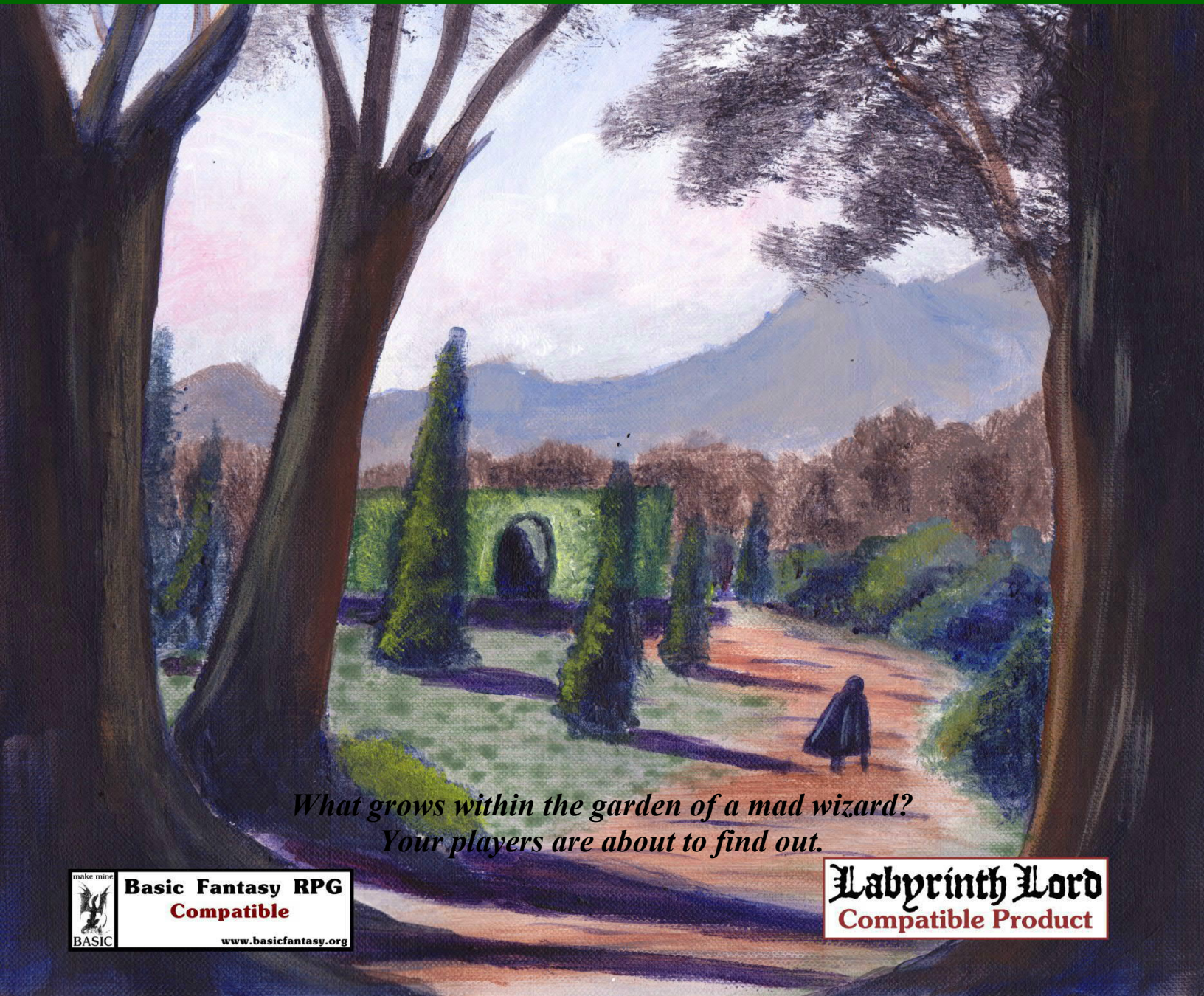


THE GARDEN OF XANABAR

A Fantasy Adventure for Character Levels 3-6
Compatible with most Old School Fantasy Games and retrogames like
Labyrinth Lord™, Basic Fantasy™, and OSRIC™)

(Includes pregenerated characters so you can play TODAY!)



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THE GARDEN OF XANABAR

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INTRODUCTION

Thank you for purchasing this product. This adventure is designed for use with your favorite old-school (or perhaps new school) game. Pre-generated characters are provided at the end of the adventure. Print them, pass them out, and you're ready to go. Also, three bonus characters are provided from our other supplements. You do not need to purchase those supplements to use the characters in your game. Also, your players can use their own characters if you prefer. Feel free to change any of the details to make it fit your campaign.

In this adventure, player characters (PC's) will investigate the disappearance of the son of a local landowner. This will lead them to a dangerous garden planted by a mad wizard. (The author assumes no financial responsibility for party members lost in the process).

NOTES FOR THE GAME MASTER

Armor Class: Armor class is provided in both descending and ascending format. For example, if AC is listed as 8 (12), 8 is descending, and 12 ascending.

Monsters: Monster stat blocks are provided for each encounter. A "to hit" chart is provided with each for your convenience. An attack bonus is also provided for those using Ascending Armor Class.

Adjusting for Party Size: This adventure was designed for 4-6 players, assuming the major classes (fighter, magic user, cleric, and thief) are represented. For larger or smaller parties, feel free to adjust the number of opponents.

The Adventure

This adventure takes place in and around the town of **Adela**. Adela is a prosperous trading town whose main exports are the crops from local farms. If a gamemaster (GM) wishes to

change the setting or adjust any of the details, they are certainly free to do so. For example, if you wish to make the captive a friend or relation of one of the party, go right ahead.

At the beginning of this adventure, the PC's are invited to meet with **Duke Artur Tarryman**, a local landowner and official. If the players wish to ask around town about the Duke, they will out out the following information:

- Tarryman is a wealthy landowner recently installed as duke by the king.
- Tarryman employs many local people to tend his farms.
- Tarryman treats his workers well, and does not tax the populace beyond their means.
- Tarryman's son, **Childress**, is an avid sportsman and often goes on extended hunting and fishing trips.

When the party arrives at Tarryman's estate, they will be invited to sit in a pavillion where light refreshments are provided. It is a warm summer day and cool drinks and fruits are available. Tarryman will join them shortly, but will wave away any offers of food or drink. He is about 50, with a graying beard and dark circles under his eyes.

Tarryman will offer to hire the party to find his son Childress. Childress has been missing for a week. He and two companions were hunting near the **Wanderwood Forest**, and the two companions were found dead by the side of the road. A small group of dwarves was bringing their metals and gems to market and found the bodies. They brought them to Adela for burial. The two men were killed by slashing weapons, though there were odd bits of leaves and bark in the wounds.

Tarryman will beg the party for help, and will offer a 2000 gp reward for the safe return of his son. He will provide them with a rough map to

the area where the bodies were found. He has heard that a treant **Oldpine** guards that area. Also, if asked, he will front the party 100 gp for any supplies they wish to buy in town. Mundane items such as rope, torches, and arrows are easily available. Armor and custom weapons would not be ready in time.

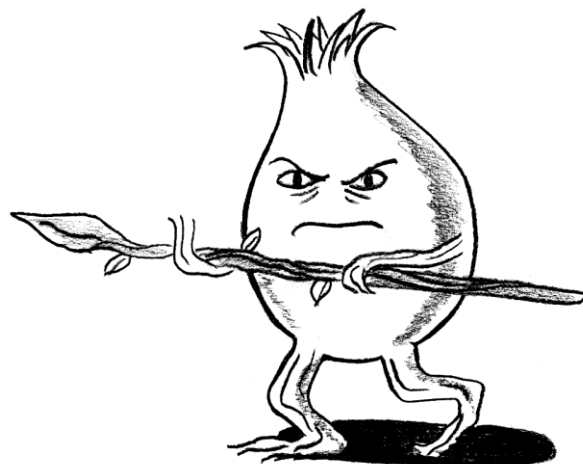
Upon leaving Adela, the party will travel through prosperous farmlands. It will take most of the day for the landscape to give way to more wild, wooded areas. After a long day's travel, they will begin to travel over steeper hills. As dusk approaches, they will finally reach the road that leads through the Wanderwood Forest.

The first two encounters take place on **Map 1**. Color maps are provided in **Appendix 1**. Maps suitable for printing are included with your digital purpose. Simply trim some of the white border and tape or glue them together for your face to face games. Digital map files are included for your virtual tabletop.

AREA 1 (Map 1)

As the party ascends the hills, the road becomes more overgrown. The tall grasses brush against their legs as they walk, and give off the smell of hay. They are nearing **Area 1**., the place where the bodies were found. As they approach the turn, they will hear some rustling movement up ahead.

If the party sends someone to scout ahead (and they are successful with their **Move silently** or other rolls), they will see six plant creatures. They stand about five feet tall, and are roughly humanoid in shape. However, they seem to be made of living vines, intertwined around a central bulb body. They carry spear-like weapons made of wood. The weapons have leaves and vines which seem to be alive on them. They speak softly to one another in an unknown language.



The plant creatures, **Bulb Warriors**, appear to be on patrol, and are moving away from the party, towards **Area 2**.. If the party wishes to follow them, they will eventually be noticed. The bulb warriors will turn and attack them. These creatures have high morale, but will eventually flee. Morale checks are appropriate after they have taken some losses through death or injury.

| | | | | | | | | | |
|---|----------|----------|----------|----------|----------|----------|----------|----------|----------|
| BULB WARRIORS (2 HD) | | | | | | | | | |
| 9 hp AC 6(14) | | | | | | | | | |
| # At 1, DMG 1d6, Save F2, ML 8 | | | | | | | | | |
| <i>Bulb warriors are living plant people who speak their own language consisting of wheezes and hand signals. They stand about four to five feet tall, and are from another plane.</i> | | | | | | | | | |
| <i>In any party of bulb warriors, one will be the leader and will have the ability to shoot spores. The leader uses the spores as its attack (20 foot range), and may use them three times per day. Any character that is hit with the spores, must make a successful SAVE VS. POISON or be paralyzed for 1d6 rounds.</i> | | | | | | | | | |
| AC | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 |
| To Hit | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 |
| Ascending AC combat information +2 (1d6) spear | | | | | | | | | |

If captured, the bulb warriors will only be able to communicate through signs and drawings in the dirt (or paper, if a character has some). They do understand the common tongue, though they are unable to speak it. A **Speak with plants** or similar spell or ability can be used to communicate with them. They only know the following information:

- Their master is Xanabar.
- Xanabar brought them to this plane as his soldiers.
- They hope to sprout and multiply here.
- The Garden of Xanabar is further up this road.

Through their gestures, they will request to be set free. However, they can provide no further information.

AREA 2 (MAP 1)

This is the area where the bodies were found. There is no visible blood on the ground as it has rained recently. A thorough search (and perhaps an **INTELLIGENCE** check) will reveal that the bodies were drug from the north through the bushes. Numerous plants were bent and broken in the process.

Another recent change is that someone very recently excavated a sheer slope to prevent wagon travel on the road. The slope is nearly sheer, and bordered on either side by what seems to be poison ivy.

Thieves may descend the slope with a successful **Climb** check. Other characters must use a rope or vine. They must make two **DEXTERITY** checks to prevent injury. Consult the following table to adjudicate the results:

| Successes | Result |
|-----------|--------------------------|
| 2 | Safe Descent |
| 1 | 1d3 damage from slipping |
| 0 | 1d6 damage from slipping |



As the party makes its descent, a large crashing sound will be heard from the trees on top of the slope. In one round, the treant **Oldpine** will emerge from the brush. He will immediately attack the party as he roars babble from his woody mouth. Note that Oldpine can easily jump the slope with no damage, but will suffer 2d6 damage if the PC's manage to push him over.

GM's Note: While treants are normally reclusive, Oldpine has been affected by pollen from the Garden of Xanabar. This has driven him temporarily mad.

| | | | | | | | | | | |
|--|---|---|---|---|---|---|---|----|----|--|
| TREANT (8 HD) | | | | | | | | | | |
| 18 hp AC 2(18) | | | | | | | | | | |
| # At 2(blow), DMG 2d6/2d6, Save F8, ML 9 | | | | | | | | | | |
| <i>May animate 2 trees at will</i> | | | | | | | | | | |
| <i>Surprise on a 1-3 when hidden among trees</i> | | | | | | | | | | |
| AC | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 | |
| To Hit | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | |
| Ascending AC combat information | | | | | | | | | | |
| +8 (2d6/2d6) limb/limb | | | | | | | | | | |

If the party can subdue or restrain him, they may be able to heal him from his infection. A **Cure Light Wounds** or a healing potion will clear his thinking. When the party gets close, they will notice that his leaves are not a healthy green color, but have a slight purple cast to them. He will be very grateful for their help and will invite them back to his treant grotto to spend the night.

GM's Note: If the party is close to killing Oldpine, you can always have another, clear-headed treant step in and help the party restrain him. That treant's name is **Elmheart**. This will help ensure that the party can get information from either Oldpine or Elmheart. However, this is entirely up to the GM.

Oldpine's grotto is near a peaceful brook, and he will offer them (vegan) foods. The treant food will restore *all* lost hit points for any PC's who are injured. Additionally, Oldpine will offer them a small bottle with one dose of treant elixir. It will also restore all hit points, but there is only enough for one character. He cannot provide more doses because they take a long time to brew.

Oldpine will tell the party of a strange hedge maze that grew very quickly north east of his grotto. He went to investigate, and was distressed to see that it was made of unknown plants and vines. The pollen blowing around the maze made him feel uncomfortably warm, after which he remembers nothing.

Oldpine can provide directions to the hedge maze, but cannot accompany them. He fears if he could be affected by the pollen again and perhaps kill them. If they can get rid of the wizard, he will muster his fellow treants to tear the hedge structure down.

All further encounters will take place on **Map 2**.

AREA 1 (MAP 2)

About two miles from the treant grotto, the party will approach a strange, hedge-like structure. The hedge stands about 20 feet tall and extends approximately a half mile in diameter. It is visible from the road, though it is sheltered by trees. The hedge itself has many sharp thorns and thorny vines growing through the branches. There is an archway entrance with long hanging vines that cover the opening and sway in the breeze.

The vines are alive, and will attempt to grab any character who tries to enter through the archway. Characters may make a **DEXTERITY** check to avoid being snagged by the vines. Otherwise, they are thrown back from the entrance and suffer 1d6 damage.

If the vines sustain 20 points of damage, they are dead and will not harass the party further.

If players wish to try to climb over the hedge, away from the vines, they must make two successful **DEXTERITY** checks (or **CLIMB** checks for thieves). Consult the following chart for the results:

| Successes | Result |
|-----------|----------------------------|
| 2 | Safe Ascent |
| 1 | 1d2 damage from the thorns |
| 0 | 1d4 damage from the thorns |

If players wish to tunnel underneath the hedge, they may attempt that as well. If they tunnel to the right of the entrance, they will emerge in **Area 3**. If they tunnel to the left, they will emerge in **Area 4**. However, the noise will attract the bulb warriors and a battle is almost certain to ensue.

AREA 2 (MAP 2)

As the PC's enter the hedge maze, they will see that the entrance corridor ends in a "T". Dappled sunlight makes its way to the ground through a hatchwork of vines growing overhead. There is

an earthy smell in the air, like over-ripe vegetables.

To the left, they will hear a wheezing, grunting sound. This is the **bulb hound**, the bulb warriors guard dog. If alerted, it will give a high-pitched wheezing howl that will attract the guards in **Area 3**.

| | | | | | | | | | |
|--|----------|----------|----------|----------|----------|----------|----------|----------|----------|
| BULB HOUND (4 HD) | | | | | | | | | |
| 18 hp AC 5(15) | | | | | | | | | |
| # At 1, DMG 1d6 + special, Save F4, ML 8 | | | | | | | | | |
| <i>Bulb hounds are the bulb warriors guard hounds. They stand about three feet tall and roughly resemble a dog. However, they are living plants and covered in thorns. On a successful attack, the victim must make a SAVING THROW VS. MAGIC WAND or be ensnared by the thorns. This does no additional damage, but gives the victim a -2 penalty to their attacks until freed. A successful STRENGTH check will free a character. It may be attempted as a move action in following rounds.</i> | | | | | | | | | |
| AC | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 |
| To Hit | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 |
| Ascending AC combat information +4 (1d6 + special (ensnare)) | | | | | | | | | |

AREA 3 (MAP 2)

This area serves as a rest area and breakroom for the bulb warriors. There are large rocks that they use as stools, and a woven thatch cage holds many beetles. The beetles are about the size of an adult's fist, and many beetle carapaces lie on the floor. These are the remains of their snacks. There are also buckets of algae covered water in the room.

Four bulb warriors are seated on rocks around a large stump that acts as a table. They have a

large sheet of parchment that they are reviewing in their wheezing language.

If the party chose to tunnel in from the left of the entrance, this is where they will emerge. The bulb warriors will be ready for their entry, and should be granted the initiative.

AREA 4 (MAP 2)

This area is a small clearing containing two small buildings. If the party chose to tunnel in from the right of the entrance, they will emerge here. They will hear footsteps and wheezing calls approaching, but will have one round to prepare before the four bulb warriors and their bulb hound enter. They should be granted the initiative if they prepare.

The smaller of the two buildings is a one-seater outhouse. The larger is a garden shed. Inside are a variety of rakes, shovels, and sickles. All deal 1d6 damage if used as weapons. There are also three barrels labelled as plant fertilizer.

Both buildings maybe moved if four characters work together for two rounds.

AREA 5 (MAP 2)

This area is a large clearing containing a garden. Some of the vines have been cleared from overhead to allow more sunlight to shine through. Neat rows of plants are growing, and the plants seem to sway of their own volition. The plants resemble the central bulb of the bulb warriors, though they stand only about a foot or two tall. The plants are not awake or aware, and can take no actions. The plants can be destroyed easily, if the PC's desire. They will give a gasping wheeze as they expire.

Surrounding the garden are several large mushrooms. The mushrooms will shriek if anyone enters the room. This will alert the bulb warriors and their hound from **Area 3**., if they have not been dealt with previously. Otherwise, it will just be really annoying.

SHRIEKING MUSHROOM (3 HD)

14 hp AC 7(13)

At None, Save F1, ML 12

Any movement within ten feet of a shrieking mushroom will cause it to emit a high pitched wail. This wail may attract wandering monsters or guards. Shrieking mushrooms can move five feet per round, though they have no means of attack.

AREA 6 (MAP 2)

The hedge branches again at this point. The corridor on the left is only about five feet in width. Its walls are lined with crimson rose vines. From the end of the corridor on the left, characters will hear a woman's voice crying out: "Help me! Help me, I'm dying."

The roses in the corridor are **Mesmeroses**. They will attack anyone who proceeds down the corridor. They are described below. Treat the vines as five separate opponents.

The small clearing past the mesmerose corridor contains a large, diseased oak tree. The leaves are the same purple color as Oldpine. Lying at the foot of the tree is the dryad **Farsepha**. She is very weak, and barely able to speak. Any reasonable attempt at healing or nourishment can revive her enough to speak clearly. She will be very grateful to the party and can provide the following information.

- Xanabar is using magic to bring the bulb warriors and their invasive plant species to this world.
- He plans to open a larger portal to the plant plane and bring even more bulb warriors through.
- The tree of one of my sister dryads, **Telphina**, is at the center of this maze. She may have been corrupted by Xanabar, but please don't kill her.

- Telphina has the *charm* ability of all dryads.
- Xanabar has a young human male with him, who may be part of the ritual to open the portal.

MESMEROSE (3 HD)

14 hp AC 7(13)

At 1, DMG 1d6+special, Save F2, ML 12

Mesmeroses are animated rose vines with the ability to charm their prey. They do this through a spray of pollen, which may be aimed at one opponent. They may only use their pollen once per day.

*No attack roll is needed, but targeted opponents must make a **SAVING THROW VS. POISON** or be charmed for 1d6 rounds. Charmed opponents will stand perfectly still and the mesmerose will use its thorns to drain the victim of its blood.*

Mesmeroses may also attack with their thorny tendrils. They may use their attack and pollen spray in the same round.

| | | | | | | | | | |
|-----------|----------|----------|----------|----------|----------|----------|----------|----------|----------|
| AC | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 |
| To Hit | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 |

Ascending AC combat information
+3 (1d6 + special) thorn + *charm*



Farsepha is too weak to provide more information or to accompany the party. She will beg the party to let her sleep at the roots of her oak tree. Once she lays down, she will disappear as she merges into her tree.



AREA 7 (MAP 2)

The area has been arranged as living quarters. It contains a cot, a locked chest, two barrels (one food and one water), a fire pit with an iron stand and kettle, and a curtained alcove. In the corner of the room, the PC's will see an approximately man-sized object moving under a blanket.

If the PC's remove the blanket, they will find a bearded young man whose wrists and ankles are shackled. The man is the wizard **Tolen Foose**, and he can be released with an **Open Locks** check or a successful **Open Doors** check. Tolen will be glad to provide the party with the

following information, however he can be a bit distracted and goes off topic at times.

- He was sent to investigate this structure by the College of Magic. It is part of his tenure packet.
- He was blinded yesterday by what he suspects was a **Light** spell, and then captured.
- He heard the fearful voice of a young man being brought through this room.
- He fears the boy is in mortal danger.
- Tolen suspects he was to be the next victim as well.

Tolen will offer to accompany the party for the confrontation with Xanabar.

| | | | | | | | | | |
|--|----------|----------|----------|----------|----------|----------|----------|----------|----------|
| TOLEN FOOSE (4 HD) | | | | | | | | | |
| 16 hp AC 8(12) | | | | | | | | | |
| # At 1, DMG 1d4, Save M4, ML 9 | | | | | | | | | |
| <i>Spells Memorized:</i> | | | | | | | | | |
| <i>Charm Person</i> | | | | | | | | | |
| <i>Magic Missile</i> | | | | | | | | | |
| <i>Detect Invisible</i> | | | | | | | | | |
| <i>Web</i> | | | | | | | | | |
| AC | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 |
| To Hit | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 |
| Ascending AC combat information | | | | | | | | | |
| +1 (1d4) dagger | | | | | | | | | |

GM's Note: play Tolen as an absent-minded professor. He can also function as a replacement PC if needed. Simply use the **Magic-User** character sheet provided in **Appendix B**. Also, if a replacement PC is needed sooner, feel free to move Tolen to an earlier room.

If the PC's examine the chest, they will find that it is locked. The chest is also trapped, though that won't be obviously on first inspection. Any

character who attempts to open the chest will feel a sharp prick in their finger. They must make a **SAVING THROW VS. POISON** or suffer a -2 penalty to all "to hit" and saving throw rolls for 1d6 hours. A successful **Find or Remove Traps** roll can disable the trap. The chest contains:

- Xanabar's clothing
- 83 gp
- Pens, an ink bottle, and a blank notebook
- A toothbrush and tooth powder
- 2 healing potions (1d6+1)
- A map leading south of Adela

One of the barrels contains drinkable water, and the other safe, dried food. Inside the curtained alcove is a chamberpot.

AREA 8 (MAP 2)

As the party approaches **Area 8**, they will feel a strong, loud breeze emanating from within. Leaves and twigs occasionally blow against them as well. Inside is a large clearing with a circle of stones approximately ten feet in diameter. Next to the circle is a large oak. A young man of about eighteen (Childress) is suspended above the stone circle, seemingly held by the branches of the oak tree. Any character who gets close enough to the stone circle will see that it is indeed a portal. On the other side is a rich green world filled with bulb warriors lined up in military precision. There are several hedges and bushes in the clearing as well.

Standing near the stone circle is an old, balding man in wizard's robes (Xanabar). He is chanting in an unknown language. Also in the chamber are a beautiful woman (the dryad Telphina), and four small wood golems. As soon as the PC's are noticed, Xanabar will yell: "No! Stop them! I'm so close!"

A battle will most likely ensue. Once Xanabar is neutralized or killed, the wind will stop and the portal will close. The stone circle will now have nothing but dirt beneath it.

| |
|---|
| DRYAD (2 HD) 9 hp AC 5(15) |
| # At Charm, Save As F4, ML 6 |
| <i>Dryads attack using their charm person ability. Victims must make a SAVING THROW VS. SPELLS with a -2 penalty on the roll. Charmed characters will approach the dryad's tree and be absorbed into the tree in two rounds unless rescued.</i> |

| |
|---|
| WOOD GOLEM (2+2* HD) 11 hp AC 7(13) |
| # At 1, DMG 1d8, Save F1, ML 12 |
| <i>These small wood golems are vulnerable to fire. They take an extra point of damage from fire-based attacks and suffer a -2 penalty to any saving throws versus fire attacks. Additionally, they suffer a -1 penalty to initiative.</i> |

| | | | | | | | | | |
|---|----------|----------|----------|----------|----------|----------|----------|----------|----------|
| AC | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 |
| To Hit | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 |
| Ascending AC combat information +2 (1d8) bash | | | | | | | | | |

| | | | | | | | | | |
|--|----------|----------|----------|----------|----------|----------|----------|----------|----------|
| XANABAR (4 HD) 16 hp AC 8(12) | | | | | | | | | |
| # At 1, DMG 1d4, Save M4, ML 9 | | | | | | | | | |
| <u>Spells Memorized:</u> <i>Light</i> <i>Magic Missile</i> <i>Mirror Image</i> <i>Invisibility</i> | | | | | | | | | |
| AC | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 |
| To Hit | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 |
| Ascending AC combat information +1 (1d4) dagger | | | | | | | | | |

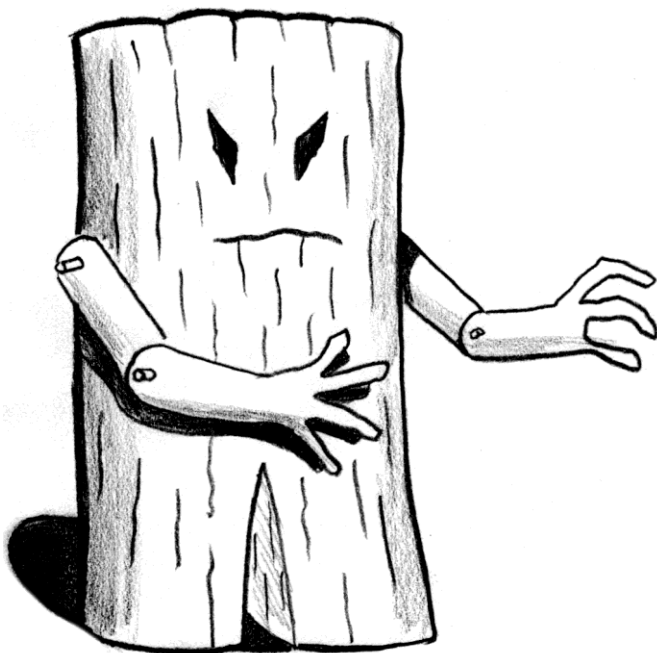
If Xanabar survives, he will try to bargain for his life. He will offer information in the hopes that

the party will spare his life. Xanabar will reveal that the map shows the location of his secret alchemical laboratory, which is guarded by bugbear servants. He will also claim to be very sorry for kidnapping Childress, claiming his magical curiosity took over his moral compass.

Xanabar has a spellbook (Light, magic missile, ventriloquism, invisibility, and mirror image), four daggers, and a large key. The dryad and the wood golems have nothing of value on them.

Once Xanabar is restrained or killed, Telphina will stop trying to charm party members and her memory will clear up. She will merge into her tree as Farsepha did. The wood golems, however, will follow their last orders and continue attacking the party unless directed otherwise by Xanabar.

As the party leaves the hedge structure, they will find the mesmeroses and the vines at the entrance beginning to dry up. They will not be accosted unless the bulb warriors and their bulb hound are still unaccounted for.



CONCLUDING THE ADVENTURE

The party's return to Adela will be uneventful. Childress will continually express his gratitude, though he is also sad about the loss of his hunting companions. Duke Tarryman will throw a huge banquet in their honor if they return Childress safely. He will make good on his promised reward as well.

EXTENDING THE ADVENTURE

Here are some suggestions for extending this adventure:

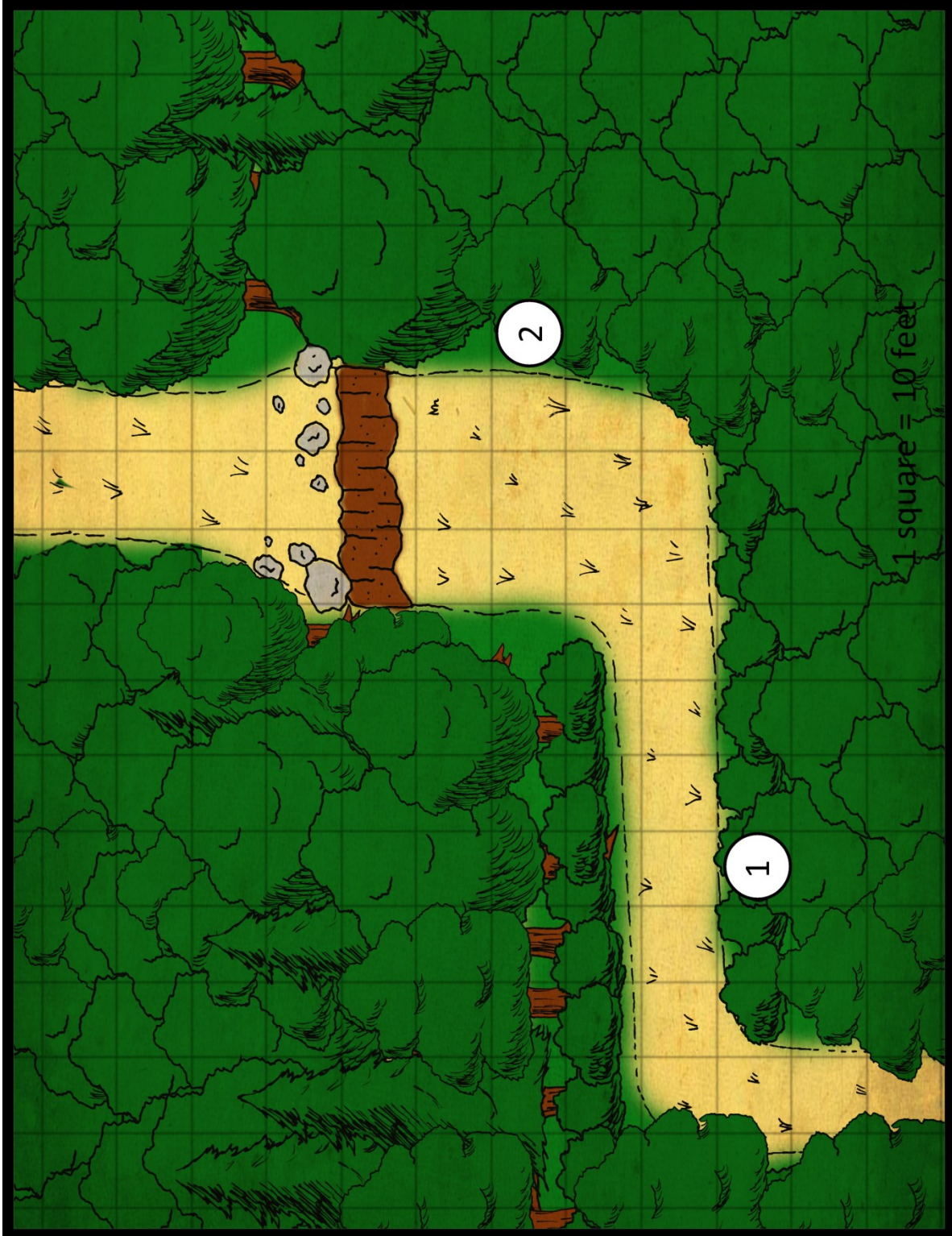
- The party may wish to follow the map they found in the hedge maze. It will lead them to Xanabar's tower. It's up to the GM to stock the tower, and to decide if Xanabar was telling the truth about the bugbears.
- Duke Tarryman may hire the party to escort his son to the university in the city of King's Swoyer. After this adventure, he is very concerned for Childress's safety, and hopes the party can deliver him safely. Weather, bandits, and wandering monsters can provide challenges along the way. Also, any surviving villains from this adventure may seek revenge.
- Oldpine may ask the party to procure some rare plants for him. He plans to brew a vaccine for his fellow treants, hoping to make them immune to future pollen-based attacks. However, the plants only grow deep in orc and ogre infested lands.

CONCLUSION

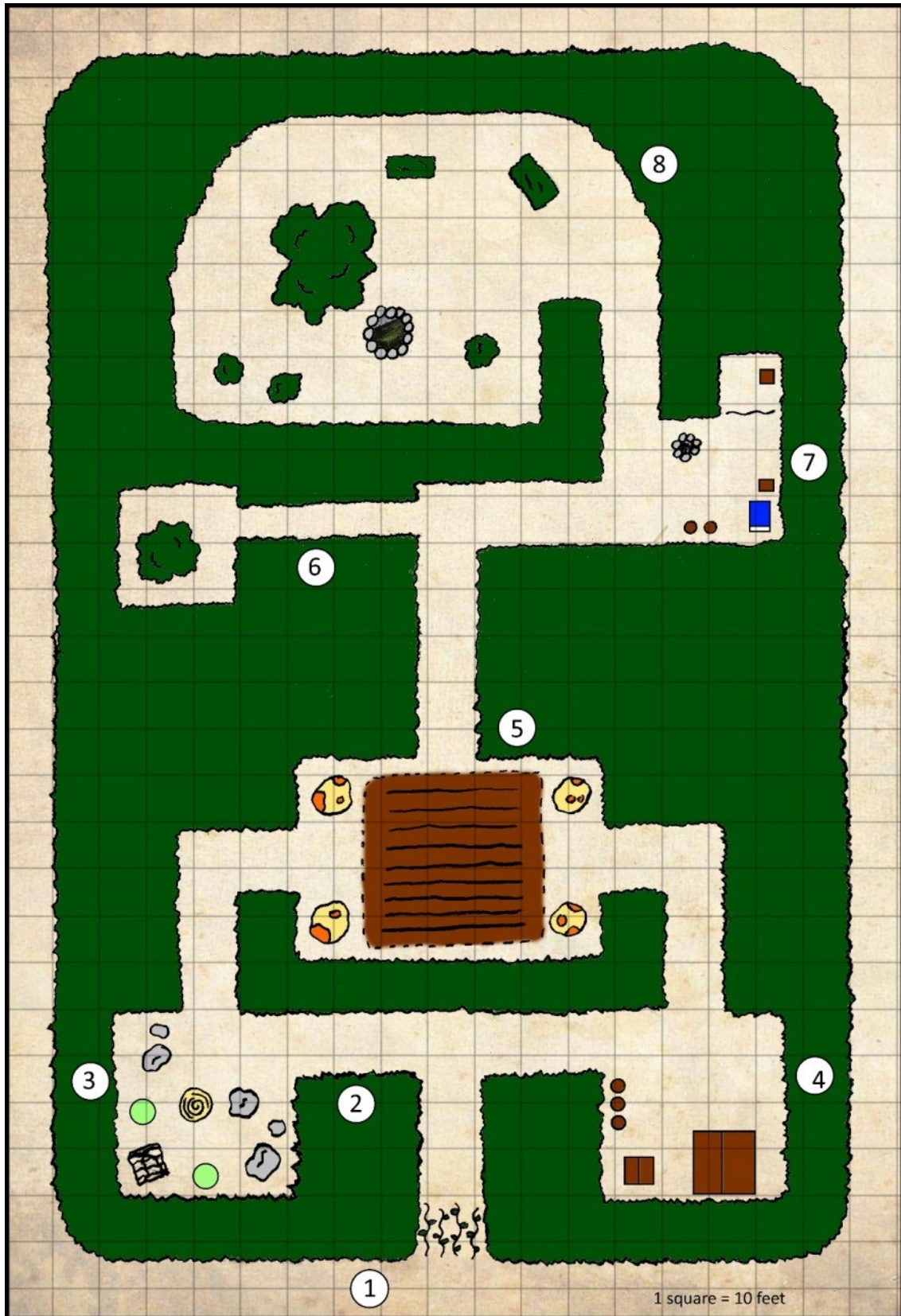
Thank you for purchasing this adventure. Change what you like and make it your own. Most importantly, have a great time with your players.

APPENDIX A: MAPS

Map 1.



Map 2.



APPENDIX B:

PREGENERATED CHARACTERS

The pregenerated characters that appear on the following pages are all third level characters. Maximum hit points were given for each character. Feel free to allow Magic-Users and Elves to adjust their spell list if desired.

Three BONUS character sheets are provided to give you a taste of some of our other supplements (which are pretty cheap, too!).

CARVEN – A wooden construct race, much like robots. A full character class write-up from levels 1-10 is available in **THE CARVEN**, also by **Sharp Mountain Games** on drivethrurpg.com.

HALFLING THIEF – A classic for all time! A full character class write-up from levels 1-14, along with a number of other classes, is available in **ADDITIONAL RACIAL CLASSES FOR BASIC AND EXPERT STYLE GAMES**, also by **Sharp Mountain Games** on drivethrurpg.com.

WANDERWOOD – A player character version of the Treant. A full character class write-up from levels 1-10 is available in **WANDERWOODS**, also by **Sharp Mountain Games** on drivethrurpg.com.



Carven



Halfling Thief



Wanderwood

CLERIC (Level 4)

AC 6(14) HP 24

Abilities

| | | | Adj. |
|-----|----|----------------------------------|------|
| STR | 14 | (To-Hit, Damage, Open Doors) | +1 |
| DEX | 8 | (Missile To-Hit, AC, Initiative) | -1 |
| CON | 10 | (Hit Points) | |
| INT | 12 | (Languages) | |
| WIS | 16 | (Save vs. Spells) | +2 |
| CHA | 13 | (Reactions) | +1 |

Saving Throws

| | |
|-------------------|----|
| POISON/DEATH RAY | 11 |
| MAGIC WANDS | 12 |
| PARALYSIS/PETRIFY | 14 |
| DRAGON BREATH | 16 |
| SPELLS | 15 |

Gear

Chainmail, Holy Symbol, Holy Water, Healing Potion

Weapons

Mace: (1d6)
Sling: (1d4)
Unarmed: (1d2)

Turn Undead

| | |
|----------|----|
| Skeleton | D |
| Zombie | T |
| Ghoul | T |
| Wight | 7 |
| Wraith | 9 |
| Mummy | 11 |

Spells

First level (2/day)
Second Level (1/day)

| AC: | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 |
|----------------------|----|----|----|----|----|----|----|----|----|
| "TO HIT" ROLL NEEDED | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 |

ASCENDING ARMOR CLASS COMBAT SECTION

(If using ascending AC, roll a d20 and add the bonus listed for each weapons. The total damage is in parentheses).

Mace: +2 (1d6 +1)
Sling: +1 (1d4)
Unarmed: +2 (1d2+1)

DWARF (Level 4)

AC 5(15) HP 36

Abilities

| | | | Adj. |
|-----|----|----------------------------------|------|
| STR | 16 | (To-Hit, Damage, Open Doors) | +2 |
| DEX | 12 | (Missile To-Hit, AC, Initiative) | |
| CON | 14 | (Hit Points) | +1 |
| INT | 10 | (Languages) | |
| WIS | 13 | (Save vs. Spells) | +1 |
| CHA | 8 | (Reactions) | -1 |

Saving Throws

| | |
|-------------------|----|
| POISON/DEATH RAY | 6 |
| MAGIC WANDS | 7 |
| PARALYSIS/PETRIFY | 8 |
| DRAGON BREATH | 10 |
| SPELLS | 10 |

Special Abilities

Infravision
Find traps and mining (2/6)

Gear

Chainmail, Healing Potion

Weapons

2-handed Axe: (1d8)
Dagger: (1d4)
Unarmed (1d2)

Languages

Dwarvish
Gnomish
Kobold

| AC: | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 |
|----------------------|---|---|----|----|----|----|----|----|----|
| "TO HIT" ROLL NEEDED | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 |

ASCENDING ARMOR CLASS COMBAT SECTION

(If using ascending AC, roll a d20 and add the bonus listed for each weapons. The total damage is in parentheses).

2-handed Axe:: +5 (1d6+2)
Dagger: +5 (1d4+2)
Dagger(thrown): +3 (1d4)
Unarmed: +5 (1d2+2)

Abilities

| | | | Adj. |
|-----|----|----------------------------------|------|
| STR | 12 | (To-Hit, Damage, Open Doors) | |
| DEX | 16 | (Missile To-Hit, AC, Initiative) | +2 |
| CON | 10 | (Hit Points) | |
| INT | 13 | (Languages) | +1 |
| WIS | 8 | (Save vs. Spells) | -1 |
| CHA | 14 | (Reactions) | +1 |

Saving Throws

| | |
|-------------------|----|
| POISON/DEATH RAY | 10 |
| MAGIC WANDS | 11 |
| PARALYSIS/PETRIFY | 11 |
| DRAGON BREATH | 13 |
| SPELLS | 12 |

Gear

Spellbook, Chainmail armor, Healing Potion

Weapons

Sword: (1d8)
Bow: (1d6)

Special Abilities

Infravision
Find secret doors (2/6)
Immune to ghoul paralysis

Languages

Elvish, Orc, Hobgoblin, Gnoll

Spells

First level (2/day): *Magic missile, Sleep*
Second level (2/day): *Invisibility, Knock*

| AC: | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 |
|----------------------|---|---|----|----|----|----|----|----|----|
| "TO HIT" ROLL NEEDED | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 |

ASCENDING ARMOR CLASS COMBAT SECTION

(If using ascending AC, roll a d20 and add the bonus listed for each weapons. The total damage is in parentheses).

Sword +3 (1d8)
Bow: +5 (1d6)
Unarmed: +3 (1d2)

FIGHTER (Level 4)

AC 4(I6) HP 36

Abilities

| | | | Adj. |
|------------|-----------|----------------------------------|-----------|
| STR | 16 | (To-Hit, Damage, Open Doors) | +2 |
| DEX | 13 | (Missile To-Hit, AC, Initiative) | +1 |
| CON | 14 | (Hit Points) | +1 |
| INT | 12 | (Languages) | |
| WIS | 10 | (Save vs. Spells) | |
| CHA | 8 | (Reactions) | -1 |

Saving Throws

| | |
|--------------------------|-----------|
| POISON/DEATH RAY | 10 |
| MAGIC WANDS | 11 |
| PARALYSIS/PETRIFY | 12 |
| DRAGON BREATH | 13 |
| SPELLS | 14 |

Gear

Chainmail armor, Healing Potion

Weapons

2 handed sword: (1d10+2)

Bow: (1d6)

| AC: | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 |
|----------------------|---|---|----|----|----|----|----|----|----|
| "TO HIT" ROLL NEEDED | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 |

ASCENDING ARMOR CLASS COMBAT SECTION

(If using ascending AC, roll a d20 and add the bonus listed for each weapons. The total damage is in parentheses).

2-handed Sword:: +5 (1d10+2)

Bow: +4 (1d6)

Unarmed: +5 (1d2+2)

HALFLING (Level 4)

AC 3(I7) HP 24

Abilities

| | | | Adj. |
|-----|----|----------------------------------|------|
| STR | 8 | (To-Hit, Damage, Open Doors) | -1 |
| DEX | 16 | (Missile To-Hit, AC, Initiative) | +2 |
| CON | 10 | (Hit Points) | |
| INT | 12 | (Languages) | |
| WIS | 13 | (Save vs. Spells) | +1 |
| CHA | 14 | (Reactions) | +1 |

Saving Throws

| | |
|-------------------|----|
| POISON/DEATH RAY | 6 |
| MAGIC WANDS | 7 |
| PARALYSIS/PETRIFY | 8 |
| DRAGON BREATH | 10 |
| SPELLS | 10 |

Special Abilities

-2 (+2) to AC against large opponents
Hide Outdoors (90%)
Hide Indoors (33%)

Gear

Chainmail armor, Marbles, Healing Potion

Weapons

Short sword: (1d6)

Bow: (1d6)

| AC: | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 |
|----------------------|---|---|----|----|----|----|----|----|----|
| "TO HIT" ROLL NEEDED | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 |

ASCENDING ARMOR CLASS COMBAT SECTION

(If using ascending AC, roll a d20 and add the bonus listed for each weapons. The total damage is in parentheses).

Short Sword: +2 (1d6-1)

Bow: +5 (1d6)

Unarmed: +2 (1d2-1)

MAGIC-USER (Level 4)

AC 8(I2) HP 16

Abilities

| | | Adj. |
|-----|----|-------------------------------------|
| STR | 8 | (To-Hit, Damage, Open Doors) -1 |
| DEX | 13 | (Missile To-Hit, AC, Initiative) +1 |
| CON | 10 | (Hit Points) |
| INT | 16 | (Languages) +2 |
| WIS | 12 | (Save vs. Spells) |
| CHA | 14 | (Reactions) +1 |

Saving Throws

| | |
|-------------------|----|
| POISON/DEATH RAY | 13 |
| MAGIC WANDS | 14 |
| PARALYSIS/PETRIFY | 13 |
| DRAGON BREATH | 16 |
| SPELLS | 15 |

Languages

Elvish, Dragon

Gear

Spellbook, Healing Potion, Sweet Robes

Spells

First level (2/day): *Magic missile, Charm person*

Second level (1/day): *Web*

Weapons

Dagger: (1d4)

| AC: | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 |
|----------------------|----|----|----|----|----|----|----|----|----|
| "TO HIT" ROLL NEEDED | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 |

ASCENDING ARMOR CLASS COMBAT SECTION

(If using ascending AC, roll a d20 and add the bonus listed for each weapons. The total damage is in parentheses).

Dagger: +0 (1d4-1)

Dagger(thrown): +2 (1d4)

Unarmed: +0 (1d2-1)

THIEF (Level 4)

AC 5(15) HP 20

Abilities

| | | | Adj. |
|-----|----|----------------------------------|------|
| STR | 12 | (To-Hit, Damage, Open Doors) | |
| DEX | 16 | (Missile To-Hit, AC, Initiative) | +2 |
| CON | 14 | (Hit Points) | +1 |
| INT | 10 | (Languages) | |
| WIS | 8 | (Save vs. Spells) | -1 |
| CHA | 13 | (Reactions) | +1 |

Saving Throws

| | |
|-------------------|----|
| POISON/DEATH RAY | 13 |
| MAGIC WANDS | 14 |
| PARALYSIS/PETRIFY | 13 |
| DRAGON BREATH | 16 |
| SPELLS | 15 |

Gear

Leather Armor, Thieves tools, Healing Potion

Weapons

Short Sword: (1d6)

Dagger: (1d4)

Thieves' Abilities

Open Locks (30%)

Climb (90%)

Hide in Shadows (25%)

Hear Noise (50%)

Remove Traps (25%)

Pick Pockets (35%)

Move Silently (35%)

Backstab +4 to hit and double damage

| AC: | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 |
|----------------------|----|----|----|----|----|----|----|----|----|
| "TO HIT" ROLL NEEDED | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 |

ASCENDING ARMOR CLASS COMBAT SECTION

(If using ascending AC, roll a d20 and add the bonus listed for each weapons. The total damage is in parentheses).

Dagger: +1 (1d4)

Dagger(thrown): +3 (1d4)

Unarmed: +1 (1d2)

CARVEN (Level 4)

AC 3(17) HP 36

Abilities

| | | | | |
|-----|----|----------------------------------|------|----|
| STR | 12 | (To-Hit, Damage, Open Doors) | Adj. | |
| DEX | 13 | (Missile To-Hit, AC, Initiative) | | +1 |
| CON | 14 | (Hit Points) | | +1 |
| INT | 16 | (Languages) | | +2 |
| WIS | 10 | (Save vs. Spells) | | |
| CHA | 8 | (Reactions) | | -1 |

Saving Throws

| | |
|-------------------|----|
| POISON/DEATH RAY | 10 |
| MAGIC WANDS | 11 |
| PETRIFY/PARALYSIS | 12 |
| DRAGON BREATH | 12 |
| SPELLS | 9 |

Special Abilities/Restrictions

Scout (45%)
 Identify Potions (40%)
 Limited Healing
(Only receive 1/2 hp from healing spells)
 Flammable
(Save vs. DB or 1d4 continuing DMG)

Gear

Leather Armor, Healing Potion

Weapons

Sword: (1d8)
 Bow: (1d6)

Languages

Treant, Gnome

| | | | | | | | | | |
|----------------------|---|----|----|----|----|----|----|----|----|
| AC: | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 |
| "TO HIT" ROLL NEEDED | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 |

ASCENDING ARMOR CLASS COMBAT SECTION

(If using ascending AC, roll a d20 and add the bonus listed for each weapons. The total damage is in parentheses).

Sword: +2 (1d8)
Bow: +3 (1d6)
Unarmed: +2 (1d2)

CARVEN – A wooden construct race, much like robots. A full character class write-up from levels 1-10 is available in **THE CARVEN**, also by **Sharp Mountain Games** on drivethrurpg.com.

HALFLING THIEF (Level 4) AC 5(15) HP 26

Abilities

| | | | Adj. |
|-----|----|----------------------------------|------|
| STR | 12 | (To-Hit, Damage, Open Doors) | |
| DEX | 16 | (Missile To-Hit, AC, Initiative) | +2 |
| CON | 14 | (Hit Points) | +1 |
| INT | 10 | (Languages) | |
| WIS | 8 | (Save vs. Spells) | -1 |
| CHA | 13 | (Reactions) | +1 |

Saving Throws

| | |
|-------------------|----|
| POISON/DEATH RAY | 7 |
| MAGIC WANDS | 8 |
| PETRIFY/PARALYSIS | 9 |
| DRAGON BREATH | 12 |
| SPELLS | 11 |

Special Abilities

-2 (+2) to AC against large opponents
 Hide Outdoors (90%)
 Hide Indoors (33%)

Gear

Leather Armor, Thieves tools, Healing Potion

Weapons

Short Sword: (1d6)
 Dagger: (1d4)

Thieves' Abilities

Open Locks (30%)
 Climb (90%)
 Hide in Shadows (25%)
 Hear Noise (50%)
 Remove Traps (25%)
 Pick Pockets (35%)
 Move Silently (35%)
Backstab +4 to hit and double damage

| AC: | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 |
|----------------------|----|----|----|----|----|----|----|----|----|
| "TO HIT" ROLL NEEDED | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 |

ASCENDING ARMOR CLASS COMBAT SECTION

(If using ascending AC, roll a d20 and add the bonus listed for each weapons. The total damage is in parentheses).

Short Sword: +1 (1d6)
Dagger: +1 (1d4)
Dagger(thrown): +3 (1d4)
Unarmed: +1 (1d2)

HALFLING THIEF – A full character class write-up from levels 1-14, along with a number of other classes, is available in **ADDITIONAL RACIAL CLASSES FOR BASIC AND EXPERT STYLE GAMES**, also by **Sharp Mountain Games** on drivethrurpg.com.

WANDERWOOD (Level 4) AC 5(15) HP 40

Abilities

| | | | Adj. |
|-----|----|----------------------------------|------|
| STR | 13 | (To-Hit, Damage, Open Doors) | +1 |
| DEX | 8 | (Missile To-Hit, AC, Initiative) | -1 |
| CON | 16 | (Hit Points) | +2 |
| INT | 14 | (Languages) | +1 |
| WIS | 12 | (Save vs. Spells) | |
| CHA | 10 | (Reactions) | |

Saving Throws

| | |
|-------------------|----|
| POISON/DEATH RAY | 11 |
| MAGIC WANDS | 10 |
| PETRIFY/PARALYSIS | 12 |
| DRAGON BREATH | 14 |
| SPELLS | 8 |

Special Abilities/Restrictions

Tracking (45%)
 Hide in wooded area (95%)
 Find Healing Herbs (1d6)
 Photosynthetic
 Flammable
(Save vs. DB or 1d4 continuing DMG)

Gear

Great Staff, Sling, Sling Stones, Pouch

Weapons

Great Staff: (1d6)

Sling: (1d4)

| AC: | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 |
|----------------------|---|----|----|----|----|----|----|----|----|
| "TO HIT" ROLL NEEDED | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 |

ASCENDING ARMOR CLASS COMBAT SECTION

(If using ascending AC, roll a d20 and add the bonus listed for each weapons. The total damage is in parentheses).

Great Staff: +3 (1d6+1)

Sling: +1 (1d4)

Unarmed: +3 (1d2+1)

WANDERWOOD – A player character version of the Treant. A full character class write-up from levels 1-10 is available in **WANDERWOODS**, also by **Sharp Mountain Games** on drivethrurpg.com.

APPENDIX C:

OPPONENTS

| | | | | | | | | | |
|---|----------|----------|----------|----------|----------|----------|----------|----------|----------|
| BULB WARRIORS (2 HD) 9 hp AC 6(14) | | | | | | | | | |
| # At 1, DMG 1d6, Save F2, ML 8 | | | | | | | | | |
| <i>Bulb warriors are living plant people who speak their own language consisting of wheezes and hand signals. They stand about four to five feet tall, and are from another plane.</i> | | | | | | | | | |
| <i>In any party of bulb warriors, one will be the leader and will have the ability to shoot spores. The leader uses the spores as its attack (20 foot range), and may use them three times per day. Any character that is hit with the spores, must make a successful SAVE VS. POISON or be paralyzed for 1d6 rounds.</i> | | | | | | | | | |
| AC | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 |
| To Hit | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 |
| Ascending AC combat information +2 (1d6) spear | | | | | | | | | |

| | | | | | | | | | |
|--|----------|----------|----------|----------|----------|----------|----------|----------|----------|
| BULB HOUND (4 HD) 18 hp AC 5(15) | | | | | | | | | |
| # At 1, DMG 1d6 + special, Save F4, ML 8 | | | | | | | | | |
| <i>Bulb hounds are the bulb warriors guard hounds. They stand about three feet tall and roughly resemble a dog. However, they are living plants and covered in thorns. On a successful attack, the victim must make a SAVING THROW VS. MAGIC WAND or be ensnared by the thorns. This does no additional damage, but gives the victim a -2 penalty to their attacks until freed. A successful STRENGTH check will free a character. It may be attempted as a move action in following rounds.</i> | | | | | | | | | |
| AC | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 |
| To Hit | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 |
| Ascending AC combat information +4 (1d6 + special (ensnare)) | | | | | | | | | |

| | | | | | | | | | |
|--|----------|----------|----------|----------|----------|----------|----------|----------|----------|
| TREANT (8 HD) 18 hp AC 2(18) | | | | | | | | | |
| # At 2(blow), DMG 2d6/2d6, Save F8, ML 9 | | | | | | | | | |
| <i>May animate 2 trees at will</i> | | | | | | | | | |
| <i>Surprise on a 1-3 when hidden among trees</i> | | | | | | | | | |
| AC | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 |
| To Hit | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 |
| Ascending AC combat information +8 (2d6/2d6) limb/limb | | | | | | | | | |

| | | | | | | | | | |
|---|--|--|--|--|--|--|--|--|--|
| SHRIEKING MUSHROOM (3 HD) 14 hp AC 7(13) | | | | | | | | | |
| # At None, Save F1, ML 12 | | | | | | | | | |
| <i>Any movement within ten feet of a shrieking mushroom will cause it to emit a high pitched wail. This wail may attract wandering monsters or guards. Shrieking mushrooms can move five feet per round, though they have no means of attack.</i> | | | | | | | | | |

| | | | | | | | | | |
|---|----------|----------|----------|----------|----------|----------|----------|----------|----------|
| MESMEROSE (3 HD) 14 hp AC 7(13) | | | | | | | | | |
| # At 1, DMG 1d6+special, Save F2, ML 12 | | | | | | | | | |
| <i>Mesmeroses are animated rose vines with the ability to charm their prey. They do this through a spray of pollen, which may be aimed at one opponent. They may only use their pollen once per day.</i> | | | | | | | | | |
| <i>No attack roll is needed, but targeted opponents must make a SAVING THROW VS. POISON or be charmed for 1d6 rounds. Charmed opponents will stand perfectly still and the mesmerose will use its thorns to drain the victim of its blood.</i> | | | | | | | | | |
| <i>Mesmeroses may also attack with their thorny tendrils. They may use their attack and pollen spray in the same round.</i> | | | | | | | | | |
| AC | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 |
| To Hit | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 |
| Ascending AC combat information +3 (1d6 + special) thorn + <i>charm</i> | | | | | | | | | |

| | | | | | | | | | |
|---|--|--|--|--|--|--|--|--|--|
| DRYAD (2 HD) 9 hp AC 5(15) | | | | | | | | | |
| # At Charm, Save As F4, ML 6 | | | | | | | | | |
| <i>Dryads attack using their charm person ability. Victims must make a SAVING THROW VS. SPELLS with a -2 penalty on the roll. Charmed characters will approach the dryad's tree and be absorbed into the tree in two rounds unless rescued.</i> | | | | | | | | | |

| | | | | | | | | | |
|--|----------|----------|----------|----------|----------|----------|----------|----------|----------|
| WOOD GOLEM (2+2* HD) 11 hp AC 7(13) | | | | | | | | | |
| # At 1, DMG 1d8, Save F1, ML 12 | | | | | | | | | |
| <i>These small wood golems are vulnerable to fire. They take an extra point of damage from fire-based attacks and suffer a -2 penalty to any saving throws versus fire attacks. Additionally, they suffer a -1 penalty to initiative.</i> | | | | | | | | | |
| AC | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 |
| To Hit | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 |
| Ascending AC combat information +2 (1d8) bash | | | | | | | | | |

| | | | | | | | | | |
|---|----------|----------|----------|----------|----------|----------|----------|----------|----------|
| XANADAR (4 HD) 16 hp AC 8(12) | | | | | | | | | |
| # At 1, DMG 1d4, Save M4, ML 9 | | | | | | | | | |
| <i><u>Spells Memorized:</u></i> <i>Light</i> <i>Magic Missile</i> <i>Mirror Image</i> <i>Invisibility</i> | | | | | | | | | |
| AC | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 |
| To Hit | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 |
| Ascending AC combat information +1 (1d4) dagger | | | | | | | | | |

OGL

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