or otherwise camouflaged victims. Only creatures who approach in flight are spared an attack.

Clumps of archer bushes commonly fire in concert, as if cooperating in a primitive way, but this cooperation is

based mostly on instinct. Encountering a single archer bush is rarely a great threat; a group of archer bushes, however, can be deadly. Druids sometimes cultivate and train archer bushes to guard their holy sites.

## Black Willow



The black willow is a mobile, sentient tree of evil disposition. It is 90% unlikely that a creature will recognize a black willow as such, for they can alter their trunks and limbs to appear as normal trees of the various willow sorts. Sometimes they will have smooth trunks and broad, inviting limbs. Other times they will show safe-looking trunk cavities at their base or high on their upper trunk. Of course, treants can spot black willows instantly, but even druids cannot do so without magical aid (such as locate plants, for example). A black willow's normal attack is with lashing, whiplike branches that cause 1d4 points of damage each, but it has two special attack forms, one of which is generally employed earlier.

If a creature has climbed out on a safe-looking limb, the black willow generates an aura of drowsiness within a 20-foot radius, making tired creatures fall into natural sleep. No saving throw is granted for creatures that are already going to sleep (like travelers resting or

adventurers camping for the night), but active creatures (like foraging animals and adventurers just passing through) get a saving throw vs. spell to avoid falling asleep.

Note that no spell is actually cast, and no offensive action is taken by the black willow during this drowsiness attempt, so characters who save feel slightly tired and then press on. Creatures who fail the saving throw, or who are already tired, do not drop to the ground, but rather feel compelled to stop and rest for a while. A hole then opens underneath such victims, and one or more of them are taken into a hollow limb. The limb then tilts to slide them into the trunk cavity.

The trunk's safe-looking openings are also used to close and trap the victims in the digestive cavity of the trunk. The stomach is coated with sticky, nonflammable sap. Digestive sap then oozes up from the roots, filling the cavity at a rate of one foot per ten rounds until the entire eight-foot cavity is filled. The juice is acidic and inflicts D4 points of damage per round until death occurs. Complete digestion is indicated when the victim reaches -20 or more hit points; any attempt at resurrection is thereafter impossible.

Creatures trapped inside the stomach can employ only short, sharp weapons because of the confined space. It's impossible to cast spells from within a black willow, unless the caster is small sized or smaller. Maximum normal damage is only 1 point per round, but magical and Strength bonuses add to this. Therefore, rescue, if any, must usually come from outside. A black willow regenerates at the rate of 1 point per turn and is immune to electrical

attacks only if its roots are grounded firmly.

Although it usually inhabits areas where normal willows grow, the black willow can be found anywhere a tree is believable, including underground lakes, abandoned ruins, and so forth. A few black willows have been discovered by accident in the sacred groves of druids, but only if the druid has been lax in his duties or has remained away from his sanctum for a very long time (possibly adventuring).

The black willow gets only a portion of its nourishment from sun, air, water, and earth. The monster is aggressively carnivorous, relishing elves, gnomes, and humans particularly. Treasure of any sort is sometimes found buried beneath this tree monster, along with bones and other immediately indigestible matter. Of course, this assumes victims have treasure that weak acid (+4 bonus to saving throws) could not digest.

It also assumes the black willow has stayed in a locale for a period of weeks (very likely unless pickings have been poor recently). It is quite possible that the black willow is either a little-understood offshoot of the treants, or an evil perversion of the quickwood. Even druids are not sure one way or the other, and they spend many long hours debating such things whenever another black willow is sighted or suspected.

## Bloodthorn



The bloodthorn, or vampire thorn vine, resembles a normal patch of thorny vines. A healthy adult bloodthorn has a 10-foot-long yellowish brown trunk from which four tendrils spring. Each light green tendril is about 7 feet long and bears numerous slender, hollow thorns about an inch in length. When warm-blooded prey approaches, the bloodthorn's tendrils lash out, making one attack as a 6 Hit Die monster. If successful, the barbed thorns attach to the victim and drain bodily fluids.

The bloodthorn's prey loses 25% of its maximum hit points each round, until the bloodthorn or its victim dies, or the victim breaks free. The draining process is very painful, and the victim must make a successful system shock roll each round or fall unconscious. The victim can pull free with a successful Strength check, though this causes an additional 1-2 points of damage. Each

tendrils requires 10 points of damage to sever: these points do not count towards the total from the central stalk's Hit Dice.

Bloodthorns are capable of limited movement and will creep towards heat and light, though open flame will cause one to recoil. Cold immobilizes the bloodthorn for 2-5 rounds. The bloodthorn reproduces by shooting seed thorns away from itself after a good feeding (three or more man-sized victims). The seed thorn fly 10 to 20 feet and cause no damage if they hit. Any seedling growing near an adult plant will be killed before it can grow and compete. Wizards and alchemists can often find uses for this plant's hollow thorns.

## Blossomkiller



Blossomkiller is a very unique plant found in all vegetated areas. The plant has many different features, including its stalk, roots, tendrils, and flowers. A single blossomkiller plant occupies an area with a radius of up to 45 feet. The roots and vines of this plant stretch across the area, between, in, and around any other nearby plants. The stalk of a blossomkiller is the size of a large tree trunk, but as it grows it lays flat down on the ground, where it spreads out in all directions. The roots of the plant, which criss-cross the entire 45-foot radius area, and are similar in nature to trip wires. The tendrils branch out from the roots and await an unsuspecting victim. The tendrils are two to three inches thick, from five to ten feet in length, and green in colour. Every five to ten feet, there is a group of four tendrils which sprout out from one of the blossomkiller's roots.

The flowers of the blossomkiller are large and bright yellow, with dark green stems and leaves. Within the area of the blossomkiller, there are any number of flowers, most often six to nine, spread out evenly throughout the area. The stamen of a blossomkiller flower looks like a pin cushion, and for good reason;



it is from the stamen that this plant shoots quills that damage its targets.

When a victim steps on any of the plant's roots, the flowers shoot a spray of quills in all directions, entirely covering the area occupied by the plant. The quills carry on them a natural paralysis poison, and any creature or being hit by them must make a saving throw vs. paralysis. Those who succeed take D6 points of damage, but are otherwise unaffected. Those who fail take D6 points of damage and are paralyzed for 2 turns (20 minutes).

When a victim is paralyzed, the blossomkiller's tendrils move out and begin to wrap themselves around it. Each flower has only three hit points, while the roots have eight hit points each. The roots, tendrils, and flowers of a blossomkiller are not very sturdy, and are easy to cut.

## Boring Grass



This grass has corkscrew blades that aggressively dig into any material that comes into contact with it. Magical protections, leather soles, and thick cloth delay the grass's attack for one round as the grass moves through the protection; however, the grass cannot bore through metal. Penetrated materials do not count as protection. Once the grass hits exposed flesh it burrows in, inflicting 5d4 points of damage each round it remains in contact.

Further, the creature must save vs. poison or be paralyzed by secretions from the grass. Those making a successful saving throw are slowed to half their normal movement rate; this effect lasts for D4 days or until a neutralize poison spell is used to counter it. A victim can pull free of the grass with a successful Strength roll, but will take 2D4 points of damage. Boring grass can be effectively damaged only by fire or by careful digging and removal from the soil.



## Brambleweed



Brambleweed grows as a thick, twisted, tangled mass of thorny brown-grey vines. The bramble vine does not put forth leaves. The stems are the actual photosynthetic component of the plant. The ends of each vine are the only parts that grow. As the vine grows, the older part of the brambleweed hardens from lack of moisture. In this fashion, the brambleweed forms its own trellis as it grows. Although hardened from lack of moisture, the underbramble remains tough, creating a deadly defense for the newer shoots. Hardened brambleweed does not burn. Brambleweed is an excellent defensive plant/weapon. Many a creature has found death trying to reach a goal that lies on the other side of the tangled brambleweed mass. Death usually results from impalement or deep, bloodletting cuts caused by the thousands of razor-sharp thorns.

Brambleweed has 100 1- 2" thorns per 10 square section. Each thorn does only 1 point of damage. The brambleweed does not make an attack, but if a victim is thrown into a section of brambleweed make an attack roll. On a successful hit, D100 is rolled to see how many thorns actually hit the victim, each one does a single point of damage. Once in brambleweed, most people die attempting to extract themselves.

## Choke Creeper



The choke creeper, or strangler vine, is a long, thick vine with many branch vines, each capable of attacking. The vine is olive green in colour, and the main vine is almost 1-2 feet thick. Branch vines have flexible tendrils, allowing them to creep at 5 yards per round. They are attracted to light and heat. For each 20 feet of main vine it has 2 SDC. In each 10-foot section of the main vine, there are four branch vines. A maximum of four branch vines can attack a single target. They appear to be normal vegetation and can usually grab unsuspecting victims.

Victims can break free with a successful bend bars/lift gates roll; if the roll fails, they are held fast until the vine that holds them is severed. Seized victims suffer D4 points of damage per round, with a 10% chance per round (non-cumulative) that the choke creeper achieves a strangling grip. The victim dies after one round of strangulation.

A choke creeper is immune to torch fire, but takes normal damage from hotter fires such as those caused by burning oil; hot fires make the vine move away. The creeper takes only 1 hp damage per die of cold damage, but cold stuns the all plant sections struck for D4+1 rounds. Electrical attacks do no damage; instead,

they double the creeper's movement rate for D4+1 rounds.

## Clubthorn



Clubthorn is related to the holly tree and shares many of its physical characteristics. Often found growing alongside holly, clubthorn is 90% likely to be mistaken for it. Clubthorn grows to a maximum height of 20'. It acquires D8 SDC each year after its first year of growth until it achieves its maximum number of hit dice. Clubthorn is an evergreen with glossy green leaves and bright red berries. The leaves are as stiff as boiled leather, with sharp spines along their serrated edges.

The tree possesses a set of special rootlike tentacles concealed just beneath the surface of the ground, extending in a radius equal to half the tree's height. When a suitable victim approaches, these roots erupt from the ground and wrap around the victim's legs, holding him fast. The tree then attacks with its limbs, doing clubbing damage according to the age of the tree: 1-4 hp (×2) for a sapling, 1-6 hp (×4) for a young tree, 1-8 hp (×6) for a mature tree, and 1-10 hp (×8) for an old tree (the number in parentheses refers to the number of attacks the plant can make per round).

Because of the hardness of its wood and bark, blunt weapons do only half damage against clubthorn. Also, like the holly, the inner bark of the tree contains a sticky substance, similar to birdlime,

that causes edged weapons to become stuck when they cut into the tree. A successful roll to bend bars or lift gates is required to pull a weapon free. A vinegar solution will dissolve the gum. This tree feeds on the blood and decaying bodies of its victims through its roots. It is smart enough to move about 20-50' away from the site of a kill after it feeds, so as not to scare or warn off potential prey (it moves otherwise only to escape fire). Attempts to cultivate clubthorn as a hedge plant for defensive purposes have met with mixed success, thanks to the tree's mobility.

## Dark Tree



Dark trees are native to the Shining South. The earliest reports of dark trees preying on humans begin 200 years ago. Dark trees resemble cypress trees, but their bark is darker, and little moss grows on them. They have two deep black eyes, which are almost impossible to find unless one knows precisely where to look. They superficially resemble treants, but anyone who sees a dark tree can almost feel the palpable hatred and evil emanating from it.

Dark trees have a superior Armor Class due to their bark-like skin. They are not especially susceptible to fire, for their bark is wet and slimy, and fire does not easily ignite it. Dark trees do suffer a -2 penalty to their saving throw versus any magical cold attack. In melee, dark trees can attack with their two arms, inflicting 3D6 points of damage per successful attack. If both arms hit, the dark tree has grabbed the victim. On the next round, the dark tree can attempt to bite the victim, with a +4 bonus to hit.

A successful bite causes 4-24 points of damage, as the tree drains blood from the victim. Dark trees have the ability to cause confusion in a target, once per round, in addition to their normal attacks. This ability has a range of 50 feet. The target receives a saving throw versus spell to avoid the effect. During combat this has the same effect as a confusion spell, but is more insidious if cast on an unsuspecting target. It causes the target to completely lose his sense of direction, often becoming hopelessly lost in the jungle. Dark trees are 90% likely to be taken for small cypress trees when they are not moving. This blending effect is only 75% effective against druids, rangers, and other priests of nature.

Dark trees live deep in the jungles, under the forest canopy that keeps the direct sunlight off them. They are solitary creatures, delighting in tormenting an unsuspecting group of adventurers before moving in for the kill. Dark trees can exist by photosynthesis, but they prefer the taste of blood. They must feed well on blood, before they can bud. Budding is a process that takes one year. At the end of that time, the original dark tree breaks up into D4+1 identical dark trees.

## Dew Fronds



Dew fronds are found in jungle areas, where they easily blend in with the tropical surroundings and foliage. When newly grown, each frond is three to five feet in length and is a yellowish-tan color. The fronds of this plant are usually encountered in groups of four, all growing out of a single stalk. A young plant has a radius of approximately 4 feet and is three to four feet tall. As it feeds, a dew frond plant grows at an alarming rate. A dew frond lives off of the blood of its victims. As it feeds on more blood, the plant grows, soon reaching a height of fifteen feet and having a radius of 20 feet. The dew frond feeds through use of its sharp, barbed fronds.

As a creature passes by one of these plants, it will lash out with its fronds, cutting the creature. To the victim, it will seem like the frond simply shifted, as though moved by the wind, etc. When a dew frond attacks, it does 1d6 points of damage. When it cuts the creature, the barbs dig into its skin, causing the fronds to stick in the wound. The fronds then begin to draw blood from the victim at a rate of 1 hit point per two rounds, until



the victim is either drained or breaks free. Breaking free requires three rounds.

This can be done more quickly, but doing so results in the victim taking D6 points of damage. A young dew frond plant has 1 SDC and an AR of 5. For each ten hit points of damage a dew frond inflicts on a target, it gains 1 SDC, and its AR is increased by 1 (to a maximum of 18). Also, a dew frond plant grows one foot in height for each SDC it gains. Thus, after inflicting ten points of damage, a dew frond would have 2 SDC, an AR of 6, and be 9 to 10 feet tall. After inflicting 30 points, it would have 4 SDC and an AR of 8. Note that the additional damage inflicted by quickly removing a frond from a wound does not count towards the plant's growth.

## Giant Sundew



A giant sundew appears to be a 3 to 4 foot-mound of grayish green, tarry ropes or rags. The air around one is fly infested and holds a thick odor like sweet syrup. Preferring shaded places in which to grow, the sundew has only hair-like roots that anchor it lightly in place. It can pull itself slowly along the ground using sticky tendrils. Due to the plant's sticky exterior, missiles and fire-based attacks inflict only half damage.

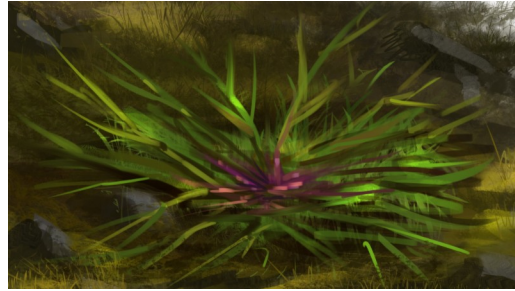
The sundew detects moving creatures by vibrations. When anything moves within 5 feet of it, it lashes out with its tendrils. Its body is covered with hundreds of tendrils, and a maximum of six can attack each creature in range, each round. The tendrils exude sticky globs of sap. For every three tendrils that attach to a victim, the victim suffers a -1 penalty to attack rolls. The sap contains a mild enzyme that inflicts 1 point of damage per round for each tendril striking the victim, regardless of whether or not the tendril is still attached.

A successful open doors roll breaks a tendril; each tendril must be checked



separately, up to once per tendril, per round. If a sundew's attack roll is an unmodified 20, it has struck the victim's mouth and nose, clogging them with sap; suffocation occurs in D3+1 rounds unless the sap is removed. The sap may be dissolved by vinegar or alcohol.

### Grab Grass



Ranging 3 to 5 feet in height, grab grass looks like ordinary tall grass. Grab grass is able to move, and often gives the impression of swaying in a breeze. The grass attacks by wrapping long tendrils around unsuspecting victims and strangling them. The strangling process drains one point of Constitution from a victim each round. A victim who reaches 0 Constitution dies. The decomposing body then feeds the plant. Victims who escape the grass regain one point of Constitution per turn of rest.

A victim can break free from grab grass with a successful bend bars roll. A grab grass patch has 1 SDC for every 5 foot square of area. Since the grass sways of its own volition, PCs looking in the direction of the grass may notice its swaying in absence of a breeze. The GM may allow an ability check against IQ in order for the character to notice that something is not quite right.

## Hangman Tree



This tree is named for its noose-like vines. Hangman trees are deciduous, resembling thick oaks with few branches and sparse foliage. Knot-like sensory organs are usually located high on the trunk. In the area where the tree's main branches split off, there is an opening which leads to the creature's acid-filled "stomach". The lower trunk has a slash-like opening for the expulsion of indigestibles. Saplings can move at 6 feet an hour, while older trees can move only 2 feet an hour.

Their shallow root systems and small number of leaves require them to supplement their diet by direct ingestion of protein, so each tree traps prey. During freezing weather, a taproot is put down and the tree is dormant. A hangman tree can release a hallucinatory perfume at will, and it does so when prey is 30-80 feet away. Those who inhale the perfume believe the hangman tree to be a normal tree, or even a treant, depending on the mood of the tree.

The tree attacks by dropping noose-like vines around prey. Although each tree has  $D4+5$  appendages, it can control only three of them at any one time. It

takes  $D8+12$  points of damage to sever a vine; this is in addition to the damage needed to kill the tree. Vines are AR 5, while the main tree is AR 10. When in contact with a victim, the tree inflicts 1-3 points of damage per round as the vine tightens and lifts its prey (1,000-pound limit) to the opening in the upper trunk. This requires four rounds. One attempt at a bend bars/lift gates roll can be made to break free; victims who fail the roll cannot escape. On the fifth round after being picked up, the victim is dropped into the hangman tree's stomach. The victim suffers  $3D4$  points of acid damage per round until dead, and is then digested. Escape from the stomach is impossible. Many sharp growths surround the top of the opening, they point inward and down. About three man-sized victims can fit in the tree's stomach at one time. A hangman tree draws power from its environment. It has 5% resistance to magic per decade of age, up to a maximum of 95%. However, the tree is vulnerable to elemental attacks.

Lightning that passes its magic resistance inflicts double damage; extreme cold shocks the tree into dormancy until it thaws. Darkness also causes it to slow its activities, so it functions at half efficiency (three attacks per two rounds). Hangman trees have no interest in treasure and, because they move constantly, it is unlikely that treasure would be found near one, although they do expel undigestible items periodically.

## Kampfult



The Kampfult, also known as the sinewy mugger, has a rope-like body with a central core that resembles the decayed stump of a cut-down tree. A Kampfult has six attack appendages of about six feet in length and six movement appendages of one foot in length. These are spaced along the four-foot-long, stump-like body segment. Several creatures can be attacked at the same time.

Once hit by an appendage, the victim is wrapped up until either the Kampfult is slain or the victim frees himself (those with a Strength of 16 or more can free themselves automatically in one round; others must roll a successful Strength check). Only the central section of the creature need be attacked to kill the beast, but severing its tentacles can succeed in rendering a Kampfult harmless. Each tentacle requires 2 points of cutting damage to sever and causes 1 point per round of constriction damage. All portions of a Kampfult are considered AR 9.

The monster can hold out or pull in its appendages in order to disguise itself, and when doing so it imposes a -3

penalty to its opponents' surprise rolls. The Kampfult originally inhabited thick woodlands where it disguised its rope-like body among vines and creepers. Unsuspecting prey would then be trapped as the Kampfult looped its coils of vinelike appendages around the victim, crushing and strangling it to death. Actively hunted down by humans, the few remaining monsters of this kind are now typically found in ruins or dungeons.

There, appearing to be ropes or nets, the monsters surprise the unwary. Kampfults are carnivorous but relatively weak. They prefer to attack small, solitary mammals, as these are usually the most vulnerable and require the least amount of work to secure. A Kampfult spends much of its day capturing mice and squirrels for food; it rarely snags anything larger.

The underside of a Kampfult's central core is soft and very porous. This portion of the monster is placed directly on top of any killed prey, and the Kampfult accelerates the absorption process by spraying a decay catalyst on its food. This catalyst affects nothing but organic tissue, so any incidental treasure left over from deceased victims is always found beneath the stump area of a Kampfult.

## Killer Spruce Tree

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A killer spruce is an ill-tempered tree that can stand no other kinds of life near it. It attacks all creatures passing under it by hitting downward and inward with its lowest branches, which are equipped with seemingly normal but unusually hard and strong needles. There is no way to distinguish a killer spruce from a normal spruce except to examine its needles carefully (at which point it will attack you anyway). Young killer spruce behave in all ways like normal spruces until they reach full treehood. All killer spruce show a marked preference for elven victims.

If a killer spruce has been brought to zero or fewer hit points, it makes one final attempt to destroy its opponents by falling over onto them. Anyone hit by such an attack suffers 5-30 hp damage and must make a PP check or be trapped beneath the fallen spruce. A killer spruce does not care about treasure, but there might still be some valuables lying under

it, left there by past victims at the DM's discretion.

Some of these fierce conifers (15%) also have a weak poison on their needles that requires a character to save vs. poison at +3. Anyone who fails the save falls into a comatose sleep for D4 turns and may be attacked at +4 to hit by the spruce. Attacking a killer spruce with blunt weapons does only one-quarter normal damage. A killer spruce is very susceptible to fire, and all such attacks are saved against at -4. Druids can only speculate as to how killer spruce originated, and they dislike the time they spend rescuing adventurers from their clutches.

## Mantrap



The fascination with the mantrap is so strong that, once a being is enthralled, it takes 24 hours for the effect to wear off. The fumes from burning the plant counteract the effect. Because of its powerful attractive ability, the nectar of mantrap flowers is an ingredient in a philter of love.

This insidious relative of the much smaller Venus flytrap attracts prey by scent, entrapping and dissolving its victims in acidic secretions. It is a gigantic bush with towering stalks of purple blossoms, and huge green leaves at ground level. During daylight hours the mantrap releases pollen continuously; all creatures who approach to within 60 feet must make a successful saving throw vs. poison or become attracted to the odor. Those attracted proceed to the body and voluntarily climb into one of the D4+1 leaf traps on the plant.

Once entered, a leaf trap closes, firmly entrapping the victim (no chance of escape). The victim cannot be pulled free until the plant is destroyed. Its acidic secretions destroy the victim quickly, inflicting damage per round equal to the victim's AR (discounting PP bonuses). Regardless of the adjusted AR, the victim takes at least 1 point of damage per round. Items exposed to the acid must roll a saving throw once per round against the effects; all metal items receive a +2 bonus.



## Poisonweed



Poisonweed is found within forest areas. Along the roots of this weed grow large, beautiful flowers, bearing bright orange-colored petals and light green-tinted leaves. The flowers of a poisonweed plant are from four to six inches in diameter and are very hard to miss. A single poisonweed plant will bear up to 30 flowers, which are spread over a 20 foot radius.

These flowers tend to extend out towards foot trails and paths which are commonly used by animals and man-sized travelers in the forest. At the center of a flower is a poison sac, filled with poisonous dust. As a victim touches or brushes against one of these flowers, a large cloud of poison is released into the air affecting all within 15 feet of the plant. Every being inside the affected area must save vs. poison or fall fast asleep, taking D6 points of damage as they do so.

Those who successfully save remain conscious, but still take the damage. Once asleep, the victim is covered with the dust, which, as the victim breathes it, continues to keep him unconscious. Once the victim is asleep, the poisonweed roots quickly grow around and on its body, until it is completely

entangled by them. It takes 3 turns for a poisonweed plant to completely entangle a victim.

The poisonweed roots then secrete a corrosive enzyme that slowly eats away at the victim's flesh, eventually killing it. These corrosive enzymes do D10 points of damage per round. Poisonweed plants are difficult to kill, since each time they are hit, they disperse another cloud of poison dust. Each flower on a given plant can generate two clouds of dust before its poison sac is emptied.

This means an average plant can create up to 60 poison clouds before being depleted. For each new cloud created, any creatures within the area of effect must again save vs. poison or be rendered unconscious. Each poisonweed flower has only 2 SDC, but the whole plant has a total of 80 SDC. Poisonweed is immune to cold attacks, but takes double damage from fire-based ones.

When a poisonweed plant is killed, it will automatically disperse as many poison clouds as possible before it dies. The only known method of safely killing a poisonweed plant is through the use of defiler magic. When the life source of the plant is drained, it is unable to disperse its dust clouds, and, like all plant life within range of defiler magic, is instantly killed.

## Retch Plant



The retch plant, or globe palm, appears to be a typical palm tree, except that each always has D4+4 globe-like, coconut-sized fruit growing at its top. Each globe is membranous, taut, and blue, violet, or lilac in color. Walking under a retch plant makes it 20% likely that one of the globes will fall. If there is solid contact against the tree trunk (banging against it, running into it, or climbing it) D4+1 of the noisome fruits plop down.

Randomly choose the target attacked; they are AR 10 against this attack. When the globes strike, they burst, and a nauseating fluid is splashed over a 5-foot radius. Those 5-9 feet from the impact have a 25% chance of being splashed. The sticky, foul fluid causes creatures to vomit and retch for the next three rounds. In addition to being nauseated, victims are at half normal Strength for one hour.

No saving throw is allowed against either effect of the fluid. Creatures splashed must be washed in alcohol (including drinkable types) or they are more likely to attract carnivores in the area, doubling the frequency and chance

for success of encounter checks. The odor is discernible within a 50-foot radius, and it persists for D4 hours unless removed as above.

## Shambling Mound



Shambling mounds, or “shamblers”, appear as heaps of rotting vegetation. They are actually an intelligent form of vegetable life, roughly humanoid shaped, with a height of six to nine feet and a girth of about six feet at their base (legs to waist) and two feet at their summit (the “head”).

Type: Herboid

Setting: Any

Era: Any

Physical Traits: Plant based lifeform

Height: 6'-9' ft

Weight: 80 lbs

Mobility: Legs

Sensory Organs: Visual

Communication: None

Reproduction: Pollination

IQ: D6 +1, ME: D6, MA: D6, PS: 3D6,  
PP: 3D6, PE: 3D6, PB: D6, SPD: D6,  
SDC: 6D6, AR: 4

### Abilities:

Shambling mounds are fearless attackers and are perhaps the most deadly form of plant life known. Their huge armlike appendages inflict 2-16 points of crushing damage each time they hit, and an unlucky victim hit by both arms in the same round is entangled in the slimy vines and rotting vegetable matter of the creature. Entangled creatures suffocate in slime in 2D4 rounds unless the shambler is killed or the victim breaks free (on a successful bend bars/lift gates roll).

The shambler’s powerful attacks are supported by a combination of defenses that make shambling mounds invulnerable to most normal attacks. The vast amounts of thick vegetation covering the important inner body protect the shambling mound very well, thus its AR of 18. All edged and pointed weapons that strike the shambling mound successfully cause only one-half damage since the blows are greatly weakened as they pass through layer upon layer of cellulose fibers and slime. Since shamblers can collapse themselves at will, crushing weapons inflict no damage at all upon them.

Fire-based attacks are ineffective against the wet and slimy shambling mounds, and cold-based attacks cause only one-half (if saving throw is failed) or no damage (if saving throw succeeds) to the creature, due to their essentially vegetable nature.

Spells that normally affect plants are effective against shambling mounds.

Spells such as plant control and charm plant have proven the most successful so far. Shambling mounds often lie in shallow bogs waiting for hapless creatures to walk on top of them. The usually surprised beings (-3 penalty to their surprise rolls) are struck and smothered often before they can even call for help.

Shambling mounds are almost totally silent and invisible in their natural surroundings (-3 penalty to opponents' surprise rolls). They are not above creeping slowly into the camps of unsuspecting travelers at night. They are excellent swimmers as well. Shambling mounds are only found in regions of dense rainfall and vegetation. Dismal swamps, marshes, and rain forests are their favorite climes, but some wet subterranean places also serve as shambled lairs.

They are solitary beasts, only rarely living in the same area as other shamblers – usually only in areas where the food source is constant (e.g., near famous ruins or abandoned gold mines, etc.). The shambling mound is an animate clump of vegetation with a small brain-like control center located deep within the “chest” cavity. Decapitating a shambling mound, therefore, does not harm it in the least. Since a shambling mound's “limbs” are merely aggregated clumps of vine and moss, the removal of one or more of them does not hamper the creature either.

Remaining vines along the torso will join together to form a new limb by the next round. Only when enough of the shambling mound has been hacked away will the creature die. Note that a

wounded shambling mound need only retreat to a dense clump of wet foliage to heal. It will rise again in 12 hours, fully healed. It is likely to be very angry as well. Since shamblers gain power from electrical attacks, it is suspected that there may exist some shamblers that are vastly larger than the common ones seen thus far.

Feeding Habits: Soil nutrients

Lifespan: 90 years

## Singing Tree



The singing tree is an odd plant creature that lures animals to rest nearby, then drains their blood to feed itself. The singing tree appears to be a normal deciduous tree with uniquely shaped leaves. Each leaf of the tree sings with a lovely voice, the hundreds of them blending into a beautiful chorus. When it is hungry, the tree joins the chorus of higher-pitched leaves, adding its own bass line. When the tree uses its bass line, all mammalian creatures within 100 yards must roll saving throws vs. spell; those who do not succeed feel compelled to stop for a bit and rest in the shade of the tree.

When a potential victim rests beneath the tree, several leaves fly off the tree to attack. At any time, the tree can send a number of leaves equal to its hit points. However, unless ravenously hungry, the tree sets only a few leaves on any one victim (typically D6 leaves per victim), to avoid notice. Each leaf flutters down from its branch, appearing to fall naturally. The small twig that connects the leaf to the tree also serves as a

feeding tube, which the leaf inserts into exposed skin.

For victims charmed by the tree's music, the small pain of insertion is not noticed. After draining 1 hit point of blood, the leaf flutters away, then seems to rise on a breeze back into the tree's branches. There, it reattaches itself to its branch, and feeds the blood to the tree. To remain healthy, the tree must each day consume a number of hit points of blood equal to its normal total. Each leaf has 1 hp. Killing them individually is quite inefficient, for the tree has a number of leaves equal to ten times its hit points.

If the tree is attacked with an area effect spell, such as a fireball, all leaves not attached to the tree are killed, if they are within the spell's area of effect. In addition, a number of leaves on the tree equal to the total damage inflicted are also killed. The tree rolls saving throws as indicated by its SDC, with normal effects for success. Attacking the tree causes it to send all its leaves to attack. Besides their blood drain, the fluttering leaves can cause obscurement, lessening opponents' attack rolls by -2. If the tree is killed, individual leaves die in D10 rounds.

In the wild, singing trees grow in secluded places far from humans and other intelligent beings. They use their music to lure unintelligent animals close, so they may feed upon them. The tree's leaves vibrate in the wind; combined with their natural magic, this makes a lovely sound. Each leaf has a unique "voice", and the tree's music is indescribably beautiful. When the tree adds its lower tones, the song becomes very attractive and calming. Each singing tree has its own territory, of



about 100 yards in any direction from the bole.

When a seed is produced (only once every five years), the tree sends a pair of leaves to take it far away, so it may claim another territory. If the seed is planted in a singing tree's territory, the adult sends leaves to block sunlight from the sapling, and to attack the smaller tree's leaves. This keeps the tree's competition low. In addition, if several singing trees grow in close proximity, they soon over-hunt the area, and several of them die, leaving only the strongest.

They live for centuries if well-fed. Since the first singing tree was returned to civilization two generations ago, some wealthy individuals have tried to procure specimens for their own gardens. Many owners feed their trees, but others keep their trees hungry, so they will serve as guardians. A tree that is kept hungry turns feral eventually, sending all its leaves to attack any warm-blooded creature that enters its territory. A singing tree in the wild is similar to other predators, feeding on prey animals and facing few enemies of its own. Animals that damage wood are its greatest enemies. To bring a tree to civilization, one of the rare seeds must be captured, or a tree must be carefully removed from the surrounding soil, with little damage to the roots. Transportation must also be gentle, and the tree must not be exposed to rapid changes in temperature or to extreme temperatures. Capturing a healthy adult tree also requires facing its music and bloodsucking leaves. A seed or a healthy tree can bring as much as 50,000 dollars from an interested buyer.

## Snapper-Saw



This plant, also called foresters' bane, has a central bush with several greenish-white berries that are plump, smell delicious, edible, nutritious, and rich in protein. Several broad, dark green, ribbed leaves radiate out 5-7 feet from the bushy center, which hides D4+2 tough, purple, saw-like stalks with thorny projections. A healthy plant has six saw-stalks, while damaged specimens have less. Creatures stepping into the radius of the low-growing ribbed leaves risk attack.

The leaves snap up one or two victims; armor is ignored for this attack, though dexterity and magical bonuses to AC are counted. A victim must make a successful Strength check to pull free. A creature caught by the snapper leaves is attacked by the saw-stalks, even if the victim breaks free in the same round in which it was caught. Each saw-stalk attacks once per round for D4+1 points of damage, shredding the victim so its flesh and blood feed the snapper-saw. Clutched prey does not receive Dexterity adjustments to AC, though armor and magical protection apply normally. Saw-stalks are AR 4 and require D8+16 points of damage a piece to sever.

Each snapper leaf is AR 7 and takes D8+8 points of damage to sever. These



hit points do not count toward the total of the central bush's Hit Dice. The central bush is AR 9, but it is completely protected from outside attack when the snapper leaves are up. A victim held by the snapper leaves can attack the saw-stalks or the central bush, but only with small piercing weapons. Lost leaves and stalks grow back in 2D4 weeks unless the central plant is slain.

## Strangling Vines



Strangling vines are roughly 25 feet in length, usually stretched between three or four trees, most often crossing over footpaths and trails in the forest. The vines have approximately ten leaves per five-foot section; these leaves conceal sharp thorns. The stalk of a strangling vine is brownish-green in color, while the leaves are a shiny, moss-like, deep green. A strangling vine usually lies drooping between trees, waiting for a victim to pass by. As a suitable prey passes beneath the vine, it will drop suddenly and wrap itself around the prey's neck, strangling it.

It will then attempt to pull the victim off the ground, hanging it until it dies. Because a strangling vine looks natural in its surroundings, creatures attacked by it suffer a -1 penalty on their surprise rolls. When a strangling vine attacks, its first strike causes D10 points of damage, due to the plant's long thorns. Each round after that, when the vine is

attempting to strangle its victim, the vine's prey takes 1d6 points of damage. Breaking free of a strangling vine is difficult, requiring a Strength check be made with a -5 penalty. This may only be attempted one time by the victim.

### Thornslinger



Thornslingers are carnivorous, spidery, white plants with dew-covered, pale yellow blossoms. They average about 8 feet in diameter and lie very close to the ground. Thornslingers attack living creatures by firing thorns. Each thorn has a range of 30 feet and causes 1 point of damage. Since a large number of thorns are shot in a spread pattern at intended targets, being hit by one or more thorns is automatic. Damage from the thorns is 2D4 to any creature within 30 feet, once per round.

They have virtually inexhaustible supplies of thorns, and are found in close clusters. Since the shower of thorns is their only defense, thornslingers are often found in out-of-the-way places, such as pits or inaccessible caves, or growing on brick and stone walls. The leaves and central stem of a thornslinger are covered with a strong adhesive sap. Those who touch it are held fast if they have Strength 13 or less, until they are freed or digested. Characters with Strength 13 or greater can break free in D4 rounds.

Once a victim is caught by the dew, the thornslinger secretes digestive acids, causing 1-3 hp damage per round.

Thornslingers are not very flammable, but flame causes normal damage. Open flame is extinguished after one round and oil burns for only two rounds.

### Triflower Frond



The deep green stalks of this plant are topped by trumpet-shaped flowers of vivid orange, bright yellows, and intense red; other color combinations are possible, but rare. Each flower has its own function. The orange one shoots 2D4 pollen-covered tendrils, each 3 feet long; any creature struck must make a successful saving throw vs. poison or fall into a coma for D4 hours.

The plant's sensitive rootlets tell the yellow blossom where to find the slumbering victim; the yellow bloom bends over and shakes down a shower of sticky enzyme that causes 2D4 points of damage per round until washed off (damage is reduced by 1 point per flask of water; complete immersion in water removes the sap in one round). The red blossom extends tendrils into the victim, draining body fluids at a rate of D6 points of damage per round.

## Twilight Bloom



This plant, also known as the purple blossom plant, is a tall, thick-stalked plant which strongly resembles a palm tree. It has a scaled, branchless brown trunk topped by drooping, fern-like green foliage. Scattered among the foliage are several cup-like purple flowers with silvery stamens. The flowers point towards the sun when it is out, and close up completely at night. Around the base of the plant are its roots, which resemble a fine, mossy mat. The twilight bloom gives off a very pleasant scent. The vibrations of any creature passing beneath it causes the plant to droop one of its blossoms, dropping a small amount of syrupy poison from the flower.

A successful attack roll indicates the poison has landed on the victim, who must make a successful saving throw vs. poison or die instantly. Decomposing prey feeds the twilight bloom's root network. The twilight bloom reproduces like other plants. Insects are immune to its poison, but are attracted by its scent. If the poison is harvested safely, it remains potent for a full day.

## Vampire Rose



Vampire roses appear as bushes of white roses of extraordinary beauty. An average of 2D12 roses are on each bush, although the number of blooms does not affect the bush's abilities. Despite their innocuous appearance, vampire roses can uproot themselves and move about slowly in search of prey. The thorny stalks of the vampire rose are whipped at victims to inflict D8 points of damage.

The thorns are hollow, and once the stalk has struck successfully, the vampire rose automatically drains blood in subsequent rounds, causing D8 points of damage each round. While the thorns perform this gruesome task, the rose blossoms emit a hypnotic fragrance. Victims must make a successful saving throw vs. spell or lose all will to fight, allowing the plant to drain blood until the victim dies. A clear-headed victim can break the vampire rose's grip with a successful open doors roll.

Freeing oneself causes an additional D8 hit points of damage as the victim's flesh is ripped by the thorns. If any portion of a vampire rose is successfully severed while it drains a victim's blood, the flower lets out a horrifying shriek and blood sprays out of the cut stalk. Any character of less than 5th level who witnesses this for the first time must



make a saving throw vs. poison or be struck with fear as per the spell.

Subsequent attacks on the flower have the same effect, but a viewer who has succeeded a saving throw need not roll again. After a victim is completely drained of blood, the vampire rose's petals turn from pure white to blood red. Vampire roses are often found in old graveyards. Not surprisingly, some of the flowers can be found near the crypts of vampires.

## Viper Vine

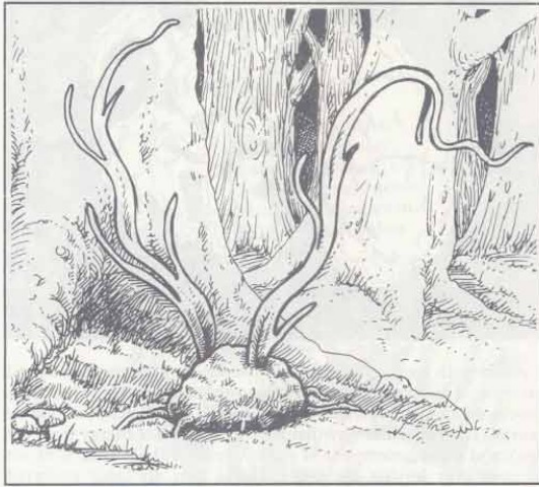


Viper vines are thick (three inches in diameter), rope-like vines that are brownish green in color. They are a type of carnivorous plant indigenous to tropical forests, 90% indistinguishable from normal vines. Viper vines hang from trees, trailing their ends on the ground to snare unwary animals. They have two forms of attack. The first is constriction as they wrap around their victim, much like snakes, causing D4 points of damage per round. A successful bend bars/lift gates roll is required to free oneself from the constriction. The second attack is a paralyzing poison exuded from the skin onto the ensnared creature (successful saving throw vs. poison to avoid). Viper vines can control this poison, generally not using it until after having constricted their victim for D4 rounds. The paralysis lasts for 2D4 rounds.

Viper vines are immune to all blunt weapons.



## Whipweed



A whipweed has two stalks, thin and whip-like with a few appendages that look like small leaves. When fully grown, the stalks are up to 15 feet long, though smaller specimens are just as common. The stalks are connected to a spheroidal base that contains a small brain and is equipped with eight small legs; the creature is thus capable of limited movement and can pull the root-like appendages up underneath itself to permit locomotion.

A whipweed attacks anything that moves within range of its stalks, each stalk capable of inflicting D10 points of damage. The stalks will attack two different victims if two are in range. Damage inflicted upon the stalks do not count toward the body's hit point total. If the body is destroyed (reduced to 0 hit points or below) the whipweed dies but the stalks go into a mad frenzy for one round before they go inert. During this time they attack three times each and each attack inflicts double the normal damage if successful.

The whipweed hates sunlight, so it is usually found underground or in the heart of deep forest. It draws its sustenance from the remains of animal

prey, though it has no mouth and its food appears to be absorbed by the stalks and transferred internally to the body. Its need to embed its roots into the earth is not fully understood. It is certain that the creature can survive apparently indefinitely in rocky areas containing virtually no soil, and a small crevice in a rock appears to be quite sufficient to cater to its need to root from time to time. This strange creature was originally named in the belief that was a plant; though it displays behavior that supports this theory, it also has many qualities that are not plant-like (though druidical spells relating to plants affect it).

## Witherweed



This weed appears as a dried-out patch of grass or weeds approximately 20 feet square. Weeds twice this size have been found, and larger ones are theoretically possible. The witherweed attacks with its many equally spaced fronds. An average specimen has D12+12 so positioned that at least one frond can attack each person confronting it. A frond hit drains D4 PP points from its victim.

A successful saving throw vs. poison cuts in half the number of points of PP lost. Any victim drained of the maximum of 4 PP points in a single hit also suffers a nervous seizure – total collapse for two rounds, followed by a further five rounds during which he attacks with a -2 penalty to his attack rolls and moves at 75% of his normal rate. He loses all Dexterity bonuses during this seven-round period.

A victim becomes incapacitated if his Dexterity is reduced below 3, and dies if it is reduced to 0 or below. Half of the Dexterity points lost are recovered by surviving victims naturally at the rate of 1 per day, but the remainder can only be regained by the casting of a cure disease spell on the victim.

The witherweed is dry and is therefore easily burned, but it produces a toxic smoke while burning. Anyone inhaling the smoke must roll a successful saving

throw vs. poison or die in D4 rounds. The fire burns and the smoke streams forth for one round per square foot of vegetation. Only a strong wind blows the heavy, oily smoke away. Otherwise it forms a cloud of volume equal to nine times the area of the witherweed and takes at least four hours to dissipate.

## Wood Woad



Wood woads are powerful humanoid-shaped guardian plants. Each wood woad contained the soul of a creature that (willingly or otherwise) gave up its life in order to eternally perform a given duty. The ritual that created a wood woad consisted of removing the heart of a living person, planting a seed into it and placing it inside a cavity in a tree. The sacrificed creature's body was buried in the vicinity, and the tree was then bathed with the sacrifice's blood.

After three days, a wood woad would sprout from the ground nearby, ready to receive its orders, which it would then follow forever or until otherwise relieved. Wood woads that were freed from their duties sought others to serve and protect, and would commonly ally themselves with druids and treants. Their bodies resemble those of powerfully built but twisted men, composed entirely of bark-covered wood. Their hands end in gnarled, branchlike fingers, and their feet are masses of black roots.

A wood woad has the power to enter trees as a dryad can, but it can also use this ability to teleport from tree to tree. This similarity to the dryad's ability has led some to think that wood woads are the male version of the race, but they are in fact plants, and they reproduce through seeds much like a treant does. Wood woads cannot carry most treasure items with them when they move from tree to tree; after defeating a foe, they often carry useful items some distance away to hide them in a hollow tree or under a stump.

Although dimwitted, wood woads have an excellent memory for where such caches lie, and they return to them to retrieve better weapons or useful items when they spot intruders. Such caches are often guarded by a thick wooden door that a wood woad opens and closes with its warp wood ability. This power allows a wood woad to twist dead wood and wooden objects, and a forest occupied by a wood woad is often marked by frequent instances of its past uses of the ability. Wood woads attack any creature not native to their forests. They charge foes from some distance away, using their treewalk ability to cross the distance swiftly. After they warp their foes' wooden weapons and strike a few blows, wood woads flee and watch to see if their enemies go away.

## 6. Fey Herbs

The following is a list of both real-world herbs and herbs from fantasy literature. The list presents each herb with comprehensive notes, such as availability, preparation, and game use. The following herbs must be prepared by an herbalist or nature based magic user in order to draw out or instill their special magical properties.

### Zones

A normal world can be assumed to be divided into five climatic zones :- Tropical, Subtropical, Temperate, Cold and Polar. A few notes are below in order to help the GM determine which zone a given section of their world will fall into:

#### **Tropical:**

the tropical regions are those located close to the equator. They typically have an average annual and monthly temperature of around of over 20C (68F). They also have a tendency to have wet summers and drier winters, as you get towards their boundaries. On Earth the Tropical region may be considered to be approximately 12 north and south of the equator. Papua New Guinea and Peru have tropical climates.

#### **Subtropical:**

the subtropics typically have anywhere from 4 - 11 months with temperatures of over 20C (68F) with the balance of the year having temperatures of between 10 - 20 C (50 - 68 F). It extends roughly between latitudes 12 - 25. Northern Australia and the Florida Peninsula both fall into this area.

#### **Temperate:**

the temperate regions are anywhere which has 4 - 12 months with temperatures between 10 - 20 C (50 - 68 F) and the rest of the year is colder. For convenience they can be considered to lie between latitudes of 25 - 45. Southern Europe, the USA and Australia generally fall into this zone.

#### **Cold:**

A cold region has 1 - 4 months with a temperature of between 10 - 20 C (50 - 68 F) with the rest of the year being colder. It can be considered to fall between 45 - 65 latitude. Canada, the southern half of Alaska and Scandinavia all fall into this region.

#### **Polar:**

The polar regions have a year round average temperature of less than 10 C (50 F). They lie above latitudes of 65. Greenland, Antarctica, and the most northern reaches of Canada, Russia, and Scandinavia all lie in this zone.

The above is a guide for game purposes only and is not absolutely accurate, geographically speaking. It must also be remembered that other factors, such as elevation above sea level, the location of rain shadows, ocean currents etc, also effect climate. Also, I have limited the number of climatic zones to the ones above, and there are many others. Some of the herbs may be found in a 'tropical desert'. Under those circumstances it should be inferred that the herb is found in hot deserts, not that these deserts have 'wet summers'.

### Locales

One of the more important pieces of information contained in the description of each herb is the locale where it is

found. A brief description of what I mean by each locale is outlined below in order to help you determine into which locale each area of your gameworld fits.

**Coastal:**

These are the regions that lie near the sea, oceans, or possibly near large inland salt-water lakes. As a rule of thumb, I assume that the coastal regions can extend up to five miles inland, although this may vary from place to place.

**Desert:**

Most people assume deserts to be very hot places, such as the Sahara, the Australian Desert, or Death Valley, and indeed many deserts are very hot, but there are also cool deserts. A desert is normally defined as any area that receives, on average, less than 10 inches of rain a year, but for game purposes may be assumed to be any area that is very dry, without recourse to such official formulae.

**Forest:**

A forest is any area that is heavily covered with trees. There are both large forests, which may cover vast areas, or small forests. In medieval times, forests covered a much larger area of the world than they do today.

**Grassland:**

These areas, while mostly untouched by agriculture contain very few large trees. Instead they are mostly covered with grass, hence their name. The American prairies are a good example of grasslands. Hills: A hill is a relatively small raised area of land. They are often found at the foot of mountains, but may exist in their own right, separate from the surrounding landscape.

**Jungle:**

Similar to a forest, but normally thicker in nature, and found in more tropical environments. The Amazon is a perfect example of a jungle environment.

**Mountains:**

Very large, raised areas of land, often found at the borders of continental shelves. A notable feature of mountains is that they are, due to their height, often much colder than the surrounding land. Another feature is the rain shadow phenomena. It may rain very heavily on one side of a mountain, but not at all on the other. The Himalayas, the Alps, and the Rockies are all examples of mountain chains.

**Rivers:**

A river is a flowing stream of (normally) fresh water which runs to the sea. Rivers can be large (like the Mississippi, or Amazon) or very small, local creeks.

**Rural:**

This describes farmland, land that has been turned over to agriculture, but is only sparsely settled.

**Special:**

Where this is listed as the locale, read the description of the herb for more details.

**Swamp:**

Areas of very moist soil. The Florida Everglades are a good example of a swamp.

**Underworld:**

By Underworld, I refer to large underground complexes, ie the Underdark of Advanced Dungeons & Dragons, the Mac Mordain Cadal from the works of Raymond E Feist, Ulgo from the works of David Eddings, or the



Mines of Moria from Tolkien. It might also be assumed that the herbs may grow in smaller complexes, but I do not recommend it.

**Urban:**

Any area that is widely settled, such as towns, villages or cities.

**Volcanoes:**

When a herb is said to grow in this locale, it may grow actually within the mouth of the volcano, or merely on its sides (GMs discretion, unless the description makes it clear).

**Wasteland:**

This is the hardest area to describe. A wasteland may have once been any type of land, but has now been rendered totally inhospitable perhaps by some great disaster. Much of France after World War I fulfilled this criteria, as did Tunguska after the 1908 explosion. Hiroshima and Nagasaki, or Chernobyl also fulfilled this criteria. In essence, any area of your gameworld where some great disaster rendered the land uninhabitable, may fit into this locale.

Use of Herbs

Herb magic involves the summoning of mystic energy to place into otherwise ordinary herbs, plants, fruits or branches to give them magical properties. Magic plants and/or herbs are then eaten or used to create magic powders, teas, potions and balms. Branches are turned into magic wands and staves. Once the herb has been magically empowered it remains that way until it is ingested or otherwise used up. How soon an herb needs to be used depends on the magic. If it is contingent on the freshness of the fruit or plant then it will have to be used in a matter of days.

Others can be dried or preserved indefinitely. Magic poisons stay potent for years. Wands and staves typically retain their magic powers until they are destroyed. Unless otherwise indicated in text, any cut herbs and preparations of herbs only have a shelf life of 3D6 weeks. Dried herbs have a shelf life of D4 years if kept in a sealed container away from moisture (but not all of these herbs can be used in a dried form). Potions, on the other hand, have an indefinite lifespan - which is why they're more expensive yet still desirable.

The person preparing the herb must make an ability check against their IQ (minus any penalties listed, and plus any bonuses from any skills or abilities) to prepare it properly. A failed roll means the herb will have no effect.

## The Herbs

### **ADDER'S LEAF**

Available: Spring

Climatic Zone: Temperate

Locale: Rural

Preparation: 3 hours

Uses: 1

Ability Check: IQ -2

Value: \$3000 per kg

The herb has one leaf which grows from a stalk about three inches from the ground. Its appearance gives it its name. The leaf must be boiled in olive oil and set in the sun for three hours. At the end of that time the infusion can be used as a balm for wounds. In the event that the wound is infected the balm will draw out the infection within one day. However for that one day the damage caused by the infection will be twice as severe. If the wound is not infected the balm will increase the rate of healing by 1 SDC and 2 HPs for that day.

### **ADGANA**

Available: Spring

Climatic Zone: Temperate

Locale: Rural

Preparation: 1 hour

Uses: 1

Ability Check: IQ

Value: \$6000 per kg

The leaves of this plant must be dried. They may then be crushed and eaten. It's effects diminish with constant use. The first time and second time Adgana is used it adds 2 to the user's PS, PP and PE for 2D4+4 minutes. The third time it is used it adds 1 to PS and PP for the same amount of time, the 4th time +1 is added to PS only, and after that no benefit is ever gained. In addition to this, the herb is also highly addictive.

### **AGRIMONY RED**

Available: Summer

Climatic Zone: Temperate

Locale: Forest

Preparation: 1 hour

Uses: 3

Ability Check: IQ

Value: \$2000 per kg

Agrimony reaches a height of 1 to 2 feet. It has leaves up to seven inches long, which are serrated, green on top and white underneath. It has yellow flowers with five petals which are arranged in a spike on top of the stem. Its dried leaves must be boiled in a pint of red wine for five minutes, and then left to stand for an hour. It should then be used on sprains and bruises in a compress. A successful application will cure sprains and bruises in half the normal time.

### **ALDAKA**

Available: Winter

Climatic Zone: Cold

Locale: Mountains

Preparation: 1 day

Uses: 1

Ability Check: IQ

Value: \$60,000 per kg

The roots of this plant must be brewed over a low fire for one day, and the resulting distillation drunk. If used successfully, sight will be restored to the recipient provided the eye remains.

### **ALEATHER**

Available: Spring, Summer 5%

Climatic Zone: Temperate

Locale: Rural

Preparation: 1 day (for potion)

Uses: 1

Ability Check: IQ -5

Value: \$1000 per kg

Eating a handful of these orange berries will add +1 to both a characters chance to hit, and to their damage rolls for 2D6 minutes. The berries can be brewed in white wine to produce a drink that will

add +2 to the recipients chance to hit, and temporarily give them 2D4 SDC. This effect lasts for 2D12 minutes, and ends with the characters total collapse for D3 days unless they successfully save against poison. This brew will only be useful for one month after manufacture and then loses its potency.

### **ALKANET RED**

Available: Summer

Climatic Zone: Temperate

Locale: Rural

Preparation: none

Uses: 1

Ability Check: IQ -4

Value: \$1000 per kg

This plant has a thick red root, narrow hairy leaves, and small red or blue flowers. The root can be eaten directly upon being drawn out of the ground but will only keep for a week or so. The herb allows a +1 bonus to any saving throw vs ingested poisons for D8 hours after eating.

### **ALOE ELO**

Available: Autumn, Winter 55%

Climatic Zone: Temperate

Locale: Grassland

Preparation: none

Uses: 2

Ability Check: IQ

Value: \$3000 per kg

The leaf of Aloe applied to a wound, will double the natural healing rate of burns and minor cuts.

### **AMRANS**

Available: Spring

Climatic Zone: Temperate

Locale: Rivers, Rural

Preparation: 5 hours

Uses: 1

Ability Check: IQ -2

Value: \$6000 per kg

The lilac flowers can be prepared into a potion that rapidly cures wounds (3D6 SDC and HPs if properly prepared (for 1 week), D4 if poorly prepared (for 3 days)).

### **ANGEL ROOT**

Available: Summer

Climatic Zone: Temperate

Locale: Mountains

Preparation: 1 hour

Uses: 2

Ability Check: IQ -3

Value: \$100 per kg

Angel root should be boiled in water for an hour and then drunk in order to relieve coughs. The plant can grow to a height of eight feet. It has a hollow stem and has large, broad pointed leaves at the base of the stem. It has a cluster of white or pink flowers at the top of the stem.

### **ANISTE**

Available: Summer

Climatic Zone: Temperate

Locale: Rural

Preparation: 10 minutes

Uses: 5

Ability Check: IQ -6

Value: \$100 per kg

Anise grows to height of about two feet, and is distinguished by its unusual leaf formation. At its base, the leaves are heart shaped and toothed, but as we progress up the stalk they are small and feathery. It has delicate white flowers which ripen in summer to produce small ridged seeds. These seeds should be crushed and left to stew for ten minutes in boiling water. The resultant mixture should then be strained and drunk as desired (it will keep for up to 3 months). A successful application will relieve vomiting and nausea.

**ANSERKE**

Available: Summer  
 Climatic Zone: Tropical  
 Locale: Coastal  
 Preparation: none  
 Uses: 1  
 Ability Check: IQ -4  
 Value: \$30,000 per kg

The root must be applied to a bleeding wound. Within three rounds it will have stopped the bleeding. The recipient must not move for one turn or risk the wound reopening.

**ARCHANGEL**

Available: Summer  
 Climatic Zone: Temperate  
 Locale: Swamp  
 Preparation: none  
 Uses: 1  
 Ability Check: IQ -2  
 Value: \$300 per kg

This white flowering plant has black seeds and roots with a sharp taste. The root, when brewed, makes a hot, peppery decoction that helps alleviate common colds, flu and congestions (doubles recovery time, adds +2 to PE rolls to prevent colds in bad weather).

**ARFANDAL**

Available: Autumn, Winter 50%  
 Climatic Zone: Cold  
 Locale: Rivers  
 Preparation: 1 day  
 Uses: 4  
 Ability Check: IQ -6  
 Value: \$3000 per kg

If the stem of Arfandal is bound up in the dressing of a fracture, it will double the rate of healing for that fracture.

**ARKASU**

Available: Autumn  
 Climatic Zone: Temperate  
 Locale: Grassland

Preparation: none

Uses: 3  
 Ability Check: IQ -3  
 Value: \$6000 per kg  
 When the sap of the Arkasu plant is applied to wounds, it doubles the rate of healing. The effect is not cumulative.

**ARLAN**

Available: Autumn  
 Climatic Zone: Cold  
 Locale: Grassland  
 Preparation: none  
 Uses: 1  
 Ability Check: IQ -5  
 Value: \$6000 per kg

The leaf of Arlan when applied to a wound will heal 1 SDC and 2 HPs of damage if it is used within 5 rounds. Arlan will also speed a persons recovery from respiratory illness by five times.

**ARNICA MON**

Available: Summer  
 Climatic Zone: Temperate, Cold  
 Locale: Mountains  
 Preparation: none  
 Uses: 1  
 Ability Check: IQ - 6  
 Value: \$300 per kg

This plant grows to a height of 1 to 2 feet. It has a hairy stem on which its leaves are arranged in pairs. It has orange flowers. These flowers should be plucked and dried, and then boiled in a litre of beer. This should be applied to a compress which is wrapped around a bruise. A successful application will cause the bruise to fade within one day. The pollen of the flowers if inhaled will cause uncontrollable sneezing.

**ARNUMINAS LEAF**

Available: Autumn  
 Climatic Zone: Temperate  
 Locale: Grassland

Preparation: none

Uses: 5

Ability Check: IQ -1

Value: \$500 per kg

The leaf of this plant should be applied to the site of ligament, cartilage, or muscle damage. If used successfully, it will double the speed of healing of such damage.

### **ARSAR**

Available: Autumn

Climatic Zone: Cold

Locale: Rivers

Preparation: 1 hour

Uses: 2

Ability Check: IQ -7

Value: \$300 per kg

The stalks of this plant must be brewed for one hour in fresh water at the end of which time it may be drunk. If it is successful, it will heal any damage to a persons muscles that are capable of healing naturally within one day.

### **ASARABACCA SPRING**

Available: Spring

Climatic Zone: Temperate

Locale: Forest

Preparation: 1 day

Uses: 2

Ability Check: IQ -6

Value: \$900 per kg

Asarabacca is a creeping vine with many small leaves each on their own small stalk. It also has small purple flowers. These flowers must be brewed up on a fire and left to stand. When administered successfully to someone, they must save vs poison or be rendered docile, and incapable of violence for 3D8 hours. The brew has a distinctive purple colour, and bitter taste, so to be given secretly in food, the food must be able to hide these attributes.

### **ASH GREEN**

Available: Spring

Climatic Zone: Temperate

Locale: Forest

Preparation: 1 day

Uses: 3

Ability Check: IQ -4

Value: \$5000 per kg

The bark of the ash tree must be stripped from its branches and boiled in clear water for one day. It should then be drunk as a cure for fevers, especially those caused by diseases such as malaria. It brings it under control within 2D6 hours.

### **ASHLINE**

Available: Winter, Spring 5%

Climatic Zone: Temperate

Locale: Mountains

Preparation: 1 day

Uses: 16

Ability Check: IQ -3

Value: \$8000 per kg

Ashline is a small red flower, with very pale green leaves. The entire plant must be mashed and boiled in fine red wine for one day. When drunk it will restore a person's sense of smell and taste.

### **ATTANAR**

Available: Autumn, Winter 45%

Climatic Zone: Temperate

Locale: Rivers

Preparation: none

Uses: 2

Ability Check: IQ -6

Value: \$2000 per kg

Attanar is a moss, which when applied to the forehead of a stricken person, will cure fevers. It takes effect 2D6 hours after it is successfully administered.



**BARBERRY YELLOW**

Available: Summer  
 Climatic Zone: Temperate  
 Locale: Rural  
 Preparation: 3 hours  
 Uses: 2

Ability Check: IQ -11  
 Value: \$1800 per kg

The Barberry plant has sharp thorns on its twigs. It can obtain a height in excess of eight feet. It has roughly oval shaped leaves, which are smooth with toothed edges. It has pale yellow flowers which produce oval red berries, with a small black dot at their tip. Barberries should be ground up and be left to stand in cold water, and then boiled quickly. This mixture should be drunk as a cure for liver disorders such as jaundice. If successfully administered the cure should take effect within two weeks.

**BASE MULLEIN**

Available: Always  
 Climatic Zone: Temperate  
 Locale: Rural  
 Preparation: none  
 Uses: 1

Ability Check: IQ  
 Value: \$500 per kg

Base Mullein is very easily found due to the fact that its flower stalks often obtain a height of 8 feet or more. Its clear yellow flowers cover about 3 feet of the top of the stalk, and form a long funnel about an inch or two in diameter. If the leaves of this herb are applied to a burn within one hour, it will reduce the damage taken from the burn by half.

**BASIL CUP**

Available: Summer  
 Climatic Zone: Temperate  
 Locale: Rural  
 Preparation: none  
 Uses: 1

Ability Check: IQ -3

Value: \$500 per kg

Basil must be used almost immediately on being picked. The leaves should be applied to the bite of a venomous creature, and it will then have the effect of drawing out the poison. It will give a bonus of +4 to the saving throw vs poison, or if the save has already been made and failed, it will allow a second saving throw at normal values. Any damage already sustained will remain. The herb has one upright stalk, and small white flowers.

**BASTIT**

Available: Always  
 Climatic Zone: Temperate  
 Locale: All  
 Preparation: none  
 Uses: 1

Ability Check: IQ +2

Value: \$50 per kg

A small succulent that, when crushed, tends to repel parasitic insects, including mosquitoes and the like. It has a pungent but not unpleasant odour. Lasts D6 hours but can be washed or sweated off. Easily noticed by tracking animals.

**BELAN**

Available: Summer  
 Climatic Zone: Tropical  
 Locale: Coastal  
 Preparation: none  
 Uses: 3

Ability Check: IQ -6

Value: \$25,000 per kg

The nut must be eaten to stop bleeding (including internal bleeding). Within one hour it will have stopped the bleeding. The recipient must not move for one additional hour or risk the bleeding restarting.

**BELRAMBA BLUE**

Available: Summer

Climatic Zone: Temperate

Locale: Forest

Preparation: 3 days

Uses: 1

Ability Check: IQ -3

Value: \$30,000 per kg

Belramba is a lichen. It must be brewed in water, and then drunk three days later. If used successfully, all nerve damage will be healed, at three times the normal rate.

**BILBERRY BLACK**

Available: Spring

Climatic Zone: Temperate

Locale: Forest

Preparation: 1 day

Uses: 1

Ability Check: IQ -13

Value: \$6000 per kg

Bilberries are small black berries. They must be mixed with pure alcohol and left to stand for 1 day, at the end of which time they must be drunk. A successful application will give a humanoid double their normal nightsight.

**BIRTHNOT**

Available: Always

Climatic Zone: Temperate

Locale: Hills

Preparation: 3 days

Uses: 1

Ability Check: IQ

Value: \$10 per kg

Birthnot is a dark-leaved, flowerless vine. The dried leaves can be used to create a contraceptive tea effective on most humans, demihumans and humanoids, male or female. Must be ingested 30 minutes before properties invoked. 90% effective; causes mild impotence in males 15% of the time.

**BISHOP'S ROOT**

Available: Summer

Climatic Zone: Temperate

Locale: Rural

Preparation: 3 weeks

Uses: 3

Ability Check: IQ -6

Value: \$25,000 per kg

Bishop's root is a small plant with pale blue flowers, and small pale green leaves. This herb will protect people from fatal diseases (+1 bonus per 2 PE to saves vs disease). It is drunk in wine, and is effective for one week.

**BLACKROOT**

Available: Summer

Climatic Zone: Temperate

Locale: All

Preparation: none

Uses: 1

Ability Check: IQ -2

Value: \$6000 per kg

A tall plant with small, bell-shaped violet flowers and complex roots that are black on the outside and white on the inside. Blackroot's roots can be applied to fresh wounds in order to promote quick healing (applied immediately, gives D4 SDC and D10 HPs back to character at once).

**BLACKEST ROSE**

Available: Spring, Summer 5%

Climatic Zone: Temperate

Locale: All

Preparation: none

Uses: 1

Ability Check: IQ -2

Value: \$50 per kg

This rare rose is easily identified by its black, velvety flower and long white thorns. The thorns are hollow and absorb liquids at a rate of a pint every 5 minutes. The liquid is stored in the plant's fibrous roots. The black rose's

roots are often used to draw poison from wounds or, placed under the tongue, to absorb alcohol and prevent intoxication. Sometimes victims are tied down and pierced with the thorns to cause prolonged and painful exsanguination.

### **BLOODKEEP**

Available: Spring

Climatic Zone: Temperate

Locale: Coastal

Preparation: none

Uses: 1

Ability Check: IQ

Value: \$3000 per kg

Tall stalks with jagged leaves and purple-red flowers, bloodkeep's fresh leaves can be bound to a wound to stop bleeding at once and quicken coagulation (apply within 2 rounds of injury to stop bleeding; character regains 20% - rounded down - of lost SDC and hit points at once).

### **BOROGE**

Available: Spring

Climatic Zone: Temperate

Locale: Forest

Preparation: 5 days

Uses: 1

Ability Check: IQ -3

Value: \$5000 per kg

This plant has hollow, hairy cylindrical stalks which grow to a height of 1 to 2 feet. It has drooping flowers, red or blue in colour, which are shaped as a five pointed star at the top of the stem. The dried herb should be boiled in water and the infusion drunk. It is used to cure minor fevers such as those caused by chills, and influenza. It will relieve the fever in D3 hours.

### **BUD-RUSH**

Available: Always

Climatic Zone: Temperate, Subtropical

Locale: Swamp

Preparation: 3 days

Uses: 2

Ability Check: IQ +3

Value: \$100 per kg

Bud-rushes are tall straight stemmed plants with many small flowers at the top of the stalk. These flowers must be ground into an ointment which is applied to a persons eyes or tongue. This herb will put someone to sleep for 3D12 hours. A roll of 1 on the ability check will put the person into a coma.

### **BURDUCK**

Available: Spring

Climatic Zone: Temperate

Locale: Rural

Preparation: 1 day

Uses: 1

Ability Check: IQ -6

Value: \$3000 per kg

This plant grows to about 3 feet tall. It has huge leaves with a whitish underside, and purple flowers. Its root must be boiled in water and then the root eaten and the water drunk as a cure for sexual disease. The person will be cured within a week.

### **BURSHELAS**

Available: Summer

Climatic Zone: Temperate

Locale: Grassland

Preparation: 1 day

Uses: 2

Ability Check: IQ

Value: \$8000 per kg

Burshelas must be brewed for one day in fine red wine before it can be used. It must then be drunk within one month or spoil. A successful draft will heal any fractured bones within the body within one to three days.

**CALLIN**

Available: Autumn 30%

Climatic Zone: Tropical

Locale: Jungle

Preparation: 1 week

Uses: 1

Ability Check: IQ -2

Value: \$3000 per kg

A dark nut that grows on the Callin tree in tropical jungles. When the husk is dried, ground and ingested, it thins the blood and strengthens and heals damaged hearts.

**CHAMOMILT**

Available: Spring, Summer 30%

Climatic Zone: Temperate

Locale: Rural

Preparation: Negligible

Uses: 1

Ability Check: IQ -3

Value: \$1200 per kg

This plant can grow up to 2 feet tall, and has a branched stem. It has few leaves, and these are finely divided. The flower heads have yellow centres which are domed in shape with a hollow at their very centre. The petals of this plant bend backwards towards the stem. The flowers from a single plant must be immersed in boiling water and the resultant drink consumed. This drink is very bitter and is normally mixed with honey but this is unnecessary. The drink will last for approximately 2 months after manufacture, while the leaves can be dried, and will then keep for up to three years. A successful use of this herb will have a calming effect on the consumer removing any inflicted fears, terrors and mental trauma.

**CHERVIS**

Available: Always

Climatic Zone: Temperate

Locale: Forest

Preparation: none

Uses: 1

Ability Check: IQ -5

Value: \$7000 per kg

Chervis is used to dissolve blood clots, which can help to prevent complications caused by injury. The clots are dissolved within D3 turns.

**COLDWORT**

Available: Spring, Summer 70%

Climatic Zone: Temperate

Locale: Forest

Preparation: none

Uses: 1

Ability Check: IQ -4

Value: \$50 per kg

Coldwort is a small plant with a single large glossy leaf, and small white flowers with four petals. Anyone who chews on the flowers before drinking will remain sober for the entire evening. Its effects protect only against alcohol, and not against any other drug or toxin.

**COLLFOOT**

Available: Spring, Summer 25%

Climatic Zone: Temperate

Locale: Mountains

Preparation: 1 hour

Uses: 1

Ability Check: IQ -5

Value: \$1200 per kg

The plant has a single golden yellow flower borne at the top of a six inch tall stem with long pinkish woolly scales. These flowers are crushed and mixed with honey, and applied as a poultice to infected wounds in an effort to draw out the infection. It does not cure any damage.

**COMFREYA**

Available: Spring

Climatic Zone: Temperate

Locale: Rural

Preparation: 3 hours

Uses: 1

Ability Check: IQ -5

Value: \$2400 per kg

Comfrey grows to a height of up to 3 feet. It has stiff, angular and hollow stalks which are covered with rough hairs. It has pink, mauve white or cream flowers. Its thick black root is the portion used in Herbalism. It should be boiled and wrapped in a poultice which is then wrapped around a broken limb and increases the speed of healing by fifty percent.

### **COR PARSNIP**

Available: Always

Climatic Zone: Temperate

Locale: Forest

Preparation: 6 hours

Uses: 7

Ability Check: IQ -6

Value: \$6000 per kg

Cor parsnip has small leaves covered with tiny hairs. These hairs must be made into a salve. Cor parsnip will cure madness for a short period (4 +D6 hours). Repeated application gives a 1% chance per day of permanently curing the insanity altogether.

### **CULKAS**

Available: Always

Locale: Desert

Climatic Zone: Tropical

Preparation: none

Uses: 10

Ability Check: IQ

Value: \$200 per kg

Each application of Culkas will cure one square foot of sunburn.

### **DAGMATHER**

Available: Summer

Climatic Zone: Temperate

Locale: Grassland

Preparation: 1 hour

Uses: 2

Ability Check: IQ -7

Value: \$4000 per kg

The spine of this plant must be brewed for one hour in fresh water at the end of which time it may be drunk. If it is successful, it will heal any damage to a persons cartilage that are capable of healing naturally.

### **DAINABERRY**

Available: Autumn

Climatic Zone: Temperate

Locale: Rivers

Preparation: None

Uses: 3D10

Ability Check: IQ -3

Value: \$3000 per kg

The Dainabush or Sleepberry is a creeping, thorny vine, much like a bramble. Young vines are about 5 mm thick, with 2 mm long thorns. Older vines can become as thick as 10 cm, with curved thorns up to 5 cm long, although this requires many years of growth. Young vines are light green, with 3 lobed green leaves. Older vines grow reddish brown, darkening to black, with leaves, such as there are, dark green in colour. The vines flower in early summer, with light blue, bell shaped flowers. In autumn, it carries dark blue or purple berries, which are fleshy, almost crunchy rather than juicy. The berries are slightly sweet and quite tasty, but have a strong effect on mammals: those who eat them fall asleep.

The berries have this effect on mammals only, but a single berry is enough to bring down any man sized or smaller mammal, and given enough berries, even

the greatest mammal will fall asleep. There is no saving throw, although the sleep caused is quite normal, and a sleeping creature can simply be awakened. Although the berries can simply be eaten to cause the effect, it is also possible to dry them carefully, and grind them into powder. This powder is weaker (save vs poison to avoid), but will keep a long time. The powder can be added to any food or drink, but has a very sweet taste.

### **DARSURION**

Available: Winter

Climatic Zone: Cold

Locale: Mountains

Preparation: none

Uses: 1

Ability Check: IQ -6

Value: \$3000 per kg

The leaves of Darsurion when applied to a wound will heal 2 SDC and 1 HP of damage if used within 3 rounds. The effect is not cumulative.

### **DELREAN**

Available: Summer

Climatic Zone: Temperate

Locale: Forest

Preparation: 1 hour

Uses: 4

Ability Check: -

Value: \$50 per kg

The bark of Delrean should be boiled into a paste and then smeared on the skin. It will then repel any insect from coming near the recipient. It is effective for 5D6 hours.

### **DITTAN**

Available: Summer, Autumn 55%

Climatic Zone: Temperate

Locale: Rivers

Preparation: 2 days

Uses: 3

Ability Check: IQ

Value: \$600 per kg

This herb grows six or eight inches high with square stalks and sort round leaves. The leaves must be dried for two days and then be boiled in ale or wine. It is then applied as a lotion. Dittany can be used to draw splinter and bone fragments from a wound. It is also an effective antiseptic for cleaning wounds, and can therefore prevent infections caused by dirty water etc.



**EBUR**

Available: Spring

Climatic Zone: Temperate

Locale: Coastal

Preparation: none

Uses: 5

Ability Check: IQ -2

Value: \$5000 per kg

The flowers of Ebur when eaten will double the rate of healing for a sprain for that day.

**EDRAM**

Available: Winter

Climatic Zone: Cold

Locale: Rivers

Preparation: none

Uses: 4

Ability Check: IQ -1

Value: \$15,000 per kg

Edram is a moss which when eaten will cause bones to heal at one and a half times their normal rate.

**ELDAAS**

Available: Spring, Summer 5%

Climatic Zone: Temperate

Locale: Coastal

Preparation: 2 hours

Uses: 1

Ability Check: IQ -1

Value: \$1200 per kg

This tall, blue-flowered plant with spike-shaped leaves is the base for medicines against nausea, usually taken in the form of a bitter-smelling and -tasting herbal tea. Eldaas is used to counteract the nausea associated with hangovers, motion sickness, morning sickness, and more common illnesses.

**ELECAMPANER**

Available: Winter, Spring 15%

Climatic Zone: Temperate

Locale: Rural

Preparation: none

Uses: 1

Ability Check: IQ

Value: \$5000 per kg

This plant has a thick root, with leaves that are white on the bottom and green on top, as well as showy yellow flowers. The root may be eaten in which case it will cause the recipient to vomit. This effect, while useful in removing ingested poisons from the system, will leave the recipient weak (- D4 to PE for 2D6 hours).

**ELVISH GALINGALE**

Available: Spring, Summer 35%

Temperate: Polar

Locale: Forest

Preparation: 1 hour

Uses: 5

Ability Check: IQ

Value: \$600 per kg

Elvish Galingale grows to about four feet in height. It has a triangular stem on which grows a tuft of grass like flowers. The roots are boiled and left to stand for an hour and the resulting decoction is then drunk. This herb increases the flow of blood. This is very useful when a person is cold. However if a person is bleeding, either internally or externally, or is wounded it will double the speed of loss of blood. Its effect lasts D6+1 hours.

**ENTRISTE**

Available: Summer

Climatic Zone: Subtropical

Locale: Desert

Preparation: none

Uses: 1

Ability Check: IQ -3

Value: \$20,000 per kg

A small-leafed ivy that hugs the ground. Entriste's leaves absorb liquid and, when crushed, may be used to draw poison from a wound. 1 leaf absorbs a quarter-

pint of liquid. Causes D4 damage but draws 100% of poison from a wound.

### **FALSIFAL**

Available: Spring 30%

Climatic Zone: Temperate

Locale: Swamp

Preparation: 1 hour or less

Uses: 2

Ability Check: IQ -2

Value: \$3000 per kg

A wide-leafed plant with large pink flowers and thick roots containing a slimy gel. When the root is pulped, mixed with water and used as a poultice, it is effective against burns, aiding rapid healing. The root-gel can also be thinned and drunk as a thick tea to counter the effects of blood loss. On burns, add 2 SDC and 4 HPs per day for each of the first 3 days of rest the character takes. Used to counter blood loss, victim regains D4 HPs per day instead of 1.

### **FEBFENDU**

Available: Winter

Climatic Zone: Cold

Locale: Coastal, Rivers

Preparation: 1 week

Uses: 1

Ability Check: IQ

Value: \$50,000 per kg

The roots of this plant must be brewed over a low fire for one week, and the resulting distillation drunk. If used successfully, hearing will be restored to the recipient.

### **FELMATHER**

Available: Spring

Climatic Zone: Temperate

Locale: Coastal

Preparation: none

Uses: 3

Ability Check: IQ

Value: \$6000 per kg

The leaves of this plant should be placed under the tongue of a person in a coma. The person will awake in D6 hours

unless the coma is magically induced in which case it gives an immediate +3 to save vs the spell and come out of the coma.

### **FETHERFEW**

Available: Summer

Climatic Zone: Temperate, Subtropical

Locale: Forest

Preparation: 3 hours

Uses: 3

Ability Check: IQ +3

Value: \$50 per kg

This herb grows to about 18 inches in height. It has many small white flowers. The flowers must be dried and then boiled in white wine. The resulting mixture must be drunk. This herb will remove the effects of vertigo from a person for up to twelve hours. It does this by stabilising the person's inner ear.

### **FLOURE-DE-LUCE**

Available: Always

Climatic Zone: Temperate

Locale: Grassland

Preparation: 3 hours

Uses: 2

Ability Check: IQ

Value: \$2000 per kg

The Floure-De-Luce is also known as the Blue Flag. It has broad and flat leaves shaped rather like a sword. The flowers are purplish blue and the roots which tend to stretch themselves along the surface of the ground are reddish brown on the outside. The root must be mashed and boiled in water and left to stand for at least 3 hours before drinking. This herb removes bruises from a body very quickly (within D4 hours).

### **FOOTLEAF**

Available: Spring, Summer, Autumn

10%

Climatic Zone: Temperate

Locale: Rural

Preparation: None

Uses: 1

Ability Check: IQ

Value: \$500 per kg

This 30 cm high plant has 3 thick, fleshy leaves, dark green and covered with soft hairs. The leaves form a rosette, lying on the ground, and form the actual plant. The light green blades that account for its height are actually sheathes from which flower stalks grow during the summer. From each of the sheathes (there can be as many as 30 to a plant), a single flower stalk grows with tiny purple flowers. The thick leaves, which can become as large as 20 cm across, can be torn loose and put inside your boots (one leaf to a boot), enabling you to walk all day without tiring or even getting footsore.

**GALLOWBRUSH**

Available: Winter  
 Climatic Zone: Temperate  
 Locale: Rural  
 Preparation: 1 day (for potion)  
 Uses: 1

Ability Check: IQ -3  
 Value: \$1000 per kg  
 This briar is red in colour with bright crimson thorns. Any mammal pricked with these thorns must make a save vs poison with a +1 bonus or fall asleep for D4+2 x 10 minutes. Even if they save the victim still feels drowsy. The thorns can also be brewed into a drink when mixed with water. Anyone drinking this must save vs. poison with a -4 penalty or fall asleep for D6 hours.

**GARDEN FLAX**

Available: Spring, Summer 55%  
 Climatic Zone: Temperate  
 Locale: Forest  
 Preparation: 2 hours  
 Uses: 5

Ability Check: IQ +3  
 Value: \$5000 per kg  
 The brown seeds of this herb (which has deep blue flowers) if chewed remove all pain from a characters wounds. It will also prevent a character from feeling anything. He could walk through a fire and feel no pain.

**GARIIG**

Available: Summer  
 Climatic Zone: Tropical  
 Locale: Desert  
 Preparation: 1 day  
 Uses: 1

Ability Check: IQ -3  
 Value: \$60,000 per kg  
 Gariig is a small cactus. It will restore all hit points to a wounded person if eaten within two days of being wounded.

**GO RUE**

Available: Summer  
 Climatic Zone: Temperate  
 Locale: Forest  
 Preparation: 2 weeks  
 Uses: 1

Ability Check: IQ -4  
 Value: \$1000 per kg  
 This herb will cure poison if ingested within 3 hours of the poisoning. Go Rue grows to about 3 feet tall. It has hollow branches and pale whitish blue flowers that hang down in spikes. The flowers must be dried before use.

**GOLDEN CROSS**

Available: Spring  
 Climatic Zone: Subtropical  
 Locale: Rural  
 Preparation: 1 hour  
 Uses: 2

Ability Check: IQ  
 Value: \$10 per kg  
 The golden flowers of this small yellow-green plant may be made into a poultice that is used to stop bleeding. One successful application will normally stop minor bleeding, or staunch the flow of major bleeding until it only minor (a second application will stop the bleeding altogether). This herb is often used by midwives to staunch the flow of vaginal bleeding after birth.

**GYLVIRE**

Available: Autumn  
 Climatic Zone: Temperate  
 Locale: Coastal  
 Preparation: none  
 Uses: 1

Ability Check: IQ -2  
 Value: \$60,000 per kg  
 This is an algae. When eaten it allows a person to breathe underwater for a period of four hours.

**HARB EARS**

Available: Summer  
 Climatic Zone: Temperate  
 Locale: Mountains  
 Preparation: 2 days  
 Uses: 3  
 Ability Check: IQ -3  
 Value: \$5000 per kg  
 This herb cures skin diseases.

**HARFY**

Available: Summer  
 Climatic Zone: Temperate  
 Locale: Grassland  
 Preparation: 1 day  
 Uses: 1  
 Ability Check: IQ  
 Value: \$7000 per kg  
 The resin of this herb must be applied to a bleeding wound. It will immediately stop any bleeding.

**HAWKWORT**

Available: Always  
 Climatic Zone: Temperate  
 Locale: Forest  
 Preparation: 2 days  
 Uses: 2  
 Ability Check: IQ  
 Value: \$9000 per kg  
 This herb increases a character's eyesight for D4 turns. They can see twice as far, and when in missile combat, all ranges are treated as if one less. Hawkwort has oval leaves, covered with small hairs on the underside, and green on the top. These leaves surround the plant at the base of the stem, and small yellow flowers tinged with red at the tips.

**HOBANE**

Available: Summer, Autumn 90%  
 Climatic Zone: Temperate  
 Locale: Rural  
 Preparation: 1 hour

Uses: 3  
 Ability Check: IQ -2  
 Value: \$1000 per kg  
 This plant has angular greyish stems and grows to a height of three feet. It has oval shaped tooth edged, ash green leaves. It has small creamy white flowers which group at the base of the leaves. This herb will cause the recipient to vomit up any poison in their system. It is effective only against ingested poisons. The person will be incapacitated by nausea for 1-3 days. In the case of an 'instant death' poison, the person can be saved if the herb is successfully administered within one round, but they will be incapacitated for the full three day period.

**HORSEWORT**

Available: Spring, Summer, Autumn 10%  
 Climatic Zone: Temperate  
 Locale: Grassland  
 Preparation: None  
 Uses: 1  
 Ability Check: IQ -2  
 Value: \$6000 per kg  
 This 25 cm high plant has many broad, double sawed leaves growing in a rosette. It grows large, yellow composite flowers, which will quickly grow hairy seeds that will fly far on the wind. The plant often has flowers and seed simultaneously. If a generous amount of the leaves is fed to a horse or similar creature, it will be able to travel all day without tiring, even if moving at a gallop.

**JOJOJOPO**

Available: Autumn  
 Climatic Zone: Polar  
 Locale: Mountains  
 Preparation: none  
 Uses: 1

Ability Check: IQ  
 Value: \$600 per kg  
 The leaf of this herb, when applied to frostbite will cure frostbite damage.

**JUNIS**

Available: Summer  
 Climatic Zone: Temperate, Subtropical  
 Locale: Mountains  
 Preparation: Negligible  
 Uses: 10

Ability Check: IQ  
 Value: \$2500 per kg  
 The Junis tree can grow up to ten feet in height. It is an evergreen, which has prickly stiff foliage. The berries appear in early summer. Unripe berries are green, ripe ones are bluish-black in colour. A normal sized tree will have between 100 and 200 ripe berries. 15 of these berries should be crushed and mixed with boiling water. When the liquid has cooled, the infusion should then be drunk in order to relieve muscle pains for 3D4 hours. If the crushed berries are applied to a burn within one turn on its infliction it will heal three quarters of all damage caused by the burn, no matter how much damage was taken.

**LARNURMA**

Available: Spring  
 Climatic Zone: Temperate  
 Locale: Rural  
 Preparation: 1 week (for oil)  
 Uses: 3

Ability Check: IQ -3  
 Value: \$3000 per kg  
 This tree has round purple fruit, which are about the size and consistency of plums. When eaten this fruit will heal 2 HPs and 1 SDC per fruit. The juice of three fruits can be mixed with olive (or other vegetable) oil, and when rubbed into the recipients skin will ease muscle pains.

**LUNGROOT**

Available: Spring  
 Climatic Zone: Temperate  
 Locale: Rural  
 Preparation: 1 day  
 Uses: 3

Ability Check: IQ -2  
 Value: \$50,000 per kg  
 This plant has broad leaves covered with dark spots. It is used in the treatment of diseased lungs, by boiling the leaves and drinking the infusion. The effect of a successful treatment is to render breathing easier and to clear fluids from the lungs caused by a whole array of diseases - pneumonia and tuberculosis to name but two. It also cures such diseases.



**MAKEBAT**

Climatic Zone: Tropical, Subtropical

Locale: Desert

Preparation: none

Uses: 2

Ability Check: IQ -3

Value: \$1000 per kg

This herb will counteract the poison of scorpions if taken within 2 turns of the bite.

**MARGOLD**

Available: Spring, Summer 40%

Climatic Zone: Temperate

Locale: Rural, Urban

Preparation: 2 hours

Uses: 4

Ability Check: IQ

Value: \$1200 per kg

Margold can grow to a height of two feet and has rows of flat orange and yellow petals around a central disc. These flowers must be dried and then mixed with olive or other vegetable oil to produce a soothing balm which will soothe and clean small wounds, in order to prevent infection.

**MARTYRWORT**

Available: Summer

Climatic Zone: Temperate

Locale: Rural

Preparation: 3 days

Uses: 7

Ability Check: IQ -5

Value: \$2000 per kg

Martyrwort grows to be about three feet tall and bears umbels of white flowers. It has winged dark green leaves like those of a maple tree. The leaves must be boiled and left to stand for at least twenty days before use. This herb is used as a protection from fatal diseases, giving a +5 bonus to any saves vs those diseases.

**MEGILLOS**

Available: Winter

Climatic Zone: Cold

Locale: Mountains

Preparation: none

Uses: 1

Ability Check: IQ

Value: \$5000 per kg

The leaves of this herb increases a character eyesight for 1 turn. They can see twice as far, and when in missile combat, all ranges are treated as if one less.

**MIRENNA**

Available: Winter

Climatic Zone: Cold

Locale: Mountains

Preparation: none

Uses: 1

Ability Check: IQ -2

Value: \$1000 per kg

The berries of Mirenna will heal D4 HPs when eaten.

**NAPWEED**

Available: Spring

Climatic Zone: Temperate

Locale: Rural

Preparation: 1 hour

Uses: 1

Ability Check: IQ -1

Value: \$1000 per kg

This plant has a single main stem with small fern like leaves, and small pink flowers growing from it. These flowers must be dried, powdered, and mixed into wine and then drunk to counter the effect of injected poisons. A successful application means that only half normal damage is taken from the poison. In addition to this use, the flower is often counted as a symbol of faith between lovers and is used to decorate and garnish foods at weddings.

**NAREW**

Available: Winter

Climatic Zone: Subtropical, Tropical

Locale: Rivers

Preparation: 5 hours

Uses: 3

Ability Check: IQ

Value: \$2500 per kg

The seeds of Navew dropped in a drink or on to food before it is eaten acts as a counteragent to ingested poisons. It prevents the death of a person poisoned in that meal, though they may still be very ill.

**OLUS VERITIS**

Available: Winter

Climatic Zone: Temperate, Cold

Locale: Rivers

Preparation: 1 hour

Uses: 4

Ability Check: IQ -2

Value: \$3000 per kg

Olus veritis is pale green in colour and grows right on the edge of rivers. The leaves are rough in texture, and have tiny thorns all along their edges. A leaf should be baked in an oven for one hour and then dragged across the skin of the recipient, cutting their flesh very slightly. The recipient, must save vs poison or be compelled to answer all questions, absolutely truthfully for the next D6 x 10 minutes. Up to three uses of the herb can be made in a 24 hour period.

**OLVARUS**

Available: Winter

Climatic Zone: Polar

Locale: Coastal

Preparation: none

Uses: 1

Ability Check: IQ -4

Value: \$200,000 per kg

The flower of the Olvarus bush must be given to a person on the point of death. It will then keep them alive for 2D10 days.

**PALMA ELDATH**

Available: Always  
 Climatic Zone: Cold, Polar  
 Locale: Mountains  
 Preparation: none  
 Uses: 3

Ability Check: IQ -3  
 Value: \$1800 per kg

This herb keeps a person warm for one night or one day, and prevents them suffering from exposure. This can mean the difference between life and death.

**PEONIUS**

Available: Spring  
 Climatic Zone: Temperate  
 Locale: Rural  
 Preparation: 1 hour  
 Uses: 1

Ability Check: IQ -2  
 Value: \$3000 per kg

This plant with its delicate pink flowers may be boiled into a powerful healing draught, capable of stopping all bleeding, internal and external immediately.

**PETIVERIS**

Available: Summer  
 Climatic Zone: Subtropical, Tropical  
 Locale: Rural  
 Preparation: 1 day  
 Uses: 1

Ability Check: IQ  
 Value: \$500 per kg

This plant has a single stem with dark green, shiny leaves growing from it. It is topped by very thin, yellow flowers. The petals of these flowers should be tied into a poultice, where they will, on a successful application act to bring down swelling and bruise over the course of a one day period.

**RAMPALT**

Available: Summer  
 Climatic Zone: Temperate  
 Locale: Forest  
 Preparation: 1 day  
 Uses: 1

Ability Check: IQ  
 Value: \$50 per kg

This dark-colored root grows on a plant distinguished by its waxy dark green leaves. When the root is boiled down, it turns into a thick, strong smelling liquid that cures congestion when boiled in water and inhaled.

**ROCWORT**

Available: Spring  
 Climatic Zone: Temperate, Subtropical  
 Locale: Urban  
 Preparation: none  
 Uses: 2

Ability Check: IQ -1  
 Value: \$500 per kg

This plant has a cluster of dark green leaves, with marked parallel veins at its base, topped by a cluster of tiny, pale orange flowers. The chopped leaves when applied to the flesh will remove bruises within D4 hours.

**RUTA PLANTAIN**

Available: Summer  
 Climatic Zone: Temperate  
 Locale: Rural  
 Preparation: None  
 Uses: 4

Ability Check: IQ -2  
 Value: \$1000 per kg

Ruta is a small rounded bush which grows to about three feet in height. It has yellow, scoop like flowers. The leaves are shaped like spades, and are blue grey in colour. It has seedpods which resemble a small green orange which can be consumed as an antidote to poisons if taken within 1 hour of the poison being

ingested. It can also be mixed with wormwood to create a very effective antiseptic.

### **SANIC**

Available: Summer, Autumn, Winter  
90%

Climatic Zone: Temperate

Locale: Forest

Preparation: 2 hours

Uses: 4

Ability Check: IQ +2

Value: \$5000 per kg

Sanic leaves should be crushed and left in white wine, the strained through a cloth and drunk. It has the effect of binding wounds so that they are not reopened by action. It is a small plant with glossy green leaves, with long leaf stalks which are divided into three or five lobes. It has small white or pink flowers which sit at the top of a slender stalk.

### **SARACEN'S CONFOUND**

Available: Summer

Climatic Zone: Temperate

Locale: Rural

Preparation: 11 hours

Uses: 4

Ability Check: IQ +3

Value: \$500 per kg

This herb cures fevers within D4-1 turns.

### **SCENTED SCER**

Available: Summer

Climatic Zone: Temperate

Locale: Forest

Preparation: 1 hour

Uses: 1

Ability Check: IQ -3

Value: \$5000 per kg

Scented Scer grows to a height of about 2 feet. It has erect and branching stems. It has small leaves, white flowers with a yellow centre. The flowers must be crushed, emitting a pungent odour and should then be applied to the eyes in order to heal damage to them caused by

acid. If used within a day of the injury, they can prevent blindness.

### **SERAPIAS BITH**

Available: Spring, Summer 45%

Climatic Zone: Temperate

Locale: Grassland

Preparation: 4 hours

Uses: 3

Ability Check: IQ -5

Value: \$6000 per kg

This herb will place the recipient into a deep sleep for one day. The recipient cannot be woken. At the end of the day, all wounds will be healed. It does not, of course, resurrect a dead person, or regenerate lost limbs.

### **SHEPHERD'S BIND**

Available: Always

Climatic Zone: Temperate

Locale: Grassland

Preparation: 1 hour

Uses: 4

Ability Check: IQ +2

Value: \$3000 per kg

This herb rarely grows to a height of more than one and a half feet. It has small greyish green leaves, growing smaller towards the summit of the plant. It has small four petalled dirty-white flowers at its peak. If applied to wounds it will stop their bleeding for one hour, and temporarily removes the need to bandage.

### **SNAKESPIKE**

Available: Spring

Climatic Zone: Temperate

Locale: Coastal

Preparation: 1 hour/ 3 hours

Uses: 2

Ability Check: IQ

Value: \$3000 per kg

A thin stalk covered with yellow-green flowers. The leaves can be steeped in

water to make a tea that, when imbibed 3 times a day, reduces inflammation and restores strength; when made into an ointment, it soothes and promotes rapid healing. Tea gives +D4 SDC and +D6 HPs per day; ointment restores +D6 SDC and +D10 HPs immediately per application but can only be administered to the same character once a day.

### **SPIDER BANE**

Available: Spring, Summer 50%

Climatic Zone: Temperate

Locale: Grassland

Preparation: none

Uses: 3

Ability Check: IQ

Value: \$2000 per kg

This herb will cure any spider poison if applied before the victim dies.

**TAMARISKE**

Available: Always  
 Climatic Zone: Temperate  
 Locale: Rural  
 Preparation: 2 weeks  
 Uses: 3  
 Ability Check: IQ  
 Value: \$3000 per kg  
 This herb will cleanse wounds, removing all infection. It does not cure lost hit points.

**TEMPIN**

Available: Summer  
 Climatic Zone: Temperate  
 Locale: Forest  
 Preparation: none  
 Uses: 1  
 Ability Check: IQ -2  
 Value: \$300 per kg  
 A bushy climbing vine with tubular yellow flowers, the leaves and flowers of tempin can be boiled and made into a poultice that will draw out poisons from bites and stings and allow the wound to heal cleanly and without complications. When poultice is applied promptly, gives an additional +2 save vs. poison.

**THORN PANA**

Available: Spring, Summer 20%  
 Climatic Zone: Temperate, Subtropical  
 Locale: Rural  
 Preparation: none  
 Uses: 4  
 Ability Check: IQ  
 Value: \$600 per kg  
 This is a small ground hugging plant. Its seeds are about a quarter of an inch in diameter, and are covered in small thorns. A single seed is very effective as a minor pain reliever. It will ease small pains, such as headaches or minor muscular pains for 3D4 hours. The pain relief is almost instantaneous.

**THROW-WAXE**

Available: Spring, Summer 45%  
 Climatic Zone: Temperate  
 Locale: Forest  
 Preparation: 7 hours  
 Uses: 8  
 Ability Check: IQ -4  
 Value: \$2000 per kg  
 This herb will heal any scars in a month if applied daily.

**THURL**

Available: Autumn  
 Climatic Zone: Temperate  
 Locale: Forest  
 Preparation: 1 day  
 Uses: 4  
 Ability Check: IQ  
 Value: \$50 per kg  
 Thurl can grow up to a foot in height. It has tiny dark green leaves, and is an evergreen with many sweet scented mauve flowers. The smell is so strong that the herb is often smelt before it is seen. These flowers must be dried and then mixed with fresh, clear water to produce an antiseptic lotion. This lotion should be applied to infected wounds. A successful application will destroy the infection, although any damage already sustained will remain.



**WHITE BRITTLE**

Available: Autumn  
 Climatic Zone: Temperate  
 Locale: Forest  
 Preparation: 1 hour  
 Uses: 1

Ability Check: IQ -2  
 Value: \$600 per kg

This climbing vine has greenish white star shaped flowers, each bearing five petals, and has green berries which turn red when ripe. It has a root, something like a huge turnip, and this root should be ground up and boiled in water and drunk as a cure for pneumonia.

**WHITE CAY**

Available: Autumn  
 Climatic Zone: Temperate, Subtropical  
 Locale: Forest  
 Preparation: 1 hour  
 Uses: 1

Ability Check: IQ -2  
 Value: \$50 per kg

A tall, flowered plant with silvery-green leaves. When the flowers are mixed with water or wine and applied directly to a wound, they act as a painkiller.

**WOOD ROCK**

Available: Summer, Autumn 80%  
 Climatic Zone: Tropical  
 Locale: Desert  
 Preparation: 2 hours  
 Uses: 2

Ability Check: IQ  
 Value: \$2000 per kg

This is a small plant with leaves in three parts, like a shamrock. The flowers are bell shaped and are white with a dash of blue. The leaves must be crushed and dried for two weeks before use. This herb doubles the person's ability to endure heat effects, counteracts dehydration, etc.

**YARAN**

Available: Autumn  
 Climatic Zone: Temperate  
 Locale: Grassland  
 Preparation: none  
 Uses: 2

Ability Check: IQ  
 Value: \$500 per kg

The pollen of this flower must be inhaled. A successful roll means that a persons sense of smell and of taste are doubled for one hour. The herb must still be growing or have been cut in the last 10 minutes.

**YARROS**

Available: Summer  
 Climatic Zone: Temperate  
 Locale: Rural  
 Preparation: none  
 Uses: 3

Ability Check: IQ  
 Value: \$6000 per kg

The small white flowers of this herb, which cluster at the top of its one to two feet tall straight stem, should be crushed and applied to wounds. If successfully used it will stop minor bleeding, and reduce major bleeding to the minor level. A second application can then be used to stop the minor bleeding.

**YAVETHALION**

Available: Autumn  
 Climatic Zone: Temperate  
 Locale: Coastal  
 Preparation: none  
 Uses: 1

Ability Check: IQ  
 Value: \$3000 per kg

When the fruit is eaten, it will restore D4 HPs and D8 SDC to the recipient.

Herbs by Season**Summer**

Agrimony Red  
 Alether  
 Alkanet Red  
 Angelic Root  
 Aniste  
 Anserke  
 Archangel  
 Arnica Mon  
 Barberry Yellow  
 Base Mullein  
 Basil Cup  
 Bastit  
 Belan  
 Belramba Blue  
 Birthnot  
 Bishop's Root  
 Blackest Rose  
 Blackroot  
 Bud-Rush  
 Burshelas  
 Chamomilt  
 Chervis  
 Cinquefoil  
 Coldwort  
 Collfoot  
 Cor Parsnip  
 Culkas  
 Dagmather  
 Dainaberry  
 Delrean  
 Dittan  
 Eldaas  
 Elvish Galingale  
 Entriste  
 Fetherfew  
 Floure-De-Luce  
 Footleaf  
 Fumitore  
 Garden Flax  
 Gariig  
 Gefnul  
 Go Rue  
 Hare's Ears  
 Harfy

Hawkweed  
 Hobane  
 Horsecwort  
 Junis  
 Makebat  
 Margold  
 Martyrrwort  
 Orach  
 Palma Eldath  
 Pattran  
 Petiveris  
 Rampalt  
 Ruta Plantain  
 Sanic  
 Saracen's Confound  
 Scented Scer  
 Serapias Bith  
 Shepherd's Bind  
 Spider Bane  
 Tamariske  
 Tempin  
 Thorn Pana  
 Throw-Waxe  
 Wood Rock  
 Yarros

**Autumn**

Aloe Elo  
 Arfandal  
 Arkasu  
 Arlan  
 Arnuminas Leaf  
 Arsar  
 Attanar  
 Base Mullein  
 Bastit  
 Birthnot  
 Caffar  
 Calcena Mushroom  
 Cephalophage  
 Chervis  
 Cor Parsnip  
 Culkas  
 Dainaberry  
 Dittan  
 Flour-De-Luce

Footleaf  
 Gylvire  
 Hawkwort  
 Hobane  
 Horsecwort  
 Jojojopo  
 Makebat  
 Palma Eldath  
 Sanic  
 Shepherd's Bind  
 Tamariske  
 White Brittle  
 White Cay  
 Wood Rock  
 Yaran  
 Yavethalion

**Winter**

Aldaka  
 Aloe Elo  
 Arfandal  
 Ashline  
 Attanar  
 Base Mullein  
 Bastit  
 Birthnot  
 Bud-Rush  
 Calcena Mushroom  
 Cephalophage  
 Chervis  
 Cor Parsnip  
 Culkas  
 Darsurion  
 Edram  
 Elecampaner  
 Febfendu  
 Floure-De-Luce  
 Gallowbrush  
 Hawkwort  
 Jinab  
 Makebat  
 Megillos  
 Mirena  
 Narew  
 Olus Veritis  
 Olvarus

Palma Eldath  
 Sanic  
 Shepherd's Bind  
 Tamariske

**Spring**

Adder's Leaf  
 Adgana  
 Alether  
 Amrans  
 Asarabacca Spring  
 Ash  
 Ashline  
 Base Mullein  
 Bastit  
 Bilberry Black  
 Birthnot  
 Blackest Rose  
 Bloodkeep  
 Borage  
 Bud-Rush  
 Burduck  
 Chamomilt  
 Chervis  
 Coldwort  
 Collfoot  
 Comfrey  
 Cor Parsnip  
 Culkas  
 Ebur Eldaas  
 Elecampaner  
 Elvish Galingale  
 Falsifal  
 Felmather  
 Floure-De-Luce  
 Footleaf  
 Fumitore  
 Garden Flax  
 Golden Cross  
 Hawkwort  
 Horsecwort  
 Larnurma  
 Lungwort  
 Makebat  
 Margold  
 Napweed

Palma Eldath  
 Peonis  
 Rocwort  
 Serapias Bith  
 Shepherd's Bind  
 Snakespike  
 Spiderwort  
 Spring Adonis  
 Tamariske  
 Thorn Pana  
 Throw-Waxe

## Herbs by Location

### **Coastal**

Anserke  
 Bastit  
 Belan  
 Black Root  
 Blackest Rose  
 Bloodkeep  
 Degiik  
 Ebur  
 Eldaas  
 Febfendu  
 Felmather  
 Fumitore  
 Gylvir  
 Olvarus  
 Snakespike  
 White Cay  
 Yavethalion

### **Forest**

Agrimony Red  
 Asarabacca  
 Ash  
 Bastit  
 Belramba Blue  
 Bilberry Black  
 Blackest Rose  
 Blackroot  
 Borge  
 Chervis  
 Coldwort  
 Cor Parsnip  
 Darnell  
 Delrean  
 Elvish Galingale  
 Fetherfew  
 Garden Flax  
 Go Rue  
 Hawkwort  
 Rampalt  
 Sanic  
 Scented Scer  
 Tempin  
 Throw-Waxe  
 White Brittle

**Grassland**

Aloe Elo  
 Arkasu  
 Arlan  
 Arnuminas Leaf  
 Attanar  
 Bastit  
 Blackest Rose  
 Blackroot  
 Burstheles  
 Dagmather  
 Floure-De-Luce  
 Harfy  
 Horsecwort  
 Serapias Bith  
 Shepherd's Bind  
 White Cay  
 Yaran

**Hills**

Bastit  
 Birthnot  
 Blackest Rose  
 Blackroot  
 White Cay

**Jungle**

Bastit  
 Blackroot  
 Blackest Rose  
 Callin  
 White Cay

**Mountains**

Aldaka  
 Angel Root  
 Arnica Mon  
 Ashline  
 Bastit  
 Blackest Rose  
 Blackroot  
 Collfoot  
 Darsurion  
 Harb Ears  
 Jojojopo  
 Junis

Megillos  
 Mirena  
 Palma Eldath  
 White Cay

**Rivers**

Amrans  
 Arfandal  
 Arsar  
 Bastit  
 Blackest Rose  
 Blackroot  
 Dainaberry  
 Dittan  
 Edram  
 Febfendu  
 Narew  
 Olus

**Rural**

Adder's Leaf  
 Adgana  
 Alether  
 Alkanet Red  
 Amrans  
 Aniste  
 Barberry Yellow  
 Base Mullein  
 Basil Cup  
 Bastit  
 Bishop's Root  
 Blackest Rose  
 Blackroot  
 Burduck  
 Chamomilt  
 Cinquefoil  
 Comfreya  
 Elecampaner  
 Footleaf  
 Gallowbrush  
 Golden Cross  
 Hobane  
 Larnurma  
 Lungwort  
 Margold  
 Martyrwort

Mugwort  
 Napweed  
 Peonius  
 Petiveris  
 Ruta Plantain  
 Saracen's Confound  
 Tamariske  
 Thorn Pana  
 White Cay  
 Yarros

**Special**  
 Spider Bane

**Swamp**  
 Archangel  
 Bastit  
 Blackest Rose  
 Blackroot  
 Bud-Rush  
 Falsifal  
 White Cay

**Underground**  
 Calcena

**Urban**  
 Marigold  
 Rocwort

**Volcanoes**  
 Brelldiar  
 Gefnul

**Wasteland**  
 Kathkusa

Herbs by Climatic Zone

**Tropical**  
 Anserke  
 Belan  
 Culkas  
 Gariig  
 Makebat  
 Maruera  
 Narew  
 Nightcall  
 Pargen  
 Petiveris  
 Wood Rock

**Subtropical**  
 Bud-Rush  
 Draaf  
 Entriste  
 Fetherfew  
 Golden Cross  
 Makebat  
 Narew  
 Petiveris  
 Rocwort  
 Thorn Pana  
 White Cay

**Temperate**  
 Adder's Leaf  
 Adgana  
 Agrimony Red  
 Alether  
 Alkanet Red  
 Aloe Elo  
 Amrans  
 Angel Root  
 Aniste  
 Archangel  
 Arkasu  
 Arnica Mon  
 Arnuminas Leaf  
 Asarabacca Spring  
 Ash  
 Ashline  
 Attanar  
 Barberry Yellow



Base Mullein  
 Basil Cup  
 Bastit  
 Belramba Blue  
 Bilberry Black  
 Birthnot  
 Bishop's Root  
 Blackroot  
 Blackest Rose  
 Bloodkeep  
 Borage  
 Bud-Rush  
 Burduck  
 Burshelas  
 Callin  
 Chamomilt  
 Chervis  
 Cinquefoil  
 Coldwort  
 Collfoot  
 Comfrey  
 Cor Parsnip  
 Dagmather  
 Dainaberry  
 Delrean  
 Dittan  
 Dog Rose  
 Dragontears  
 Dwarf Mallow  
 Ebur  
 Eldaas  
 Elecampaner  
 Falsifal  
 Felmather  
 Fetherfew  
 Floure-De-Luce  
 Footleaf  
 Fumitore  
 Gallowbrush  
 Garden Flax  
 Go Rue  
 Gylvir  
 Harb Ears  
 Harfy  
 Hawkwort  
 Hobane

Horsecwort  
 Junis  
 Larnurma  
 Lungwort  
 Margold  
 Martyrwort  
 Mugwort  
 Napweed  
 Olus Veritis  
 Pattran  
 Peony  
 Rampalt  
 Rocwort  
 Ruta Plantain  
 Sanic  
 Saracen's Confound  
 Scented Scer  
 Serapias Bith  
 Shepherd's Bind  
 Snakespike  
 Spider Bane  
 Tamariske  
 Tempin  
 Thorn Pana  
 Throw-Waxe  
 White Brittle  
 White Cay  
 Yaran  
 Yarros  
 Yavethalion

### **Cold**

Aldaka  
 Arfandal  
 Arlan  
 Arnica Mon  
 Arsar  
 Darsurion  
 Dragonwort  
 Edram  
 Febfendu  
 Fumitore  
 Laishaberries  
 Lesser Centaury  
 Megillos  
 Olus Veritis

Palma Eldath

**Polar**

Elvish Galingale

Gefnul

Jojojopo

Kathkusa

Palma Eldath

## 7. The Parliament of Nature



In the last days of Atlantis, an enormous amount of magic was expended during its final invasion. Vast devastation was wrought on the known world, with forests blazing up, and islands sinking into the sea. Eventually Gaea became aware of the savage conflict. Shocked by the destruction, she gave sentience to a grove of trees (the original Throne of Trees) and began to send a visions to the humanoid races.

Through the vision, those most receptive to it understood that the fragile remains of the world's ecology had to be preserved. Thus came about the first Elementals, Geomancers, Rangers and Shaman. For thousands of years these

various agents of Gaea have acted as guardians of the earth and all the different forms of life which inhabit it. The Throne trains new Shaman and Geomancers and oversee the appointment of new Elementals.

The Parliament exists in the Grove of Serenity which is capable of shifting between space and time. The Grove has representative leaders and agents from each of the four different types of Thrones. The Grove currently favours alternating between the Parklands in Basilica City and the Tivoli Gardens outside of Rome.

### Hierarchy

First and foremost, each of the Thrones (Clouds, Fire, Streams and Trees) are all Gaea's servants. The Parliament has divided up the world into regions of biomes. Each region is a well defined geographic area bounded by mountain ranges, rivers, seas, or deserts. Parliament regions do not rely on national borders, or on racial or ethnic groups. An Arboreal can encompass several countries and peoples. See the separate tables below for the different setups for each of the Thrones. All members of the Parliament must be of Good alignment.

### Operations

Throughout the history of Earth, when times of great trouble has arisen, Gaea has created various Elementals and Geomancers that act as the world's protectors. The Parliament realizes all creatures have basic needs for food, shelter, and self-defence. Humans must hunt animals for food and must clear trees to farm and build houses. These actions constitute a necessary part of the natural cycle. However they do not

tolerate unnecessary destruction or exploitation of Nature. Sensing violations, an Elemental investigates the motives of the people involved, weighing them against the risk to the land. Then he decides whether to take action.

The Parliament frowns upon killing animals simply for sport, over hunting a region, and treating animals with excessive cruelty. Even more than trapping for food or fur, they hate to see animals captured for use in events like bear baiting, bullfighting, or other such sports. Members of the Parliament always try to stop these spectacles and free the animals. They may wreak terrible vengeance on those who capture wild beasts for sport or operate the arenas where animals are forced to fight.

The Parliament has nothing against most forms of farming, even if it means clearing woodlands or draining swamps to create new fields. Although they feel a special reverence for trees, crops are plants too, and civilized races have a right to practice agriculture. However they will object to destroying a wilderness area for a farm extension that is strictly for profit.

They also will oppose farming that requires the destruction of ancient wilderness areas, large spreads of land, or any region that serves as a sanctuary for rare, endangered, or magical plants and animals. Also discouraged are farming practices that harm the soil and selfish irrigation schemes (dams, aqueducts, etc.) intended to parch one region to slake another's thirst.

The Parliament sees all forms of undead as the greatest perversion of Nature.

Things exist in a natural cycle: birth, growth and death. The undead break this cycle, worse, they are the enemies of life. Therefore the Parliament sees the undead as abominations to stamp out to restore the proper workings of Nature. Yet they do not actively hunt the undead themselves. Instead they will pass on information and sometimes aid to Undead Slayers and let them deal with it.

The Parliament relies on both plants and animals to act as their spies all over the land to keep watch on the movements of friends and enemies alike. Normally, small, inconspicuous animals work best, especially birds, with their excellent mobility, aerial vantage point, and good eyesight. Rodents, from squirrels to mice, rarely get noticed.

Domestic animals constitute another good choice due to their intelligence. They have the added bonus of being able to tell about activities inside a building. Animals have a limitation though. They often don't understand what they see and hear and sometimes can't determine what is worth reporting. A dog can recognize certain people and usually has a general idea what its owners are doing, but it cannot understand speech. A mouse or bat probably cannot tell one person from another.

The Parliament also often has to deal with natural disasters. Infestations of beetles, locusts, aphids, and other insects can strip forests and pastures in a matter of days or weeks. Moulds and rusts can ravage woodlands if unchecked. Old trees, which aren't as resistant to disease as younger ones, are particularly vulnerable. To prevent the spread of destructive insects and fungi, Elementals

remove and dispose of infested plants as quickly as possible.

An excess of precipitation, sudden snowmelt, or high winds producing strong coastal waves may result in flooding. Floods can wash away valuable topsoil, destroy trees and buildings, and drown the unprepared. Elementals reduce the severity of river flooding by planting and maintaining the trees and grasses in elevated lands. This vegetation controls runoff and absorbs melted snow, preventing it from running off into rivers and causing the water to rise over the embankments.

Seacoast floods, on the other hand, are almost impossible to prevent. However with sufficient warning, Elementals can warn others to seek protection in the highlands until the storm subsides. Violent shifting of the earth's inner layers may produce earthquakes, which can occur anywhere in the world. Earthquakes can indirectly cause flooding and fires, but the biggest danger comes from avalanches, falling rocks, trees, mudslides, and collapsing buildings. Unusual animal behaviour (such as the agitated prancing of small mammals), spontaneous geyser eruptions, and clusters of small tremors often indicate an impending major earthquake. Earth Elementals of course can sense approaching quakes.

Higher than average temperatures and a lack of rainfall may result in a drought. When water is scarce, rivers dry up, vegetation withers, and animals suffer from dehydration. Elementals can't offset the overall effects of a drought, but he can reduce the local impact of the drought on marginal habitats by storing

water, and encouraging others to do the same.

Fires is perhaps the most devastating of all natural disasters. A fire not only wipes out trees and vegetation, it also kills animals and pollutes lakes and rivers with ash. Travellers who carelessly burn trash or toss unwanted torches into the brush are a common source of fires. While lightning strikes are a primary cause of forest fires, some fires are intentionally set by enemies. Fighting fires isn't easy, nor is it something one agent can effectively do alone (unless he's a Fire Elemental).

Because fires spread so rapidly, particularly in dry seasons, the chance of stopping a fire decreases with every moment it's allowed to burn. Water or dirt can be used to smother small fires. A fireline can be built, an area cleared of all vegetation and other combustible material. This helps contain larger fires, but an adequate fireline usually requires the efforts of many individuals working as a team. Once a fire is extinguished, a close watch must still be kept for many days, lest a smouldering limb start the fire blazing once again.

### Groves of Serenity

The Grove of Serenity reveals itself readily to those who know what to look for. No trees or plants within the grove may be harmed, cut, or pruned. No one may pick or cut branches, berries, nuts, or fruit, either; visitors can eat or otherwise use only that which has fallen to the ground. No one may fight within the grove. No bird or animal within the grove may be harmed. If a hunted creature flees into the grove hunters must break off the chase, they cannot shoot at the beast from outside the grove

once it enters. No one may fish in the waters of the grove, nor foul these waters in any way. None may light a fire within a grove's bounds.

Each Arboreal also consecrates its own lesser serene grove, awakening it to its magical properties. To this end, they must find a suitable natural site, then sanctify it. Once finished, the grove becomes a living shrine to Nature, where the Parliament's agents or others can seek sanctuary and contact the Grove of Serenity. The Grove will have on average 10 +D10 intelligent plants, 2 +D4 Servants of the Foliage, Scorch, Fog or Creek; and one Lord of the Botanical, Blaze, Mist or Tributary (although there can be more).

All in the grove are rendered immune to magical fear while within it. Natural (nonmagical) lightning never strikes trees or beings in the grove. Undead cannot enter the grove. Agents or those considered allies of the Parliament may heal wounds at twice the rate of natural healing while in the grove. Any source of water within the grove also has unusual healing properties. Anyone bathing in the water gains the benefit of simultaneous healing of all diseases, poisons, and any serious wounds.

The water loses all special properties outside the grove's boundaries. A Parliament agent who spends the night sleeping in the grove may receive a magical portent in a dream concerning the past, present, or future. The nature of the prophecy remains the GM's decision, but usually warns of danger or hints at a task Nature wishes the agent to perform. All wild animals that enter the Grove are influenced by an aura of peacefulness within it and will not attack anyone.

## The Throne of Clouds



Other Names	The Parliament of Nature
Alignment	Principled
IQ	50
ME	50
MA	30
PS	N/a
PP	N/a
PE	100
PB	30
SPD	1
HPs	3000
SDC	9000
Disposition	Respectful, thoughtful
Age	5000
Weight	N/a
Height	30-100ft
Category	Ascended Air Elementals
Powers	See below

### Hierarchy

The Throne which governs air and birds follows the following hierarchical order:

#### **Geomancers**

The voice of all nature, often acting as messengers and intermediaries between the Throne and humanity.

### **Elementals**

The fist of the Clouds. When Geomancers need protection or some additional persuasion power.

### **Servants of the Fog**

Eventually when an Air Elemental tires of an active existence and seeks to escape the distractions of the world, he transforms into a living fog of 20 +D20ft diametre. As fog he becomes physically immobile but psychically enhanced.

They serve to pass on commands and messages from the Throne to their agents. Powers are identical to an Air Elemental but doubled.

### **Lords of the Mist**

These Clouds have widened their areas of influence, becoming guardians of entire mountains. They reach a diametre of 40 +3D10ft. Powers are identical to an Air Elemental but x5.

### **Throne of Clouds**

The leaders of the Throne of Clouds. These clouds reach diametres of 60 +4D10ft, with the most senior being 100 feet. They are responsible for keeping harmony between their own agents and the different elemental Thrones. They also rally their forces against any local or global threats to Nature.

### All Clouds have the following abilities;

Clouds are psychically attuned with all nature and hears its whispers in its head. Additionally they can telepathically communicate with any lifeform.

They can change the wind's direction and even increase its speed or stop it altogether within a ME x100 metre radius. A wind rush can have a speed of up to ME x6kph, and is able to knock

people and objects over. Using this he can ride the wind at ME x40kph, lifting himself and an extra ME x50kgs. One final side effect is he can greatly enhance the effectiveness of missile weapons by increasing the force and accuracy with which they strike. It adds a +1 to the attacker's strike, +1 to damage and doubles the range.

Clouds can surround themselves or any within their line of sight with a pocket of air of up to ME x50 centimetres radius and an MR equal to ME x20. Air supply lasts 20 minutes per ME. This can also act to purify air, removing all pollutants, including but not limited to: smoke, poison gas, dust and anything of a particulate size of than a grain of sand or less from its area of effect. It will not affect natural moisture in the air at all. It will also reduce the duration of any gas based magics or attacks that are affected. Further they can gently force a wind into an organism's lungs, inflating it and restoring their ability to breathe. Alternatively this can be used to devastating effect.

They can see the true image of any person or object regardless of any form of concealment, disguise, illusion or invisibility. This also includes the ability to detect whether it is magical, and the nature of the magic (including whether it is harmful or helpful). As well as see heat images and traces the same way as thermo optic equipment, electrical fields (and their intensity), gravity waves (in a radar like manner), Mana or Ley Line power (depending on which system you use), Magnetic fields, Radiation, Ultraviolet, Infrared and X-rays.

Clouds are able to travel between any 2 points where aspects of their elemental

sign exist. For example Water can travel between oceans, lakes, ponds, etc. Functions identically to Telereformation.

Clouds can create a whirlwind with a 20 metre radius per 2 ME anywhere in its line of sight. It has a rotational speed of ME x100kph. Any caught in it will be swept up and hurled around unable to perform any actions.

Clouds are able to thrive by feeding on PPE and any aspects of nature present nearby. This effectively renders them immortal. It also allows them to spellcast Faerie and Air Elemental magic (knows all the spells). They can tap into the world's natural PPE at a rate of IQ + ME x3. PPE is recovered at a rate of 10 per hour if remain active (but not using magic) and 20 per hour if asleep.



## The Throne of Embers



Other Names	The Parliament of Nature
Alignment	Principled
IQ	50
ME	50
MA	30
PS	N/a
PP	N/a
PE	100
PB	30
SPD	1
HPs	3000
SDC	9000
Disposition	Decisive, impulsive
Age	5000
Weight	N/a
Height	30-100ft
Category	Ascended Fire Elementals
Powers	See below

### Hierarchy

The Throne which governs fire, heat and magma follows the following hierarchical order:

#### **Geomancers**

The voice of all nature, often acting as messengers and intermediaries between the Throne and humanity.

### **Elementals**

The fist of the Embers. When Geomancers need protection or some additional persuasion power.

### **Servants of the Scorch**

Eventually when a Fire Elemental tires of an active existence and seeks to escape the distractions of the world, he transforms into a ball of flame of 20 +D20ft. In this form he becomes physically immobile but psychically enhanced. They serve to pass on commands and messages from the Throne to their agents. Powers are identical to a Fire Elemental but doubled.

### **Lords of the Blaze**

These Fires have widened their areas of influence. They reach a height of 40 +3D10ft. Powers are identical to an Fire Elemental but x5.

### **Throne of Embers**

The leaders of the Throne of Embers. These balls of flame reach heights of 60 +4D10ft, with the most senior being 100 feet. They are responsible for keeping harmony between their own agents and the different elemental Thrones. They also rally their forces against any local or global threats to Nature.

### All Embers have the following abilities;

Embers are psychically attuned with all nature and hears its whispers in its head. Additionally they can telepathically communicate with any lifeform.

They can see the true image of any person or object regardless of any form of concealment, disguise, illusion or invisibility. This also includes the ability to detect whether it is magical, and the

nature of the magic (including whether it is harmful or helpful).

As well as see heat images and traces the same way as thermo optic equipment, electrical fields (and their intensity), gravity waves (in a radar like manner), Mana or Ley Line power (depending on which system you use), Magnetic fields, Radiation, Ultraviolet, Infrared and X-rays.

Embers are able to thrive by feeding on mana and any aspects of nature present nearby. This effectively renders them immortal. It also allows them to spellcast Faerie and Fire Elemental magic (knows all the spells). Elementals can tap into the world's natural mana at a rate of  $IQ + ME \times 3$ . Mana is recovered at a rate of 10 per hour if remain active (but not using magic) and 20 per hour if asleep.

Embers can throw fireballs over his normal distance  $\times 2$ . They do  $20D8$  per 5 ME and have a 98% chance of causing anything combustible to catch alight. He can also form a continuous gorge of fire which does  $20D6$  per 5 ME, over 20 metres per ME.

Can form a shield or wall of fire (6 metres per ME thick)  $\times$  (6 metres per ME tall)  $\times$  (3 metres per ME radius) anywhere within 60 metres per ME. Does  $D6$  damage per 5 ME for every 30 centimetres the victim walks through.

Embers can fly by riding a planet's thermal currents (if it has any). Speed is  $ME \times 100\text{kph}$  with a maximum ceiling height of 100 metres per ME. Speed is reduced accordingly in colder climates, as determined by the GM.

Embers can manipulate any flames within his line of sight of up to a 60 metre radius. The character can either extinguish flames or increase their size. He can cause the fire to lash out up to 50 metre per 2 ME doing  $23D6$ . They can also use this to create a 20 metre per 2 ME radius smoke cloud in which victims are blind and have trouble breathing with  $-9$  and  $-50\%$  penalties.

Embers can spot weld any two pieces of stone or metal he touches. It is especially useful for sealing entrances and exits in a hurry.

Embers can also cause any 1 object per round within his line of sight which is combustible to ignite doing  $20D6$ . If used on human skin it can scar the entire body and melt the skin, making the affected PB 1. The fire only does 1 point of pain damage every turn, slowly torturing the person to death, but does no real damage except for that of the marring of facial features.

Embers are able to thrive by feeding on PPE and any aspects of fire present nearby. This effectively renders them immortal. It also allows them to spellcast Faerie and Fire Elemental magic (knows all the spells). They can tap into the world's natural PPE at a rate of  $IQ + ME \times 3$ . PPE is recovered at a rate of 10 per hour if remain active (but not using magic) and 20 per hour if asleep.

## The Throne of Streams



Other Names	The Parliament of Nature
Alignment	Principled
IQ	50
ME	50
MA	30
PS	N/a
PP	N/a
PE	100
PB	30
SPD	1
HPs	3000
SDC	9000
Disposition	Open minded, firm
Age	5000
Weight	N/a
Height	30-100ft
Category	Ascended Water Elementals
Powers	See below

### Hierarchy

The Throne which governs water and sea life follows the following hierarchical order:

### **Geomancers**

The voice of all nature, often acting as messengers and intermediaries between the Throne and humanity.

### **Elementals**

The fist of the Streams. When Geomancers need protection or some additional persuasion power.

### **Servants of the Creek**

Eventually when a Water Elemental tires of an active existence and seeks to escape the distractions of the world, he chooses a creek to merge with. As part of the creek he becomes physically immobile but psychically enhanced. These creeks serve to pass on commands and messages from the Throne to their agents. They have a diameter of up to 20 +D20ft. Powers are identical to an Water Elemental but doubled.

### **Lords of the Tributary**

These Streams have widened their areas of influence, becoming guardians of entire rivers. They reach a length of up to 40 +3D10ft. Powers are identical to an Water Elemental but x5.

### **Throne of Streams**

The leaders of the Throne of Streams. These streams reach diameters and lengths of up to 60 +4D10ft, with the most senior being 100 feet. They are responsible for keeping harmony between their own agents and the different elemental Thrones. They also rally their forces against any local or global threats to Nature.

### All Streams have the following abilities;

Streams are psychically attuned with all nature and hears its whispers in its head.

Additionally they can telepathically communicate with any lifeform.

They can see the true image of any person or object regardless of any form of concealment, disguise, illusion or invisibility. This also includes the ability to detect whether it is magical, and the nature of the magic (including whether it is harmful or helpful). As well as see heat images and traces the same way as thermo optic equipment, electrical fields (and their intensity), gravity waves (in a radar like manner), Mana or Ley Line power (depending on which system you use), Magnetic fields, Radiation, Ultraviolet, Infrared and X-rays.

Streams are able to thrive by feeding on mana and any aspects of water present nearby. This effectively renders them immortal. It also allows them to spellcast Faerie and Water Elemental magic (knows all the spells). Elementals can tap into the world's natural mana at a rate of  $IQ + ME \times 3$ . Mana is recovered at a rate of 10 per hour if remain active (but not using magic) and 20 per hour if asleep.

Streams can reduce the temperature dramatically anywhere within his line of sight. This can cause a victim's hands and feet to get frostbitten, as if from exposure to extreme cold. The victim gets a save against this effect, but it must be made at -2. When affected by Frostbite the victim will fight with -4 and -40% on all rolls. These effects persist until the victim's extremities are defrosted by heat. Note that any extremity in a frostbitten state for more than 3 hours could potentially become gangrenous. Surfaces on the other hand will become extremely slippery and in some cases brittle.

Can travel between any 2 points where aspects of your elemental sign exist. For example Water can travel between oceans, lakes, ponds, etc. Functions identically to Telereformation.

Streams can exert control over a nearby body of water able to calm it or create waves. 20 metre radius per ME, within line of sight while concentrate. The size of the wave can be up to  $ME \times 1$  metre doing D6 damage per metre size. If the body is large enough he can even create a whirlpool of 20 metre radius per 2 ME until his concentration is broken.

Streams can purify any water so that it is suitable for drinking. In the case of sea water it removes the salt content. 20 metre radius per ME. As a side effect he can also remove toxins from himself or another. He must first make a cut somewhere on the body. From this cut he can then summon out any poison, venom or other toxins from the body.

Finally Streams can draw condensation and form a shield or wall of water (6 metres per ME thick) x (6 metres per ME tall) x (3 metres per ME radius) anywhere within 60 metres per ME. Most weapons will have their range halved by the water if not swept away together.

## The Throne of Trees



Other Names	The Parliament of Nature
Alignment	Principled
IQ	50
ME	50
MA	30
PS	N/a
PP	N/a
PE	100
PB	30
SPD	1
HPs	3000
SDC	9000
Disposition	Thoughtful, compassionate
Age	5000
Weight	N/a
Height	30-100ft
Category	Ascended Earth and Plant Elementals
Powers	See below

### Hierarchy

The Throne which governs land based animal and plant life follows the following hierarchical order:

### **Geomancers**

The voice of all nature, often acting as messengers and intermediaries between the Throne and humanity.

### **Elementals**

The fist of the Trees. When Geomancers need protection or some additional persuasion power.

### **Servants of the Foliage**

The first stage of becoming a Throne Tree. Eventually when an Earth Elemental tires of an active existence and seeks to escape the distractions of the world, he transforms into a living tree of 20 +D20ft. As a Tree he becomes physically immobile but psychically enhanced. These are the Trees which pass on commands and messages from the Throne to their agents. Powers are identical to an Earth Elemental but doubled.

### **Lords of the Botanical**

These Trees have widened their areas of influence, becoming guardians of entire forests or mountains. They reach a height of 40 +3D10ft. Powers are identical to an Earth Elemental but x5.

### **Throne of Trees**

The leaders of the Parliament of Nature. These Trees reach heights of 60 +4D10ft, with the most senior being 100 feet. They are responsible for keeping harmony between their own agents and the different elemental Thrones. They also rally their forces against any local or global threats to Nature.

## The Arbols

Arbol trees, also known as the Guardians of Life, are incredible life forms unlike any on earth. They stand over a 30 feet tall (up to 100 feet for Arbols hundreds of years old) and show no seasonal cycle or reaction to even the most dramatic changes in the environment. The trees never lose their leaves, nor do the leaves change colour or lose their lustre. The foliage stays green and healthy throughout the coldest winters and the most terrible droughts. In fact, there are Millennium Trees known to flourish in the deserts of Africa and the snow covered forests of Norway. The tree's sole source of nourishment seems to be mana.

People of good alignment who pray, plead or talk to the sacred trees asking for help are frequently answered, particularly in regards to healing the sick or injured, the calming of storms, and receiving dreams or visions offering advice and warnings of impending danger and future events. However, these powers cannot be drawn upon indiscriminately by just anyone. Creatures of an evil nature have never been known to benefit from the trees unless a good person or friend of the trees intercedes on their behalf. The term "friend of/to the trees" may seem odd, but the Trees do recognize specific individuals and respond to some people better than others. Allies of nature with a pure heart, who work to help people and protect the trees will be granted "gifts" much more readily than others.

Those who visit the tree(s) regularly will benefit by way of visions, healing, shelter, and magic twigs, leaves, and bark. Many of these chosen or recognized people consider the trees to

be real friends, talk about and refer to them as if they were people, often telling them about news, rumors, current events, and personal observations and feelings. People of all ilks come to the trees to meditate and many celebrations take place under their shady branches. Of course, the trees never answer back in any audible or obvious way, but the people are confident that the trees understand what is being said, nonetheless.

Friends resting under the tree's leafy embrace are protected and said never to be caught unawares by an enemy. Even if asleep, the individual will awake without cause, be instantly alert and immediately look in the direction of the danger (assassins on the prowl, bandits, monster, etc.). Inside the trees are large, hollow, burls that serve as natural tree houses. These bulbous appendages are oblong spheres that are typically the size of a 20th century house.

Inside, there are several different "floors," complete with spiral ramp structures that connect the levels like stairs. There are also many openings in the outer walls that serve as windows and doorways. These dwelling places/houses are intentionally created by the Arbol as habitation for peace-loving humanoids. The tree can tell if the friend is sincere and truthful, so if he is duped, the tree may respond accordingly. It is also possible to bluff the tree — difficult but possible.

Arbols may also provide help or a magic item to champions of renown. The tree remembers everything it hears and will recognize the names of people who pass under or linger under its branches. This means it hears about all sorts of people,



from bandits to heroes. It may be able to identify a person by what he and those around him say. If it can confirm that a champion of good has need of its help, it may do so. Again, this is where a friend of the tree can be of great assistance.

The tree only withholds its gifts from characters of evil alignment, and even then, may provide healing if such a gift is asked by a trusted friend. One must remember that the entire tree is alive and aware, thus it knows everything that is happening in, on and around its gigantic body. It enjoys the songs of birds flying overhead, the chatter of two squirrels arguing on a branch, the silly games of playful faeries and the whispers of adventurers resting in its shade.

Furthermore, it hears the noises carried on the wind, tastes the ash of a distant fire (also carried by the wind), recognizes the fear and distress of the many animals that visit and live on its body, and feels the vibrations of the earth, including the gallop of horses, the rumble of vehicles, the march of soldiers and the shock waves from explosions.

Additionally, it can feel when the mystic energies of its connecting ley lines are being used, as well as when and where a gate has opened along any of its ley lines. As a result, it is not likely that the tree can be caught unawares. This enables it to protect its friends, inhabitants and self from danger. It's also interesting to note that normal storms are always half their intensity around the trees, and floods and earthquakes never occur in their vicinity. Not only that, creatures living within its branches recuperate twice as quickly when injured or returning sick after a journey.

Arbols can communicate either verbally (speaking very slowly) or by telepathy. Arbols listen to everything ever said by friends and visitors while under its branches (magically understands all languages). It is a sentient and benevolent being who remembers everything it hears and can identify specific people by voice pattern (frequency, tone, inflections, choice of words, etc.). By this means it can also determine if the person is under stress, nervous, angry, sad, happy, sincere, or lying.

The tree is much more likely to intercede and help a friend than a stranger, including pleas for help on behalf of a stranger. This is where a druid or other "friends" of the trees can be a vital ally. The tree may also respond to the needs of a stranger, especially if the person is of a good alignment (the more good, the better), trying to help others, and is sincere and/or desperate. The Tree is most likely to respond to things that come easy for it, like healing. The giving up of leaves, bark, twigs and branches are rare privileges. Of course, since the tree trusts known friends and allies, this means that it can be tricked or deceived.

Arbols are alive with magic energy which makes them living mana batteries. This energy flows throughout the tree and is housed in its appendages, including leaves and branches. To discover a broken branch or leaf from an Arbol is a valuable find. Each twig contains a certain amount of mana, it remains alive and can be used to create magic wands or as a talisman that contains a small amount of mana which can be used by practitioners of magic.



The twig replenishes any used up mana by drawing on ambient magic energy; takes about 24 hours to recharge. The prayers and the cries of the needy have seemingly caused leaves, twigs and bark to fall from the tree without ill affect. In fact, a twig that falls at the feet of the needy is likely to be a magic wand of considerable power. However, to deliberately break a branch, twig or leaf from an Arbol will evoke the wrath of faeries and other supernatural protectors that live in or near such trees.

### All Arbols have the following abilities;

Arbols are psychically attuned with all nature and hears its whispers in its head. Additionally they can telepathically communicate with any lifeform.

They can see the true image of any person or object regardless of any form of concealment, disguise, illusion or invisibility. This also includes the ability to detect whether it is magical, and the nature of the magic (including whether it is harmful or helpful). As well as see heat images and traces the same way as thermo optic equipment, electrical fields (and their intensity), gravity waves (in a radar like manner), Mana or Ley Line power (depending on which system you use), Magnetic fields, Radiation, Ultraviolet, Infrared and X-rays.

Arbols are able to thrive by feeding on mana and any aspects of nature present nearby. This effectively renders them immortal. It also allows them to spellcast Faerie and Earth Elemental magic (knows all the spells). Elementals can tap into the world's natural PPE at a rate of  $IQ + ME \times 3$ . Mana is recovered at a rate of 10 per hour if remain active (but not using magic) and 20 per hour if asleep.

Arbols can reach out to the earth and form arms or other shapes out of any plantation. He can then exert his strength through these arms. The arms can take damage equal to the Arbol's total SDC, and its stretching ability is dependant on the amount of earth available for it to draw on. Does D10 damage per 3 metres height. It can also blend into the surroundings and become 100% undetectable if stand still, 75% if move up to 1 metre per round, 50% if 2 metres per round, 25% if 4 metre per rounds and 0% if move any faster.

At will Arbols can secrete a resin which causes a severe reaction on skin, causing a rash, severe itching, and watering eyes. Scratching the rash will only make it worse and will remain even after the goo is washed off, but will wear off in about 3 days, although there are several creams available that will neutralize the itching. While scratching, the hero loses 2 attacks per melee and is -3 to all combat rolls. Alternatively he can release clean water through his hands for others' use.

Finally Arbols can fire splinters from their body which do 1 point of damage each (up to 100 splinters) with an effective range of 60 metres +1 metre per level.

## 8. Biotechnology

Biotechnology is a broad area of biology, involving the use of living systems and organisms to develop or make products. It encompasses a wide range of procedures for modifying living organisms according to human purposes, going back to domestication of animals, cultivation of the plants, and "improvements" to these through breeding programs that employ artificial selection and hybridization. It also includes genetic engineering as well as cell and tissue culture technologies. The ultimate end result is the utilization of biological processes, organisms or systems to produce products that are anticipated to improve human lives.

All the items listed here have been bioengineered by members of the Parliament of Nature or one of the Fey races to be sold to other communities and countries.

### **Atmospheric Filter Symbiotes**

These microscopic helpful creatures thrive in the human lung, where they feed on the trace elements which would otherwise prove harmful to their hosts. This allows the user to survive in almost any toxic environment with a +6 save. Filters expelled from the body (i.e., exhaled or ejected in a cough) die quickly outside of the lungs. On average, Filters outside of the body can live no more than five minutes. The filters are inhaled and last one day.

Cost: \$100

### **Biocontacts**

These are transparent lenses worn in the eye. The user must insert them, keep his eyes closed, and remain at rest for 2 hours to activate the contacts and allow them to adapt to his body chemistry.

This is normally done during a sleep period. Once activated, the biocontacts are specific to the owner and will not function for anyone else. They can be removed and stored or kept in the eyes indefinitely. They draw nourishment from the owner's tears, and so, if removed, must be stored in a special solution. The wearer needs to increase his fluid consumption slightly while wearing them for extended periods of time. Biocontacts give the wearer enhanced infrared vision (for night vision) and squinting will give up to a 5x magnification.

Cost: \$5000 for a pair

### **Biosampler**

The biosampler is a plant programmed to determine the edibility of plant and animal tissue. It works very simply: if it eats the material, it is safe; if it refuses it, it is toxic. Weight: 0.5 kg

Cost: \$200

### **Direction Finder**

In form, this is a slimy green translucent creature with metallic bronze flecks inside, resting on a grey-brown, shell-like base. Regardless of how the plant is turned, the bronze flecks will always congregate toward planetary north.

Weight: 0.5 kg

Cost: \$20

### **Earplugs**

In a wide variety of environments, hearing protection is desirable. Heavy equipment and weaponry often create intense noise. One of the problems with most hearing protectors is that some necessary sounds are dulled or lost. This problem can range from a minor irritation, such as a conversation being difficult to hear, to a real danger, such as an enemy being undetected when close

by. This plant is largely a tube of muscle the approximate diameter of the human ear canal possessing its own sense of hearing. When noise reaches a dangerous level, the plant clenches shut, protecting delicate human hearing mechanisms. When the noise level drops, the plant relaxes, allowing normal hearing once again. The earplug cannot be worn for more than six hours at a time or it perishes from lack of nutrients. When not being worn, it is to be stored inside an opaque vial of sugar water. Cost: \$3000 for a pair

### **Hibernation Inducers**

These plants look like globs of glistening black jelly about ten centimetres in diameter. On the underside, they have a soft white hair, which is much like a cat's fur. When placed on the back of a human being, the plant is able to sense the flow of energy in the spinal column; it then gradually stretches out until it covers the length of the back, from the base of the skull to the tailbone. After about a minute, its hairs extend into the skin of the subject, but because of chemicals secreted during this process, the patient feels nothing. After about five minutes, the tendrils of the plant reach the bones of the spine and slip into the nerves beneath. Once this contact is made, it begins to take control over much of the body. As this occurs, the injured person sinks into unconsciousness, if not in such a state already.

After about ten minutes, during which time the metabolism drops dramatically, the body is stabilized in a state of deep hibernation. At this point, there is almost no measurable brain activity, the heart is all but stopped, and breathing is shallow and infrequent. Time passes very slowly

for a person in this condition, roughly one hour of subjective time for every week of real time. When the hibernating body is delivered to medical facilities for care, the plant is removed and the patient gradually returns to a normal state, and after four hours is fully out of the hibernation state.

Cost: \$50,000

### **Pest Controller**

This plant chemically attracts insects, catches them in its sticky surface, and slowly absorbs them. Weight 1.5 kg  
Cost: \$25

### **Pod Plant**

The pod plant in form, it is a hardy, dark green, vining plant that produces pods similar to gourds, but with much stronger shells (stronger than ironwood). Pods are harvestable when they reach a size of one quarter of a litre interior volume; but if left to grow, they can attain volumes of up to 500 litres. While growing, they are very sensitive to long-term outside pressure, and as a consequence, if a wire-mesh form is built around a developing pod, the pod will grow to fill the space the form marks out. Pods can be grown to nearly any shape and size before harvesting, making them of great use as crates, barrels, furniture, canteens, or many other commonly needed items. Once the pod is harvested, one end is opened and the pulp inside is scooped out. The shell is then allowed to air cure for several hours. Fittings such as reclosable necks are then affixed if the pod is to become a reusable container. If the pod is to be used as a shipping crate, the item to be packed is placed inside, and packing material is inserted. The opening is then reclosed by gluing the removed piece back into place, making an airtight seal.

Cost: \$5 per cubic metre

### **Portable Toilet**

When you feel the call of nature you simply pull out this plant, tap it once so that it opens, and then sit on it like a regular toilet. When you're done another tap tells the gourd to "swallow" the waste, after which it sends jets of antibacterial liquid to clean you off, good as new. It then eats your waste.

Weight: 1 kg

Cost: \$100

### **Sleeping Bag**

This large plant is in the shape of a sleeping bag, created to withstand harsh environments. Featuring a water repellent fill, it keeps whoever is inside comfortable and dry. It is well insulated keeping warmth from escaping between the neck coils which can be easily opened and shut, or in an emergency ripped open. It works comfortably in an environment of up to -20C, with a maximum protection of up to -40C. Size is adjustable from 100 cm length x 40 cm width to 250 cm length x 80 cm width.

Cost: \$5000

### **Stabilizer**

The stabilizer is an organic cocoon nearly two meters long and a meter in diameter. Its tough, opaque, outer shell protects delicate organs inside which can function in place of those of a comatose human being for an indefinite period of time—as long as it takes to get the patient to a medical facility that is able to treat him. The stabilizer splits along one side to open, and the patient is placed naked inside, upon which, the stabilizer closes once again. Tiny projections pierce the patient's circulatory and nervous systems,

providing nutrients, removing wastes, and controlling pain. A chemical released into the blood halts the patient's respirations while he is inside the stabilizer. As long as the construct has oxygenated air to breathe, water to drink, and food to consume (about twice that required by a single human), it will remain in operation; patients left inside for more than a week begin to rapidly lose muscle tone, body weight, and joint flexibility due to lack of active or passive exercise. Of course, this is a small price to pay for remaining alive while critically wounded.

Weight: 400 kg

Cost: \$50,000

### **Water Breather**

This is a plant that fits tightly to the human face, with a clear section over the eyes, a tube that projects into the mouth, and an expandable sac at the chin. The sac expands as the wearer exhales and contracts as the wearer inhales.

Meanwhile, the creature filters oxygen out of the surrounding water and exudes it into the sac, while filtering carbon dioxide out of the exhaled air. Some feel suffocated to have a living creature covering their faces. Weight: 0.5 kg

Cost: \$125

## 9. Humidity

The body attempts to maintain a constant temperature of 37°C at all times. In hot weather the body produces sweat, which cools the body as it evaporates. As the humidity or the moisture content in the air increases, sweat does not evaporate as readily. Sweat evaporation stops entirely when the relative humidity reaches about 90%. Under these circumstances the body temperature rises and may cause illness.

### Humidity Percentage

50-59%

30°C to 36°C; Heat rash or prickly heat occurring when blocked sweat glands become inflamed. This painful rash reduces the body's ability to sweat and to tolerate heat. -1 on all combat and skill rolls.

60-69%

37°C to 39°C; Painful spasms of the muscles caused by the failure of the body to replace its lost body salts and usually occur after heavy sweating in the leg or abdomen muscles. -2 on all combat and on skill rolls. 50% chance of fainting every 8 minutes.

70-89%

40°C to 45°C; Heat exhaustion resulting when the body loses large amounts of fluid by sweating during work in hot environments. The skin becomes cool and clammy. Symptoms include profuse sweating, weakness, dizziness, nausea, and headaches. The pulse becomes weak. 70% chance of fainting and vomiting. -5 on all combat and skill rolls.

Over 90%

Over 45°C; Heatstroke is the most serious condition and requires

immediate medical attention. The body stops sweating, and its temperature becomes very high (even exceeding 41°C). Symptoms include hot and dry skin, and can progress to delirium, convulsions, coma and death.

Unconsciousness is possible. 50% chance of heatstroke every 2 minutes. No bonuses maybe used with combat rolls, -10 on skill rolls.

Extreme heat also reduces IQ thinking ability by -1 point per 10C over 40C when in direct exposure.

Thermal and Infravision are useless once the humidity reaches over 80% due to all the moisture in the air.

## 10. Movement in Swamps

If a square is part of a shallow bog, it has deep mud or standing water of about 1 foot in depth. It costs 2 squares of movement to move into a square with a shallow bog, and the chance of a tumble increases by 2. A square that is part of a deep bog has roughly 4 feet of standing water. It costs Medium or larger creatures 4 squares of movement to move into a square with a deep bog, or characters can swim if they wish. Small or smaller creatures must swim to move through a deep bog. Tumbling is impossible in a deep bog. Deep bog squares are usually clustered together and surrounded by an irregular ring of shallow bog squares.

The bushes, rushes, and other tall grasses in marshes function as undergrowth does in a forest. A square that is part of a bog does not also have undergrowth. Patches of quicksand present a deceptively solid appearance (appearing as undergrowth or open land) that may trap careless characters. A character approaching a patch of quicksand at a normal pace is entitled to a perception check to spot the danger before stepping in, but charging or running characters don't have a chance to detect a hidden bog before blundering in. A typical patch of quicksand is 20 feet in diameter; the momentum of a charging or running character carries him or her D4 × 2 feet into the quicksand. Characters in quicksand must make a Swim check every round to simply tread water in place, or to move 5 feet in whatever direction is desired. If a trapped character fails this check by 5 or more, he sinks below the surface and begins to

drown whenever he can no longer hold his breath.

Characters below the surface of a bog may swim back to the surface with a successful Swim check. Pulling out a character trapped in quicksand can be difficult. A rescuer needs a branch, spear haft, rope, or similar tool that enables him to reach the victim with one end of it. Then he must make a Strength check to successfully pull the victim, and the victim must make a Strength check to hold onto the branch, pole, or rope. If the victim fails to hold on, he must make a Swim check immediately to stay above the surface. If both checks succeed, the victim is pulled 5 feet closer to safety.

Common in moors, hedgerows are tangles of stones, soil, and thorny bushes. Narrow hedgerows function as low walls, and it takes 15 feet of movement to cross them. Wide hedgerows are more than 5 feet tall and take up entire squares. They provide total cover, just as a wall does. It takes 4 squares of movement to move through a square with a wide hedgerow; creatures that succeed on a Climb check need only 2 squares of movement to move through the square.

Some marshes, particularly swamps, have trees just as forests do, usually clustered in small stands. Paths lead across many marshes, winding to avoid bog areas. As in forests, paths allow normal movement and don't provide the concealment that undergrowth does.

Characters knee-deep in the water suffer a -1 to hit and damage rolls, and lose their PP bonuses. In waist-deep water the penalty is -2. If the water is chest deep the penalty is -3, and shield use is not

possible. If they are sitting atop a mount, or standing within a boat, they (again) lose their PP bonuses and are -1 to hit and damage; they can, however, retain the use of their shields, but doing so under such conditions is awkward, and may result in the character becoming dismounted or falling overboard. Thus, the character must roll his PP or less to maintain his position and use his shield.

## 11. Adventures in the Jungle

Jungle adventures give the GM a chance to put the players in situations unlike any they've ever experienced before.

Environmental conditions become an extremely important part of the adventure and even finding food and water may become an important quest.

Unless a character has something in his background that would make him suited to leading a jungle expedition, most PCs will find that they need the services of a guide. To the untrained eye there aren't many discernable landmarks in the dense jungle so knowing where you are and where your going can mean the difference between life and death. Jungle adventures can be perilous so adventurers beware and GM's be kind.

### **1. There goes our guide**

The PCs head into the jungle in search of treasure. They hire a guide who knows the place they seek and take them there. Since the exact location isn't recorded on any map the PCs can find they are absolutely dependent on this guide to lead them. Unfortunately he is killed when he gets poisoned by a thorny plant or eaten by a monster. Will the PCs try to find the location they seek by themselves or will they turn back. There's no guarantee that they can retrace their steps to safety.

### **2. The main attraction for the zoo**

A wealthy patron hires the PCs to go deep into the jungle and find a rare creature. He doesn't want them to kill it, he wants them to capture it alive and bring it safely back to him. He's opening a zoo and this creature will be the main attraction. If they can bring back a male



and female their reward will be tripled. It's up to the GM to decide what creature the patron wants but it should be rare and dangerous. If the PCs manage to find one and capture it, the creature's mate or others of its kind fight the PCs all the way home as they try to free creature.

### **3. Crazy from the heat**

While adventuring in the jungle the PCs find a "wild man." Assuming they don't kill him on sight they eventually learn his story. He was part of an adventuring company seeking treasures in the jungle. His party was attacked and he was the only survivor. For the past five years he's been trying to find his way home. During that time he's learned to adapt and live off the land. Despite moments of clarity, the wild man has clearly gone crazy during his time alone. If the PCs decide to help him or allow him to accompany them they realize that the bugs don't bite him, hazardous terrain or flora doesn't attack him, and any water he finds and drinks (no matter how vile) doesn't make him sick.

### **4. The Zombie Master**

Zombies have been emerging from the jungle and attacking outposts and villages on the fringes. The attacks are getting more frequent and the number of Zombies in each assault grows. The PCs are asked to find out where the Zombies are coming from and stop them. An explorer seeking rare plant life found something unusual while exploring the jungle. Anyone who ate a certain fruit became highly susceptible to suggestion.

Quite accidentally he discovered that if someone died after eating the fruit two things happened. First they arose as a Zombie and secondly the traces of fruit

still in their body continued to make them receptive to commands even in death. Now he's combining the fruit's juices with a powerful poison and tricking the Orc, Lizard Men, and Human clans he's encountering in the jungle to drink it. They die almost instantly and then awaken under his control.

### **5. We need a map**

A Monk who's a member of a reclusive order approaches the PCs and begs for their help. The most holy site of his order is hidden somewhere deep in the jungle. His leader is very sick and the only way to cure him is to bring him to this site and perform a ritual. He's asking the PCs to find the site and create a map he and his brothers can use to find it. He emphasizes the need for secrecy. If the temple's location became common knowledge it would ruin his order.

The Monk is not really a Monk at all; he's a miner. He's learned that the holy site is considered holy because it sits on top of a fortune in gems and minerals in the ground below. If the PCs bring him a map he'll go in, destroy the temple and start mining for emeralds and diamonds. He pretended to be a Monk because he knew the order was very secretive and confirming his identity or even his story would be next to impossible.

### **6. Big game hunters**

Some of the fiercest creatures in the world live in the jungles. The PCs are hired as a protective detail to a group of big game hunters looking to bag the biggest trophy. The hunters are reasonable combatants but they live for the hunt and don't want to worry about other obstacles that might come up. They want to remain singularly focused

and let the PCs handle any other problems or monsters they might interfere with the hunt.

### **7. The welcome wagon**

While exploring the jungle native humanoids rush the PCs. They use aggressive battle cries and in a strange language the PCs have never heard before and they look like they're casting spells. These natives are actually friendly and helpful. Their language is generally spoken at louder than normal volume and their gestures do not indicate spell casting, just the visual component of their language. They seem aggressive towards the PCs because they're trying to warn them not to proceed down the path as poisonous plants will lash out at them if they do. If the PCs attack or kill any of the natives in the patrol the tribe will assume they are evil and hunt them to the death.

### **8. The source of magic**

The PCs hear rumours that a group of powerful Wizards entered the jungle a decade earlier in search of the source of all magic. None have ever been heard from since. However, the PCs are approached by a woman who says her father, one of these Wizards, recent sent her a magical sending. He said they're alive and well having found the source of magic.

He asked her to find someone trustworthy who would bring him a special spell book. If the PCs agree she says they'll receive a magic sending with directions from her father the following day. The directions are brief and rely on outdated landmarks. When the PCs eventually find the Wizards any arcane spell casters are invited to stay. When the party is ready to go they learn that

the Wizards have enacted a protective barrier that prevents them from ever leaving.

### **9. Not quite Godzilla**

While adventuring in the jungle the party finds and explores an old temple. While fighting monsters inside the temple, one of the spells a PC uses has an unknown and initially undetectable side effect. The spell's energy is partly absorbed by a magical glyph in the temple. The next creature to cross it is infused with ancient magic and is transformed into a hulking creature which destroys everything in its path.

Although the party isn't present when the creature is infused, the local people connect the PCs to the creature's first appearance. They blame the PCs for all the destruction and death the creature brings. Bounty hunters are hired to find the PCs and bring them back to pay for their crimes. If the PCs are captured they may be able to plead their case and if they vow to kill the monster they might be forgiven.

## 12. Adventures in the Swamp

For highly unusual encounters in the swamp roll on this table;

1. Ruins covered in moss with door shaped like gigantic skull. Doorknob is in nose cavity. Eyes fire lasers.
2. Cannibalistic demon-worshipping frogmen looking for their next meal.
3. Troll wandering blindly in pain. Gut is being eaten by giant maggots and constantly regenerating.
4. Will-o-the-wisp will lead over highly dangerous ground to a forgotten dungeon entrance.
5. A swarm of fist-sized Albino spiders pouring over the ground looking for something succulent to enweb, paralyze and lay eggs inside.
6. An orange furred seven foot tall skunk ape who guards a wood and mud altar to an unknown alligator god.
7. Leech priest sacrificing young men, that are tied to an alter, to his dark bloodsucking god.
8. A hollow carapace, as high as a horse and studded with spikes and oddly shaped holes. Appears broken open from inside.
9. The current inhabitants of the hollow carapace, their reaction to the party depends on what the party does. Depending on the size and nature of the squatters the carapace is either a site of squalor, or an enchanted fairly land full of marvels and wonders. On rare occasion tiny creatures with tiny bulldozers and tiny construction projects have been found.
10. Sinkhole, anyone close to the edge, PP check, but maybe it goes to a parallel world.
11. A stinking morass covered in boil like fungal growths. The 'pus' inside the fungus is a valuable healing salve, but

the morass will suck down anyone heavier than a child.

12. A gloomy surveyor for a doomed road project. He had mapped a lot of the swamp and is hungry for news and liquor.
13. Werepigs, a wallow village of the filthy debauched creatures.
14. A human corpse in swamp rotted finery, its identity is impossible to determine without necromancy as swamp crabs have eaten the face, ears and palms.
15. A bayou Halfling selling boiled spicy swamp crabs, information, and perhaps poison, he seems in a hurry and keeps looking over his shoulder.
16. Lost troops, they don't realize it but they are cursed and have wandered the swamp for one hundred and thirty six years.
17. Gigantic mushrooms, as tall as 2 men. They whisper secrets and events of the characters past when they pass by. Eat one- Roll IQ check. Roll under gain D4 IQ. Roll over lose D6 IQ permanently.
18. A tree with thousands of copper and silver pieces nailed into it. Also maybe a curse.
19. Three ravens follow you for a day, cawing loudly, close inspection will show they have spider eyes. A horde of spider riding black cowled gnomes will arrive the next day demanding a sacrifice to gift for their mother deity.
20. A fence made of painted skulls. If crossed without nailing a coin to a certain tree it will curse the trespasser with transformation into a werpig.
21. A half rotted river boat (sidewheeler or pleasure barge), its port side sunk deep in a weedy mud bank.
22. A solid seeming island with a few abandoned lean too and many trees. It looks like a good place to camp but is

infested by snakes, including the ethereal kind that poisons a man's dreams.

22. A shady bayou leading to a small, sunny pool among the hanging trees.

The verdant quiet seems to be broken by the sound of something immense breathing...

24. An area of rich fishing holes also teeming with fat tasty frogs the size of dinner plates.

25. Industrious green furred giant swamp beavers.

26. A telepathic ant swarm that moves like a man, wants to discuss the finer points of horticulture.

27. A line hermit mud farmer. His hut is built at a bizarre angle. It is 10x bigger and luxurious on the inside.

28. A small cemetery. Several tombstones bear player's names.

29. Tiny pinkish-orange eggs in a large mound at the swamp's edge. Two demonic gators protect their young by lying in wait under the surface.

30. A small castle that has sunk into the swamp, clearly showing fire damage. Several of the upper chambers are above ground, the rest are beneath the mud but possibly accessible internally. A large constrictor has made its home here.

31. Same as 30 but beneath that castle is another castle.

32. A swarm of stirges bloated and high from feeding on the blood of a three-eyed albino crocodile. If you can nab one and squeeze out the half-digested blood it has interesting alchemical properties.

33. The spongy ground gives way to clear and extraordinarily cold ankle-deep water. The water is very clear and the ground beneath is smooth, bluish stone. Meticulous abstract patterns cover the stone. The patterns appear to slowly spiral and coil. Any PC examining the patterns closely is affected as by Charm

Person except that s/he may be influenced by anyone as if they had cast the spell.

34. A long low wail can be heard, at first in the distance but suddenly much closer to the PCs. The wail turns into a frantic gurgling then abruptly stops and the PCs are assaulted by the thick stench of rotting flesh for D20 minutes.

35. The hindquarters of a black goat has been nailed through the ankles to a tree nearby. The slick viscera buzz with a shimmering blue cloud of flies. The buzzing conglomerates into a laconic voice that will converse with the PCs but steadfastly refuses to answer any questions, saying it has already done its part and wants them to leave it in peace to feed.

36. A human skull sitting atop a waist-high stump. The stump is decorated with hemp strands strung with finger bones and bird feathers. Jutting up out of the skull's jaws is an ornate hilt of snake-like mermaids twisting around one another. Dark laughter echoes through the canopy, frightening nearby birds, if the longish dagger is pulled from the stump.

37. A pile of 2D4+1 dirty green glass vials is half buried in a muddy creek bank. The vials are stoppered and filled with clear thin slime. Anyone consuming the contents will lose all body hair in 1d4 hours and then grow fine scales over the next D10 days. The growing scales are painful and itchy but drop off on the last day whereupon all body hair grows back gradually but is stark white.

38. Angry spirit of a wife who was stabbed, poisoned, hung, gutted, and drowned by her husband. She seeks vengeance, and will not harm any who agree to help her.

39. A four foot, pink salamander hauls its slimy girth from a stagnant mud hole

and slowly opens its wide mouth. Like pearls in the flesh of an oyster, three snow white and saliva-glistening faces, nose-less and with black eyes but otherwise human-like, grow out of its vivid orange gums. The faces can speak but only incoherently (it knows the sound of language but not language). It will not attack but the faces can spit poisonous gobs.

40. Sentient necrotic cyst that is looking for a new host to live in. The person that agrees to become its host loses half PE, but is immune to all diseases and poisons.

41. Dead faces leer from beneath the water of the swamp. Anyone venturing too close or touching the water might be dragged down.

42. The PCs' gums and teeth suddenly feel grimy and dry. A thick mold has rapidly grown in their mouths and will continue growing until they rinse with a strong alcohol. The mold poses no danger unless they fall asleep for 4 hours or more, in which case the growth has a 1 in 10 chance of growing into the back of their throats and obstructing breathing. Additionally, moldy-mouthed PCs are not well-received in town.

43. A band of lepers wrapped in soiled, pinkish bandages caper as best as their fragile bodies allow while moaning praise to the God of Weeping Sores. They will try to pull the PCs into erotic embraces up to the point of the PCs resisting with potentially lethal violence — at which point the lepers flee, howling and cursing.

44. The gristmill. An old mill leans awkwardly, but continues to turn. A family of insane "Deliverance-ish" pixies make their home in the rafters. The grist mill is in perfect working order despite its appearance.

45. The horrible mechano-ooze, an escaped wizard's project, wanders the swamp. It's mechanical peg-leg thumping as it shuffles and undulates, looking in search of food.

46. A 100 foot length of only semi-rotted wooden walkway stretches to the north, about 5 feet off the ground. A young devil-swine boy sits fishing at the far end.

47. A stilt village of Halflings all armed with silver weapons (mostly sling bullets). A huge pig roasts in the centre of the village.

48. A cursed fishing village.

49. 3 Monks stand one-footed atop 35 foot high wooden pillars (of which there are 6). Deep in meditation above the watery marsh, which roils with giant bog-eels, they remain unmoving. Are they finding enlightenment? Or merely suicidal?

50. A hidden giant intelligent turtle provides a dry spot to camp, complete with a tree that provides cover from the light rain, and a previously used fire pit. In the middle of the night she will knock campers off her back and eat them.

51. A part-submerged stone dome is in fact the top part of the head of a titanic statue of a frog. A hidden entrance in one eye leads — via a One Page Dungeon of the GM's choice — to the hollow interior that in turn leads to another dimension, the Hell of the Thousand Frogs.

52. Swamp Dog is lost and hungry. Feed Swamp Dog to gain a mangy but loyal friend.

53. A lizard man stylite shaman sets atop a ten foot wooden column. He will answer questions like a sage for appropriate donations or offerings. He is however quite mute.

54. A wooden causeway crosses your path, a distance along it you can see

what appears to be vagabonds being attacked by giant mosquitoes.

55. Two 25ft tall totem poles, which have been worn away over the years, stand guard over a mound that rises from the mire. If offerings are made on the mound, the spirit of Mad Tooth the Crocodon will come forth and grant boons accordingly.

56. A strange talking ranger will helpfully point out the most deadly and dangerous creatures in the swamp, and then poke them to show you.

57. A formation of otherwise harmless swamp gas; 40% chance of a will o wisp hiding amongst the vapours.

58. A sunken graveyard. Bog zombies rise up out of the muck. 1 in 6 chance they explode when hit.

59. Large sailing ship stuck in the mire. Hundreds of years old. Miles from open ocean.

60. A shanty inhabited by swamp ogres. They are relatively benign, but have very strong religious convictions and do not approve of profanity.

61. A group of D6 hillbilly hand fishing Halflings.

62. An old man in tattered robes sits on the moist ground. His head lolls and as he sways and claps in an arrhythmic pattern. He seems quite mad and responds to no inquiries. After three rounds, his summoning spell is complete.

63. A circle of dead Cypress trees. In the centre of them is a raised circular alter made from ornately carved alabaster and ivory bricks. At the top of this circular alter sits a petrified creature that resembles a horrible blending of a warthog, a squirrel, and a carp. The mouth is wide open. It also has an outstretched open hand. Anything placed in its mouth will be teleported inside the person's stomach that made the offering.

Anything placed in its hand will be teleported... somewhere else.

64. An old man is found impaled on the top of a pole-axe. His intestines have been removed from the horizontal slice across his abdomen and used to decorate nearby bushes. A family of vampiric birds have begun to nest in his chest cavity. They tend to be very territorial.

65. A large mound surmounted by a set of totems. A submerged entrance leads into the mound, an ancient barrow a home of Sline the Hunger, an adult Black Dragon. He's bored, talkative and terribly evil.

66. An expanse of shallows covered in a lush field of pink and white lilies.

67. A shrill voice on the wind seems to come from everywhere and nowhere. It sinks into your bones. It moves through you and yet never leaves. The swamp water ripples with each syllable.

Everyone hears something different. Some hear lost loved ones, while others hear the sing-song voice of screaming children.

68. A hot geyser erupts sporadically. Each time it does one of the following shoots out with it;

1. Gold (2D100 gold)
2. Body parts
3. Giant leeches
4. Noxious gas
5. Goblins that are treating it some wild ride.

6. Shoots out blood instead of water

69. The fresh corpse of a swamp coot floats faces down in the muck. If flipped over the PCs discover the body is covered in leeches.

70. Living spell: Cloudkill.

71. A hag, on some self important errand for her pet turtle Mikey. Hates elves of all species with a red hot passion.

72. Small waterhole consisting of alcohol. All nearby trees are sagging and drunk, sings songs at night.
73. A rocky outcropping rising from the muck. A small hut is built precariously from the side of the spire. It was once painted bright colours but now is flaking and covered in mosses. The hut has been abandoned for years, and its rotting supports will crumble if a person or persons weighing more than 200Lbs walks the hut's floors. Falling 20' to the swamp inside the hut will result in 2D6 damage and require a STR check to escape the wreckage without drowning. If the PC makes a Save vs. Paralysis they may leap clear into the filthy leech infested waters without harm.
74. Order of the Moist Monks. Each one lives on pirogues that carries a tiny wooden hut. Rumours have it there's a Mothership Pirogue, giving birth to these strange vessels.
75. A pack (D8) of Dire Nutria. These large swamp rats are herbivores but are quite territorial of their patch of the water. 10% chance they carry disease.
76. A pack of mutated feral dogs lives in this section of the swamp. They have webbed feet, long tongues, and a noxious breath that is said to make the faint of heart... faint.
77. A hermit that has had his tongue consumed by a crustacean-like parasite. The creature speaks in a high-pitched gravely voice, has all the memories of all the people who's tongues it has consumed.
78. 10 +9D10 Piranhas in the water.
79. A small island echoes with the sounds of birds. It is covered in tiny ground nests each gruesomely decorated by their avian residents. The ocular bower bird has a nasty habit of collecting the eyeballs of other creatures and posting them outside their nest to attract a mate. Legend claims that these eyes make useful magical regents, it also claims that when in a mating frenzy the birds will attempt to pluck the eyes even from living creatures.
80. Soggy sunken graveyard, D4 shambling mounds.
81. Man-sized singing frog. Lazy eyes.
82. Sink holes leading to a small only slightly soggy cavern complex. Lots of snakes.
83. A floating moaning human skull wreathed in green flame. Can cast 3 randomly chosen spells of any kind a day. A large swamp diamond worth 666 gp is stuck in the skull's magnum foramen.
84. A small floating island hovering 30ft off of the ground. The rock is covered in thick vines and moss. A structure can be seen on time. It shines at night.
85. Shoulder high reeds as far as you can see. They are unpleasantly sharp, infested with midges and likely conceal predators.
86. A gigantic weeping willow. Believe to hold the lost treasure of the famous pirate Bloody Ben. A savage and ferocious swamp dryad protects the tree.
87. A horrible hang that has a gigantic twitching hump on her back. If ever exposed it is actually her conjoined twin. They are attempting a spell that will blot out the sun in the swamp for 2d10 years.
88. A giant catfish, which if subdued grants one wish.
89. Quicksand and an angry water elemental/water weird.
90. A dead-looking twisted and gnarled tree. Tendrils fall off the branches into the mouths of various humanoids. They hang a few feet off of the ground. Their flesh is gone and bodies look to be dehydrated.
91. A sextet of tiny malformed homiculi each riding a dragonfly mount. They will



pledge allegiance to a reasonably powerful magic user in exchange for a steady supply of fresh fruit ( although offers of tomatoes will be refused, as the hominuli do not know a tomato is a fruit).

92. Tar pits formed by the demonic melding of a fire and earth elemental.

93. A 150 foot tall, dinosaur like reptile that walks upon two legs slumbers deep under the mire. Is awakened upon the casting of magic spells equivalent to 4th level or higher.

94. A dirty glass jar bobs along in the swamp water. Inside is a tiny old man wearing naught but a filthy loincloth; if freed he will laugh, then dive into the water and disappear.

95. You come across the half digested corpse of an obese man that is mostly submerged in the water. Beneath the surface you can see the glint of something moving. If you investigate, a swarm of underwater silver swamp cockroaches try to devour you as well.

96. A great mound of peat, burning like an out of control tire fire. 50% chance the extreme heat of the fire attracts a salamander.

97. Tiny blue flowers. Fragrant, edible.

98. In a roughly 30 feet radius circle of the swamp a mysterious creature lies in wait inches beneath the swamp mud. The creature itself is only a few inches thick and its skin seems to have the same consistency as mud. It allows its prey to continue on after walking on it. The fragments of its skin however stuck to the bottom of their feet or boots slowly climbs the limbs and when it touches skin slowly melds with the host. The creature will lose 1 point of Constitution every day, and if it dies from this, the corpse will excrete 1D10 of these creatures.

99. Tiny blue flowers. Fragrant, poisonous.

100. The lost spirits of restless adventurers haunt the watery byways of the swamp. A local legend says that if you see faces in the water to throw a gold coin at them. Otherwise they will attempt to possess you.