



THE ROOTS OF BITTERNESS

by Zzarchov Kowolski

*An Adventure for NEOCLASSICAL GEEK REVIVAL
and OSR ROLEPLAYING GAMES*



The
Roots
of
Bitterness

an adventure for characters of levels 1-2 for use with
Neoclassical Geek Revival
or your favourite
Old School Roleplaying Game

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THE PROBLEM

There is a vast tract of empty land known as the lonely steppe. It is a hilly area with herds of large game and ample water, yet it is viewed as a cursed and haunted place by those few traders with routes that approach it. No towns dots its landscape, there are not even any inhabited hunters cabins or hermitages. There are a few partially completed sod cabins that have been abandoned if one looks hard enough. The grass is kept short by the trampling hooves of elk herds and there are few trees to provide shade.

A population boom in the nearest, but still distant, civilized area twenty years ago has lead to overcrowding and increased risk of famine, plagues, and civil unrest. Fearing the last two especially, the local boyar has “encouraged” settlers to establish farms and villages in the region. Despite rumours to the contrary it is not that he doesn’t care about the region’s infamy but that he is unaware of it and doesn’t really care to learn where his excess peasants go as long as it’s “away”.

Several caravans of settlers have already gone missing. Their relatives have hired cossacks to investigate and those cossacks are always looking for auxiliaries to do undignified work that is unlikely to bring glory, such as

scouting. So far they have seen ruined and abandoned settler encampments and for their trouble lost a patrol one night. They have captured a raving lunatic but have not been able to extract more information from him. At a loss for next steps they have set up an encampment with the current wave of settlers.

Orange text indicates a hidden danger

Red indicates an obvious person or monster

BLUE indicates the most obvious detail of an area

Green is treasure

THE HISTORY

In ages past this was a vast primeval forest, until two powerful wizards appeared for unrelated and non-conflicting reasons. During their brutal war that inevitably followed, the great shaman Kaganuk conjured a vast earthen fortress to house his army of bound spirits. The sorceress Baozhai summoned a number of tree elementals to counter the earth magic. Kaganuk drew down a hail of meteors in response. No one is really sure who (if either) of them won or survived.

A lone tree elemental survived, possessing the still living roots of a burned and mangled stump. The forest was unable to regrow from the fires due to a number of elk herds that



migrated into the area which ate or trampled most of the new saplings. A few trees do occasionally manage to take hold, but to the tree elemental it is a barren waste that fuels his rage. It hates the elk but it hates men with their metal tools even more. Elk are frustrating, men are dangerous. So it kills those who wander in, most of them anyway. A select few desperate souls who became lost in the steppe were spared. After they had descended into madness they would be given nourishment from the tree elemental and brought to it to for worship as a servant. These degenerate wild men would become hunters and warriors on its behalf, killing elk and men alike.

THE ENCAMPMENT

Almost a hundred people are huddled around **A MUDDY POND** at the base of a slight hill. Most of them are peasant families trying to keep their goats and chickens alive, but there are **14 cossacks** as well. The peasantry have **CIRCLED THEIR KIBITKAS** around dung-fueled fires and the cossacks have set up a number of canvas tents, including **A LARGE PAVILION** that serves as their mess. The cossack leader is **Fedor Chernov**, a half-blind drunkard with a truly spectacular moustache. He is also missing most of the fingers on his left hand due to a dueling injury in his distant youth. In the pavilion tent is a *chest*

containing two silver goblets worth 500 sp each, 1203 pieces of silver, 400 pieces of copper, an ornate glass flask containing holy water, and bag containing a few hundred glass beads cut to look like diamonds to the untrained eye (in case they ran into any primitive people or fools they could swindle). The peasants have 2d6 × 5sp among them as an entire group.

Fedor will authorize a payment of 500 pieces of silver if anyone can locate the source of whoever (they assume it must be bandits, or perhaps a tribe) killed their patrol. They suppose that also includes whoever is killing the peasants, as long as it's the same people. If they are different they will only pay 50 silver for the killer of peasants as cossacks are ten times the man of any mere peasant. The cossacks are very religious and will not allow pagan, demonic, or otherwise blasphemous practices or practitioners in their midst. The villagers don't care as long as their immediate families aren't threatened. If the cossacks were removed they would happily make offerings to the tree elemental so long as they are spared.

FEDOR

Fedor is armed with a saber, lance, horse, and three pistols.

NGR: Fedor is strong (13 S), lightning quick (16 A) and very brave (16 W),

but a dim-witted asshole (7 I, 7 C). He is a first level character that is two parts warrior (specialist: saber, dodging, combat tricks: riposte) and one part priest (fervour). He has 2 fate points.

OSR: 2+1 HD, Armour as leather (high dexterity), Attack as weapon with + 1 damage in melee, great morale, speed of an unarmoured man.

COSSACKS

They each have a saber, lance, horse, and a matchlock longarm.

NGR: The cossacks are both strong (13 S) and brave (13 W), though also brusque (7 C). They are 0th level two part warriors (specialist: saber, dodging, combat tricks: riposte).

OSR: 1+1 HD, Unarmoured, Attack as weapon with + 1 damage in melee, good morale, speed of an unarmoured man.

THE TREE ELEMENTAL

The Tree Elemental's physical body is a tangled mess of roots living inside of a hill, with an ancient charred stump bearing a single living branch along its side. Its wooden heart beats in a secret chamber while a stern face grows from living wood in its audience chamber. This is not how it is usually encountered. The tree elemental speaks the languages of all trees, and can understand the rustles

of their leaves on the wind. The trees hear all noises that touch their leaves or needles. The tree elemental can also pollinate any tree and can possess the form of any of tree in his lineage within a hundred miles. This is draining and is usually done at night when the trees sleep so as not to cause them pain.

The Tree Elemental is invulnerable except to fire and attacks from metal. Fire will damage the Tree Elemental but it will regenerate the damage quickly (1 point per round) if it has access to water (its roots dip into underground sources). Possessed trees are harmed as normal and do not regenerate or have special immunities. Destroying a possessed tree (or turning/exorcising it) will not harm the Tree Elemental, merely drive it from its host. A possessed tree is linked to the Tree Elemental by a magically invisible and ethereal silver cord. Spells that detect magical or invisible things will allow it to be seen, and even the naked eye can detect it within a few feet of the tree if there are no other light sources nearby.

Although aggressive, it can be bargained with, especially if it thinks it could lose a conflict. It is above all patient as it thinks in much longer timeframes than most people. It will allow in some peasants if they will promise to never fell a living tree, to

never attempt to name the entity, to not raise large herds, to hunt elk, and of course to deliver one bound human sacrifice each spring to his wild men.

NGR: In any form it takes the Tree Elemental is clever (13 I) and unbelievably patient (20 W) but also seething with bitterness (6 C). Its senses have dulled with time (8 P). It's true form back in its lair is quite strong (16 S) but slow moving (8 A). It is rooted in the earth and cannot be knocked off balance or prone. It attacks with its many winding roots (large, pole, weapon) which can burrow through the earth and ignore the reach penalties for fighting in such a cramped space. The Tree Elemental is a size 10 creature.

OSR: 13 + 13 HD, Armoured as Plate and Shield, Attack with roots for 5d6+5, unbreakable morale. Cannot move but its roots can follow throughout the lair. It can only be harmed by metal, magical weapons, and temporarily by fire. It will regrow within a few months unless its heart is stabbed with a metal weapon (ideally by stealth). If its heart is stabbed in such a way it will die in d4 rounds (don't let the players know how long).

POSSESSED SHRUB

NGR: Very quick (16 A) but quite weak (6 S). Can whip with its spindly branches (small, blunt, pole weapon) or grasp with roots (small, entangling, blunt). Size 1.

OSR: 1+1 HD, Armoured as studded leather, Attack with branch for 1d6, unbreakable morale, speed of an unarmoured man.

POSSESSED SMALL TREE

NGR: Can bludgeon with main branches (medium, blunt) or grasp with its roots (small, entangling, blunt). Its thick trunk counts as full helm. Its roots count as 2 sets of legs. Size 2.

OSR: 4 HD, Armoured as mail, Attacks with branches for $2 \times 2d6$, unbreakable morale, speed of a man in mail.

POSSESSED LARGE TREE

NGR: Slow (8 A) but strong (12 S). Can club with its main branches (medium, blunt) or grasp with its roots (small, entangling, blunt). Its thick trunk counts as a full helm. Its roots count as 4 sets of legs. Size 4.

OSR: 8 HD, Armoured as plate, Attacks with branches for $2 \times 3d6$, unbreakable morale, speed of a man in plate.

POSSESSED OLD TREE

NGR: Insanely slow (1 A) but very strong (16 S). Can club with its gnarled main branches (medium, blunt, vicious) or grasp with its roots (small, entangling, blunt). Its thick trunk counts as a full helm and its heavy bark counts as light armour. Its roots count as 8 sets of legs. Size 8.

OSR: 12 HD, Armoured as plate and shield, Attacks with branches for $2 \times 4d6$, unbreakable morale, speed of an encumbered man in plate.

THE WILD MEN

The Wild Men are the husks of hunters, hermits, merchants, and bandits who became lost in the lonely steppe and (through the machinations of the Tree Elemental) were driven mad as were unable to escape.

Isolation, exposure, desperation, and sickness were tools used to remove all traces of civilization from their mind. Then they were brought to the Tree Elemental and either accepted into the fold or destroyed. They hunt elk, they patrol, they plant seeds, they howl guttural worship to the tree but almost never use proper language.

Their leader is a Wodewose, a giantess who is favoured by the Tree Elemental and has been taught the secrets of magic. Some of the wild men still use

weapons and armour, crafted from bone, antlers, leather, and stone. They prefer to attack by ambush, ideally at night.

WODEWOSE

NGR: She is a first level character that is 1 part Wizard (Eccentric) and 2 parts fool. She is a wodewose. She will normally use an elk bone club (medium, simple, blunt). She is zealous. She will normally leave anything else she has back at the lair of the Tree Elemental, but has memorized “Forest Hex” with a skill point.

OSR: 3+3 HD, Unarmoured, Attack as weapon (club) with + 4 damage in melee, great morale, speed of an unarmoured man. There is a 50/50 chance she will be carrying the *fred earth rainstick* from the Chamber of the Alpha (see page 16).

WILD MEN

NGR: They are 0th level characters. They are zealous and each have 5 stress.

OSR: 1 HD, Armour as equipment, attack as weapon, average morale, speed based on armour (none, leather, or mail).

Roll 1d8 to determine the equipment of any given individual.

- 1** No equipment, completely nude beyond a coating of dirt and grime.
- 2** A leather sling and leather bag full of stones, otherwise completely nude.
- 3** A small bone club and a fist sized rock
- 4** A piece of antler carved into a stabbing implement (as dagger). Coated in Dung **NGR:** Weapon deals +1 point of disease on a hit. Does not cause a disease tag. **OSR:** After being stabbed you can't heal naturally until you pass 1 poison save (roll daily).
- 5** A small bone club and wearing layers of furs and leather (as leather/light armour)
- 6** Two pieces of antler carved into stabbing implements. Bone armoured vest. **NGR:** Crude Partial Mail made of bone. **OSR:** As if studded leather for armour class, restrictions on use as if splint mail.
- 7** A piece of antler carved into a stabbing implement and wearing layers of furs and leather (as leather/light armour).
- 8** A two handed pick made from the leg of an elk and a spike carved from antler.

In **OSR** games, this die is also their hit die result.

THE LONELY STEPPE

The lonely steppe is vast and there isn't any real clue what someone is looking for. No one knows exactly where the patrol was lost, or where the other settlers disappeared (though they have found scattered abandoned wagons that imply a panicked flight). Suggestions will be to go on scouting patrols on approximately the same routes to see if anyone can be spotted. As this involves long stretches of boring travel across empty stretches, it is handled mechanically by rolling 1d8, 1d6, and 1d4 to generate an encounter they run into near the furthest extent of their patrol. To return home they must move past the encounter and roll again to see what they encounter on their way home (assuming they are completing a circuit). Should they ever try to avoid an encounter by either quickly backtracking (pronounced fleeing) or taking a wide circuit around it they become delayed and need to make two additional encounter rolls to make it home. If they need to avoid one of those encounters they need to make an additional two encounter rolls. A party can only make two encounter rolls a day if they are mounted or one if they are on foot. This ever increasing number of encounters to

get home represents both taking the long way home, as well as getting lost.

Roaming about doesn't actually give any clues to what is going on. To do that the party will need to become insanely lucky and stumble upon the lair of the Tree Elemental (roll 18 on the encounter table), or track something back to the lair. If wild men are encountered they can be tracked back to the lair of the tree elemental with a bit of skill or luck. If someone can detect magic or see the invisible when looking at a possessed tree they will see a silver cord heading into the distance towards the lair of the tree elemental. If they encounter a possessed tree twice and understand basic geometry and cartography they could pinpoint the location of the lair of the Tree Elemental. It will take one roll on the encounter table to move to the lair of the Tree Elemental once a method of locating it (tracking or geometry) is discovered. Much like returning home, avoiding an encounter increases the number of rolls needed by two.

It is possible to get very, very lost in the lonely steppe.

ENCOUNTER TABLE

How to use the table:

Roll a single d8, d6 and d4 against the chart below. Note that you should *never* roll any additional dice, just the



one throw of the dice. The results on each die, the sum total of all dice and whether or not that total is odd or even is all important to generating the random encounter. Special additional effects may be added to the encounter if there are doubles, triples, a run of three, or if 18 is rolled.

WHERE

1 Flat expanse, with a lone tree on 10+

The encounter takes place on an empty plain, at least a mile away from the nearest hills. The grass is short with the odd clump of tiny bushes. If the result of all three dice is 10+ there is a single tree. If the d4 result is 3 it is a small tree, otherwise it is a large tree.

2 Stagnant pond, with a tree on 8+

A large pond of stagnant water coated in green algae rests at the base of a small drumlin, fed by rainwater. It is choked with reeds. If the result of all three dice is 8+ there is a tree at the edge of the pond. The d4 result determines its size (1: Shrub, 2: Small Tree, 3: Large Tree, 4: Old tree).

3 Crest of a hill

The PC's are at the crest of a small hill (a few hundred feet high). If they encounter any creatures (based on the d6 result) they are at bottom of the hill if the die result is even and nearly at the top from the other side if the die result is odd.

4 Bottom of a hill

The PC's are at the bottom of a small hill (a few hundred feet high). If they encounter any creatures, they will be at the top of the hill.

5 Pond and brook, with lone tree on an odd die total

There is a small pond surrounded by some tall grass nearby. It is fed from a shallow quick moving brook. If the total of all three dice is an odd number, there is a lone tree casting its shade over the point. The size of the tree is based on the d4 result (1: small tree, 2-3: large tree, 4: old tree). If the party waits here for a full day they would see a large amount of animal life that come here to drink.

6 Cliff

The party reaches the top of a small hill and sees the opposite side has an incredibly steep slope (a little more than 70 degrees) before levelling out. The cliff descends a number of feet equal to the d4 result times 10 before it resumes a normal slope. The party will need a way to descend if they wish to move forward. If the party is backtracking in an *orderly* fashion from a trip that did not previously encounter a cliff, replace this result with a 4 (a cliff shouldn't magically spring up behind you unless you somehow took a wrong turn).

7 Gully

A gully about 10 feet deep snakes across the steppes in this region, the narrowest point in the immediate area is a number of feet across equal to the results of all three dice. The edges of the gully are loose and would be very difficult to climb.

8 An old sprawling tree atop hill

The party reaches the base of a tall hill, some three hundred feet in height. At the top of the hill is an old tree that stretches another fifty feet into the air and casts a long shadow. All of these old trees are periodically visited by the wild men who pay homage to them. If the area around its base is explored there will be numerous piles of loose earth where wildmen have buried offerings. There will be a fair amount of antler bits and bones, the only things of value will be a number of ivory elk teeth (1sp each) equal to the d4 result.

WHAT

1 Herd of Elk ($[d8+d4] \times 20$ individuals)

The lonely steppes are full of game, specifically vast herds of elk. A large herd of them are blocking the party's progress, and may become aggressive or even stampede if approached. They may also flee, it really depends on how their morale check. If the party simply

waits they will depart, but this will a half day.

2 Nothing

The vast lonely steppes appear empty other than the odd rabbit or passing bird.

3 Wild Men (*d8+d4 individuals*)

A party of Wild Men are in the area. The d4 result indicates their current activity: **1:** Leaving from the Tree Elemental Shrine, **2:** Returning to the Tree Elemental Shrine, **3:** Planting seeds, **4:** Hunting for food (Eating a kill on 10+).

4 Nothing

The region is eerily quiet beyond the occasional buzzing of biting flies.

5 Wolves (*d8+2 individuals*)

A pack of wolves is in the area seeking prey.

6 Possessed Tree (*Night and if tree present only*)

If there is a tree present, it has whispered warnings to the Tree Elemental of the party's presence. At night it will animate the tree to seek the party. Should the party camp near a tree, it will likewise animate. If the party starts burning or chopping down a tree (even during the day) when this result was rolled it will immediately animate and attack them.

WEIRD

1 Nothing

There is nothing particularly unusual about this encounter. It's just the open steppe.

2 Large boulders strewn about

A number of large boulders are strewn about the landscape. Anyone with knowledge of geology would be aware that these are not naturally occurring, but seem more like rubble. They are remnants of the wizard's war.

3 Long abandoned wagon (<10) or cabin (11+)

Depending on the total sum of all three dice there is either an abandoned wagon or partially built cabin nearby. The wagon is most likely a kibitka, while the cabin is a sod house that was never fully constructed and could use some repair.

4 Vulture overhead. On 10+ there is a dead elk nearby.

A vulture circles lazily overhead. If the result of all three dice is 10+ the vulture is circling over a dead or dying elk. An astute party could easily investigate and find a free meal, though it would cause a loss of time.

TRIPS

1 *Stampede*

The elk herd is thousands strong and they are already stampeding towards the party. Something had set them off and they are galloping full speed. If the party is mounted they can ride off to escape being trampled to death. If not they will have to have some other means of keeping from being trampled for 4d6 damage. Fire breaks are a common suggestion, killing an elk (or fellow PC) and hiding under its corpse might allow a save for half damage. Somehow jumping on an elk and riding it will probably fail spectacularly and cause an extra 1d6 damage for each attempt. On a failure that is from taking an extra kick to the ribs. On a success that is from eventually being thrown from the elk some time later after it is steered out of the herd.

2 *Hidden meteorite*

The pond itself is suspiciously round if anyone maps it out, and it is pretty obviously a crater if they have any experience with artillery or explosions. In the center of the pond is a large meteorite that contains enough meteoric iron to forge a suit of armour or several weapons (or easily a hundred arrows).

3 *Fresh slaughter*

One of the wildmen is the wodewose, she is leading five other living wildmen. They have just slaughtered a kubitka full of settlers and are eating the still warm bodies. **OSR:** All of the wildmen have the maximum 8 hitpoints, regardless of their equipment. The kubitka has assorted sundries, and a coffer containing 29 silver and 120 copper coins.

4 *Dying rider*

The vulture is not circling an elk, but a recently dead horse and a rider that is delirious with dehydration. If not aided the rider will die within the hour. The rider has a steel sword, rope, an empty wineskin, and a saddlebag containing several lead bars that look like merchant weights. They are actually lead plated gold bars worth 200 gold pieces. He was one of a number of thieves with a scheme to steal gold and escape across the lonely steppes.

DUBS

5 *Tiger*

Wolves are not encountered. Instead, a tiger is stalking about the area.

6 *Tree growing halfway down cliff.*

A large tree is growing halfway down the cliff. Many songbirds nest in its branches and will be territorial during the spring, dive bombing and

attacking anyone getting too near the tree.

RUN OF THREE

1-2-3 *An angry boar is between party and any opponents (or progress)*

There is an aggressive boar that is being exceedingly territorial up ahead. It will not let anyone pass, but it also won't chase anyone down until it has been attacked. If the party encounters any opponents, the boar will also not let them closer to the party in the same manner.

2-3-4 *A truly ancient stone has been carved with a crude human face*

An ancient stone carved by now forgotten people thousands of years ago stares out over the landscape, marking a junction of ley lines. **NGR:** Mana regenerates one category better here, **OSR:** Magic-users cast their already memorized spells as if they were one level higher while near the stone.

3-4-5 *At night, a disquieted spirit will roam this place*

The Tree Elemental has killed a large number of people over the centuries and not all of them rest easily. At night a wandering spirit will call out for aid. It seeks someone to find its body and give it a proper burial. If the party agrees to this the spirit will tell them where its body is (it takes

two encounter checks to reach the body). If the party buries its body it will appear to them once more the following night and tell them the location of the Tree Elemental.

4-5-6 *An additional herd of elk*

A herd of elk is encountered (as if a d6 result of 1) and will be in conflict with the actual d6 result (if any).

MAXIMUM RESULT (18)

Instead of the actual results of the three dice, the party stumbles upon the Lair of the Tree Elemental through blind luck.

THE LAIR OF THE TREE ELEMENTAL

A **SMALL HILLOCK** sits nestled near other larger hills while a small stream lazily flows a past its base under the ample shade of an **ANCIENT TREE** that reaches fifty feet into the air. The hillock's only truly unusual feature in this vast steppe is that it is **COVERED IN SMALL SAPLINGS** with a *single old tree stump* atop the hill, still sprouting a single twig with a handful of leaves. The roots of the ancient tree are gnarled and largely exposed. There is a **VERY OBVIOUS HOLLOW** (with signs of heavy traffic) in those roots that allow people to crawl along a tunnel into the hillside.

year, recharging each spring equinox. There's a **1/3 chance that the wodewose** will be present in this chamber at any given time (unless already slain).

THE WARRENS

These tunnels and hollows are the sleeping quarters of Wild Men. They are **SIMPLE SLEEPING NOOKS** with the odd trinket or bits of scrap that the wild men hoard. Assorted small bones and bits of antlers will provide **A LAYER OF DETRITUS** to search through to find any of the *listed treasures*:

- A:** *4 Elk Ivory Teeth* (1sp each)
- B:** *Mammoth Ivory Tusk* (200sp)
- C:** Nothing
- D:** *A blood spattered gold locket* (75sp)
- E:** *A Merchant's note* entitling the bearer to 5000 sacks of grain in a far off city
- F:** Nothing
- G:** *3 Elk Ivory Teeth* (1sp each)
- H:** Nothing

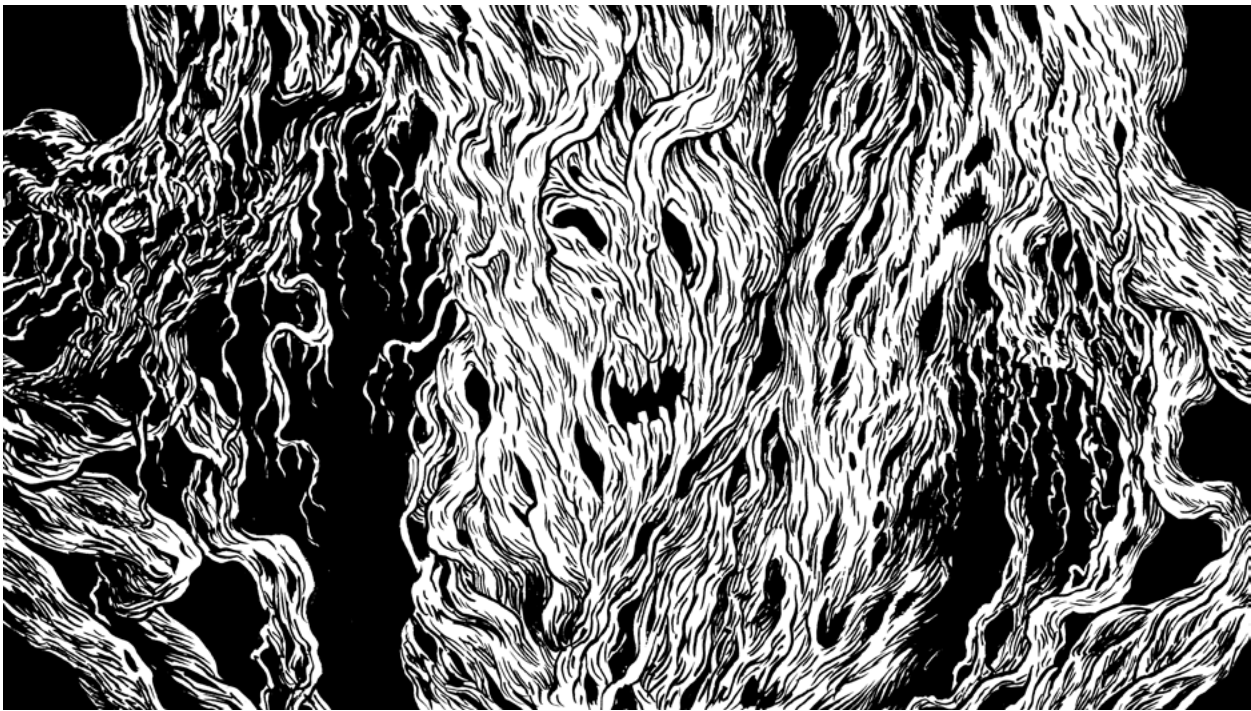
Each hollow has **1d4-2 wildmen** at any given time. If discovered, a wildman will immediately howl the alarm and all wildmen in the tunnels will converge on the attacker.

THE SHRINE

The tunnel leading to "the Shrine" opens up and is supported by **THICK TREE ROOTS** that buttress up the earth. The path descends down tree

root steps to a circular room about 13 feet in diameter. On the far wall is a giant exposed root as large as most tree trunks. **A HUMANOID FACE HAS FORMED ON THE WOOD.** While the Tree Elemental is possessing a tree to roam about the steppes the face is that of a sleeping person. During the day it is fully alert and can see, hear, and speak to anyone who enters the Shrine. If attacked while "asleep" *the Tree Elemental* will cease its possession and return its attention to the Shrine. Hidden at the very top of the ceiling is a *small hole*, barely big enough for a human to squeeze through. The interior of this hole is a ten foot long tunnel of coiling roots studded with small thorns. It leads to the Heart Chamber. The ground is littered with various trinkets and offerings from the wild men, as well as remnants of those it has disposed of. There is a *gold amulet* (200sp), *34 silver coins* of assorted origins, a *copper brooch* (5cp), a *cossack firearm*, and *121 ivory elk teeth* (1sp each).

In combat the roots along the side of the chamber will lash out as bludgeoning tendrils before feeding any dying or unconscious individuals (including those pretending to be) into its heart chamber. The roots can move from the heart shrine and crawl along the tunnels to attack anything inside the lair. To pursue individuals



outside the lair it would need to possess a tree.

THE HEART CHAMBER

To reach the heart chamber requires crawling up along a cramped corridor of coiled roots studded with thorns. If the Tree Elemental is alert and aware while this happens, it will *constrict the roots* and likely kill whomever is in the tunnel. If it is “asleep” when someone crawls up or thinks it is shoving an unconscious individual into the heart chamber it will not crush them but the *thorns* will still deal 2 points of damage to anyone crawling through the tunnel. The tunnel leads to raised lip in an open chamber that is **HALF FLOODED WITH A SICKLY SWEET SMELLING LIQUID**. The walls are covered in

a **SMOOTH ORGANIC MEMBRANE** that slowly oozes this liquid. **LARGE GNARLED ROOTS** crawl along the wall towards **A WOODEN HEART THAT IS BEATING** on the top of the ceiling. It seems to pump a slightly glowing liquid through the roots. Stabbing this heart with a metal weapon (preferably iron) is the only way to ensure the Tree Elemental is permanently dead. The liquid is a *powerful narcotic* that improves magical potency. It also slowly dissolves animal tissue and compresses the captured soul into a shiny pearl. There are *900 shiny pearls* (1sp each) along the bottom of the chamber that are easily visible in torchlight. Getting them out without being knocked unconscious by the liquid will be far more difficult.

Testing the liquid (finger, toe, etc)

NGR: Take 1 point of intoxication and gain 1 mana.

OSR: Make a save versus poison (+3) or pass out.

Sticking a limb in the liquid

NGR: Take 1d10 points of intoxication and gain an equal amount of mana.

OSR: Make a save versus poison or pass out. Magic-users may regain a level 1 spell they have already cast today.

Falling in the liquid

NGR: Take 3d6 points of intoxication and gain an equal amount of mana.

OSR: Make a save versus poison(-5) or pass out. Magic-users may regain all spells they have already cast today.

SPELLS

FOREST HEX

NGR

TEMPLATE: Petrify

DIFFICULTY 5 per power level

COST 20 per power level

RANGE Short Missile Range (1 area)

This spell allows the caster to chant mystical words which turn a single target able to hear those words into an inanimate tree until the spell is dispelled. Killing the tree kills the person transformed, though undead can be transformed into a dead tree. This spell deals the equivalent of a d20 potential damage per power level. If this potential damage would kill the target, they are transformed into a tree instead. Partial damage can be ignored as described in "Immunity to Normal Weapons".

OSR

Magic-User Level 6

DURATION Permanent

RANGE 50'

This spell is usually cast from an enchanted rainstick crafted by a Wodewose under tutelage from a powerful Tree Elemental. It allows the caster to transform a single creature into a living tree (or an unliving tree for undead) of equal size along with any equipment or gear held. Killing the tree will kill the creature transformed. A saving throw may be made to resist the effects (versus wands, magic, or paralyzation as appropriate to your specific OSR variant, if there is doubt use the best save).



To My Brother
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