

Gregorius21778:

Beware of the Spirits of the Woods



LAMENTATIONS
of the
FLAME PRINCESS
WEIRD FANTASY ROLE-PLAYING
COMPATIBLE PRODUCT

Version 2.0; written by Kai Pütz
(c) 2017

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How to use this supplement:

Do you want strange, supernatural encounters that you can confront your players with when they travel through a forest? Something that is a tad more scary or spooky than an ambush of a pack of wolves or a raging owlbear? **Beware of the Spirits of the Woods** provides you with six such encounters. None of them should be used as a random encounter, as they are in no case something that may happen each and every day to a group of travelers. They are something special, that perhaps happens once every couple of month (or even less often), or something that happens in a certain cursed or hexed part of the woods. All creatures encountered are supernatural (pixies, sprites and spirits) and chaotic, magical beings. Clerical spells like *Protection from Evil* will affect them.

Enjoy!



01# Catch me if you can

A test for surprise determines which of the characters notices her, if anyone does at all. Those who do will catch a glimpse of her in the underbrush: a young woman, with long auburn hair that falls over her shoulders... and besides that, completely naked. That very moment somebody sees her, she will giggle, turn round and run away, her playful laughter filling the air. Every PC that is neither in grief nor of *Lawful* alignment must pass a *Save vs Magic* or will chase her, just as if they would be under the effect of a *Charm Person* spell and challenged to play "catch me if you can!"

Catching her is not easy: she is quick like a deer, agile like a cat and her flowing auburn hair never gets caught in the twigs. But it is a game to her. Each PC has a 2 out of 6 chance to close up on her (modified by DEX bonus), and those who succeed on two rolls in a row will catch her if the third roll is anything but a 1. A character that catches her will fall to the ground with (and end up on top of) her.

She will not laugh anymore then, but will have lust in her eyes and sprawl under the PC. That very moment all other PC will lose sight to the character who caught her, even if the two were in plain sight a heartbeat ago, and the pixie will drop any *Charm* she may have had on the PC. If the character chooses to lie with the naughty pixie, he or she (see below) will gain 100xp but the pixie will disappear as the PC climaxes... at which point the character will reappear in the real world again. Furthermore, the PC will be under the effect of a 3rd level Bless spell.

If a woman or girl catches the pixie, something unexpected will begin to grow between the pixie's legs, and she will try to "turn tables" on the PC (see above; see below...). When two or more characters catch the pixie at once (with the same roll), they will start to wrestle another over her. A moment later she will be gone, in the blink of an eye, but her laughter will be heard echoing between the trees, and the characters involved in the wrestling will feel like fools.

A character may refuse the pixie's offer, but this will have her look at the PC in confusion... at first. This expression will quickly turn to anger and aversion, and before the character is able to say a(nother) word, the lithe thing will explode into a cloud of dry leaves that is carried away by an upcoming breeze (and the character will appear back in the real world). The breeze will turn into a

cold wind, and then into a small storm, all within mere moments. The storm will last till the dead of night. At one point, a dead tree will fall towards the character that earned the scorn of the pixie (2d8 points of damage unless a *Save vs. Paralyze* is passed).

If the one who catches the pixie tries to attack her, the attack will succeed and she will react the same way as described above, seemingly unaffected by the weapon. That is, unless the attack has been made with a spell or a magical weapon. Such an attack will kill the pixie and have her explode into yellow light with a horrible cry (50 xp).

If the pixie is chased, but nobody catches her with the seventh roll, she will disappear and her coy laughter will echo between the trees for a moment. If no character notices her on the first attempt, all gain a second chance. If they still not notice her then, the PC will only hear her cruel, mocking laughter till its echoes grow distant. Everyone will then become the target of a *Hold Person* spell that will last for an hour if not resisted. The Referee is encouraged to roll for a random encounter then.

02# The Enraged Treant

When the characters decide to make a campfire in the wood, they may regret this decision. About two turns after they have started the fire, they will hear loud noises echo between the trees as something large makes its way towards them. It sounds like whole trees are pushed aside by whatever comes closer. The PC will have plenty of time to prepare for what comes their way, and its arrival will be signaled by numerous birds fleeing the nearby treetops. A treant will come into view, a living tree more than twice the size of a man, with a dark, gnarly bark covered in ivy, branches full of blood-red leaves and deep knotholes for eyes (but no mouth). The sounds that were heard were that of its own movement.

Armor: as Chain Mail (AC: 16)

Move: 70'

HD:6 (40 Hit Points)

Attack s: d10+2/d8+1/d6(branches)*

Moral:12

The enraged treant will attack any character it encounters near the fire with flailing branches (two attacks; one for d8+1 damage, the other for d6). It has one particular thick branch it may strike with any other round instead of using its regular attacks

(d10+2 damage), but any character with a positive DEX bonus may double it against this attack.

Harming the living wood of the creature is hard: every attack has its damage dice reduce to the next lower type of die (e.g. d8 becomes d6; d6 becomes d4 and d4 will fail to do any damage) AND any damage die with a result of 1 or 2 will not do any damage at all. Missile weapons fail to harm it altogether.

The creature cannot be reasoned with, it is consumed by hatred for those who ignite fires and will attack those who bear torches or use flame-spells against it first. If the characters flee, the treant will not pursue them, but will wreak havoc inside of the camp. The Referee should roll a d10 for every item that was left behind:

- (1): the item is nowhere to be found, but may be recovered with a successful **Search*** test.
- (2): the item got damaged but may be fixed with a successful **Tinker** test.
- (3): the item has been destroyed.
- (4): as per "1", but found broken.
- (5+): still there, and intact.

One **Search** test will take 20 minutes. If successful, 1d6 missing items are found.

If the characters manage to kill the treant, it topples over and ends on the ground as a dead tree. The PC earn 500 xp for their victory.

03# Eerie Whispers of the Wind

While the characters wander through the deep forest, a ghostly wind comes up that makes the tree tops sway. Although it is that strong, it is not roaring but merely a whisper, and the characters will indeed have the impression that the wind is whispering to them. All must *Save vs. Magic*, and those who do not have at least 2 points in **Bushcraft** will suffer a 2-point penalty to it. Every character that fails will feel light-headed and become confused: they know where they are, but they do not know which way they came from anymore. If no character passed the test, the group will travel on into a random direction instead of the direction they intend to take. 1d4 hours later (but before sundown) the wind will come up again and

the characters need to roll the same saving throw ones more: those who fail it for the first time now suffer the exact same effects as mentioned above. Those who fail it the second time now will be under the effect of *Cause Fear* and hysterically run away into a random direction for 10 rounds, or till something harmful happens to them.

04# The Rotting Deer and the Giant Stag

Ahead of the group a deer steps into the open and remains in the plain sight of the characters. Numerous arrows stick out of its flank, and the fur is stained with blood around them. As it turns its head to look towards the PC, it becomes clear that something is wrong: the left eye is missing, its lower jaw just dangles down and the tongue hangs out of it, purple and swollen. That deer is dead.

Before the characters can act on that realization, the deer rots away within seconds and in front of their eyes. The fur disappears like it would be eaten away. The belly bloats and bursts, but the entrails never hit the ground. What collapses down onto the forest floor is a collection of moldy bones, surrounded by rotten, black filth.

A long time ago, there was a nobleman who loved to hunt. But he was lazy and not good at it. When a deer got away wounded, he would not follow it into the underbrush to end it. He would let it die of its wounds. There were no wolves nor other large predators left in the forest back then, as his father had been a skilled hunter who loved to collect trophies. A spirit of nature was poisoned by the results of this careless cruelty, and fused with a stag to create a cruel avenger. Said avenger will confront the characters about a turn after they encountered the rotting deer.

It is a stag as tall as a warhorse and of powerful build, with antlers more impressive than any a character will have ever seen before. Its snout is black, its eyes are milky white save for some red streaks at the edges, and its breath steams as if it would be a cold morning in winter.

Armor: as unarmored (AC: 12)
Move: 180'
HD: 4 (30 Hit Points)
Attack*: 1d8 (antlers) / 1d6(rise)
Moral: 12

The Giant Stag will charge on the first round. A successful charge will lift a human-sized target off

its feet and throw it 1d4 yards into a random direction (in addition to the damage). In close combat it will use its antlers (d8) or rise and kick with its hooves (2 attacks; 1d6 each; counts as defensive fighting). An attack with the antlers that causes 7 or 8 points of damage will throw or smash a human-sized victim to the ground as well.

Attacks from a bow or similar missile weapon against it will never deal more than one point of damage per attack. If the PC group does not include anyone with a ranged weapon, a Reaction Roll (-3) determines what the Giant Stag will do (otherwise it will attack, and target those who carry one first):

Hostile: It attacks

Unfriendly: It bellows and lowers its head. If the characters do not turn round and leave, it will attack.

Indifferent: It will show itself, wait for a round and then turn to leave (unless it is attacked: in that case, it will fight). There is no better result than this, no matter what the dice or modifiers say.

Killing the Giant Stag will have it break down and give a final, pain-ridden and desperate bellow before the massive neck collapses and the head crashes to the ground. A meal made from the meat of the magical creature will have those who eat it regain 3 hit points. A character that eats at least half of its heart will gain a magical benefit: after running for at least a round, the running speed increases by 50%. But after running for at least 3 rounds the character needs to Save vs. Devices in order to stop. Otherwise, the PC will continue to run for another turn (for the pure joy of it).

05# Thieving Fox-Imps

Fox-Imps are always encountered in groups (2d6+1) and look like two year old children with the head of a fox, the tail of a fox and fox fur growing on the whole of the backside. Rumor has it that they steal babies and turn them into their own kind. Those sprites are brash, mischievous and above all they are thievish.

Once they encounter travelers (alone or as part of a group) in their woods, they will try to sneak upon them (**Stealth 3; Bushcraft 3**) to steal something from them (**Sleight of-Hand: 2**), preferable food. If they are confronted, they will only act aggressive when they outnumber their opposition 3:1, and even then they will rather harass than attack.

Armor: as unarmored and shield (AC:13)
Move: 120'
HD: 0 (1d4 Hit Points)
Attack: 1 point of damage (bite)
Moral: 7

If they are driven off, they will try to follow a group till darkness falls, and then start their harassing anew. The Referee should roll for their number again, and take the second roll if it is higher. While being attacked with a torch is something that may have them flee, the mere presence of a fire will not keep them at bay.

Aside from stealing food, they will unfasten horses and startle them so that they run away, gnaw through tend ropes with their teeth and generally, seek to cause harm. As they do not need sleep they may continue with their assaults all night long. Each time they are chased away, a (second) Moral Test determines if they will return to try again.

The only thing worse than being assaulted by them is to actually -kill- one of them. A character who does so gains 10xp, but will be *curse*d: for the next three days the characters needs to re-roll all successful tests, and if the character will ever have a child, the fox-imps will steal it one night, before it becomes three years old. The only way to avoid the latter fate is to keep the child at least seven miles away from any forest or copse till it reaches the age of three.

06# Night of the Lone Wulfen-Spirit

As the characters set up their camp for the night in the forest, they will hear a wolf's howl. It will be just one, long, drawn-out howl that carries into the hearts of those who hear it a feeling of loneliness.

The Wulfen-Spirit this howl belongs to will appear to a character that guards the camp at night (chosen by the Referee or determined randomly). The PC will hear the howl again, but this time much closer than before. A turn later, a large wolf will slowly slink out of the darkness between the trees: its coat is the color of sand, its paws and the tip of the snout are flint-gray and its eyes are of a golden-yellow that seems to shine in the light of the fire.

While the wolf does not approach further, it does not seem to be afraid of the fire or the guard, but looks the PC straight into the eyes. This will last for a round unless the PC breaks eye contact or acts against the wolf (in which case it will flee). The wolf will then turn around, quickly and quietly, and slip

back into the darkness it came from. Another turn later, the guard will hear the howl anew. If the character acted against the wolf in any way, she will need to pass a *Save vs. Magic* or will become victim to a 4th level *Howl of the Moon* spell.

If the eye contact was maintained for a round with the wolf, the Referee should look the player into the eyes for a heartbeat and then say "It calls you". If the player says that the character follows the call (and only if THAT is the first response), the character will drop all weapons and gear, and even undo all the armor before she runs off into the night, without a word.

After sunrise, the others will find the PC naked in the nearby bushes. The skin is bruised and scratched (by twigs and thorns), and the PC will be covered with dirt and leaves. The character will not remember what happened, but have its STR and CON increased by 2 points (maximum: 18) and heal an additional point of damage per day from now on. Furthermore, she will suffer a curse that will have her fall under the effect of a malevolent *Howl of the Moon* spell each full moon (level 4 or the character's level, whichever is higher). If the curse is removed, the attribute bonus and additional healing will be removed as well.

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