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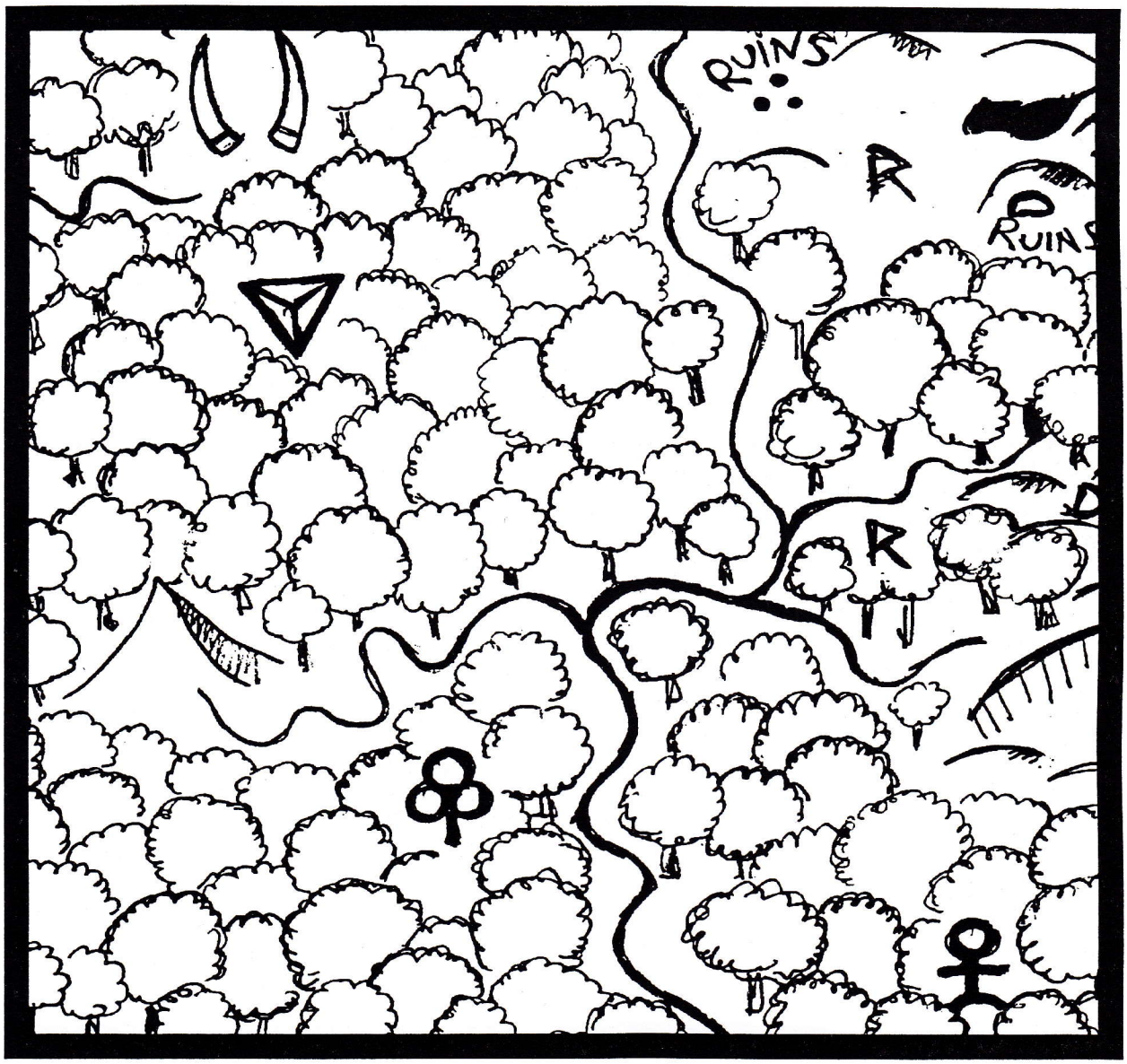
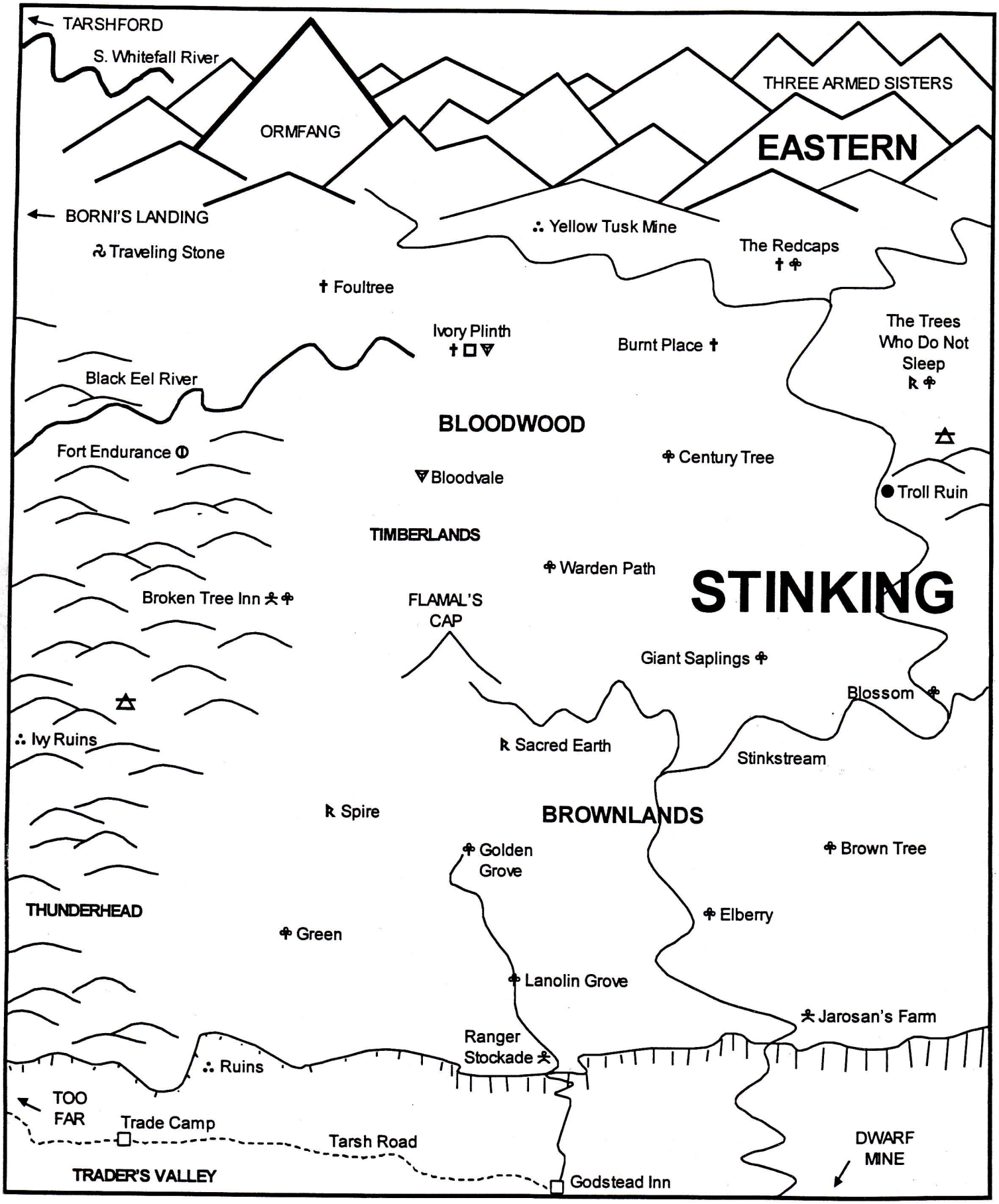
Issue 6



This Issue:

The Stinking Forest Revealed!



Western Stinking Forest

RQA6

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RQA is based on Greg Stafford's fantasy world of Glorantha™ and the 3rd Edition RuneQuest role playing game, developed by Chaosium and published by the Avalon Hill Game Company. This is an unofficial publication.

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Welcome to the final issue of RQA – what a long and strange trip it's been! First of all, I would like to thank all of the readers and contributors to RQA over the last 5 years – you are the ones that made all of this possible.

This issue is not as complete as I would have liked it to be, but it was time to get it out. Most notable is the lack of art, but I learned long ago that I am not an artist (those of you with RQA1 can refer to the dreaded Duck Totem Pole on the cover and I don't even want to think about the Canarda Fertility Amulet from RQA2 ☺).

As you may know, Issaries Inc. is being formed to create and publish Gloranthan material. For more information on this unique project you can write to Chaosium for the prospectus.

Hopefully once the Glorantha Game takes shape (projected to be 1999-2000), I will start publishing again in some form. My two most likely projects would first be a Sartar Campaign booklet (new material + RQA1,2,5,6), followed by a Prax Campaign booklet. Time will tell…

With a little work, the two scenarios and the adventure ideas on page 24 can be worked into a larger Stinking Forest campaign. One possible outline for this is presented below.

Campaign Outline

1. Adventurers start at Broken Tree Inn/Trade Camp/Too Far/Godstead Inn.
2. Explore Ivy Ruins. One or more party members are poisoned by venomous runners.
3. Go to Broken Tree. Find out that cure for poison can only be found from Newbloom elves in Brownlands.
4. Head east into forest. Encounter Plant Maze.
5. Spend season in elf village, learning elf customs/skills/magic. Fight tusk riders.
6. Head to Geo's Hideaway. Party hired by trader interested in magic dinosaur items.
7. Journey to Brontosaur Valley. Trade with trolls.
8. Encounter Sticky elves. Spend season with them, helping to fight the Krjalke of the Dying Wood.
9. Learn of Vanished Forest heroquest and head north.
10. Explore the Cave Tree. Encounter elf shaman who teaches the ritual for the heroquest.
11. Go on Vanished Forest heroquest.
12. Head north and spend season with Green Elves. Fight trolls.
13. Return west and fight against Lunars at Fort Endurance.
14. Leave Stinking Forest – either to Sartar or Balazar via Worms High Pass.

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May Aldrya bless and protect this document from the Krjalke within.

The Stinking Forest

Secrets of the Tallseed

This information is based on the human perception of the Stinking Forest, as related by Orlanthi clan elders. The Aldryami stories and viewpoints often differ, but most of them are way beyond human understanding.

Mythic History

In the Green Age, the mighty Tallseed Forest covered all of Dragon Pass, and many shoots of Father Flamal the Grower lived there in glory. High Elf-King watched over the children in this time of abundance, and renewed his nuptials with Mother Aldrya every cycle. When the Dark came, Mostal the Maker crafted the Great Harvester, which he unleashed against the children, severing many from their roots. High Elf King underwent many hardships and lost many shoots and buds, but the Great Harvester was broken before the entire Tallseed was devoured, and Mostal's stunted children were driven back to their subterranean realm.

Then Dark Mother sent her voracious children to devour the rootless, creating much sorrow and causing saplings never to grow again in many parts of the Tallseed. Dark Mother's children emerged from their hiding place near the ruins of the Great Harvester and swept east across the land, leaving no shoot unbroken, consuming many of the people. High Elf King called together the Gardener's Council and worked great magic, causing part of the forest to vanish. The dark ones either ran into the shadows or starved for lack of food. This greatly sapped High Elf King and he fell into a torpor. To this day Tallseed High Elf King still sleeps in the Vanished Forest, which lies on the Plane of Heroes.

Since Time Began

The Tallseed forest, now reduced in size, maintained a moderate elf population after the dawn. The Great Tree of the Tallseed is in the far off Elder Wilds, with which it was once joined, forming the great Westwood. Grand celebrations were held under the Tallseed's boughs when Yelm first rose, and some of the Aldryami took up the spear of the Son of the Sun, Yelmalio. The elves of the Tallseed were lead by Fwalfa Oakheart, who joined the Unity Council as Speaker for Earth. As the Council expanded, Fwalfa stepped down to return to the forest of his birth and he was replaced by Throna Silverleaf from the Elder Wilds. See the *Broken Council Guidebook* for more details on the Unity Council.

Also on the Unity Council was the mighty warrior Aram-ya-Udram, King of Kerofinela. Aram built the wondrous Ivory Plinth in the northern Tallseed and was lord of the Boar People. Aram was friend and protector to the elves, and many songs and dances were performed in his honor. When Aram died in 178, a great contest was held to see who would succeed him as King. This contest was won by Leikan, chief of the Heortlings, who then moved the throne to the south. The boar people of Ivory Plinth were left to their own devices. The boar people were eventually overcome by demons and became the foul tusk riders. See *Elder Secrets* for details on how the hero cult of Aram-ya-Udram was corrupted into the Cult of the Bloody Tusk.

The Tallseed remained in relative stability until the year 1200, when it was plundered by the True Golden Horde. The Dragons arrived too late to save the nine out of ten elves who perished at the hands of the Horde. Afterwards the remaining aldryami sang to mother Aldrya for help, and the song was heard in far away Arstola forest. An entire tribe of elves, the Newbloom Aldryami, uprooted themselves from Arstola and journeyed north. Shortly after arriving and settling in the Brownlands, they were confronted by the much changed boar people from Ivory Plinth, now led by Karastrand Halftroll. Fierce battles took place over the next decade, establishing the border between the half trolls of Bloodwood and the elves of the Brownlands. It was this bloody war that gave the new name of Stinking Forest to the former Tallseed.

The Elves

There are three loose associations of elves that still inhabit what remains of the ancient Tallseed Forest, bound together in their kinship through Aldrya. These groups live in separate geographical areas and have minimal contact with each other, except during Dark Season, when bands of green elves migrate south to the Brownlands and watch over their sleeping cousins. The elf population has been steadily shrinking for many centuries, and those elves that remain are only a small part of the once great Tallseed Kingdom. High Elf King sleeps deep inside the Vanished Forest – perhaps he will awaken during the Hero Wars to reunite the Aldryami of the Stinking Forest and lead them forth to reclaim their ancient lands.

In his place are three lesser Elf Kings, one in each of the three groups – Newbloom, Tallseed and Sticky.

The Newbloom Aldryami

Once numerous, the brown elves of Dragon Pass now only dwell within the Brownlands of the southwestern Stinking Forest. Almost wiped out during the Dragonkill War, only the infusion of elves from the south kept the population viable. This group takes its name from the aldryami who originally came from the Arstola Forest. There are only five settlements left in the Brownlands inhabited by these elves, each ranging in population from 50 to 100 adults. Several of these settlements are not recognizable as such by humans – they are especially robust stands of trees with strong sprits associated with them. These five groves are, in order of largest to smallest: Blossom, Green, Warden Path, Brown Tree and Elberry. Brown Elf King resides in Blossom when not holding court at Sacred Earth. A sixth village existed until just a few years ago, when it was finally overcome by the corruption of nearby Snakepipe Hollow.

The Newbloom elves are the most friendly to humans of all the Aldryami of the Stinking Forests. Groves often have visiting humans who are initiated into friendly cults. Several human heroes have aided them in battles against the tusk riders. These brown elves do not use bows, but instead use spears – with the same deadly results. These spears are grown in the same manner that elf-bows are, and have the same magical properties and restrictions.

Approximately sixty percent of the rootless elves of Dragon Pass come from the Newbloom tribe.

The Tallseed Aldryami

The exact number of these elves is unknown, but their numbers have been slowly shrinking as their forests have been taken over by trolls encroaching from Dagori Inkarth. Their habitation still stretches for hundreds of miles along the base of the mighty Rockwood mountains, and is fiercely protected. They do not congregate in settlements like their more sociable cousins in the Brownlands, but instead spend most of their time near their host trees. Green Elf King holds annual court at Evergreen, but the Gardener's Council can be called quickly in time of need. These Aldryami are masters of the elf-bow, and they are greatly feared and generally left alone because of it.

The Tallseed elves are the most hostile to outsiders of all of the aldryami of the Stinking Forest, and it is rare to see a human in their company. They will always attack trolls or tusk riders in their territory, and humans better make quick signs of peace when entering a redwood stand. Recently the ancient elf Lestus Creeping-Ivy visited the green elves of the Stinking Forest on his way to the Elder Wilds. Lestus has hated humans since before he attended the Broken Council that gave birth to the god Nysalor. He won much favor with the younger saplings, who are now forming a war-band to fight against humans (specifically the Lunar soldiers at Fort Endurance).

About twenty five percent of the rootless elves of Dragon Pass come from the Tallseed tribe, and are highly prized in mercenary companies because of their skill with the bow.

The Sticky Aldryami

East of the Brownlands and west of Web Valley is an untamed stand of growth called the Wildwood, where the Sticky Elves make their home. These aldryami are more wild and uncivilized than their green and brown cousins. Related to vines and creepers, they are bodies are thin and sinewy, and are they are the smallest of the full-fledged elves of the forest. Their runners can swing through the trees with ease, and can move with exceptional speed. Instead of using whip-sticks, the runners use coiled vines much like bullwhips (called whip-vines). Their dryads can emit a powerful scent that can lure men to their doom (but has no effect on women). Sticky Elf King is a spirit that wanders the Wildwood and possesses one of his subjects and acts through them in times of need.

The Sticky Elves generally shy away from humans, but will approach small groups or those in need of aid. They wander the Wildwood in extended family units of four to eight adults. They carry blowguns that are similar to those that their distant cousins in Pamaltela use (see *Elder Secrets* for details). The Sticky aldryami love to trade, especially for the more refined items that the green and brown elves make. There are no known Sticky elves who have gone rootless.

Gazetteer of the Stinking Forest

The below detailed areas correspond to locations on the campaign map of the Stinking Forest, which is located inside.

Aldrya's Seat: When High Elf King was wooing Aldrya, he caused this giant flowering bush to grow. The Seat blooms year round, except for Dark Season when its buds close up. The bloom petals are soft and fragrant, and will keep for centuries if not exposed to too much moisture. Pillows and cushions made from this unique plant are fine enough for royalty, and often comprise part of the royal hoard. Adera, the dryad of Aldrya's Seat, is ancient and very powerful, and commands many runners and sprites. She also has a symbiotic relationship with the Dream Dragon that sleeps on the Seat. Adera will trade the fallen petals that have been gathered up by runners, but her prices are often steep. She is most likely to barter them for valuable items of plant origin, such as those produced by Newbloom elves.

Bloodvale: South of the Ivory Plinth, this 5 kilometer long crescent-shaped valley is home to the largest herd of wild tuskers in the Stinking Forest (and Dragon Pass). They are fiercely territorial, and will even attack tusk riders and domesticated tuskers who wander into the valley. Bloodvale is especially dangerous during the first two weeks of Earth Season, which is rutting time for the tuskers.

Bloodwood: This region of the Stinking Forest gets its name not from any trees, but from the inhabitants of the area. The Bloodwood is home to the foul tusk riders and their unholy temple, Ivory Plinth. The growth here is not as full or as healthy as in other parts of the forest, and often visible signs of the tusk riders' corruption can be found. There is clear distinction between the territory of the half-trolls and the rest of the forest – the tuskers have rubbed all the bark off the boundary trees with their tough hides. This is the only part of the Stinking Forest that actually has an unpleasant odor – the tusk riders' spoor lingers in the air and the stench is heavy at times. The air is most breathable during Storm Season, when the winds blow down from the Rockwoods towards Snakepipe Hollow. The half-trolls travel in bands of up to 100 in this region. More information on Tusk Riders can be found in the *RuneQuest Elder Secrets* boxed set.

Blossom: Brown Elf King is the elder of Blossom Grove and is ceremonially wed to the elder dryad. Rosethorn Newbloom is the current king, and is a warrior and judge of wide renown. Rosethorn is descended directly from the aldryami who came from Arstola Forest after the Dragonkill War. There are numerous flower groves surrounding Blossom, and the pollen is very heavy in the air during Earth Season. The aldryami harvest many useful items from these flower groves, including special foods, exquisite ornaments and magical powders. They share these items with the other brown elves and occasionally trade them with outsiders. The elves dwell in huts along the Stinkstream, which are surrounded by a heavy growth of thorn trees.

Broken Tree Inn: This hostel is run by a Dryad (who is disguised as human) called Broken Tree, and her lover, Gepol, an Issaries Rune Lord. The inn is fully detailed in the Judges Guild supplement *Broken Tree Inn*.

Brontosaur Valley: This valley is the home to several herds of dinosaurs. All of the large entrances to the valley are blocked by vast groves of living and dead trees, and are totally overgrown with mosses and foliage. This is purposefully done by the elves to contain the giant beasts. Aldryami avoid the valley, but a small clan of trolls, the Kagdofs, dwell within. Several Brontosaurs are domesticated, and superior trollkin herd smaller dinosaurs. The clan marking is three small bones dangling from the left ear.

Brownlands: Large deciduous trees mark this area of the Stinking Forest. Home to the Newbloom Elves, humans also occasionally venture into these wilds. Runners and elf patrols watch all who enter this region closely, but often remain hidden until they are sure of the visitors intents. Hostile intruders, such as trolls and tusk riders are dealt with swiftly using the magical and deadly elf-spears.

Brown Tree: This grove is the home to the brown elf clan that specializes in growing and tending war plants. Thorny Creepers are a specialty, but many poisonous plants are also known and cultivated, as is the art of crafting wood warriors. The elves dwell high in the trees, living in small shelters grown from the living trees.

Burnt Place: East of Ivory Plinth, the thin plume of smoke that rises from here can be seen for kilometers. Soon after this plume is spotted an overwhelming stench of burned vegetable matter hangs in the air. The smell is unbearable for Aldryami, and none will enter this area. At the center is a scorched area approximately one kilometer in diameter. A skystone fell here long ago, and High Elf-King was wounded here by the Mostali before he was able to crumble the stone to dust. The forest has never recovered, and even though no parts of the skystone remain, the area still smolders. A successful *Craft Wood* roll can be used to fashion an arrow out of one of the burnt pieces of wood here. This arrow will do 3d6 damage to any Aldryami. Each crafting takes a whole day of searching and preparing. The elves can sense these arrows at a short distance, and will immediately brand all bearers as enemies.

Cave Tree: This massive growth is over 50 meters tall and 100 meters wide. Riddled throughout the massive trunk are many passageways, inhabited by all sorts of strange beings.

Century Tree: This giant banyan like tree gets its name from its erratic behavior of blooming every 30-40 years. The name Century Tree is of human origin, coming from the fact that few humans that has seen it bloom twice. The tree is called Renna by the aldryami, and it is revered. The elves say it was planted by the ghost of Flamal in the time of Darkness to help the elves survive. The tree is over 300 meters in total diameter, with the trunk being 25 of that. Renna's blossoms are highly prized an very magical. These blooms each produce one seed, which will keep for years. These seeds can be planted, and a magical item of some sort will grow from it. The items that sprout are random, but it is rumored that the Gardeners know special songs to sing to the seeds to make them grow specific items.

Dwarf Hat: The highest peak in the section of the Rockwoods, Dwarf Hat has never been climbed and its top is always covered in snow. It is rumored that the Dwarf Hat is a giant that has settled here and fallen asleep. From a distance, the top portion of the mountain does indeed resemble a giant face carved into stone.

Dwarfwood: This dwarf fortress is part of the Greatway dwarf complex of the Rockwood mountains. Except for a few battlements, the entire fortress is underground, extending for miles. It is only accessible from a narrow trail that extends up the river gorge. Any army marching on Dwarfwood could be assailed from the gorge walls and get caught in a slaughter. The dwarfs here rarely accept emissaries, and usually drop rocks on visitors from the battlements above. It is rumored that there is a tunnel here that stretches all the way to Dwarf Mine.

Dyingwood: Once part of the Brownlands, this area is slowly giving in to the creeping chaos from Snakepipe Hollow. The forest has not completely given in, and parts of the area are more aligned with decay that with chaos. While a far cry from horror that is the Ogrewood in Snakepipe Hollow, this area is not without its own unique forms of danger. It is said that High Elf King was once wounded here by the Beast-That-Sleeps-By-Day, whose chaotic spirit still haunts the area. There once was a Newbloom village here, but the elves became corrupted and they are no longer recognized as aldryami.

Elberry: This elf village is also known as Trade Grove, because it is here that the brown elves bring humans to trade. The gardeners here specialize in growing basket-plants and gourds, which are of the highest quality and excellent for storing and transporting goods. The basket-plants are waterproof and will keep fruits fresh – such as the numerous berries that grow on bushes in the village. Elberry is surrounded by a partially living fence three meters in height, which has spike growths along the top to dissuade climbing.

Evergreen: Evergreen is the closest thing to a village among the green elves of the Stinking Forest. At the center is the grove of the dryad Fwyleh (Evergreen). Many of the Tallseed children are sent to her in preparation for their coming of age. There is a special grove here that acts as a temple to Aldrya, and is guarded by the feared Barbeestor Gor Elf Maidens. The Matrons Council rules this region with their powerful magic (matron is a title – not all of them are female). At any one time, there are probably 200 Tallseed elves within an hour of Evergreen's groves, ready to defend the community with their deadly elf bows.

Evergreen Elm: This magical tree has existed since before the Dawn. It is a tree most sacred to Yelmalio, and the scattered followers of the sun god within the Stinking Forest often travel here to give tribute. Sun worshipers from distant lands often hear of the Evergreen Elm as well, and if they give enormous tributes to the elves, they are occasionally allowed to see it. The area is constantly warm, and an aura of peace and tranquillity seems to imbue it as well. The actual glows with a dim light. Some Aldryami speculate that a tiny bit of the Green Age is still in it.

Unfortunately, darkness seeks to destroy the Elm's light, as it always has. Every year during the Sacred Time, a troll comes from the East determined to devour the Elm. The Tallseed elves pick their greatest hero to repel him, and so far they have been successful in keeping the troll from completely destroying the elm, though it has been damaged in years past.

Finger Range: This section of the Rockwood Mountains juts out into Tarsh. It is known for its giant rocs that inhabit its peaks and fly out into the surrounding lowlands in search of prey. Ormfang is the largest peak in this range.

Fish Man's Pond: Fish Man lives in his little hut by the shore of this small lake, fed from the run-off of the Rockwood Mountains. The pond contains many different species of fish, including several magical varieties. Fish Man is an ancient being and is married to the naiad of the river that feeds his pond. He is known dispensing cryptic answers to those that would ask him questions. Fish Man's origin is not known, but many

doubt that he is even human. He can usually be found in his leaky boat fishing on the lake during the day, or in his ramshackle hut on the shore by night.

Flamal's Cap: This small peak juts out of the Brownlands and is visible for kilometers. It is barren of trees and covered entirely in berry bushes. The Runners and Sprites that dwell here are covered with thorns and jealously guard the fruit that grows here. There is also a giant bee nest near the peak.

Floating Trees: This moderate sized grove of oaks is descended from the original Floating Tree of Godtime, which perished in the Great Darkness. There once was a smaller grove of similar trees at Old Wind Temple in Sartar, but they were burned down during the Dragonkill War. A hero with great power and skilled companions could fashion a flying warship from these boughs and combat the all too frequent Moon Boats that are now seen in Dragon Pass. This area is hazardous due to the rampaging Forest Wyrms that dwell in this part of the Stinking Forest. The dryad of this grove and many of her runners can levitate a few meters off of the ground.

Fort Endurance: This Lunar fort was erected shortly after the acquisition of Dragon Pass as a Lunar Military District. Currently it is staffed by a division of Dara Happans and their families, and they are trying to make a go of farming in the area. Many of the soldiers were forced to join the military for minor crimes, such as lack of observance of the strict Dara Happan social mores. The commander of the garrison is Ben-Trar, who is often at odds with his second in command, Urar the Blinding, acolyte of Dayzar the lofty.

There have been several skirmishes with the Tusk Riders from the adjoining Bloodwood, and Ben-Trar is lobbying the provincial command for the troops and supplies to mount a campaign. Fazzur Wideread and the priests at Reaching Moon have other plans for the half-trolls, and have buried the requests in paperwork.

Foultree: This tree is inhabited by corrupted and evil dryad who calls herself Pigwoodwyfe. She has mated with Tusk Riders (and their Tuskers!) for years, and her children populate the surrounding woods. Troll shamans from Dagori Inkarth will occasionally visit Pigwoodwyfe in hopes of gaining a powerful spirit as a familiar.

Geo's Hideaway Inn: North of Snakepipe Hollow, Geo's Hideaway Inn is a refuge for those trying to escape the Lunar conquest of Sartar. This inn's specialties are walktapus stew, spruce beer and elven dishes.

Ghost Trees: These trees are only visible to those making a POW x 5 roll on d100 – otherwise this area seems barren. Elf cult members can attempt to enter the Hero Plane by performing the correct ritual and making a *Ceremony Roll*. In order to use this path, two obstacles must be overcome. The first is a terrible machine, usually attended by some Mostali. The key to overcoming this encounter is breaking the machine, the Mostali need not be defeated themselves. The second encounter is with Darkness creatures, usually Trolls, who must be driven from the path (or defeated in combat) to pass. At the end of this path is the Vanished Forest, where the Nature Spirits dwell and High Elf King sleeps.

Giant Saplings: These look like vary large trees to the average viewer, but a *Plant Lore* check will recognize them as immature and at only 20-30% of their growth. These were planted a decade ago by agents of Gonn Orta while on a mission from the Rockwoods to Snakepipe Hollow. Though these saplings will not reach their full growth for another 50 years, they are easily enchantable and would result in items of superior quality, from spears to battering rams. The GM should add a +25% bonus to *Enchant* rolls. The Giant Sapling are guarded by Bearer-of-Leaves, an elf from the Elder Wilds. Gonn Orta's magic has caused her to grow to a height of 5 meters. There are also several giant runners as well, but they are new growths caused by the presence of the saplings.

Golden Grove: Although the elves of the Stinking Forest react violently to most who enter their forest, all who journey to the Golden Grove are granted safe conduct. Often, these humans come seeking the right to hunt the dinosaurs of the Brontosaur lands. The elves will usually grant both their permission and a guide in return for fruits from distant lands, cuttings from great trees, or other items of Aldrya. Sometimes, when the elves are in particularly good spirits, they are willing to trade for cheery songs or vibrant dances. Some are even invited to stay in the elf settlement of Elberry.

Gnarlgrove: The oldest legends say that the Gnarlgrove was once a place of beauty and tranquillity, a beacon that shone so brightly that it could be seen for miles around. Now the trees are twisted and gnarled, and the once-golden leaves are a muddy brown. It is a place of sadness, and a reminder of what once was.

Green: This Newbloom inhabitation is governed by a powerful dryad and her many children, which are collectively called the Sawtooth Warriors. They have appendages that will cut even through leather. The dryad has given birth to elves, runners and sprites. Also at Green is the grove where the Elf Spear Mothers grow.

Hanging Vines: The northern edge of Oak Valley is bordered by a cliff wall that leads up to the hills that block off Brontosaur Valley. Lining this cliff are hardy vines that drop for hundreds of feet, and are thick as a troll's leg. It takes 4 successful *Climb Rolls* to scale the vines from top to bottom, with any fumble resulting a plunge. Several useful plants grow intertwined with the vines, and can be identified with a *Plant Lore* roll, each of which yields 5d10 L worth of herbs.

Heartwood: At the center of the Stinking Forest is its largest expanse of growth – yet it is uninhabited by any of the sentient races of the area. Most of the time it is treated as neutral ground, but often conflicts will flare up between the elves, tusk riders and trolls. The Heartwood stretches from the Stinkstream in the west all the way to Web Valley in the east.

Hill of Standing Stones: This is the location where High Elf King broke the Great Harvester, and its ruins dot the hillside. No Aldryami will venture here, because of the many malicious earth spirits that still reside within the stones. This hill is very stark and the only form of growth here is a stunted and twisted grass. There are rumors of tunnels under the hill, but if any do exist, no entrances are known.

Ironwood Saplings: This ancient grove of mystical Ironwood trees was long ago pillaged by dwarfs. Just recently new sprouts have appeared and the ironwoods are now about two meters in height. These saplings are avoided at all costs by Trolls, as they are poison to them. This area makes a good sanctuary for those that are being followed by the Uz. These Ironwoods are exceedingly valuable, but can only be harvested by magical tools, and would take the strength of a giant to haul all of it out.

Ivory Plinth: This ruin is dominated by the tusks of the Great Pig, Gouger the God-child. It is abandoned for most of the year, only inhabited around Wildday of Death Week. That is when the Tusk Riders gather for the holy day of the Bloody Tusk, and hundreds of them swarm the site. No one has ever witnessed their bloody rituals and lived to tell of it. The Ivory Plinth is haunted by many fearsome spirits and pig demons. More information on Ivory Plinth and the Cult of the Bloody Tusk can be found in the *RuneQuest Elder Secrets* boxed set.

Ivy Ruins: These ruins are the remains of an EWF fort that was constructed near the end of the Second Age. It was an outpost used to watch and guard against the elves of the wood, who never fully embraced the EWF's draconic ideals. At the height of its decadence, the EWF took many sacred plants and respected elves hostage within the fort, to ensure the good behavior of the people of the forest. Today, many rare plants grow rampant over the ruins. Strange elves, who were warped and mutated by EWF experiments, still inhabit the ruins as well. They are unnatural and wild, and have been cut off from the rest of their kin.

Jarosan's Farm: Jarosan of Alda-Chur runs a large farm just above the northern cliffs of Snakepipe Hollow. He employs a small cadre of 12 guards from Far Point to ensure the safety of his farm and his five daughters. Jarosan is somewhat unique in his practice of hiring free and escaped trollkin to work on the farm. Several crops rotate by season on the farm, but it is best known for it's yearly crop of tabac, which is mildly intoxicating. It is rumored that Jarosan likes this isolated location because of his association with the headhunters of Engoli's Fold.

Lanolin Grove: This grove elegant an majestic white ash trees marks the border between the Brownlands and the fringe woods to the south. Those wishing to meet with the elves often come here and leave sacrifices at dawn, then return at dusk to see if they will be seen by the elves. The dryad of this grove is Lanolin, but long ago she grew sleepy and has taken root and lost sentience. It would take a major desecration of the grove to waken her, but the dryads fury and full power would be unleashed.

Lifespring: This water from this magical spring is highly cherished by all of the plant life of the Stinking Forest, both sentient and non-sentient. It has the power to restore any non-chaotic plant that has perished do to dehydration (lack of water). The larger the plant, the more water that is required. A vial of Lifespring water will do 1d6 damage to any chaotic plant, ignoring all armor. The spring is always watched over by runners and sprites, who will notify the closest elf war band of any non-Aldryami visitors. The naiad of the spring has sworn never to take a life and will not show herself to non-Aldryami. The numerous poisonous snakes and newts that live here have no such restriction. The Lifespring is sacred to Arroin, and the elf healers come here to initiate new members.

Marsil's Hut: Marsil is a human healer well known throughout Trader's Valley. Her specialty is preparing poultices and teas from the unique flora of the forest. What is not widely known is that she is also a scholar, having studied at the Great Library of Notchet. Marsil is also an expert at plant diseases, and has contact with the Gardener at Green village.

Nevergreen: This high place is inhabited by a strange race of Aldryami called the Moss Elves. Related to lichens, they are one of the few hardy life-forms that thrive above the timberline.

Oak Valley: This valley is one of the last virgin stands of trees within the Stinking Forest. The ancient oaks of the valley tower over the sickly growths which compose other parts of the forest. While no elves dwell in the valley, they still go there to enact their ancient dances of happiness and purity. The few brown elves and their descendants that survived Dragonkill War trace their roots back to the same long-lived trees in Oak Valley, It is rumored that living in the valley is a sage so old that he remembers the ancient Dawn Age. Unfortunately, it seems that the tranquillity of the Oak Valley is doomed, for nearby forces of darkness and chaos have begun to launch new attacks upon it.

Old One: Dwelling in cave hidden in the Hanging Vines, the Old One continues his existence, just like he has since before Time. No one is sure if he is animal, vegetable, or mineral, but his memory is sharp and long. He will answer questions, but always with riddles or more questions. Worse is the fact that if he doesn't know the answer to a particular question, he will make one up. He always charges a price suitable to the answer, and often the price is part of the answer.

Ormfang: This peak juts out in the gap between Dragon Pass and Tarsh, and is visible for many leagues. Local legend has it that Ormfang is a sleeping dragon. There is a small group of wyverns that dwell about half of the way up Ormfang.

Perilous Gorge: At the base of Web Valley, the Stickystream has eroded away the earth to form this narrow deep gorge. Popular legend says that the chaos creeping back up the river from Snakepipe Hollow helped this process. Rapids characterize the entire length of the gorge, and it ends in a rocky plunge. The northern parts of the gorge are inhabited by the always dangerous Giant Cliff Spiders, which feed on the many birds that nest here. The southern cliffs along this un-navigable stretch of waterway is the home of many Pterranodons.

Primal Tree: This ancient tree is revered and guarded by the Aldryami because of its mystical power. Dreamweaver Green Tea can be prepared from its bark, which puts the drinker into a deep sleep for 1-6 hours. While in this sleep, the user dreams about the Green Age and lives through events as if they were there. Spirits encountered in this dream often speak prophesies of the future or teach powerful magic. Elf law forbids the preparation and consumption of this tea by anyone save tribal elders and the shamans of the forest.

Quarry: Before Time, this area was mined by dwarfs from the Rockwoods. It's name has been lost in antiquity. The tunnels extend for miles, possibly even as far as Dwarf Run and Yellowtusk Mine. The Kagdof Clan has sealed all known passageways from the quarry to their cave complex. The trolls have tales of Krarshtkids in the quarry, but none have been seen in living memory.

There is still some valuable stone here. A successful *Ore Lore* check will locate 1d100 L worth of minerals. Retrieving this valuable lore 3-6 hours per lode. A fumble of this roll will require a *Luck* check, or the unfortunate victim suffers a rock-related mishap that does 1d6 damage that ignores armor to a random location.

Ranger Stockade: This ramshackle fort is the home of a loose band of mercenaries calling themselves the Rangers. The Tarshite traders of Too Far and Far Point consider them little more than highwaymen. This stockade sits along one of the best known paths up the escarpment from the valley below. Numbering from 20-30 at any one time, the rangers consider themselves to be expert woodsmen and usually intimidate those entering into the Stinking Forest to hire them as guards. Any member in the Geo cult is offered a guide to the Hideaway Inn. Their leader is Ramus One-Eye, who has an unbridled hatred of the tusk riders who gave him his name. He will offer aid to those who are on a mission against the half-trolls to the north. There are usually 10 able bodied warriors at the stockade at any one time, along with a retinue of non-combatants.

Redcaps: This is one of the few groves of fungus outside of the troll lands to the east. The Redcaps is populated mainly by giant fungus trees, though crimson hued and highly poisonous mushrooms give this area its name. There are no black elves residing here, though accounts in the Jonstown Compendium do mention them as recent as 150 years ago. The Redcaps is inhabited by a band of 50 or so escaped trollkin, who have burrowed into the soft Fungus Trees. The trollkin are adept at chicanery and pretend to be evil spirits (Redcaps) to scare any visitors to this area.

Rottenwoods: Years ago the Heart Tree of this region was fouled by the Black Demon of Ivory Plinth, cursing this woods and causing massive amounts of decay. It is said that this event was the beginning of the decay of the Stinking Forest. Most of the trees in this region can be felled by a moderate blow, causing them to crumble in

on themselves. There are also many pits and deadfalls in the region which pose a hazard to travelers.

Sacred Earth: This wide open glade is where the elves say Gata nurtured the first seed of the Tallseed Forest. The tree was long ago devoured, and the ground is cracked and broken, but it still contains the power of the Earth Mother. When the brown elves meet in Council, they do so here. Likewise, when others come to visit the forest, rather than just trade, they are brought here. Before visitors may speak to the elves council, they are required to pay homage to Gata, and enact her dance.

Spider Ruins: This is another one of mysterious ruins that dot Dragon Pass and date from before the Dawn. This ruin has eight narrow sections that all connect at the bloated central chambers. Rumor has it that there is a secret complex deep inside of the Spider Ruins that is a temple to Arachne Solara.

Spire: This redwood tree soars over 50 meters above the surrounding forest top. On the first day of Dark Season, the Tallseed and Newbloom elves gather here to perform the ritual of Flamal's death and rebirth. Afterwards the brown elves return to their groves and enter their sleep while the green elves watch over them.

Stickystream: This gentle stream runs the length of Web Valley before it becomes a torrent at Perilous Gorge. Despite the tranquil look, the Stickystream in inhabited by all sorts of dangerous spiders, both normal sized and giant sized. The most hazardous of these arachnids is the Giant Skeeter Spider, which can move at top speed over the surface of the river, and the Giant Diving Spider, which dwells beneath the surface and snatches away the unwary to its underwater lair. The Stickystream gets its name from the copious amounts of sap that flows down it during Earth Season.

Three-armed Sisters: This mountain has three peaks. Legend has it that before time that strange people with three-arms lived here, but they all left for someplace else, and have yet to return.

Timberlands: This rich area of medium growth trees has been marked by the Lunar Empire for exploitation. Uninhabited by elves, nature has been left to run its course and game is abundant. Other than on paths created by Lunar expeditions, passage is extremely difficult and only skilled woodsmen (with the *Wood Lore* skill) can successfully navigate in this area. Tusk riders often roam in this area, especially the farther north one travels.

Torgil's Outpost: Abandoned since Torgil meet his doom at the hands of Bigclub the Giant, this stone and wood compound overlooks the Ogrewood below. Rumors of Torgil and his vast treasure are still overheard in the taverns of Too Far and Alda-Chur, where his mansions have since been sold for back taxes. What was not generally known in public is that Torgil was an ogre. His spirit still haunts the outpost, seeking to terrorize hapless visitors and drive them over the edge of Hazard Bluff.

Traveling Stone: During the God's War, Larnaste disappeared from the Celestial Court. Many scholars believed that the god transformed itself and still exists. The Traveling Stone is often accounted to be one of the forms of the Soul Arranger. This strange pillar moves on an erratic path through the finger woods at a speed ranging from 1 to 3 kilometers per hour. The 10 meter high stone is covered in runes that are readable by all making a INT x 5 roll. They describe the Ritual of Change, which any being with a soul can follow if they so desire. This ritual takes 15 minutes and requires the permanent sacrifice of 1 point of POW. At end of the ritual, the GM should roll (or choose) one of the permanent changes that happens to each participant from the table below. The Ritual of Change may only be performed once by any one being. See the Table on the next page for the possibilities offered by the Ritual of Change.

Trees Who Do Not Sleep: These trees have been awaked by aldryami magic. Every year since the Dawning, Elder Sister has journeyed here from Evergreen and performed the Dance of Awakening and Joy. At the end of this dance, another tree joins the growing rank of the Trees Who Do No Sleep, who are currently over 1500 strong (some have died due to disease, old age, and forest fire). It takes about 100 years for any one tree to learn enough magic to become an initiate in the Aldrya cult, and many of the eldest have achieved 'rune level' status. They are waiting for the Dryad of the Morning to come and sing the Song of Dancing, where all of the Trees Who Do Not Sleep will pull up their roots and join in.

The Trees are indifferent to humans, and will generally ignore them. Any humans in the area can sense that the forest is alive around them. The trees do not tolerate three things – chaos, trolls, and fire. Any one of the these will provoke quick magical action.

Ritual of Change (roll d100)	
01-02	Sex Change – the character is now a member of the opposite sex!
03-05	Permanently exchange the characters STR and INT characteristics.
06-08	Permanently exchange the characters STR and APP characteristics.
09-11	Permanently exchange the characters STR and DEX characteristics.
12-14	Permanently exchange the characters INT and APP characteristics.
15-17	Permanently exchange the characters INT and DEX characteristics.
18-20	Permanently exchange the characters DEX and APP characteristics.
21	Gift of Quickness – character gains +5 DEX.
22-23	Gift of Quickness – character gains +4 DEX.
24-26	Gift of Quickness – character gains +3 DEX.
27-30	Gift of Quickness – character gains +2 DEX.
31-35	Gift of Quickness – character gains +1 DEX.
36-40	Gift of Growth – roll 1d6: add to SIZ, subtract from DEX, then add +1 to DEX.
41-45	Gift of Shrinking – roll 1d6: subtract from SIZ, add to DEX, then add +1 to DEX.
46-50	Gift of Swiftness – the character now moves 50% faster.
51-90	Gift of Speed – the character now moves 25% faster.
91-99	Gift of Travel – any transportation taken by character (such as riding beast, wagon or ship) now moves 20% faster.
00	The Ultimate Transition – the character is now a member of the spirit plane and is quite dead!

Troll Caves: This large series of natural caves is inhabited by a moderate group of Trolls called the Kagdof Clan. They only visit their cousins to the east about once every 3 years, and then traveling only in Dark Season in heavily armed parties. The Kagdof Clan has a special affinity for the brontosaurs that live in the valley, and have an almost symbiotic relationship with them. The trolls help keep the brontosaurs in the valley, and this is one reason that the elves let them be. The Kagdofs are friendly for trolls, and will gladly trade dinosaur meat and their unique dinosaur-crafted items to dark friends. These items include spears, clubs and jewelry of unusual beauty.

Troll Lands: The great forest continues to the east, where it blends into the troll stronghold, Dagori Inkarth. The Web Valley marks the border, though the Uz often wander as far as the Brownlands in Dark Season. Trolls can be encountered here in any season of the year. This expanse is best known for its giant insects, tree-dwelling trollkin, and an abundance of flowering trees.

Troll Ruin: A dozen cave mouths line the south wall of this narrow valley. The entrances lead to a moderate size underground complex of unknown origin. The most recent inhabitants was a family of trolls who lived here over a hundred years ago. It is generally believed that they were killed or driven out by elves, but the elves will neither confirm or deny this. Several powerful troll spirits are still known to inhabit the ruin, and date back to the days of the Great Harvester.

Uzrok: This troll clan was founded by the hero Tarak, who in the Time of Darkness fought a great earth-serpent at this location. When the snake was wounded and tried to flee through the stone below, Tarak opened wide her mighty maw and began eating her way down. She caught the earth-serpent by the tail and devoured it whole. When she came back to surface with her belly bulging she though it was because of her fine meal, but in fact had been magically impregnated from devouring the earth-serpent. Taran gave birth that night to eleven full dark trolls, though she died during labor. Gorakikki-Spider was visiting her children in Web Valley when she came across the mewling infants. Having pity, she nursed them until they were grown and taught them the way of the spider.

Tarak's children settled at this feldspar outcropping, inhabiting the tunnel that their mother had creating when chasing the earth-serpent. All current member claim to be descended from of one of the eleven founders. This clan is known for their ability to tunnel through rock using their teeth. They are sometimes hired by other troll clans in Dagori Inkarth or Shadow's Dance to devour especially hard or magical stone. They are also known for their affinity to spiders and worship Gorakikki-Spider. All members of the clan are immune to spider venom and do not stick to webs. The clans trollkin marking is a bite removed from the left ear, along with a circular bone nose ring and short leather thong dangling from the right ear.

Vanished Forest: Rather than be eaten by trolls in the Time of Darkness, the Nature Spirits worked great magic and caused this section of the Tallseed to go to the other place. The forest still holds great secrets and earth power, and some still come here to seek it. Anyone rolling under their POW on d100 can glimpse into the Hero Plane and see the trees around them. The hills are otherwise covered by tall grasses an bushes, and dinosaurs graze here. The entrance to the Vanished Forest is at the Ghost Trees.

Wakened Ones: For millennia, the chaos of Snakepipe Hollow has oozed into the Stinking Forest, mutating and warping everything that it touches. The Wakened Ones are a grove of 43 trees which were woken by Chaos, and they now conspire awful plots to destroy their 'normal' brethren and increase the power of their chaos allies to the South. Although the Wakened Ones are all rooted, they bend nearby runners to their will, and use them to communicate with the rest of the world. It is this corruption that caused the Newbloom elf settlement in this area to fail.

The Wakened Ones are dark and twisted. They welcome the lichen and mold which comes from the east, and have become one with it. The smell of death and decay constantly hangs over them. Those who accidentally stumble upon the Wakened Ones usually find death within their branches. However, the Wakened Ones are always quite friendly to their allies, for their deep and deadly machinations depend upon the aid of mobile beings, who can carry their dark messages across Dragon Pass.

Warden Path: This is the gathering area for the Bachelor Warriors, a group of elves of mixed sex, but all without mates. They have pledged themselves to the spear and defense of the forest from the half trolls to the north. They are said to consume a special weed that drives them into a berserk fury when fighting. When they are not chasing tusk riders who a have ventured into disputed territory, they specialize in weaving from the many fibrous plants and trees that grow in the area. The main structure of Warden Path is a two level stockade of stoat wood overgrown with rose vines with especially sharp thorns.

Watchtree: This sentient tree has guarded the edge of the forest since the Dawn, when it awoke with Yelm's return. Since then, it has slowly migrated north from its wake-place just above Snakepipe Hollow. This tree is especially deadly in combat with its mobile limbs and razor sharp leaves. Watchtree also possesses a special form of Mindspeech that allows it to broadcast messages to the Gardeners and elder dryads through out the forest.

Eastern Rockwood Mountains: This section of the Rockwoods form the northern border of Dragon Pass. They are an impassable obstacle, cutting off the southern lands from the northern realms. There are rumors of dwarf tunnels that go through the mountains, but no non-Mostali knows for sure. The only known crossing is at Worm's High Pass, which is fraught with danger for would be travelers.

Web Valley: This valley is home to spiders of all types from tiny to giant, and non-sentient to intelligent alike. Some of them have come here from nearby Cliffhome, and are under the protection of the dark spirit, Cragspider, who rules there – woe to the being who dares to harm one of her subjects. Strangely enough, elves and trolls live in peace in the Web Valley, despite the fact that they constantly war everywhere else within the Stinking Forest. Perhaps there is something about the spiders, or their webs, which cover everything, which soothes tempers within the Valley. Sadly, outsiders are not treated nearly as well within the Web Valley. Unless they are specifically invited, visitors are quite likely to meet their death by spider bite, troll maul or elf dart. The Stickystream river runs through Web Valley.

The northern part of Web Valley is very marshy, especially near the Stickystream. There is a small Sticky Elf family that lives in the ferns, seemingly in harmony with the spiders and trolls of the valley. This area is also notable for the giant dragonflies the swarm here. Their colorful chitin can be used to create fancy ceremonial armor, and can be sold for 200 L at a major settlement. These hides are ENC 10.

Wildwood: The Wildwood is a medium stand of trees on the south eastern border of the Stinking Forest. Its close proximity to Snakepipe Hollow has cause strange growth patterns resulting in many twisted trees and random growths. Despite their unusual looks, the flora of this area is not tainted by Chaos. The Wildwood is inhabited by the aldryami known as the Sticky Elves.

The Wildwood has great expanses of flowering bushes and trees, many of which produce copious amounts of pollen. There is a 5% chance that any human character will be severely allergic to the pollen here. During every season but Sea Season, give a –20% modification to all die rolls of all afflicted characters due to their allergic reaction. During Sea Season the pollen is at its worst – increase the penalty to –40%.

Yellowtusk Mine: Once a small-sized Mostali mining encampment, Green Elf King led a force against it and defeated the dwarfs. He then planted a magical seed that grew into a great stand of trees that blocked the entrance to the mine. Years later, a great Tusk Rider hero named Yellowtusk, brought down the stand and plundered the mine. His descendants still inhabit the forest below the mine. Ever since the mine has been opened, adventurers have come here in search of treasure and lost passageways.

The Cave Tree

A Dangerous Location in Dragon Pass

This adventure is designed to be an old-style dungeon crawl, where the adventurers explore a small complex inside a living tree. This location is set in Sartar's Stinking Forest, but can be moved to any other wooded area. There are no random encounters, but the gamemaster is free to improvise and them. The gamemaster should also adjust the number of creatures and the strength of those creatures to make this adventure challenging to the players.

Exterior

The Cave Tree is visible from 300 meters away in all directions. It lies in a clearing in a small valley, with spruce trees lining the surrounding area. The Cave Tree itself is 150 meters in diameter and 100 meters in height. The vegetation around the entrance has been crushed, and most tracks have been obscured. A successful *Track* check reveals that a very heavy object has been repeated dragged over the area (these marks are actually from the forestworm from the area 1). A critical success will inform player that these markings are from a giant snake, unless the players has knowledge of dragonkind, in which case they will recognize the tracks as those similar to those of a stoorworm.

There are numerous gigantic branches spreading out from the trunk, the lowest being at a height of 15 meters. One of these branches (at a height of 40 meters) leads to area 10, but the gamemaster should discourage initial entry by this way. Several large birds can be spotted in the branches.

Light inside the Cave Tree is minimal in those areas that connect to the outside world, and non-existent in the interior chambers unless otherwise stated. The party should have standard dungeon exploring equipment, including torches, rope and spikes before entering.

Level I

1. Entry

This is the only visible entrance to the Cave Tree from the exterior. It is a gaping split in the tree that is 6 meters wide and 4 meters tall. Light shines in by day, illuminating the outer half of the room. Clearly visible from the far side of the chamber are two glowing green eyes – these belong to the forestworm that has taken up residence recently. This worm is only semi-intelligent, and can't be negotiated with. If approached or attacked with missile weapons, it will hiss and spring forward to engage in combat. The forestworm will attempt to maneuver the combat towards the dark half of the room, where it receives +5% attack. Each player will receive a penalty of -%5 attack in this part of the room unless the player has enhanced vision or the party has a light source.

This chamber is littered with bones and gnawed on branches – both are products of the forestworm. Upon closer inspection, bits of ruined furnishings are visible in the debris, but best guess places them decades, if not centuries, in age. A special *Search* check finds an aluminum nail, worth 25 L. There are a total of 3 of these, which must have come from the coast, where they are used in ship building.

Other than the entry, there is one other exit to the chamber – an uneven passageway deeper into the Cave Tree. Anyone fleeing down this passage risks falling into the pit in the next room. See area 2 for details.

Forestworm

characteristics		*attributes*	
STR	35	Move: 4	
CON	24	Hit Points: 28	.....
SIZ	32	Fatigue: 59	.....
INT	6	Magic Points: 12	.....
POW	12		
DEX	8		

area	*melee*	*armor/hp*	
tail	01-06	8/9	.....
body	07-14	8/11	.....
head	15-20	8/9	.....

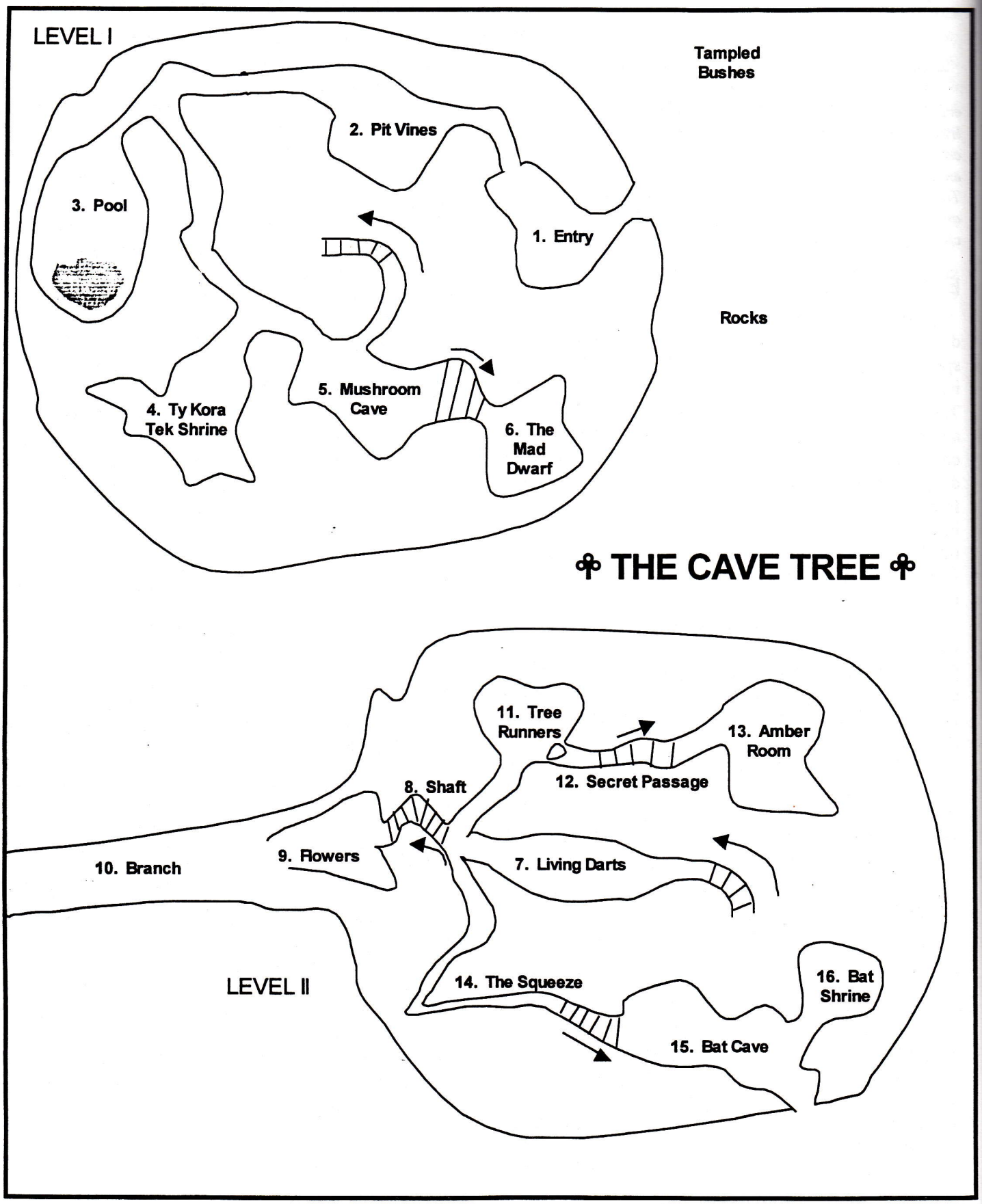
weapon	*sr*	*att%*	*damage*
Bite	7	52	1d6+4d6

Armor: 8 point skin

Notes: The forestworm is related to the stoorworm, but is non-chaotic in nature, and because of such is significantly less powerful.

2. Pit Vines

The floor ends abruptly at both of the entries to this area. Under normal exploration this drop off is evident, but if the adventurers are under pursuit or lack sufficient illumination, the gamemaster may require some form of perception roll to avoid a mishap. This drop off is 6 meters deep, while the ceiling is 5 meters above.


LEVEL I
Tampled Bushes
2. Pit Vines
3. Pool
1. Entry
Rocks
5. Mushroom Cave
4. Ty Kora Tek Shrine
6. The Mad Dwarf
THE CAVE TREE
11. Tree Runners
13. Amber Room
12. Secret Passage
8. Shaft
9. Flowers
10. Branch
7. Living Darts
LEVEL II
14. The Squeeze
16. Bat Shrine
15. Bat Cave

Trees of the Stinking Forest[1]

By Bushapus May
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College of Inhuman Studies
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Of all of the lands I have visited in my extensive travels, one of the most exciting and unusual is the area known as the Brownlands[2], in Maniria's Stinking Forest[3]. Unlike my colleagues in the field of Dendrology, I believe the new species discovered in Dorastor to be of marginal interest at present due to the fact that they exist in an unstable habitat, and are themselves unstable in both form and characteristics. Who knows what appearance and structure such plants may have by the end of the next wane? To me, the more stable woodlands of the Stinking Forest are of greater interest, as they are the result of centuries of intermingling between the original tree species of the Rockwoods and the magical influence spreading eastward from the center of the Stinking Forest.

My second journey to the Stinking Forest area took place in the Earth and Darkness Seasons of the 50th year of the Seventh Wane.[4] Thanks to the many friends I had made among the savage barbarians[5] on my first trip, my second excursion was a model of comfort, safety and academic productivity. Based on my findings, I formally recommend to the Provincial Overseer that the Western Stinking Forest be considered for development should the Emperor decide to expand our empire's naval forces. The resources of this area include not only enough high quality timber to provide for masts, spars, keels and planks for literally hundreds of ships, but the area is a treasure house of maritime stores such as pitch, turpentine and tar. Standard commercial development will take several decades (at least), but in my opinion would prove quite profitable, as long as certain safety precautions are taken.

I would like to take this opportunity to thank my faithful graduate assistant, Impedicus Rubernape, [6] for his invaluable aid on this expedition and in compiling these notes.

Trees of Interest in the Stinking Forest

I. Cone Bearing Trees

I.i. White, Grey, Ship, or Hand Pine

This majestic tree is distinguished by the feathery appearance of its foliage, caused by the occurrence of its needles in groupings of 5, giving rise to its local name of hand pine. The wood is light, soft and excellent for construction purposes. I saw spear-straight specimens whose height exceeded 70 meters, perfect for ship masts.[7] If our beloved Emperor should decide to increase ship construction, he need look no further than the Stinking Forest for materials. Despite a local superstition that such trees are capable of grabbing small insects, birds and animals, I found the evidence supporting this hypothesis to be inconclusive.[8]

I.ii. Pitch or Thunder Pine

Growing to a height of about 20-24 meters, this tree has needles in clusters of 3 and is a prodigious producer of pitch, as one of its names indicates. The lumber of this tree is almost useless due its twisted bole and branches and also due to the pitch pockets throughout the wood. It is locally called thunder pine because of its tendency to explosively combust during forest fires. Even burning Thunder Pine in one's campfire can be dangerous, as the small seed-baring cones can also explode with violent force when exposed to heat.[9]

I.iii. Red or Goddess Pine

This majestic tree is one of the most beautiful to be found in the area. It grows to heights of 30-35 meters, and has long needles that occur in pairs. Mature trees have bark plates of a reddish hue. The wood is useful, but generally more resinous than that of white pine. There is evidence that indicates that this species has significantly increased its range in the last 4 centuries; there are groves of goddess pines found at higher altitudes than were reported by explorers who passed through this area in the second and third wanes. This wood is of some value when imported back into the Empire, as it is much in vogue among the aristocracy for use in furnishings.[10]

I.iv. Scrub or Cinder Pine

and

I.v. Swamp or Bog Pine

These two trees are not distinguished as such by the barbarians. They simply refer to both by the local names of Creeping or Walking Pine. Both trees are stunted and twisted in form, never growing taller than 15 meters in height and make poor choices for lumber. The bark and cones are identical, but where the swamp pine has clusters of 3 long needles, the scrub pine clusters of 2 short needles. Both inhabit loose soils; the swamp pine the wetlands around Fort Endurance and westward into the Stinking Forest and the scrub pine, the dry coarse soils of the upper mountain slopes.[11]

I had ignored the local superstitions regarding these trees until I discovered a number of similar trees in the Brown River Gorge. Their size and form were identical but their needles were in clusters of 3 short needles, or 2 long needles or 3 medium length needles. One of my uncultured guides jested to the effect that perhaps the trees where migrating south because of

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[1] Jonstown Document 12-33xa-ts-23. Annotated by Wil Strom, Junior Sage Lunar Documentation, Jonstown 1621.
[2] Also called the elflands by local humans.
[3] The local Aldryami refer to this area of forestation as the Tallseed, an obscure name that dates back to the Green Age.
[4] 1620 ST
5 Undoubtedly of Tarshite origin.
[6] Thanks are due to Impedicus for graciously allowing me to copy this document during his stay in Jonstown.
[7] Export costs to a major ship building center farther that Karse would be prohibitive.
8 It is believed that this rumor comes from reports of animated hand pine trees found in elf settlements.
[9] The sap or tar from pitch pine is also useful in siege weapons to create an immolating load.
[10] The governor-general's palace at Furthest is said to have an impressive collection of red pine furnishings.
[11] Creeping pine is also reported to exist near the southern portion of the Upland Marsh. ref Johnstown Compendium XXIX-vii-a

the coming of Darkness season. I dismissed this ignorant jape out of hand, only to discover on my return to Fort Endurance that the grove of swamp pines that I had originally examined had left the area. My investigation into this phenomena is not yet finished.

I.vi. Tam's Rack or Hykim's Brush

A unusual conifer in that it drops its needles with the onset of darkness season. Grows to a height of about 30 meters, wood is used for poles and fence posts. Its seeds, needles or inner bark are eaten by a great many wild animals including: grouse, squirrel, hare, porcupine and deer. The reference to a Dawn Age Hero's death is obscure.[12]

I.vii. White or Gum Fir

This tree grows to heights of 25 meters with stiff branches and has flattened needles with white undersides. Its wood not used for lumber as it burns easily; torches in this area often being of resinous knots of white fir. Bark blisters produce fir gum which the barbarians use as a plaster for wounds, for waterproofing, even chewing it as some type of confection![13] It works admirably for mounting specimens. My guide also mentioned that the Runners of the area can chew this bark and spit it to distances of 10 meters.[14] This spittle is know to temporarily blind humans if gotten in the eyes.

I.viii. Tea Leaf or Flintknot

An attractive tree which reaches a height of 35 meters with flexible branches and has flattened needles with silvery undersides. Its wood makes for poor quality lumber and has knots that are so hard they will chip any non-magical tool. Bark is exceptionally rich in tannin and the natives make a tea from the needles and twigs; not really to my taste, but it will due in the absence of anything else. The local woodwives claim that this tea has contraceptive properties, and could be of some value as such.[15]

I.ix. Red or Beer Spruce

A perfectly formed tree reaching heights of 30 meters, this species has short, sharp needles that are dark or yellow-green in color. Wood is soft and straight-grained, often used for carving. The natives of this area brew a sort of mead from the fermented twigs and needles after boiling them in honey. The resulting concoction is surprisingly tasty. The one keg of Spruce Beer that I saw had the markings of Geo cult, and the exact making of this beverage seems to be a cult secret, as no one would tell me the exact procedure for my notes.[16]

[12] Tam is believed to be an elf hero. There is a drinking establishment in Aldachur also known as Tam's Rack.
[13] This is said to be all the rage in Too Far, and traders from there can often be identified by their incessant chewing.
[14] What a dreadful thought!
[15] See the Collected Woodwives Tales for more outrageous claims made by the so-called wise witch women.
[16] Rumor has it that the Cult maintains a secret brewery within the confines of the Stinking Forest.

I.x. Black or Wolf Spruce

A short species rarely exceeding 8 meters in height, this tree resembles the red spruce to a great extent except in its height and that fact that its twigs and buds are extremely hairy. The local legends say that a potion can be brewed from the crushed cones of this tree that will attract Telmori of both forms from as far away as 100 kilometers! These legends fail to mention why anyone would want to do so.[17]

I.xi. Red or Sweet Cedar

A medium-sized tree that reaches 18-20 meters in height and has variable shaped leaves. This species has bark that makes for perfect tinder and heartwood that is both aromatic and a lovely rose-brown color. Widely prized in Tarsh for its strength and durability, it is the wood of choice here for chests and cabinets. It is apparently used on special occasions as a fuel and as posts or stakes to be driven into the ground in certain ceremonies. I saw more than 50 different species of birds eating the small hard fruits of this tree, which I found to be only marginally palatable.

II. Broadleaf Trees

II.i. Scarlet Root or Flower Tree

A surprisingly beautiful tree to find in the middle of a wilderness, this flowering tree reaches a height of 12 meters or so. Its bark is quite useful to the natives; they use it to make a paste for cleaning teeth, mix it with a sulfurous compound to make black ink, and can brew a medicinal potion from it for fever. The hard, close-grained wood is excellent for weapon and tool handles and for mallets. A scarlet dye is made from the roots; there are persistent rumors regarding the magical applications of this dye, associated with the mythical place of this tree as a boundary marker of Telmori lands.[18] There are conflicting legends as to whether the Telmori planted the trees as a type of claim stakes or if they were planted by Telmori foes to limit the magical power of the werewolves. Variations on this dye are often hawked by travelling merchants as wolfsbane.

II.ii. White Ash

Both the white and the blue ash are traditionally associated with the Air gods in this area. It can be quite dangerous to pry into the superstitions of a primitive people, but it seemed to be common knowledge that the shafts of ceremonial spears were always made of white ash wood of the highest quality. It is also a tradition that the first spear a warrior receives as an adult and the spear given to a chieftain upon his ascendance will both have shafts carved from a white ash. A tall straight tree that reaches heights of 30-35 meters, this upland species provides high quality wood for a variety of uses including construction, furniture, weapon shafts, oars, musical instruments, snow shoes and skis. And it burns nicely too, though my guide always said a short prayer to the barbarian god Orlanatus[19] before adding white ash to the fire.

[17] Hunting Telmori is often part of initiation rites for the clans of Far Point.
[18] Orlanthi shamans occasionally use the dye in the painting of woads.
[19] The Lunar form of the name Orlanth.

II.iii. Woad Tree or Blue Ash

This highland tree does not grow quite as tall or as wide as white ash, its cousin, but is a favorite among the hill tribes for the blue dye its inner bark yields. My barbaric guides were themselves walking testimony to the use to which this dye is put. I tried experimenting with this dye for use as an ink, but the results were unsatisfactory, and there was no end to my apprentices complaints at having to recopy the work that had been originally done using the Woad ink.[20]

II.iv. Red or Soft Maple, Usurper Tree

A medium sized tree that reaches heights of 15 meters or more, the red maple has soft wood that is only occasionally used to make furniture. It is very adaptable and will often supplant other species by seeding into burned or cut over areas faster than other trees will. The foliage of this tree can become quite colorful as Earth changes to Darkness season, though not nearly as magnificent as its cousin, the Sugar or Hard maple.

II.v. Sugar or Hard Maple, Yelm's Gift

A tree that reaches a height of 25-30 meters, this species is valuable not only for its hard, beautifully grained wood, but for the delightful sugar derived from its sap. The change in color of this tree's foliage is truly spectacular. The name Yelm's Gift is based on a folk tale about Yelm coloring this maple's leaves with gold and red with his last breath after Orlanth had slain him. The elves are purported to make a magical liquor from maple sugar; its effects are supposed to range from quickening the reflexes to curing any and all diseases to re-growing long severed limbs to curing impotency. Unfortunately, the elves of Stinking Forest are unlikely to be willing to trade such a treasure even if it does exist.[21]

II.vi. White or King's Oak

A large tree that can reach heights of up to 50 meters, this species is valued not only for its close-grained, durable wood, but also for its surprisingly sweet tasting acorns. There are a number of white oaks that are considered to be blessed or marked by Orlanth; often such a tree is one that has been struck by lightning and continued to grow. There are long-standing rumors of human sacrifices being made beneath the boughs of such storm-blasted trees, but I refuse to give them credence.[22] The peoples of this area, while uncultured and admittedly given to violent outbursts, are basically of a good nature. While the introduction of Lunar civilization and our Goddess's religion can only do them a world of good, to accuse them of hideous crimes solely because of their adherence to an outworn deity is symptomatic of the most blatant form of bigotry.

II.vii. Red or Queen's Oak

This oak differs from the white oak in that its leaves are sharp-lobed as opposed to the rounded lobes of the white oak, as well as having darker bark and acorns that are very bitter to the taste. The natives of this area have a method of grinding the acorns and then washing the meal with hot water that removes the acids and makes them surprisingly palatable. This paste can be baked into a ceremonial bread that is given to those starting on a long journey. The acorns of both trees are eaten by many birds and almost all herbivorous mammals, and are especially prized for pig fodder. Furniture carved from the wood of this tree can be of surpassing beauty.[23]

II.viii. Grey Bark or Heart Nut

A tall (40 meters) tree with a distinctive smooth, gray bark; the wood is of poor quality but is easily worked and often used for fuel and cheap furniture. The heart-shaped nuts of this tree are amazingly savory to the local wildlife. I have even seen bears and foxes eating such nuts. These nuts are also sometimes used as sling stones by Runners.

II.ix. Chestnut or Wolfnut

A tall (35-40 meters) straight tree that dominates those dry highland slopes not claimed by cone-bearing trees. The wood is quite valuable and is used in construction, furniture, musical instruments, chests and caskets. The term wolfnut comes from the bristling spines covering the nut's husk. The nuts of this tree are delicious raw or roasted; the chestnuts of Stinking Forest are the largest I have ever seen, more than twice as big as those harvested from trees little more than 100 kilometers away.[24] I have found that eating 5 or 6 of these nuts will double or triple the keenness of one's sense of smell for a period of up to one full day.[25]

II.x. Shaggybark

A tall tree that can reach heights of up to 40 meters or more, shaggybark is named as such because the bark of mature trees peels away from the trunk in strips. The nuts of this species are quite edible and the wood is strong, heavy, tough and elastic. Unfortunately, it begins to decay on contact with water and is subject to attack by a number of insects.

As fuel, Shaggybark is excellent; it not only burns with great heat, but produces a high-quality charcoal. Meat that is smoked using shaggybark wood has a pleasant tangy flavor; venison and ham from stock fed on a mast of mixed shaggybark and oak nuts, and then smoked in this manner produces a delicacy to match any to be found in the markets of Raibanth or Alkoth.[26]

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[20] Trees of this family grow throughout Dragon Pass, including the Jonstown vicinity. I can attest to the poor writing ink made from the woad tree, having discovered several ruined documents here in the library that were originally written with a woad ink.

[21] Northern woodsmen make a tasty syrup from both this tree and cousin. Sugar maple syrup trades for three times as much as red maple syrup.

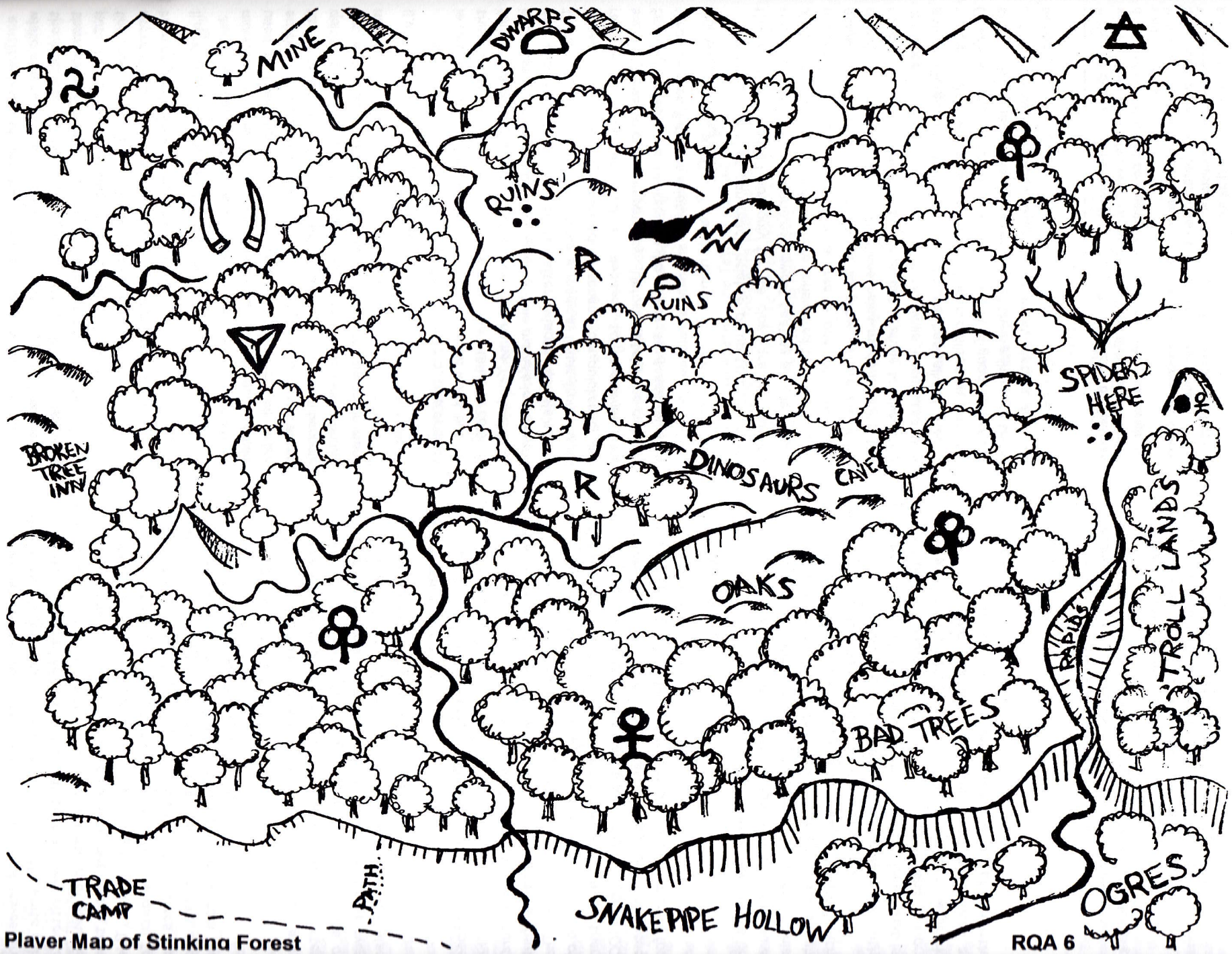
[22] This rumor is often perpetuated to keep foreigners from causing mischief and to get better deals from travelling merchants.

[23] The scribes' headmaster has an excellent desk set made from Queen's Oak.

[24] I have fond memories of my uncles visiting during Dark Season, bringing sacks of giant chestnuts to be roasted over the hearth.

[25] This is another popular belief among the local woodwives.

[26] There is a cottage industry in Alda-chur producing Shaggybark roasted nuts, and Shaggybark pork is raised in selected farms in Far Point. The two sources for shaggybark are merchants passing through Trader's Valley and expeditions to the forested area east of Snakepipe hollow.



Player Map of Stinking Forest

Filling this chamber from its ceiling to just above the floor are dozens of thick, sinewy vines. To cross this room, each party member has a choice: They can go the slow, cautious way, requiring 3 successful *Climb* checks, or the daring way, requiring 1 *Climb* check and 1 *Jump* check. In addition, each person crossing this room must make a *Luck* check, or the vine they are holding will give way – the player must then make a DEX x 5 roll (DEX x 3 if heavily encumbered) to grab another vine before plunging to the floor.

Falling into the pit does 1d8 of damage to a random location, ignoring physical armor, but is reduced by active magical protection. It takes one *Climb* roll get back up to a ledge from the floor. It also takes one Climb roll to descend from a ledge to the pit. Failing either of these checks results in a fall and damage to the character.

The floor of the pit is lined with rotting vines and other decomposing debris. Scattered about are the following items of interest:

1. Leather purse with 6 gold wheels minted at the Sun Dome Temple.
2. A withered elf-bow with an intact bow string that is resistant to water damage.
3. Medium shield with a frothing beer mug emblazoned on it.
4. Lizard hide sack with 410 bolgs and a lizard skin sling.
5. Short sword, broken in half, with a *Bladesharp 2* matrix carved into the hilt – any character using this weapon will be at –20% to hit and –2 damage. A blacksmith can forge a new blade and keep the hilt (and its enchantment) intact.

Each player looking for items at the bottom of the pit is allowed one *Search* check, if successful, they find one of the items above, determined randomly.

3. Pool

The sound of bubbling water greets the adventurers as they enter this chamber. The area is totally dark, and requires a light source. The floor and ceiling are smooth, with the floor sloping down towards the back of the chamber. Large sections of the walls are covered with a blue-green moss. This moss is somewhat nutritious, but bland in taste. Consuming a large quantity of this moss will give the eater a slightly bluish tint to their skin for a week, much like carrots will turn skin a sickly yellow. Blue meal worms live in the moss, which are quite tasty – for worms, that is.

Filling the far side of the room is a pool of water, and visible across the pool is a small spring issuing from the wall. *Scan* rolls into the pool reveal numerous albino newts and frogs. These amphibians are mildly poisonous and inedible. The water is slightly fishy-tasting, but is drinkable.

The spring produces magical effect on those that drink the water that issues forth from it, but reaching it can be a problem. The pool is 5 meters deep at the spring, which is 15 meters from the shore. It takes a one *Swim* check to make it to the spring, another to tread water while either drinking the water or filling a skin with enough water for one person, and another check to swim back. Apply a –20% modifier to anyone who doesn't strip down before attempting to swim.

Any humanoid drinking the water will see the effect slowly take place over rounds equal to their CON. Their skin slowly roughens and becomes bark-like. The end result is +2 armor in all locations, with a penalty of –4 to APP. This effect lasts for a number of rounds equal to the imbibers POW. The spring produces enough water for 6 doses per day.

4. Shrine of Ty Kora Tek

Hidden here inside the Cave Tree is a several hundred year old shrine to the Goddess of the Dead, Ty Kora Tek. A prominent wood growth protrudes from the center of the chamber, and is obviously an altar. This area was dedicated by the dryad of the Cave Tree before she joined her patron in the Underworld. The chamber has a heavy air of foreboding, and those viewing it often get a sense of dread.

Whenever a powerful elf has dies in the surrounding area, priests journey here with a few twigs from the deceased. The remains are placed on the altar, which has a *Bless Grave* matrix inscribed on it. Any Aldryami or Ty Kora Tek priestess can activate it by sacrificing a permanent point of POW. This ceases to function if the gnarl is cut from the tree. The area is decorated with many dead vines and creepers. Non-aldryami need to succeed in a *Plant Lore* check to even perceive the special nature of this area.

The shrine is guarded by undead zombie runners, bound to the powerful magic of the shrine. Unless the *Comfort Song* is sung as the shrine is entered, the runners shamble out of dead brush and attack. They will not retreat and attack with the relentlessness that only the undead have.

Undead Zombie Runners

area	missile	melee	#1 10 hp armor/hp	#2 10 hp armor/hp	#3 10 hp armor/hp	#4 10 hp armor/hp	#5 10 hp armor/hp	#6 10 hp armor/hp	#7 10 hp armor/hp	#8 10 hp armor/hp	#9 10 hp armor/hp
r leg	01-04	01-03	0/4.....	0/4.....	0/4.....	0/4.....	0/4.....	0/4.....	0/4.....	0/4.....	0/4.....
l arm	05-08	04-06	0/4.....	0/4.....	0/4.....	0/4.....	0/4.....	0/4.....	0/4.....	0/4.....	0/4.....
abdom	09-11	07-10	0/4.....	0/4.....	0/4.....	0/4.....	0/4.....	0/4.....	0/4.....	0/4.....	0/4.....
chest	12	11-15	0/5.....	0/5.....	0/5.....	0/5.....	0/5.....	0/5.....	0/5.....	0/5.....	0/5.....
r leg	13-15	16-17	0/3.....	0/3.....	0/3.....	0/3.....	0/3.....	0/3.....	0/3.....	0/3.....	0/3.....
f leg	16-18	18-19	0/3.....	0/3.....	0/3.....	0/3.....	0/3.....	0/3.....	0/3.....	0/3.....	0/3.....
head	19-20	20	0/3.....	0/3.....	0/3.....	0/3.....	0/3.....	0/3.....	0/3.....	0/3.....	0/3.....

weapon	sr	att%	damage
Strangle	9	31†	1d6‡

†If the previous attack was a special success, raise the chance to hit for the follow up attack to 81%. Note that this raises the special chance to 16%.
‡On a special success (6%), ignore armor for Strangle damage.

Notes: Regenerates 1 point per round in all locations except head. To destroy these zombies, their head hit points must be reduced to 0.
Armor: Due to their fibrous and undead nature, these zombies only take 1 point of damage from blunt weapons and missile weapons. They take full damage from bladed weapons. These zombies are completely destroyed is splashed by the waters from the Lifespring in the Stinking Forest.

5. Mushroom Cave

This chamber gives off an eerie glow that dully illuminates the area. The source of the glow is the lichens that line the walls and grow on the floor like a thick carpet. The room is filled with thousands of mushrooms, ranging in size from a few centimeters, to the five largest being just over a meter in height. About 70% of the mushrooms are edible, with the rest being mildly toxic to deadly. A *Plant Lore* check will reveal a mushroom's nature. Roll on the table below for mushroom type. If the check is failed, roll once to see what type of mushroom the character thinks they've found, then roll again to see what type it actually is.

01-10	Extra-tasty mushroom (worth 5L)
11-69	Regular edible mushroom
70-95	Mildly toxic mushroom (POT 8)
96-00	Kidney-killer mushroom (POT 18)

Spread out in various places throughout the fungus are 7 Puff Daddy mushrooms – any character searching through the mushrooms will encounter one at the gamemaster's discretion. Puff Daddies explode when handled roughly, emitting spores in a 3 meter radius. These spores stay in the air for 4 rounds and are mildly poisonous to humans, but deadly to elves. Humans must overcome the spoors POT of 11 each round that they are in the cloud, or be overcome and spend the next 4-9 (d6 + 3) rounds incapacitated by fits of coughing. Elves that are overcome by Puff Daddy spores fall into a coma, but still must continue to make checks if in the cloud. Failing a second poison check causes death in aldryami. It takes 6d10 hours to come out of the coma if the elf survives.

Overgrown by the mushrooms are the remains of two elves (an *Elf Lore* check is needed to realize that this is not just some dead weeds). There is also a copper belt buckle with and Extinguish 4 matrix inscribed on it. This belonged an elf fire marshal, and the local elf population will offer 500L for it's return. A conflict may ensue if the party refuses to return it.

6. Mad Dwarf Room

This is the deepest chamber of the Cave Tree, and the floor here has been dug down to the underlying stone. This room has been the home of Falstav the dwarf for the last 2 decades. He has lived here in secret, building his machine, and planning his revenge. Falstav has lived on a diet of mushrooms from area 5, and this has slowly driven him insane. Try to portray his as the Dennis Hopper of dwarfs – always on the edge and ready to explode at any time.

Falstav was always an outsider as a Mostali, and did not fit into their rigid society. Falstav is unusually short for a dwarf, and this may be the underlying psychological basis for his deviation. Originally from Dwarfwood in the Eastern Rockwood Mountains, he set out into the Stinking Forest to rebuild the Great Harvester from it's ruins at the Hill of Standing Stones.

He was able to transport several key relics to the Cave Tree, where he started construction on his masterwork.

Falstav's prize possession is a strange machine that he has constructed from ruined parts. This device is a Perpetual Motion Machine, which turns on its own, driving a small crank. The machine weighs over two tons, and moving it would require disassembly. Reassembling the Perpetual Motion Machine would take a dwarf of genius equal to Falstav. The players should have no idea what the device actually is, other than a giant clanking monstrosity, with many gears and wheels spinning at different rates. Anyone thrown into the gears takes 1d4 damage to the caught location. The damage ignores armor due to the incredible force driving the gears. A STR of 5 x the damage done by the gears must be overcome by the character or a rescuer to free the victim from the gears, or damage is done again next round.

When anyone enters his chamber, Falstav quickly grabs up his weapon, a pistol, and points it at the Perpetual Motion Machine. He then informs everyone that with one shot, the machine will explode, taking the entire tree with it. Falstav ran out of black powder long ago, and damage to machine will not cause an explosion, but neither of these facts is visually evident.

Falstav will first demand food from the adventurers, getting visibly upset if offered non-dwarf food, though any food in cans will fool him. Next he demands metal. He explains that he needs it to make more parts for the machine. Once again he makes wild threats if his demand is not meant. If enough metal is given to the dwarf, he will put down the pistol and become more friendly, and offer to hire the party to fetch more pieces of the Great Harvester for him. Unfortunately, he has nothing to offer in pay except training. Anyone studying with Falstav for a week can gain a base 5% (plus skill modifier) in *Metal Lore* and *Craft: Machinery*. Characters also gain an experience check in *Mineral Lore* and *Dwarf Lore* if they already possess these skills.

If at anytime combat breaks out, Falstav can be easily overcome. If captured, he will plead for his life and that his machine not be destroyed. He will make the same offer of employment detailed above. He has no treasure to speak of, but will offer a year of servitude for sparing his life.

Falstav, the Mad Dwarf

characteristics		*attributes*	
STR	11	Move: 2	
CON	18	Hit Points: 12	.....
SIZ	5	Fatigue: 29	.....
INT	20	Magic Points: 15	.....
POW	15	DEX SR: 3	
DEX	14		
APP	10		

area		*missile*	*melee*	*armor/hp*
r leg	01-04	01-03	2/4	.....
l leg	05-08	04-06	2/4	.....
abdomen	09-11	07-10	2/4	.....
chest	12	11-15	2/5	.....
r arm	13-15	16-17	0/3	.....
l arm	16-18	18-19	0/3	.....
head	19-20	20	0/4	.....

weapon	*sr*	*att%*	*damage*	*parr%*	*pts*	
Hammer	7	50	1d8	25	11	.....
Pistol	4	50	2d6+2			
Fist	9	44	1d4			

Skills: Dwarf Lore 50%, Craft: Machinery 90%, Metal Lore 50%, Mineral Lore: 50%, Evaluate 25%, Read/Write Mostali 20%,
Magic: Form/Set Copper 30%, Intensity 20%, Duration 50%
Armor: Falstav wears a heavy leather work apron that gives 2 AP to the covered locations.
Treasure: None.
Notes: Falstav is crazy and unstable, and reacts unpredictably to most situations.

Level II

7. Living Dart Room

This room is cigar shaped with a ballooning center. There are hundreds of short (1 meter) spikes protruding from the walls, floor and ceiling at random intervals all throughout the room. There are no other obvious growths in the room. A rough path zig zags through the room, avoiding the spikes. Any loud noise or an object thrown into the room causes the protrusions near the source to slightly bend towards it. A successful *Scan* check shows several dozen silver coins scattered around the path.

These spikes are actually living blowguns – yet another strange plant that lives in symbiosis with the Cave Tree. These project thorny darts that contain a mild poison that is toxic to both plants an animals. Once the blowguns have zeroed in on a target, they will release their dart with a soft pop and a puff of smoke. These darts have a 33% chance to hit and can impale. Damage is 1d3, and if damage is dealt, a

poison of POT d6+6 must be overcome or 1d2 additional damage is done. Innovative characters will try to protect vulnerable areas with shields.

For each round spent inside this area, each character must make a *Luck* roll. A special success means no darts fired at player, a regular success is 1 dart, a failure is 2 darts and a fumble is 3 darts. It takes 2 rounds to navigate the room at top speed. Any character can stop to gather up the scattered Lunars – 3d6 can be picked up in a round. There are a total of 70L in this area.

weapon	*sr*	*att%*	*damage*
Dart	6	33	1d3†

†Has POT d6+6 poison that does an additional 1d2 damage.

8. Shaft

The tunnel bore turns upwards at this point, with the angle varying from 45 to 60 degrees in inclination. This slope goes for a total of 20 meters. This is passable by anyone without heavy armor (more than 1 pt) or any weapon larger than a dagger on a successful *Climb* check. Failure sends the climber tumbling down the shaft. The damage is 1d3 if the falling character makes a *Luck Roll*, else damage is 1d6. Once at the top, a rope can be tied to a spike and the lowered, but the climber will have to deal with giant bee who is in the flower room at the top of the shaft. More than one person can climb at a time, but if someone falls, everyone below must make both *Luck* and *Climb* checks, or go tumbling down also.

9. Flowers

During daylight hours, shafts of light from area 10 illuminate this chamber, which is filled with dozens of flowering plants. The blooms number in the hundreds, and range from 5 centimeters to half a meter in diameter. Buzzing among the flowers is a giant killer be, who will immediately rush to and attack anyone emerging from the shaft at area 8. If the party is exceptionally powerful, the sound of this conflict can draw more giant bees, who share statistics with first. Searching this room takes half an hour, and results in nothing but thorns and briars stuck in one's armor.

Giant Killer Bee

Hit Points: 14 .....

area	*melee*	*armor/hp*	
l wing*	01-03	0/4	.....
r wing*	04-06	0/4	.....
abdom	07-11	1/8	.....
thorax	12-15	1/8	.....
head	16-20	1/6	.....

*Do not subtract damage done to wings from general hit points. Reducing any wing to 0 hp renders the bee incapable of flying.

weapon	*sr*	*att%*	*damage*	
Bite	9	28	1d3	
Sting†	7	60	1d8	POT 11 Poison‡

†After a successful hit with the stinger, the bee must roll its POW or less (11%) to retain the stinger, otherwise it is lodged in the victim.

‡For the next 3 rounds, the victim must resist the POT 11 poison, or take another 1d6 general hit point damage.

10. Branch

A narrow crack 1 meter in width connects this giant branch to the flower area inside of the Cave Tree. The crack itself is one meter above the top of the branch and requires an easy jump down. The branch is about halfway up the tree, and rests at a height of 40 meters. Damage for falling is 4d6. The branch starts at a width of 3 meters, and gradually tapirs to a width of 1 meter. All characters must make a *Luck* check, those that fumble have an acute fear of heights and receive a –33% modifier to all rolls while in a high situation.

Making their home on this branch is a family of extremely large woodpeckers, with the largest being just over 70 centimeters in height. These birds are intelligent have the ability to speak Tradetalk at 20%. The birds are very agitated at the moment because of one their nests has been raided and two eggs have been stolen by the tree runners in area 11. They will be very appreciative if the eggs are returned (if the party has already defeated the runners), or will plead with the party to rescue the eggs.

These birds love to trade for shiny objects, and actually are lay members of the Issaries cult, as evidenced by the small Issaries statue in their nest (which they will show to any other cult member). They have the following items for trade: 60 tarnished lunars, small piece of amber (20L), leather sling with *Multimissle 1* matrix burnt into it, copper mallet with *Repair 1* matrix (only useable on metal items – this used to belong Falstav in area 6). The woodpeckers have a fair idea of the value of their items, but will be more open in trading if their eggs have been rescued.

Tree Runners *(Faunicursor rudi)*

			Alpha Male 9 hp	Alpha Female 9 hp	Runner #1 7 hp	Runner #2 7 hp	Runner #3 7 hp	Runner #4 7 hp	Juvenile #1 5 hp	Juvenile #2 5 hp	Juvenile #3 5 hp
area	*missile*	*melee*	*armor/hp*	*armor/hp*	*armor/hp*	*armor/hp*	*armor/hp*	*armor/hp*	*armor/hp*	*armor/hp*	*armor/hp*
rh leg	01-02	01-02	3/4.....	2/4.....	2/3.....	2/3.....	2/3.....	2/3.....	2/2.....	2/2.....	2/2.....
rl leg	03-04	03-04	3/4.....	2/4.....	2/3.....	2/3.....	2/3.....	2/3.....	2/2.....	2/2.....	2/2.....
hind q	05-07	05-09	3/5.....	2/5.....	2/4.....	2/4.....	2/4.....	2/4.....	2/3.....	2/3.....	2/3.....
fore q	08-10	10-14	3/5.....	2/5.....	2/4.....	2/4.....	2/4.....	2/4.....	2/3.....	2/3.....	2/3.....
rf leg	11-13	15-16	3/4.....	2/4.....	2/3.....	2/3.....	2/3.....	2/3.....	2/2.....	2/2.....	2/2.....
lf leg	14-16	17-18	3/4.....	2/4.....	2/3.....	2/3.....	2/3.....	2/3.....	2/2.....	2/2.....	2/2.....
head	17-20	19-20	3/4.....	2/4.....	2/3.....	2/3.....	2/3.....	2/3.....	2/2.....	2/2.....	2/2.....

weapon	*sr*	*att%*	*damage*
Bite	9	34†	1d6‡

† Alpha att%=34
‡ Alpha dam=1d6+1, Juvenile dam=1d4

Notes: Once a tree runner has made a successful attack, it latches on to the hit area, effectively immobilizing that area. The only way to dislodge the tree runner is by killing it – even unconscious they still hold on. Any tree runner that has latched on to a player does not automatically deal damage – it has +25% chance to hit, thereby dealing damage again. A critical success ignores armor. Tree runners like to attack by leaping down on their victims from above. Any tree runner that makes its Climb roll can add 8 to its hit location roll.
Skills: Dodge 32%, Climb 82%

If asked about the surrounding areas, the woodpeckers know the following: There is a small dragon living in the tree at the base. There is a room filled with amber somewhere in the tree, past the runner area. There is a shrine inside the tree guarded by 1000s of bats. Giant bees often visit the tree, and their hive is about a kilometer to the north. There are Aldryami groves to the southeast and east. The dryad of the Cave Tree died long ago, but her powerful magic lives on.

11. Tree Runner Nest

This chamber has a very noticeable odor of rodent, which can be sensed as far away 15 meters with a POW x 5 roll. A *Listen* check hears chittering noises, and a follow-up *World Lore* check identifies the sound as being very similar to that made by the rubble runners of far away Pavis. Any light cast into the room is reflected back by a pair of beady red eyes. Further illumination shows two large covered nests (like beaver nests) and a large tree runner baring it's teeth to the party. The other runners are scrambling up the walls to the sides of the entry, preparing to pounce if the chamber is entered. A *Scan roll* or *Sense Assassin* check will clue the characters into the perched tree runners. The runners will attack mercilessly if their area is invaded. Only a hasty retreat by the party avoids combat.

It takes half an hour each to dismantle the runner nests and get at the contents inside. The first nest contains refuse and two bird eggs. An *Animal Lore* check identifies them as unusually large woodpecker eggs. The second nest contains more refuse as well as 15 stonewood nuts, which the tree runners found inedible. Stonewood nuts make excellent sling stones and do an extra point of damage (1d8+1). They are prized by elves, who will usually offer 3L in barter goods for each stone.

12. Secret Passage

This entry to this passage from area 11 is undetectable to casual view, though magical vision will make this area evident. The entrance has been overgrown by the Cave Tree itself, and takes 30 points of damage to chop a SIZ 12 opening. The most likely way for the party to learn of this passage is from the woodpeckers at area 10.

13. Amber Room

Any light shone into this room reflects back sparkles of golden light. There are dozens of pieces of amber, ranging in thumbnail size to golf ball size. All of the pieces are still attached to the tree, and a STR of value/10 must be overcome to remove them (a STR of 2 for the smallest, and 50 for the largest). A *Plant Lore* check reveals that the amber chunks are slowly growing, at the pace of about 10L per year.

An *Evaluate* check is needed to discern the values of the individual pieces of amber. The values are (in order of size):

12 x 10L
7 x 20 L
8 x 25L

3 x 50L
1 x 75L†
3 x 100L
1 x 200L
2 x 250L
1 x 500L‡

†This amber contains a Intellect Spirit that knows the spells *Light* and *Ignite*.
‡This amber contains a Cursed Spirit. The possessor of this will receive –25% to all *Luck* checks. The effective value of this amber is 0L until the spirit is exorcised.

14. The Squeeze

The corridor narrows here to a small crack that goes turns a bend and obscures vision. No items (or player) of SIZ 17 or greater is passable at all through the squeeze. Characters of SIZ 11-16 can pass, but only if they strip off all packs, items and weapons larger than a short sword. Characters of SIZ 7-10 can squeeze through in armor, but not with packs or large weapons. Characters with a SIZ of 6 or less can pass unimpeded. Some way of getting larger items through this passage must be improvised by the party, such a using ropes or handoffs (like a bucket brigade).

15. Bat Cave

Thousands of bats nest in the many nooks of the ceiling in this chamber. By day they are mostly inactive, and by night the area is almost devoid of bats as they leave through the exit to stalk the country side. The floors are covered in ½ to 1 meter of bat guano. Subtract 1 from the movement rate of all characters that have less than 4 legs. The exterior exit is 3 meters in diameter and 2 meters above the floor. It lets in enough light by day so that no other light source is needed in this room or the adjoining shrine. The drop down to the ground is 15 meters.

Any fire or commotion in the room will stir the bats into a frenzy, causing them to flop around the room, blindly crashing into objects. Anyone in the room will take 1 point of damage per round to a random location, ignoring armor. A *Protection 2* or *Shield* spell is needed to reduce this damage to 0.

Along with the bats, four giant dung beetles make their home here as well. These beetles are very aggressive and will attack anyone who makes it to the center of the area. Any wounds received here will fester because of the dung, unless a trained healer sees to them or *Healing 2* spell is applied each affected hit location within 3 hours.

Giant Dung Beetles

		Beetle 1	**Beetle 2**	**Beetle 3**	**Beetle 4**
		17 hp	17 hp	16 hp	16 hp
area		*armor/hp*	*armor/hp*	*armor/hp*	*armor/hp*
rh leg	01	6/4	6/4	6/4	6/4
lh leg	02	6/4	6/4	6/4	6/4
rc leg	03	6/4	6/4	6/4	6/4
lc leg	04	6/4	6/4	6/4	6/4
abdom	05-09	6/8	6/8	6/8	6/8
thorax	10-13	6/8	6/8	6/8	6/8
rf leg	14	6/4	6/4	6/4	6/4
lf leg	15	6/4	6/4	6/4	6/4
head	16-20	6/6	6/6	6/6	6/6

weapon	*sr*	*att%*	*damage*	
Bite†	7	50	1d8+1d6	†capable of impaling

16. Bat Shrine

This alcove off of the bat chamber is dominated by a huge wood carving in the far wall. The carving depicts many men-bats worshiping a strange bat god. Barbarians will immediately think that this is in someway related to the Lunar Empire and the Crimson Bat. It takes a successful *World Lore* check to realize that this artifact is actually of hsunchen origin. The carving is the home of a guardian spirit, that will manifest itself after observing the party for a few minutes. The spirit will materialize and ask the party if they wish to sacrifice the to shrine and become bat-friends. The sacrifice is a point of permanent POW, but in return the characters gain two benefits. Firstly, they will not be attacked by hostile bats in a natural setting – this does not confer any safety from controlled bats. The second benefit is that the divine spell *Transform Self to Bat* will be gained on a one-use basis. This spell allows the caster to transform himself (and all of his possessions) into a bat for 15 minutes. Casters will intrinsically be able to use the bat's flight and sonar abilities while retaining their own spell ability. Note that anyone using this spell in public is likely to be thought of as a Vivimort cultist.

If the party tries to deface the carving or attack the spirit, it will attack, first by commanding the bats in the next room to attack the party, and then by casting disrupts.

Bat Spirit Guardian

POW 32 Magic Points: 32 .....

Spirit Magic: Disrupt, Control Bat
Divine Magic: Command Bats

The Plant Maze

Danger and Mystery in the Stinking Forest

Thousands of years of occupation by various cultures has left nany strange relics in the Stinking Forest. This mini adventure leals with one left by the Empire of the Wyrms Friends and their lf allies. The area that the PCs are traveling through was once a garden-maze created by a reclusive EWF sorcerer. Though the orcerer is long gone and his tower crumbled to ruin and levoured by the encroaching forest, the mutated plants of the garden live on and pose a hazard to travelers. The aldryami of the Tallseed know of and avoid the maze and leave it as a deterrent to nwanted visitors.

The Plant Maze can be located anywhere within the Stinking Forest. The GM should spring the Plant Maze during an fternoon march. The players should attempt *Plant Lore* rolls: if uccessful, they will notice signs of cultivated plants that have one wild. A follow-up *World Lore* roll will identify the foliage s being non-native to the area, possible from as far away as Teshnos or maybe even Pamaltela. This encounter begins at the enter of the maze at the point marked 'Start Here' on the ccompanying diagram. Not shown on it is the path that led the arty to this point – it has disappeared into the shifting forest.

Running the Plant Maze

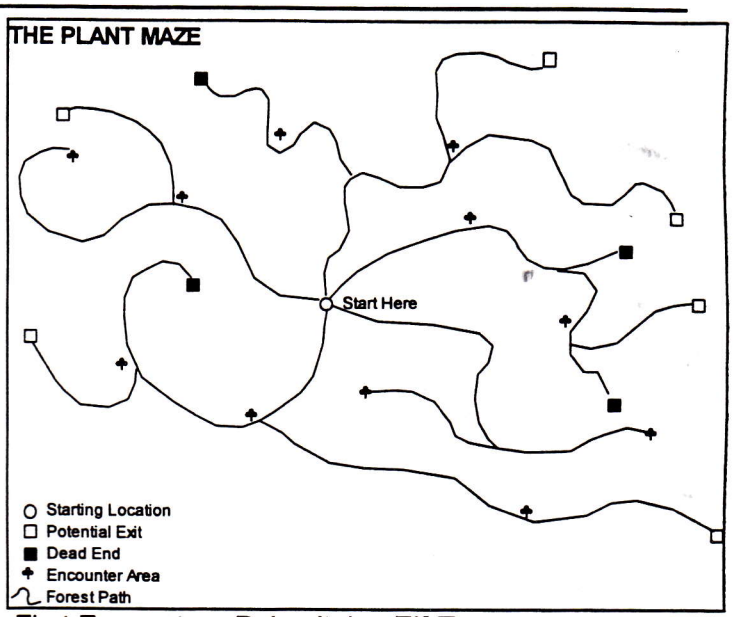
Beginning from the starting location, the players will have to xplore the maze, looking for an exit. During this exploration, hey will have the five encounters listed below. The map is not irectly keyed to encounters and locations. The following is an xplanation of how to use it:

○ Starting Location: Sinister and strange trees loom over this mall clearing. There are five paths leading away from this ocation – the foliage is too dense in the maze to allow any travel ther than on the paths. If the party tries to backtrack, take them long one of the forest paths. A successful *Track* roll will quickly ead to the observation that they are lost and that this is not the vay they came.

□ Potential Exit: This will only be an exit out of the Plant Maze if the party has had all of the encounters already. In this ase, it will be obvious that the path opens up into a larger track, nd the surrounding forest returns to the normal trees expected for his area. If the party has yet to have all of the encounters, treat his as a dead end as listed below.

■ Dead End: This is always a dead end – there is no other hoice here but to backtrack along the path that lead here and try nother route. Any players stubborn enough to try and force their vay through the surrounding growth will find themselves lisoriented an back on the path in a few minutes.

♣ Encounter Area: Whenever the players reach one of these reas in the Plant Maze, use the next encounter in the list. The gamemaster may ignore this symbol if the party has already had ll five encounters, or may add an additional encounter of their wn creation.



First Encounter: Palmaltelan Elf-Trap

This strange plant is a gigantic version of the Venus fly-trap. It contains two extremely large bulbs that resemble open jaws, that will snap closed on any creature that ventures close. Camouflaged by the surrounding foliage, a critical *Plant Lore* is required to spot it, unless the character is from Pamaltela, in which case a normal success is needed. The plant is cunning enough not to snap it's first bulb when the party passes, but to wait until a potential victim gets to it's second bulb. The first party member to pass the second bulb must make a DEX x 4 roll or be trapped inside. Making the roll allows the player to jump back just in time to avoid the snapping jaw-like bulb. If this roll is made, the player jumps right back to the second bulb, and now must make a DEX x 2 roll or be trapped. If the initial player was trapped in the first bulb, the first character rushing to his aid must roll DEX x 4 to avoid the second bulb, unless a full round is taken to proceed cautiously, which raises the roll to DEX x 5.

Once trapped inside the plant, a player will suffer 1d2 general hit point damage (ignoring armor) from the plant's digestive fluids. To free a trapped character, 20 points of damage must be done to the pod with sharp weapons – blunt weapons have no effect. A fumble by a rescuer does 1d4 damage to the adventurer inside the plant. Once both bulbs have been reduced the 0 hit points, the plant poses no danger and can be killed by digging up its roots. This task requires proper digging tools and takes 4 man hours. Digging up the roots allows the following items to be discovered:

3 large troll bones (*Troll Lore* check to identify)

2 iron arrowheads (*Mineral Lore* check to identify)

1 enchanted sling stone known as a Lugnut (*Ceremony* check to identify) – if the user expends 3 MP, the stone is +15% to hit and does +6 damage. The stone can be retrieved and reused.

Second Encounter: Spirit Pool

The path opens up before the party to reveal a round pool of water approximately 10 meters in diameter. This area is perfectly still and the surrounding trees can be seen reflecting off of the pool. The trees are somewhat strange in appearance, and many have boles that resemble faces screaming in agony. The pool is magical while the trees are just a distraction.

Anyone gazing directly into the pool must attempt a POW x 3 roll. If they fail, nothing happens as that character is not in attunement with the spirits of the pool. If the roll is a success, the character sees swirling spirits in the waters and may engage one in combat by stepping into the pool. Roll D10 on the table below to determine what type of spirit attacks the player:

1. Spell Spirit 3-5 point spell, 4D6 POW
2. Spell Spirit 2-3 point spell, 3D6 POW
3. Spell Spirit 1-2 point spell, 2D6 POW
4. Disease Spirit, 3D6 POW
5. Passion Spirit, 3D6 POW
6. Intellect Spirit 3D6 POW, 1D6 INT
7. Power Spirit, 2D6 POW
8. Possession Spirit (Demon) 4d6 POW
9. Ancestor Spirit, 3d6 POW
10. Healing Spirit, 2D6 POW

Once a player has engaged in combat at this pool, no other spirits will attack them until Sacred Time has passed again.

Third Encounter: Toad Stool

A thrashing noise can be heard from a clearing ahead. Closer inspection shows a giant frog gobbling up Giant's Toes, and growing in size with each bite! Unless the entire party succeeds in *Hide* rolls (and only if they are actively trying to hide), they toad will spot them and jump to the attack.

The toad can make up to 3 attacks a round, using its two tongues and its powerful kick. The kick can only be used if a character is directly to the rear of the toad. Once the giant toad is defeated or driven off, the party may retrieve the remaining 2D6 magic mushrooms. If the party waits out the 15 minutes of the mushroom's effect on the tree toad, there will be no mushrooms left in the grove.

Giant's Toes (Magic Toad Stools)

Consuming one of these tasty mushrooms has an immediate and dramatic effect on the consumer. Each mushroom gives the user +1D10 STR and SIZ (use same roll for both) and +1 CON, but DEX is -1. This effect lasts for 15 minutes. Clothes will be ruined by excessive growth, armor straps will break and some weapons may become useless. The effect of Giant's Toes lasts 15 minutes, after which it abruptly wears off, returning statistics to normal.

These magic mushrooms are not without their risks. After the effect wears off, each user must attempt one CON x 5 roll for each Giant's Toe consumed. Each failure in this roll causes the character to lose 1 CON permanently.

The value of one Giant's Toe mushroom is 1000L.

Two-Headed Tree Toad

characteristics		*attributes*
STR	40	Move: 5 (10 jump)
CON	16	Hit Points: 28
SIZ	40	Fatigue: 56
INT	2	Magic Points: 12
POW	12	
DEX	6	

area	*missile*	*melee*	*armor/hp*
r hind leg	01-02	01-03	7/9
l hind leg	03-04	04-06	7/9
back	05-13	07-10	10/12
underbelly	14	11-12	4/12
r fore leg	15-16	13-14	7/7
l fore leg	17-18	15-16	7/7
r head	19	17-18	7/9
l head	20	19-20	7/9

weapon	*sr*	*att%*	*damage*
Right Tongue†	3	47	3d6
Left Tongue†	3	47	3d6
Swallow	3	80	acid 1 pt/location/round
Kick	6	37	5d6

† Can be used at a range of up to 7 meters.

Skills: Climb(50), Jump(80)
Spirit Magic: None
Armor: 4-10 point skin.
Treasure: None
Notes: The tree toads of the Stinking Forest have been warped over the years by the subtle chaos that emanates from Snake Pipe Hollow. This manifests itself in the common mutation of multiple heads – 2, 3 and 4 headed toads are not uncommon. Even though mutated, these toads are not chaotic and do not detect as such.

This otherwise typical specimen is under the effect of Giant's Toes (*see boxed description*). It is not incapacitated if one of its heads is reduced to 0 hp, but it will be unable to attack with that tongue.

Fourth Encounter: Burning Tree

The brush up ahead is thicker that usual, obscuring much of the sky above. A *Scan* roll will reveal several thin tendrils of smoke visible overhead. Let the party think that there is an encampment ahead – an *Elf Lore* or *World Lore* check lets a character know that elves would never have a camp with fires. About 100 meters after the smoke is spotted (if at all), the path enters a moderate-sized meadow. Dominating the clearing is a strange tree covered with burning branches. Closer inspection reveals that the tree has no leaves, and wherever a leaf should be there is a tiny flame instead. Each branch has 2d6 'leaves.' The flames can be put out by either normal or magical means (one *Extinguish* per flame). The branches themselves never burn out. Once put out, a branch can be re-lit, but it will require an *Ignite* spell to rekindle. These branches make excellent re-usable *Firearrows*, and are useful in making enchanted items.

Fifth Encounter: Raptor Meadow

A large 200 meter meadow opens up in front of the players. Success at a *Listen* roll indicates a shrill bird-like calls in the distance. A special *Listen* roll will indicate that the calls are getting closer. If an elf from the Stinking Forest is with the party, they will identify the calls as coming from *oglava*, tooth birds. The cries will then cease as the pack closes in for the hunt. Roll secretly for any characters with *Sense Ambush* ability – success indicates that they are about to be attacked, leaving just enough time to make quick preparations. The number of raptors that participate in the attack is up the gamemaster – a minimum of three is recommended, with a maximum of one raptor per party member if the adventurers are experienced in combat.

Raptors are pack predators, and have a strange synergy when attacking – they attack in a combined manner that seems far beyond their limited intelligence. The gamemaster needs to stage this attack in a manner that makes these pack animals deadly in combat. They will attack while running at top speed through the grass. If their *Sneak* roll is successful, any player wishing to strike at them must make a *Scan* roll. Due to the nature of the surrounding environment, missile combat is reduced by 30%.

Raptor

characteristics		*attributes*	
STR	14	Move: 5	
CON	11	Hit Points: 13	.....
SIZ	15	Fatigue: 23	.....
INT	4	Magic Points: 10	.....
POW	10		
DEX	12		

area	*missile*	*melee*	*armor/hp*	
tail	01-02	01	3/6	
leg	03-05	02-04	3/5	.....
leg	06-08	05-07	3/5	.....
abdomen	09-12	08-12	3/6	.....
chest	13-14	13-17	3/7	.....
arm	15-16	18	3/2	.....
arm	17-18	19	3/2	.....
head	19-20	20	3/6	.....

weapon	*sr*	*att%*	*damage*	*par%*	*pts*	
Bite	8	66	1d8+1d6	–	–	.....
Kick	7	60	1d6+1d6	–	–	.....
Tail Lash	7	45	1d6+1d6	–	–	.....

Skills: Sneak(35), Hide(70)
Armor: 3 point skin.
Notes: Once fairly common in Dragon Pass, this dinosaur of cunning intelligence and vicious temperament has been virtually driven to extinction. The human occupants of the Pass have hunted down raptors for both safety and sport. Many family heirlooms and favorite weapons are made from raptor hides, bones and teeth. These dinosaurs are now mostly found in Dragonnewt cities, where they are used as guard animals, and in the distant wilds. One of the few wild areas known to still contain packs is Stinking Forest.

Some Elf Plants

All aldryami have special relationships with plants and draw much of their power and magic from them. Many elf plants require the user to invest Magic Points to use them, or in extreme cases, points of permanent POW. Use of each plant is secret knowledge, but is sometimes taught to non-aldryami. MPs can often be combined if all users know the secret of a given plant.

Arrow Trees are grown from special seeds and take 1 full day to grow. There will be one usable arrow on the tree for every MP invested when the seed is planted. The tree will grow in 1 round if a permanent POW is spent when planted.

Cherry Bombs are special fruit that when invested with 1 magic point, will explode for 1d4 damage when thrown. One point of permanent POW raises the damage to 3d4.

Chock Seeds are highly prized for their ability to restore MPs. Each seed consumed adds 1 MP, but reduces Fatigue by 2.

Ladder Vine is easy to climb and grows from seeds at the rate of 1 meter per round. The final length of the vine is 1 meter per MP spent at the planting.

Nala Root is most useful for its healing properties. While chewing this root, the user can expend MPs to reduce damage they receive. Each MP reduces damage penetrating armor by 1, and up to 4 MPs can be spend per round.

Peace Blossoms have a soothing pollen that when inhaled reduce attack scores by half. The pollen is thrown at the target and may be *Dodged*, but not *Parried*. Each dose has a POT of 1D12 and must overcome the targets MP. This may be boosted by the thrower contributing their own MPs to the POT.

Razor Vines can be grown in 1 round to a SIZ equal to the MP invested in them. Anyone passing through razor vine takes 1D6 damage per 6 SIZ of the plant. In addition, armor is permanently destroyed at the rate of 1 point per location per 6 SIZ of vine.

Senterberries are useful in increasing perception. Consuming a berry and spending 3MP raises all perception based skills by 15% and acts as a *Farsee* 1 spirit spell.

Shimmer Berries can be brewed into a paste that when spread on the body reduce all rolls targeting the subject by 5%. It takes one full minute to apply the paste and the effect lasts for 24 hours. 3MP per dose must be expended when brewing the berries.

Spongenuts are strung around the neck and activated for 15 minutes by investing 3MP into them. While active, a Spongenut will absorb any spirit magic spell cast at the wearer. Once a spell is absorbed, the nut breaks and is useless.

Stutterroot grows in 1 round from seeds thrown on the ground. The STR of the root is 1D3 per MP spent when sowing the seeds. Anyone caught in or passing through a patch of Stutterroot must match their STR against the plant's STR, or be immobilized for that round. All movement through a patch of Stutteroot is reduced by 1 (minimum 1) for all non-aldryami.

Woodweasles are small animate plants grown from twigs, that only live for 1 hour per MP spent animating them. They are useful for carrying small items such as notes, or as watch guards.

Stinking Forest Encounters

Inhabitants of Northern Dragon Pass

Adventurers come from all over the Dragon Pass area. They are usually willing to trade or temporarily join forces. 15% of adventurers are ruthless bandits, who will try to cheat or steal from the party. 10% of adventurers are from the Lunar Empire, which may pose a potential conflict.

Allosauri usually travel in packs of 2-4. 66% of the time they will be out in a hunting party and aggressively attack adventures. The remaining third of the time they will only attack if provoked.

Alynx/Shadow Cats are highly prized by Orlanthi as pets and familiars. They will usually avoid humans were possible, but can be tamed if found when young enough (20%).

Broos are the scourge of the area. The roam in bands of all sizes and almost always attack on sight. The closer one gets to Snakepipe Hollow, the more chaotic and powerful broos become.

Brontosaurus are huge herbivores that generally ignore adventurers. Brontosaurs travel in herds, and when spooked their stampedes can destroy vast areas of forest.

Brown Elf Foragers are members of the Newbloom Aldryami going about their normal business, and are only found outside of Dark Season. They are only surprised 7% of the time unless the party is using magical means to travel through the forest or all members of the party have made ***Wood Lore*** and ***Sneak*** rolls, in which case the surprise chance goes up to 15%. These elves will scatter into the forest when discovered, and then attempt to parlay if the party is not threatening.

Brown Elf Patrols range throughout the Brownlands and nearby woods year round except for Dark Season. They are only surprised 2% of the time. When encountered in elf territory, they will demand immediate surrender from all adventurers, and then bring them to an elder for questioning. Outside of elf territory, patrols will ambush obvious threats, while keeping all others under tight surveillance.

Chaos Monsters come in a wide variety from walktapi and jack-o-bears to unique horrors that spew from Snakepipe Hollow. Chaos Monsters invariably attack on sight.

Dangerous Animals include wolves, bears and mountain lions. They are encountered in their lairs 10% of the time, in which case they will always attack. Otherwise, they only attack 33% of the time. Bears and mountain lions are usually solitary, while wolves appear in packs 4 to 10 animals.

Dangerous Plants are a constant threat in the Sinking Forest. Toxic plants run from the mild such as poison ivy, to the deadly such as nightshade and deathcap mushrooms. Thorn bushes, sawgrass and whipvines are also found in abundance, and these pose a nuisance to travelers. Animate, mobile and sentient plants are also not unknown, and often attack those that come near.

Deadfalls and other natural hazards such as rock falls abound in the Stinking Forest, requiring an appropriate skill check (*Wood Lore*, *Climb*, etc.) to identify. Damage for unsuspecting travelers ranges from 1d6 to 6d6 (roll d6 to determine severity).

Dragonnewt motives are, as always, incomprehensible to humans and the other sentient races of Glorantha. They are most often seen performing strange rituals near their city in the Rockwoods or at a plinth. Dragonnewt plinths can be found in the Troll Ruin, the Thunderhead Hills, Web Valley and Snakepipe Hollow.

Dryads form an integral part of the life-cycle of the forest. These powerful nature spirits are tied to their host trees. Most dryads are capable of powerful magic and are defenders of the forest.

Dwarf War Parties are always heavily armed and armored. It is rare to see a group of less than 20 dwarfs bearing crossbows and flintlocks. 33% of the time they are willing to trade goods or information, otherwise they shoot first and ask questions later.

Forestworms terrorize the central woods of the Stinking Forest. See page 11 for an example forestworm. They are almost always hungry. Usually solitary, they can be found in numbers during Sea Season when there is violent competition for mates.

Game Animals, such as antelope, squirrel, beaver and wild pigs, can be found throughout the area. Human hunting parties

Ghosts are usually associated with some tragic event and are forced to haunt their local. They are often a source of information about times past.

Giants occasionally travel through the Stinking Forest when journeying from the Rockwood Mountains to Snakepipe hollow. These giants usually hail from the western ranges, and tend not to be as large as those that are found on Giant's Walk, coming from the central mountains.

Giant Insects are found throughout the Stinking Forest, especially the farther east one goes towards Web Valley and the Troll Lands.

Giant Lizards range in size from 2-5 meters in length (not including tail), and are usually only encountered during the day.

Giant Toads are what cliff toads are known as in the Stinking Forest. They are almost always hungry.

Gargoyles are usually found in ruins, but rarely attack unless molested.

Gorp is a constant danger throughout most of Genertela. In the Stinking Forest, many gorp have adapted to the natural surroundings and are camouflaged as forest debris.

Green Elf Foragers are elves going about their daily routines in the redwoods. The Tallseed aldryami usually carry horns which they can blow to summon the nearest patrol.

Green Elf Patrols are known for their deadly use of the bow. They aggressively protect their redwood forests. Any intruders will be captured and disposed with at the leader's discretion.

Griffins occasionally fly down from the Rockwoods to trade with the Tallseed Aldryami. They are usually shy of strangers.

Hags are evil nature spirits, who seek to lure adventures to their doom. Hags often use their magic to pose as nymphs and fool the unwary.

lerb Plants are common in the area, and a *Plant Lore* roll is eeded to identify them correctly. 60% are spices, 37% are edicinal, and 3% are magical.

lunters and Trappers regularly visit parts of the Stinking Forest search of game animals and pelts. They are usually pretty rizzled and often know secrets of the forest.

unar Farmers in the area are originally from Dara Happa and isdain contact with barbarians. They look to Fort Endurance for rotection and support.

unar Patrols in the eastern parts of the Stinking Forest are from ort Endurance, and their purpose is to insure the safety of the unar homesteads in the Thunderhead Hills. Patrols encountered the south of the forest are based out of Alda-chur or Too Far, nd often contain tax collectors.

ycanthropes prowl the forest by night, wreaking havoc in those oor unfortunate souls they encounter. Bearwalkers are the most ommon, followed by wolfbrothers and other exotic shape hangers.

Magisaurs are intelligent and highly magical dinosaurs, who are hen a good source of information about the surrounding areas. hey consider themselves to be the protectors of other dinosaurs.

ymphs are the beautiful nature spirits that inhabit the groves and ools of the Stinking Forest. They often mate with human males nd their offspring are often unusual or magical in nature. ymphs are sometimes guarded by unicorns.

gres are often found on their way to or from the Cacodemon ar in Snakepipe Hollow. Stealth and deceit are their hallmarks.

ixies are diminutive aldryami that flit around on gossamer ings. Their mannerisms can also be described as flighty. Pixies e highly adept as magic, and many adventurers have felt their *isruptive* stings.

ocs nest vary high in the Rockwoods, but sometimes can be seen aring high above the Stinking Forest. The will sometimes try to arry off unguarded pack animals.

unners are semi-intelligent aldryami found throughout elf oods. They are often treated as children by elves and dryads. unners are usually trained to attack with whipsticks, but some, e those in the Wildwood, use vines as bullwhips.

uggler and Traders occasionally seek to avoid the Lunar tax llectors by detouring through the Stinking Forest. They often re mercenaries as guards, and a potential source of employment r player characters.

akes have migrated from Peloria to Dragon Pass for centuries, d are not somewhat common in the area. All varieties of these range creatures can be found in the area, especially the closer e gets to Snakepipe Hollow, where chaotic varieties are metimes found.

iders are different from other giant insects in the fact that many f them are sentient. Powerful spider shamans and magicians well near the Spider Ruins in web valley. The non-intelligent iders are usually voracious hunters.

Spirits are usually invisible to those with normal sight. All sorts of spirits, from spell spirits to malevolent spirits can be found in the Stinking Forest.

Sticky Elf Foragers are typically family units going about their daily business. Sticky elves are more friendly than their brown and green cousins, and will usually try to parley with adventurers. Sticky elves are fond of trading with visitors. The elves of the Wildwood and Web Valley are neutral towards trolls – probably due to the fact that they have an unpleasant taste when consumed.

Trolls, Cave are semi-intelligent and chaotic relatives of the dark trolls of Dagori Inkarth, who usually leave their cursed cousins in peace. Cave trolls spend the daylight hours secluded in their lairs, but they roam the countryside looking for meals during the evening hours. Cave trolls found near Snakepipe Hollow often have chaotic features and may be associated with a broo band.

Troll Foragers are usually only encountered during the night, unless they are far from their settlement, in which case they make encampment by day. 50% of troll forager groups will have an equal ratio of trollkin to trolls.

Troll Patrols are heavily armed and generally have a bad attitude. 20% of these patrols are Zorak Zoran berserks. 20% of troll patrols accompany an Argan Argar trade caravan, who will have a less hostile reaction to adventurers. Troll patrols range farther during Dark Season, when they can be found in any part of the Stinking Forest.

Trollkin found in heavily populated troll areas will be work parties 95% of the time. 90% of these work parties are lead by one or more superior trollkin. The rest have a dark troll supervisor that is not too far off. Trollkin found elsewhere in the forest will usually be escaped slaves of varying intelligence.

Tuskers roam wild throughout northern Dragon Pass. Tusker bacon is occasionally served at hearths and inns in the area, though it is tough and sinewy.

Tusk Riders congregate around Ivory Plinth during Death Week of each season – at other times they range throughout Dragon Pass, especially in the western Stinking Forest. Encounters with these foul half trolls are almost always violent, though they sometimes can be bought off if their victims look competent enough to put up a good fight.

Unicorns are rare but not unknown in parts of the Stinking Forest. They occasionally befriend female elves and dryads. Women from Sartar occasionally journey to the Stinking Forest to befriend one.

Wind Children live high in the Rockwoods, and are friendly with the green elves of the redwood groves. Trading parties will often fly down during Earth Season with unique herbs only found growing in the high peaks.

Wyverns are often found soaring amid the high peaks of the Rockwood Mountains. The poison from their stinger tails is prized by assassin cults.

Special encounters are the strange and unique happenings that define Glorantha. These can range from heroes from before Time to the gods themselves.

	Bloodwood	Brontosaur/Oak Vly	Brownlands	Dyingwood	Fringewoods	Heartwood
Adventurers	01-02	01	—	01-03	01-12	01-02
Allosaurus	—	02-05	—	—	—	03-04
Alynx/Shadow Cat	—	—	01	—	—	05-06
Broos	03-04	—	—	04-10	13-19	—
Brontosaurus	—	06-20	—	—	—	07-10
Brown Elf Foragers	—	—	02-10	—	—	—
Brown Elf Patrol	05-06	—	11-30	11-12	20-25	11-12
Chaos Monster	07	21	—	13-15	—	—
Dangerous Animal	08-13	22-30	31-32	16-35	26-39	13-15
Dangerous Plant	14-16	31	33-43	36-40	40-42	15-18
Deadfall	16-21	32-35	44-45	41-44	45-47	19-20
Dragonnewts	—	—	—	—	48	—
Dryads	—	36	46-48	—	—	21-22
Dwarf War Party	—	—	—	—	—	—
Forestworm	22-23	—	49	—	—	23-25
Game Animal	24-29	37-42	50-60	44-53	49-59	26-30
Ghost	30-31	—	—	54-55	—	31-33
Giant	—	43	—	56	—	34
Giant Insects	32	44-50	61-62	—	60-61	35-36
Giant Lizard	33-34	51-55	—	57-59	62-63	—
Giant Toad	—	56	—	—	—	—
Gargoyle	35	—	—	—	—	37-38
Gorp	36-39	57-59	63	60-64	64-66	39-40
Green Elf Foragers	—	60	—	—	—	41
Green Elf Patrol	40-43	—	64	—	—	42-45
Griffin	—	61	—	—	—	46
Hag	44-45	—	—	65-66	67	47
Herb Plant	46	62-65	65-67	67	68	48-50
Hunters/Trappers	—	66	—	68-70	69-75	—
Lunar Farmers	—	—	—	—	—	—
Lunar Patrol	47-48	—	—	—	76	—
Lycanthrope	49-50	67-68	—	71-75	—	51-53
Magisaur	—	69	—	—	—	54-56
Nymph	—	70	68-69	—	—	57-59
Ogres	51-52	—	—	76-80	77-78	60
Pixies	—	71	70-74	—	—	61-65
Roc	—	—	—	—	—	—
Runners	53-55	72	75-89	81-82	79	66-73
Smugglers/Traders	56	—	—	83-85	80-88	—
Snake	57-60	73-74	90-93	86-92	89-93	—
Spiders	—	75	—	93	—	—
Spirit	61	—	94	—	94	74-76
Sticky Elf Foragers	—	—	—	94	—	77
Troll, Cave	—	76-78	—	95	—	—
Troll Foragers	—	79-85	—	—	—	—
Troll Patrol	62-64	86-89	95	96-97	95-97	78-83
Trollkin	65	90-99	—	98-99	—	84-88
Tusker	66-80	—	96	—	—	89
Tusk Riders	81-96	—	97-98	—	98-99	90-94
Unicorn	—	—	99	—	—	95-98
Wind Children	97	—	—	—	—	99
Wyverns	98-99	—	—	—	—	—
Special	00	00	00	00	00	00

	Redwoods	Rockwood Mtns	Snakepipe Hollow	Thunderhead	Troll/Web Vly	Wild Wood
Adventurers	01-02	01	01-09	01-02	01-05	01-02
Allosaurus	—	—	—	—	—	03
Alynx/Shadow Cat	03-05	02-03	—	—	—	04
Broos	—	04	10-25	03	06	05
Brontosaurus	—	—	—	—	—	06
Brown Elf Foragers	—	—	—	—	—	—
Brown Elf Patrol	—	—	26	04	—	07
Chaos Monster	06	05	27-33	05	—	08
Dangerous Animal	07-10	06-20	34-39	06-09	07-09	09-15
Dangerous Plant	11-12	21	40-43	10	10	16-19
Deadfall	13-15	—	—	—	—	20
Dragonnewts	16	22-23	44	11-12	—	—
Dryads	17-18	—	—	—	11	21-22
Dwarf War Party	19	20-22	45	—	—	—
Forestworm	20	—	—	—	—	—
Game Animal	21-29	23-25	—	13-17	12-18	23-32
Ghost	30-31	26	46-49	18	19	—
Giant	—	27-30	50-53	—	20	—
Giant Insects	32	—	—	—	21-30	33-36
Giant Lizard	33-34	31-35	54	19	—	—
Giant Toad	—	—	55	—	31-33	37-40
Gargoyle	35	36-40	56	20	—	—
Gorp	36	41-45	57-69	21-28	34	41-42
Green Elf Foragers	37-45	—	—	—	—	—
Green Elf Patrol	46-65	46-49	—	—	35	43
Griffin	66-67	50-55	—	—	—	—
Hag	—	—	70	—	—	44
Herb Plant	68-70	56	—	29	36	45-46
Hunters/Trappers	71	57-59	—	30	37	47-49
Lunar Farmers	—	—	—	31-50	—	—
Lunar Patrol	—	—	71-73	51-80	—	—
Lycanthrope	72-73	60-65	—	81-82	—	50-53
Magisaur	—	—	—	—	—	—
Nymph	74	—	—	—	—	54
Ogres	75-76	66-70	74-89	83	—	55
Pixies	77-78	—	—	—	38	56-66
Roc	79	71-74	—	—	—	—
Runners	80-83	—	—	—	39	65-73
Smugglers/Traders	84	75	80-84	84-87	40-41	74
Snake	85	76-79	85-89	88-94	42	75-76
Spiders	—	80	—	—	43-54	77-78
Spirit	86-87	81-82	90-92	—	—	79
Sticky Elf Foragers	—	—	—	—	55-58	80-89
Troll, Cave	88	83-89	93-94	—	59	—
Troll Foragers	—	—	—	—	60-74	90-92
Troll Patrol	89-90	90-93	95-97	—	75-82	93-96
Trollkin	91-92	94	98	—	83-99	97-99
Tusker	93	—	—	—	—	—
Tusk Riders	94-95	95	99	95-99	—	—
Unicorn	96	—	—	—	—	—
Wind Children	97	96-99	—	—	—	—
Wyverns	98-99	—	—	—	—	—
Special	00	00	00	00	00	00

Adventure Ideas

Continuing Adventures in the Stinking Forest

Below are several ideas for continuing adventures. Presented are tidbits of information about potential enemies, employers or strange phenomena.

Vampire Elf

Dwelling within the Ivy Ruins is a powerful aldryami vampire sorcerer, Alkoth. The vampire has remained hidden in the ruins for over 300 years. At his command are a small army of blood sucking runners and sprites. Alkoth avoids direct confrontation (which is why he has survived so long), preferring to use his minions as pawns. Especially powerful and dangerous are his brides – vampire dryads. Leads to and information about can be found at the Broken Tree Inn and from the Newbloom elves. Oddly enough, Alkoth could also be courted as an ally if the players get involved in the brewing conflict between the green elves and the Lunar settlers.

Worms High Pass

Occasionally someone needs to get out of Dragon Pass quickly and discreetly. The most desperate, brave or foolish of those try to escape to Balazar through Worms High Pass in the Rockwood Mountains. If the Lunars are after the PCs, they can consider escaping Sartar for a year or two to let the heat die down, or they can be hired as guards along this dangerous route for an important NPC escaping Lunar justice (usually crucifixion).

The most direct route is straight through troll lands and Skyfall Lake, buy this is rarely taken due to the inherent dangers of traveling through Dagori Inkarth. The more likely route is heading north from Snake Pipe Hollow and through the Stinking Forest. A northwardly heading is kept until the redwood forest that cover the foothills of the Rockwood Mountains is made. Then the path turns east, skirting the troll lands until reaching the pass. Worms High Pass is snowed in year round except for Fire Season, which requires good timing or the willingness to camp in the wilderness for an extended period of time.

Mapping Expedition

Warrant of Jonstown is chief clerk-scribe in charge of maps of Dragon Pass. He has been granted approval (and funding!) from the knowledge temple elders to update the woefully inadequate map of the Stinking Forest. He is hiring explorers to fill in map details and conduct general exploration. The pay rate is 100L per week, up to a maximum of 10 weeks. Any character with a *Make Maps* skill of 33% or better will get a 500L bonus at the end of the expedition.

Warrant's statistics are left to the gamemaster to generate. He can either accompany the party or not, based on their skill levels. Warrant can be located anywhere in the Sartar area to facilitate the hiring of the party. The player map found in the center section is available from this Lhankor Mhy scholar.

Elf-Lunar War

The green elves have no love of the Lunar settlers in the Thunder Hills, and they're looking to do something about this encroachment on their territory. Currently they are willing to take covert action before declaring out-and-out war. This action is currently taking two forms – elf ambushes of Lunar patrols that venture too far into the forest and mercenary raids on Lunar settlements. The Tallseed aldryami are willing to give adventurers magical herbs and plants in return for destroying farms on the edge of Lunar territory. Eventually the elves plan to launch a full assault on Fort Endurance.

Krjalki

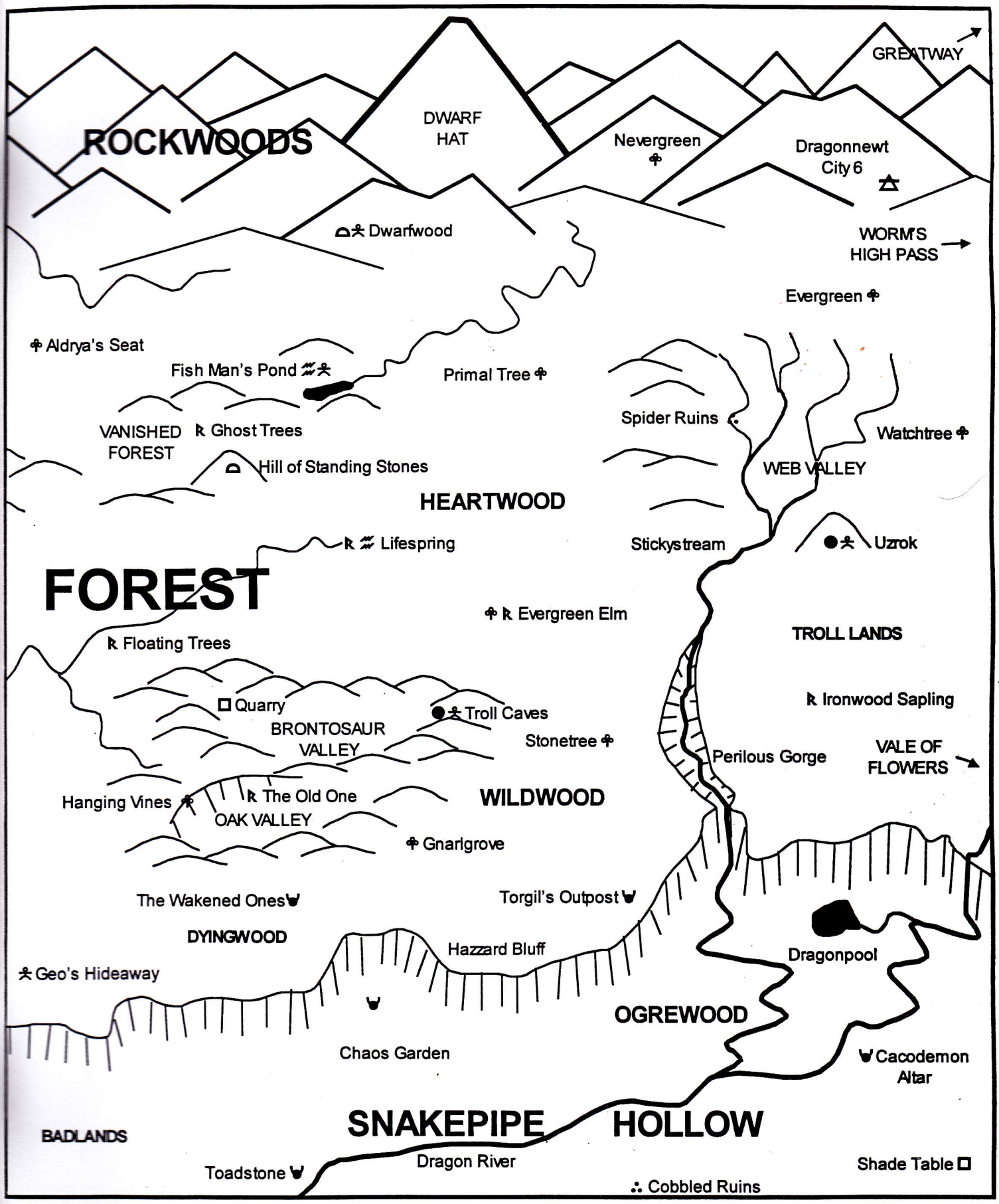
The source for the corruption of the Dyingwood and the recent destruction of the nearby elf settlement was not the subtle influence of Snake Pipe Hollow – it was from the direct action of a powerful Krjalki. This chaos demon has come from far away Dorastor to wreak havoc and pervert the local aldryami. Its long term goal is to rule the entire Stinking Forest. Its short term goals are to ally with evil spirits like the Wakened Ones and the ogres of Snake Pipe Hollow. See ***Dorastor: Land of Doom*** page 55 for examples of Krjalke.

Brontosaur Trading Expedition

The magical items crafted from dinosaur bones by Kagdof troll clan of Brontosaur Valley are much in demand in Trade Camp and Far Point. Issaries minded parties may wish to journey into the Stinking Forest to do some trading with these trolls. Unless the adventurers are willing to risk Snake Pipe Hollow, the usual route is from Trade Camp to get permission from the Newbloom elves, and then head east. Once in the valley, the Kagdofs will require that a dinosaur (brontosaur, allosaur or magisaur) be hunted and slain before any trading begins.

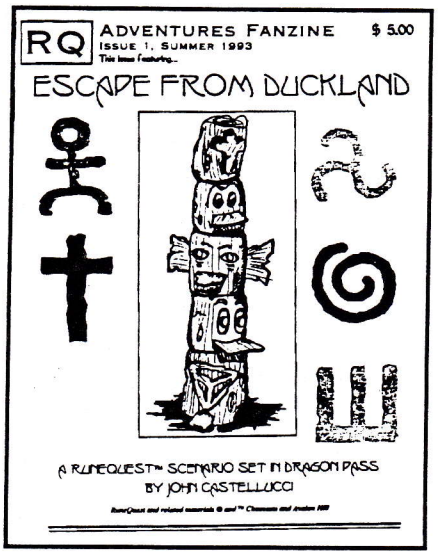
Heroquest

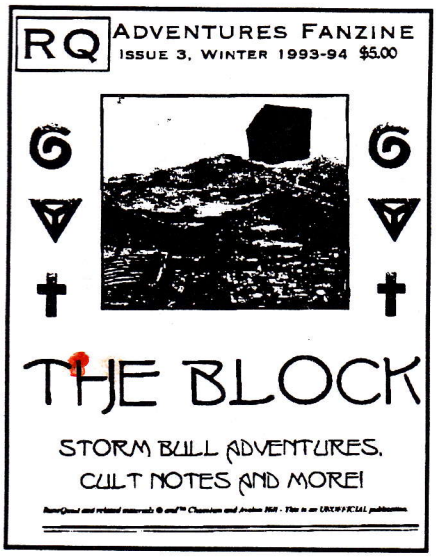
The most widely known heroquest of the Stinking Forest is the Vanished Forest Quest, where the participants can venture on to the Hero Plan and learn elf secrets and magic (the exact reward is up to the gamemaster). Unless the party contains Aldrya cultists, they will first have to contact an elf shaman for the proper ritual to enter the Ghost Trees. This quest is always slightly different each time it is performed, but always contains a dwarf obstacle and a troll obstacle. Recommended for the dwarf encounter is a Clanking Carriage (tank). This steam powered monstrosity should have heavy armor plating and a turret cannon. This machine must be destroyed for the quest. A possible troll encounter is with a Mistress Race troll, who will demand a sacrifice from the party to let them pass. The troll demands that one party member let her devour their left hand. This has no effect on the material plane, but that adventure will always have a stump on the Hero Plane – the hand can not be re-grown. Combat is also possible, but a Mistress Race Hero is a tough foe.

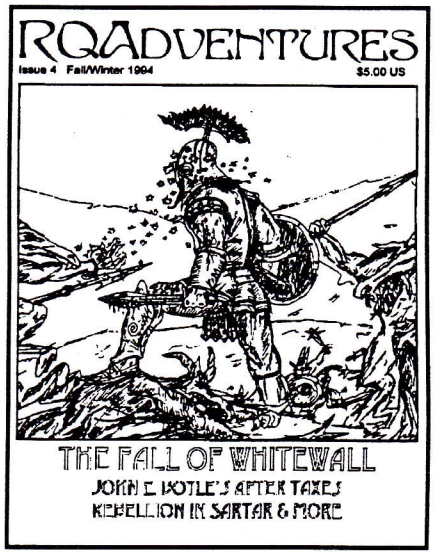


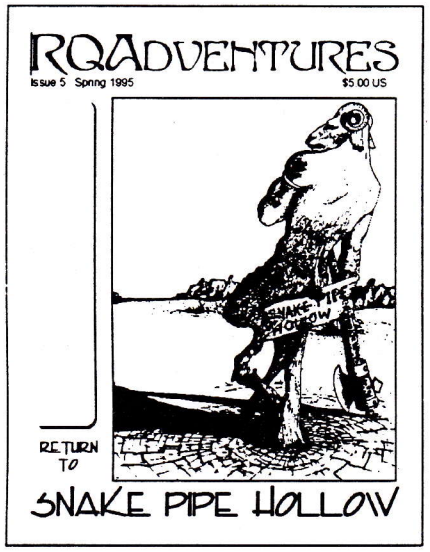
Eastern Stinking Forest

RQA 6









History of the Stinking Forest
Map & Gazetteer of the Stinking Forest
The Cave Tree Adventure
The Plant Maze Adventure
Detailed Study on Trees
Adventure Ideas
Encounter Tables