

SANCTUM SECORUM

Episode #41

Gone
with the
Gods

COMPATIBLE WITH

**DCC
RPG**

Sanctum Secorum Podcast

Episode #41 Companion

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THE TRIBE OF OGG AND THE TRIALS OF MOSS

BY BOB BRINKMAN



**AN AUTHORIZED SEQUEL TO
DANIEL J. BISHOP'S**

**THE TRIBE OF OGG
AND
THE GIFT OF SUSS**

FROM MYSTIC BULL GAMES

Featured Adventure

THE TRIBE OF OGG AND THE TRIALS OF MOSS

A 1st-level DCC adventure inspired by Andrew J. Offutt's *Gone with the Gods* and Daniel J. Bishop's *The Tribe of Ogg and the Gift of Suss*

This adventure is meant to be run for a group of 4 to 6 1st-level “subhuman” characters (see [Sanctum Secorum #25](#) for full Subhuman class details), but may be run with other traditional or third-party character classes as the judge sees fit. This adventure begins twenty years after the events of [The Tribe of Ogg and the Gift of Suss](#).

INTRODUCTION

Time-traveling novelist Harvey Moss came back in time with the plan to establish himself as the origin of a number of historical events. What he hasn't accounted for is that his travels have taken him into a different timeline, where his future is not assured to occur. This being his first attempt to set himself as a god to a primitive tribe, there are a number of things he hasn't factored in – such as the pre-existence of a pantheon of *actual* deities who might not be pleased with his charade.

Unbeknownst to the Tribe of Ogg, before the arrival of Moss, Tahor the Thunderer appeared to the shaman of Koh. The god warned of the coming of the false-god Moss as well as the location of Ogg's new tribal home. The tribe of Koh, who have a long and violent history with the tribe of Ogg, sent out war parties to delay the Ogg warband while hoping to secure the caves for themselves. Of course, getting to the caverns is the easy part; passing the challenges placed there by Moss is another thing entirely.

Running Cave People

The characters in this adventure are primitive pre-humans living a stone age existence. While the tribe has advanced through their shaman's use of the gift of Suss, the tribe as a whole remains fairly primitive. To help set the mood and to enforce their role as primitives, enforce a rule that the players may only speak to one another by using one-syllable words. Any time a player breaks this rule, their PC loses a point of Luck. Once a player has spent Luck for their character to know a polysyllabic word, they can use that word without spending any more Luck.

ADVENTURE START

It has been a generation since the elders crossed the hunting plain and entered the dread forest in search of the gift of Suss. The most powerful hunters of the tribe left on the quest, but few were seen again. Those who did return were forever changed and spoke of strange wonders that mighty Suss had shown them. They spoke of terrifying beasts, alien hunting grounds under strange stars, and many other things. With the knowledge that they brought back, the tribe has done well and has learned much. Now, the great shaman Dajbi has returned from his self-enforced hermitage to tell of a new god who has come to him in the wilderness.

Moss, Breaker of the Sky, came to him in a clap of thunder so mighty that the ground shook and Dajbi's lean-to was smashed as if by a great hand from the sky. As he emerged from the dust and wreckage, he saw the god emerge from his sky-chariot. Moss pointed to him and spoke, but even Dajbi's mind was not wise enough to understand the words of the gods. Moss' wisdom slipped from his mind like water through his fingers. Patiently, the great sky-god explained what he desired.

A war rages in the heavens above, the gods themselves doing battle with demons who dwell in the sky. Moss blessed the aged shaman with a ride in his sky-chariot, taking him deep into the Border Hills – to what Moss decreed will be the new home of the Tribe of Ogg. Moss used his sky-chariot to rip the ground asunder, creating an entrance to a gigantic cave complex. Moss told Dajbi that it was here that the tribe may live in safety, protected from the sky people, once it has been cleared. Then, Moss returned Dajbi to his ruined hermitage. The ancient shaman knows that the new homeland lies to the east of his old home and directs your warband to secure the caves and face the trials of Moss. You load supplies and weapons into canoes and prepare to set off upriver on the first leg of your journey.

The PCs know roughly how long their trip should take, as follows:

- From Ogg to the head of the river – 1.5 days
- From the riverhead to the hermitage of Dajbi – 3 days
- From the hermitage to the caverns – 5 days

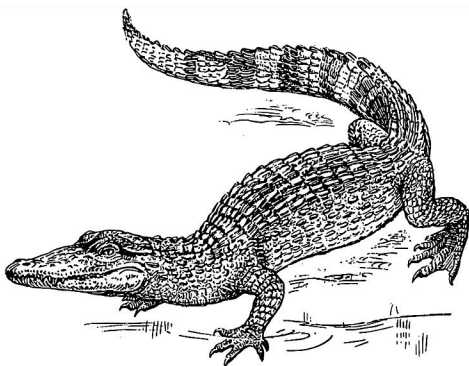
The players may wish to grab additional equipment for their journey, but the tribe is a primitive one and additional items should be scarce and only granted at the judge's discretion. The canoes are sturdy dugouts, each able to hold up to three PCs and their gear (within reason). The first portion of the adventure plays out in a linear fashion, as the warband hits set encounters along their path (plus any random encounters once off the river).

RIVER JOURNEY

Travel up the river is slow and paddling upstream is exhausting work, but it is still a quicker mode of travel than marching along the banks. The current is gentle, posing no additional danger to the PCs, although the depth of the river varies from 15'-25' along the route. The shores are lined with dense vegetation which makes it hard to march overland. From time to time, crocodiles can be seen sunning on the bank, and the surface of the murky water is periodically broken by the leaping of fish.

While on the river, roll 1d6 once per day to determine the random event encountered.

Random River Encounter	
Roll	Result
1	<i>Bad omen:</i> A giant eagle passes overhead, a sure sign of the sky-people. Next action for the day at -1d.
2	A large, unknown predator shadows the party for 10 minutes, rustling the vegetation along the shore.
3	Four crocodiles are sunning themselves on the shore. Torpid from a meal, they only attack if disturbed.
4	From the relative safety of the shoreline, a band of monkey-like protohumans pelts the party with refuse.
5	A broken oar drifts downriver, passing the PCs. It has clearly been bitten through by a crocodile.
6	<i>Good omen:</i> Thunder peals across a clear sky, a sure sign of Moss' favor! Next 2 actions for the day at +1d.



Area 1-1: Crocodile Strike

It is late, and you are beginning to grow weary from a day's rowing up-river against the slow current. As the sun begins setting over the hilltops and you begin looking for a place to go ashore and camp, you catch sight of motion along the riverbank as a massive crocodile slips into the water and submerges. The beast is easily larger than one of your canoes, and a sense of dread descends upon you as you scan the murky waters for signs.

Crocodile: Init +1; Atk bite +3 melee (1d6) or tail smash +1 melee (1d16, target must be in the water); AC 14; HD 3d12; hp 18; MV 20' or swim 40'; Act 1d20; SP ambush predator, death throes; SV Fort +3, Ref +0, Will +0; AL N.

Ambush predator: When attacking a target on the surface from below, the crocodile automatically has initiative for the first round of combat.

Death throes: Even after death the crocodile remains dangerous. As its life slips away, it continues thrashing its massive tail for 1d3 rounds, randomly striking at any targets in the water, including the canoes. Treat the dugout canoes as AC 10 with 30 hit points.

The crocodile's first strike will target someone actively searching for it, peering down into the water and exposed to a strike from below. If no target presents itself, the crocodile will randomly attack one of the canoes, smashing it with its tail and possibly upsetting the canoe and occupants (PC with lowest Luck in the canoe must make a Luck check or the canoe's occupants are dumped into the 20'-deep water).

The beast is a man-eater, having killed two tribesmen of Koh several days ago. If gutted (in preparation for cooking, for example), a human arm still clutching a stone knife (1d5 damage) is found in its belly. The design of the blade is recognizable as being from Koh. The beast provides enough meat for the party to dine well and its hide is highly desirable for any warleader hoping to impress the village elders with signs of prowess.

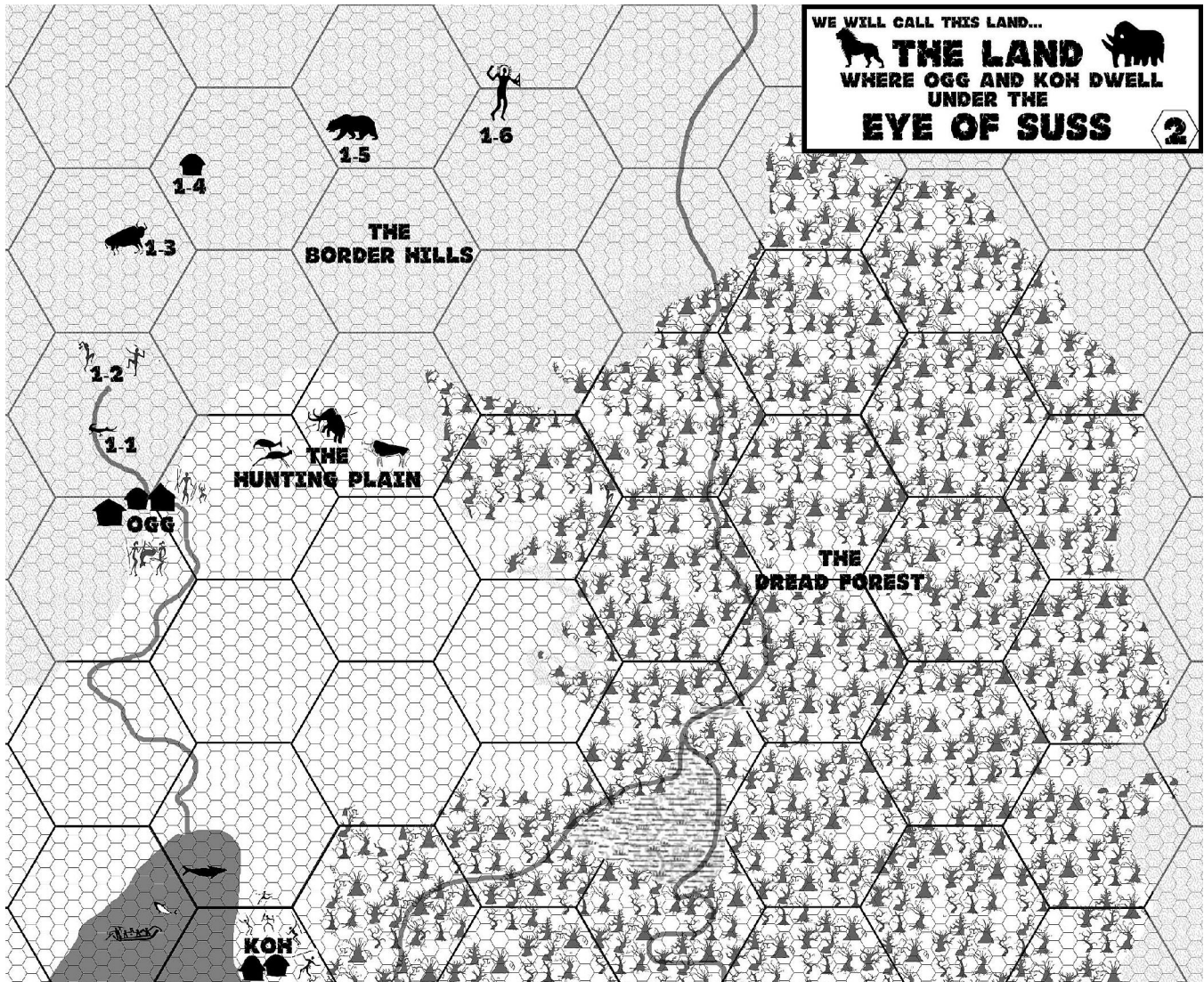
Area 1-2: Ambushed by the Koh

Finally, you have arrived at the riverhead, a lagoon fed by a massive underground spring that cuts its way through the hills and across the plains. The water here is clear, allowing you to see to the rocky bottom of the pool over 50' below. The water's shallows are ringed by a small rock beach, perfect for pulling the canoes up. The rest of the area is surrounded by dense underbrush, broken only by the occasional game trail.

If the party spotted the oar on the river, they are immediately suspicious of the peacefulness of the lagoon. If they haven't seen sign of the other tribe, have the PC with the highest Intelligence make a DC 13 Intelligence check; if successful, they notice that something seems...wrong. If forewarned by the feeling that something is off, the successful PC may make a Luck check to spot the tribesmen lying in wait, with success negating surprise. Lining the shore is a group of young hunters from the tribe of Koh. They wait silently in the vegetation, rising to spring their surprise attack while the party's hands are occupied with pulling their canoes out of the water.

Koh Hunters (6): Init +0; Atk flint axe +0 melee (1d4) or javelin +0 missile fire (1d6); AC 11; HD 1d4; hp 3; MV 30'; Act 1d20; SV Fort +1, Ref +1, Will +1; AL N.

The fur-clad hunters attack, as part of their rite of passage, in hopes of weakening the party. Their goal is not to kill the party – only to soften them up – and they will not sacrifice their own lives if it can be avoided. Unless clearly winning the combat with overwhelming success, the hunters will retreat in four rounds and leave the PCs to lick their wounds.



OVERLAND JOURNEY

Once clear of the verdant growth along the river, the march through the Border Hills begins. The ground here is not inherently dangerous, but is uneven and difficult, making for slow going. It is against the background of this isolated region that Dajbi retreated to seek further communion with Suss. Small game is plentiful here and, though not enough to sustain the entire tribe, it provides easy hunting for the PCs.

While no tribes are known to reside in the area, the party may come across signs that others have been in the area recently. While traveling in the hills, roll 1d10 once per day to determine the random event encountered.

Area 1-3: Bison Stampede

You've been making your way across the hills, trekking towards the site of Dajbi's hermitage. In the distance, the howling of a pack of wolves can be heard. It is joined by a sound like thunder, as the howling grows closer.

Allow the PCs up to three rounds of preparatory actions before continuing.

The once-distant thunder comes to a deafening crescendo as a panicked herd of buffalo crest the hilltops, pursued by a hungry pack of wolves.

Random Overland Encounter	
Roll	Result
1	Bad omen: A giant eagle passes overhead, a sure sign of the sky-people. Next action for the day at -1d.
2	Cougar: Init +1; Atk bite +2 melee (1d5) or claw +1 melee (1d3 plus hold); AC 12; HD 2d10; hp 12; MV 40'; Act 1d20; SV Fort +1, Ref +2, Will +1; AL N.
3	The remains of a campfire, several days old.
4	Wolves (5): Init +3; Atk bite +2 melee (1d4); AC 12; HD 1d6; hp 4; MV 40'; Act 1d20; SV Fort +3, Ref +2, Will +1; AL N.
5-6	No encounter.
7	Poisonous herbs (1d3 doses): DC 15 Int check to identify. DC 10 Fort save or -3 Stamina for 2d3 days if mistakenly ingested.
8	A heap of offal is piled beneath a tree where a large animal (a deer) was recently hung to slaughter and clean. Unshod footprints show at least 4 hunters were present.
10	The nearby howling of a wolfpack cuts through the air.
11	No encounter.
12	A hermit emerges from a small cave, brandishing a spear and warning the PCs that they and their tribesmen are not welcome. He will flee if approached.
13	Healing herbs (1d5 doses): DC 13 Int check to identify. Each dose heals 1 HD +2 points.
14	Good omen: Thunder peels across a clear sky, a sure sign of Moss' favor! Next 2 actions for the day at +1d.

The wolves are not interested in the PCs and will continue to pursue the herd; conversely, they are not afraid of the PCs and are driving the buffalo directly towards the party. The stampede passes through the area for 6 rounds. If no actions are taken by the party, they are simply trampled and ground into a chunky red paste by the terrified buffalo. The party must survive for six rounds, requiring the PCs to take pains to avoid being trampled by the massive fleeing animals. For each preparatory action matching those listed below, reduce the related save DC by an additional -1 (max -3) in addition to the bonuses granted as the herd passes and begins to thin.

- Outrunning the herd is not possible. PC suffers 2d7 damage.
- Trying to outrun the stampede by cutting sideways requires a DC 15 (-1 per cumulative round) Reflex save. Failure results in 2d5 damage.
- Attempting to dodge the buffalo amidst the stampede requires a DC 13 (-1 per cumulative round) Reflex save. Failure results in 1d7 damage.
- Attempting to frighten the herd into changing direction (by any reasonable means) requires the herd to make a DC 10 Will save or change direction.
- Killing the lead buffalo as it passes (in a single round) will cause the stampede to part 10' around the buffalo's body, providing a safe space in which to weather the stampede. If the animal's corpse is surrendered to the wolves, they stop their pursuit of the herd and leave the party in peace – otherwise they will attack the party, challenging for the kill. **Lead Bison:** Init +3; Atk trample +6 melee (1d10+3); AC 16; HD 6d8; hp 27; MV 60'; Act 1d20; SV Fort +6, Ref +4, Will +2; AL N.

Wolves (10): Init +3; Atk bite +2 melee (1d4); AC 12; HD 1d6; hp 4 each; MV 40'; Act 1d20; SV Fort +3, Ref +2, Will +1; AL N.

Wolf, Alpha: Init +5; Atk bite +3 melee (1d6); AC 12; HD 3d6; hp 9; MV 40'; Act 1d20; SV Fort +3, Ref +2, Will +1; AL N.

Area 1-4: Ruined Hermitage

Scattered about the clearing is the wreckage of a crude dwelling: torn animal hides are caught in bushes and trees, broken bits of wood are scattered about, and the grasses of the area are pressed flat in an outward-reaching circle – the center of which appears scorched as if by fire.

The air here is charged and still, as if lightning has struck recently and the world is holding its breath for the return of Moss, Breaker of the Sky. Dajbi's instructions are to travel roughly east from the site of his home for five days.

The old shaman's home was thoroughly destroyed by the concussive force of the time vehicle's arrival. PCs digging through the wreckage may make a Luck check to find a minor possession of the hermit (roll 1d5): (1) woven basket (may be worn across the back); (2) 1d4 brightly colored stones; (3) 1d3 pounds of smoked bear meat; (4) a giant, rusted-metal knife (actually a rusted short sword); (5) a misshapen club (1d4, actually a non-functioning laser pistol); (6) a 3'-long animal fang carved with sacred images of Suss (+1 Luck); (7) one dose of seeing-herbs (allows PC ingesting the herbs to grant a single re-roll to any member of his warband).



Area 1-5: Night of the Grizzly

You have marched all day and into the twilight, pushing ever closer to your goal. Your eyes nearly swim as the dimming light plays across the hills and rocky outcroppings that lay before you.

It is growing dark as thunderheads roll across the sky overhead, blotting out the stars. You feel the temperature begin to drop as the winds pick up. This is certainly not the blessing of Moss, but instead the disfavor of Tahor, the Thunderer. This will be a miserable night indeed.

Allow the party to prepare their camp for the evening, taking any precautions and setting watch as they wish. The outcropping whereupon they are camping will provide shelter from the rain for a small fire.

The storm hits an hour after sunset, reducing visibility to 20'. The sudden drop in temperature requires all characters to make a DC 12 Fort save (DC 10 if they have managed to get a fire going) or suffer a -1d penalty on all actions for an hour while shivering and being generally cold and miserable.

Two hours after the onset of the storm, a massive bear stumbles across the party's encampment, its sudden appearance certain to cause alarm among the PCs. While the bear is not stalking the party, it is territorial by nature and the PCs are certainly intruding in its domain.

Bear, grizzly: Init +2; Atk slam +5 melee (1d6+5 plus bear hug) or claw +5 melee (1d8+5); AC 16; HD 4d8+4; hp 20; MV 30'; Act 1d20; SP bear hug, pyrophobic; SV Fort +4, Ref +2, Will +1; AL N.

Bear hug: In single combat, the grizzly grasps its enemy in a mighty bear hug to hold its prey firmly in place while it ravages it with its fangs. If the bear lands a slam successfully, its opponent must succeed in an opposed Strength check against the bear's 20 Strength (+5). Failure means they have been trapped in a bear hug. Each round thereafter, the bear automatically inflicts another 1d6+6 damage with its massive fangs. The victim can attempt to escape each round with another opposed Strength check on his action.

Pyrophobic: If directly confronted with fire (such as a burning brand being waved in the bear's face) the grizzly must make a DC 12 Will save or retreat. If the bear takes a wound from fire, the DC increases to 15.

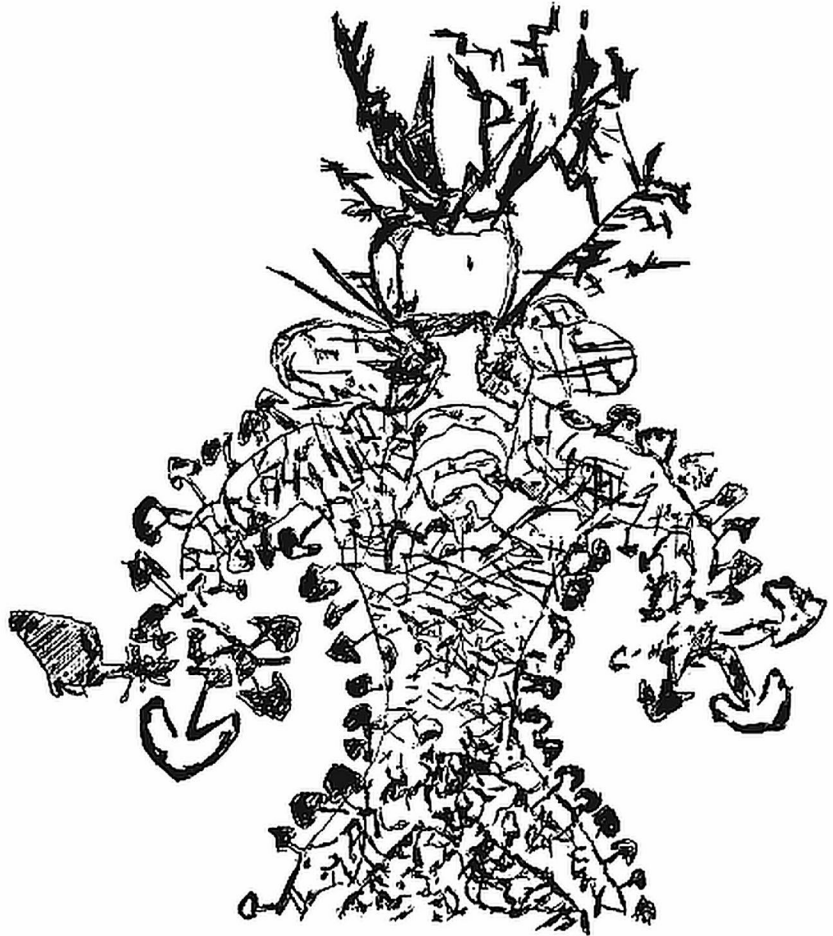
Should the PCs think to play submissive or dead, the bear will merely paw at them randomly for 1d3 rounds, doing 1d4 damage with each tentative swipe, before departing back into the storm.

Area 1-6: The Sacred Caverns

After a bit of searching, you have finally reached your destination. As Dajbi described, nestled between the tree-covered hills here the ground here is split asunder, revealing an entrance to caverns below. A flattened circle, identical to the one seen at the ruined hermitage, marks the point of arrival and departure of Moss as he revealed this, your tribe's new home, to his new shaman.

A massive effigy of the god, constructed of tree branches and animal hides, has been erected and stands astride the entrance to the caverns. Standing 20' tall, it is hard to imagine how Dajbi managed to erect the sacred figure of Moss without assistance. Entering the caverns looks to be simple, but if you have learned anything from the tales of your elders, it is that nothing is simple when one is dealing with the gods.

Dajbi didn't build the effigy; the warriors from Koh did, using a doll-sized figure that the shaman had pieced together as a model. Four of the warriors have hidden themselves within the figure, using the hide wrappings for concealment. They are waiting for the party to pass beneath them before launching their attack.



If the figure of Moss is only given a cursory glance before the party enters, the Koh warriors will remain undiscovered and they will drop down between the last two PCs to enter the cavern. Should the effigy be closely examined (shaken, tugged at, searched for potential traps) the warriors are immediately discovered and surprise is lost.

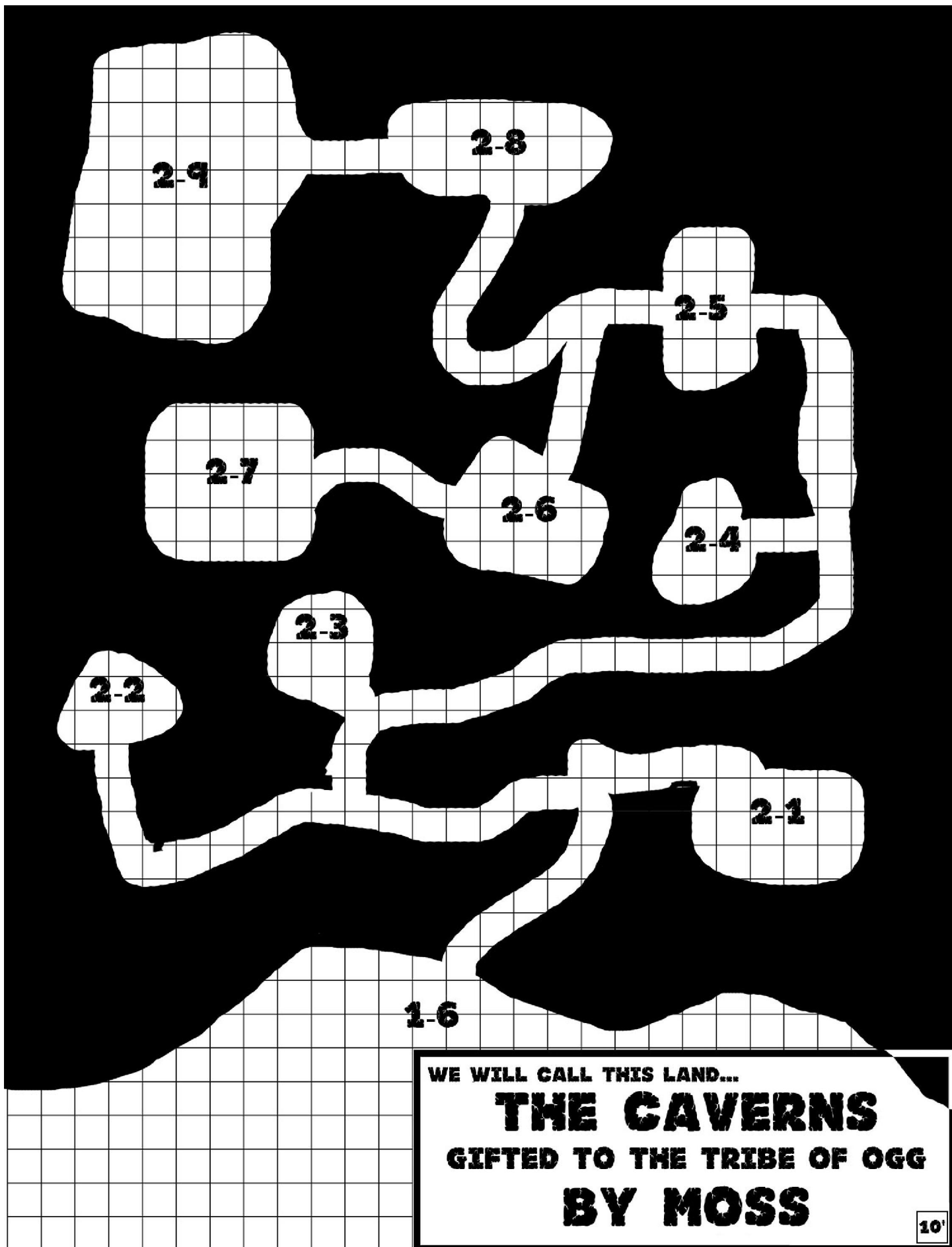
These warriors, favored by their tribe and their god, are wholly devoted to the service of Tahor and will gladly die in combat against the heretical tribesmen of Ogg.

Warriors of Koh (4): Init +1; Atk stone knife +1 melee (1d5+1) or javelin +1 missile fire (1d6+1); AC 12; HD 1d8+3; hp 7; MV 30'; Act 1d20; SP death from above, rage; SV Fort +1, Ref +1, Will +1; AL N.

Death from above: If dropping down in a surprise attack, the first two attackers will attack by wrapping themselves around their javelins and attempting to jump down directly on their targets. If successful, the attack inflicts 1d6+3 and an automatic critical hit – while a failure is automatically a fumble. In either case, the warrior forfeits his attack in the following round.

Rage: While attacking in combat, the warrior of Koh may choose to push his attacks past ordinary physical limitations. Before making the attack, the warrior may voluntarily suffer damage: for every 2 points of self-inflicted damage, he adds 1 point of damage on a successful attack.

30' down the passageway into the caverns lies the broken poppet of Moss made by Dajbi. If recovered and repaired (requiring a DC 13 Agility check and a suitable explanation of how the broken doll is fixed), it grants 1 point of Luck to its rescuer and 1 fleeting Luck to the entirety of the warband.



2-9

2-8

2-5

2-7

2-6

2-4

2-3

2-2

2-1

1-6

WE WILL CALL THIS LAND...

THE CAVERNS

GIFTED TO THE TRIBE OF OGG

BY MOSS

10'

THE TRIALS OF MOSS

Shortly after Dajbi departed for Ogg, Harvey Moss returned to set up a series of challenges to ensure that the tribe was capable of what he wished them to do. When completed, some of the early trials reveal items that may be used to complete later trials. In this way Mr. Moss hopes to ensure that only the competent reach the furthest of the inner chambers (area 2-9) and receive his blessing.

The interior of the caverns is wholly dark, and without light, the PCs will be unable to continue further. In a fashion, simply having a source of light is the unintentional first trial of Moss—for without it, the tribe has failed.

The Trial of Courage (Part I)

The passages of the caverns are not truly uniform, varying in width from 5'-8' while remaining a claustrophobic 5'-6' in height. While the taller portions of the tunnels allow the PCs to walk upright, the ceiling directly above them gives the oppressive feeling that the world is closing in on them. Once per hour, the PCs must make a DC 8 Will save or exit the caverns. Those who fail but continue to push onward suffer a -1d penalty on all rolls until they have spent time outside (turns equal to 1d3 minus Will save bonus; those scoring a zero need only spend 1d4 rounds regathering their wits before re-entering, while PCs with Personality 18 are immune to this effect).

Area 2-1: The Trial of Empathy (Part I)

The passage dead-ends into this chamber, roughly 30'-40' around. A heavy animal scent hangs in the air here, causing your hackles to rise as you try to place the odor. A heavy 'clanking' sound comes from the furthest corner and, what you first took to be a small pile of rocks reveals itself to be an injured lion cub with a short chain leading from around its neck to a hook on the wall. Upon realizing that it is no longer alone, it begins to bawl piteously.

The cub, while potentially a hazard, may be slowly approached by any PC stating that they are taking care and precautions not to startle or frighten it. If given food or water, it will become docile and its chain may easily be taken off of the hook to serve as a 10' lead (or it may simply be slipped over the cub's head). The cub will follow whoever offered it succor and will begin to whine if not within at least 10' of its new "mother".

The intertwined links of the chain are wholly foreign and mystifying to the PCs. It is unclear how such a thing could be fashioned and so it must be a gift from the god Moss. Beyond its intended use, the chain may be used as an improvised weapon (-1d to attack, -1 to initiative, 1d8 damage).

If startled, frightened, or threatened, the lion cub will try to defend itself or die in the attempt.

Lion cub: Init -5; Atk claw -2 melee (1d2); AC 10; HD 1d5; hp 2; MV 20'; Act 1d20; SV Fort +0, Ref +1, Will -2; AL N.

Area 2-2: The Trial of Strength

The passage ends in a rubble-strewn, three-sided chamber with walls that slope upwards 35' to form a rough pyramid. In the center of the room is a boulder that rests atop an oddly-shaped hole in the floor. The gap between the boulder and the edge of the hole is a mere 1"-2" at its largest. From within the hole, something glints as your light falls across it, but the space is far too small to get a look at what might be hidden.

Harvey Moss devised this trial with the testing of brute strength in mind, although it is not the only solution.

- The PCs may work together to physically roll the stone out of the way, requiring a DC 25 Strength check. Each PC in addition to the strongest adds 1+ their Strength bonus to the roll. A score of ten or less on the check results in a random character straining too hard and losing a temporary point of Strength. Strength lost in this fashion heals at a rate of 1 point per week.
- Using pieces of the wooden framework of the idol outside the caverns (or any other sturdy, pole-like length of material) and a large piece of the rubble from the floor, the PCs may fashion a simple lever, dropping the Strength check DC to 15.
- Lastly, the boulder may be attacked in an attempt to chisel, crack, or destroy it. For these purposes, the boulder has AC 18 and 100 hit points. Any fumbles result in the weapon being used shattering beyond repair.

Sitting in the empty space beneath the boulder is a small glass hand mirror. This item is of utmost fascination to the PCs, having never seen their own clear reflections. PCs gazing into the mirror must make a DC 12 Will save or be fascinated for 1d4 rounds as they pull faces, have their free hand in front of the glass and otherwise investigate the strange phenomena. The glass is quite fragile and is at risk of being shattered should its bearer take damage. If the PC carrying the mirror takes damage, the mirror must save vs. 5 + damage received or be broken.



Area 2-3: The Trial of Empathy (Part II)

This encounter should serve to put the PCs on notice that prior rooms and encounters may aid them in bypassing later challenges. Of course, it is entirely possible for the PCs to arrive at this chamber wholly unprepared and unforewarned as to what is to come. More is the pity for them. Harvey Moss is a careless god.

Within this chamber is chained a massive lioness, or *felix atrox*. The chain around her neck is long enough to allow her to enter the hallway and attack any creatures attempting to pass by. If the party is traveling with the lion cub, it begins chuffing and making mewling noises – which the lioness responds to, emerging from her chamber as the cub draws near. In all cases of combat, the lioness will fight to the death.

- If the cub is no longer chained, it will scabble ahead of the party and rush to its mother's side. The lioness will pick the cub up by its scruff and carry it back into the room, ignoring the party unless provoked.
- If the cub is on the lead, it will pull and strain, trying to rush forward as the lioness emerges into the passage. If the party continues holding the lead, the lioness will begin growling and approaching until the party puts some distance between the cub and themselves. If the PCs refuse to give ground, the lioness will attack.
- If the party is not accompanied by the cub, the lioness will spring from the darkness and immediately attack. The PC in the front of the party must make a Luck check to avoid surprise.

Felix Atror: Init +2; Atk bite +8 melee (2d7) and claw +4 melee (1d5); AC 15; HD 6d10; hp 30; MV 30'; Act 2d20; SP ambush; SV Fort +7, Ref +8, Will +4; AL N.

Ambush: The *felix atrox* is so well adapted to its environment, and attacks with such vocal ferocity, that when in plains-based terrain it nearly always strikes with surprise. A DC 18 Reflex save allows a PC to act normally in the first round of combat.

Killing the lioness gains the PCs 60' of chain but, if the lioness is killed and the cub still survives, the cub will refuse to leave its mother's side save by cruel application of force. Regardless, the cub will refuse all food after this and starve itself to death within a week's time.

Area 2-4: The Trial of Trust

Wafting into the passageway from a side chamber are scents that literally make your mouths water. Looking into the room you can make out several small piles of lightly charred meats lying on the floor alongside scattered overripe fruits. The aromas are positively dizzying, and your stomachs begin to rumble appreciatively.

There is no poison or other threat here; this serves merely to test whether the tribe will place their trust in their new god and accept the boons offered. The foods are delicious and of types wholly unknown to the tribe. The fruits are bordering on being fermented and cause a slight lightheadedness in those who eat them (allowing them to ignore a single point of damage over the next 3 turns).

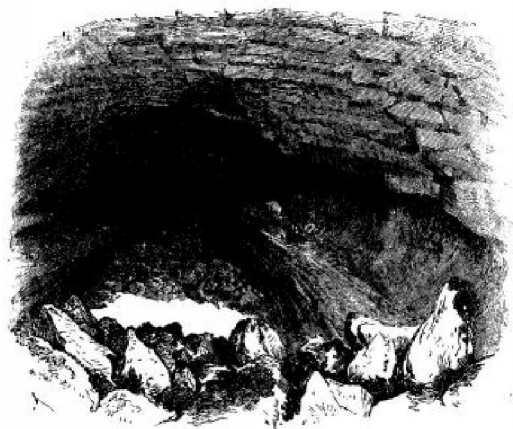
Beneath a pile of roast ostrich meat is a strange, grease-covered cylinder. Any PC manipulating it must make a Luck check, with success indicating that the tribesman has inadvertently turned the flashlight on. When the flashlight is lit, the PC must immediately make a follow-up DC 11 Will save to avoid being startled and immediately dropping the flashlight (smashing the lens and ruining the light). Any attempt to disassemble the flashlight will cause it to cease functioning, although a PC making a DC 18 Intelligence check may come to understand the simple working of this illuminating wonder.

If shone into the eyes of a foe in combat, the target must make a DC 10 Reflex save or be dazzled and make their next action at -2d.

Area 2-5: The Trial of Courage (Part II)

The passage opens onto a chasm 50' wide and roughly 35' across. Hanging from the ceiling, above the center of the chasm, is a length of rusted metal chain, ending in a matching hook. Across the gap, you can see a stack of lengths of wood, each likely 40'-long, with a passageway continuing out of the chamber and into the darkness.

It is readily apparent that the gap is too large to leap across, and remote examination of the chain reveals that it is not long enough to simply swing across. Looking down into the chasm reveals no bottom within sight. The planned methods for crossing the chasm involve swinging and aren't for the faint of heart.



- A PC may leap out and grab the chain (requiring a DC 14 Reflex save to avoid missing and falling to their death). Once on the chain, the tribesman can build up momentum by swinging and attempt to leap the remaining portion of the gap (requiring a DC 12 Reflex save to avoid the fatal plummet into the chasm).
- Once on the chain, a PC may attach another length of chain (if one is possessed), and then swing to the other side in safety.
- For the acrobatically-inclined, a second PC may leap out and grab hold of the first (requiring a DC 10 Reflex save on the part of the leaper and a DC 12 Strength check from the PC already hanging on the chain. Working together, they may build the momentum needed to swing the lower PC to the far edge.
- Other methods may occur to the PCs (including magic, if available). While this bypasses the trial, it isn't the fault of the tribesman that their new god isn't omniscient.

Once a character has reached the far side, it is a simple matter to swing the lengths of wood across the gap to form a rudimentary bridge. Safely walking across the bridge requires a DC 5 Reflex save.

Area 2-6: A Trial Interrupted - The Trial of Intelligence (Part I)

Whatever trial may have been planned for you here, it has been interrupted by a group of serpent-men. You recognize the creatures from the tales told by Dajbi and the other elders who sought out the gift of Suss. Their repellant forms move with sinuous grace as they move about the chamber before you, tongues flicking out to taste the air around them. They hiss in displeasure and unease as some help their fellows up through a crack in the chamber's floor, while others stoop to examine a small, silver object which appears to have been carelessly tossed into the center of the room. There is a pool of water on the far side of the room.

The object on the ground amidst the serpent-men is a laser pointer, which is on and emitting a small red dot on the north wall (currently being ignored by the serpent-men and unnoticed by the Ogg tribesmen). These serpent-men come from a small pocket of survivors who have survived via cannibalism and inbreeding until, at last, they broke their way upwards. The taste of fresh air has urged them into this chamber with designs on escaping their dark prison. They will attack anything between themselves and the freedom of the surface world.

Serpent-Men, degenerate (7): Init +1; Atk bite +3 melee (1d4 plus venom) or spit venom +2 missile fire (1 plus venom); AC 12; HD 1d10+2; hp 8 each; MV 30'; Act 1d20; SP light-blind, venom; SV Fort +2, Ref +1, Will +2; AL L.

Light-blind: These serpent-men have dwelled in darkness for so long that all but the dimmest of lights inflict pain upon them. Torchlight or brighter enrages the serpent-men and causes them to lash out at the light source and its wielder. These blind slapping attacks are targeted at the light, not the person carrying it. It requires a DC 12 Reflex save to avoid having a light source slapped to the ground.

Venom: The venomous bite of these degenerate serpent-men has lost much of their potency over the untold generations since their kind was driven into the depths. Should a victim fail their DC 14 Fort save, they are blinded for 1d6 rounds. Additionally, as an action, these serpent-men can spit their toxic bile into the eyes of their foes with relative accuracy, inflicting less damage but having the potential to cause blindness of far greater duration (DC 12 Fort save else blinded for 1d3 turns).

The dust stirred up by the combatants serves to reveal a thin red line of light emitted by the object in the center of the chamber. The line stretches from there to the north wall of the room, where it terminates in a simple red dot. Once the serpent-men have been dealt with, it may take some investigation to get the trial back on track (although complete reconstruction of the original trial is not required to solve the puzzle).

The laser pointer was originally directed at a fixed point, which could then be redirected or reflected toward the exact center of the pool (a water-filled passageway between areas 2-6 and 2-7). Once the light strikes the mirror at the center, it bounces along a series of angled mirrors, finally hitting a panel in area 2-7 – at which point the stone door blocking entrance to area 2-8 is permanently lowered. Potential solutions for this trial include:

- Replacing the laser pointer into its original niche (requiring two party members to succeed in Luck rolls to determine its original location and direction) and then using a reflective item (such as the hand mirror from area 2-2) to sweep the laser to the direct center of the pool, sending the light through the flooded passageway and into area 2-7.
- Swimming through the flooded passageway, potentially in complete darkness, with the laser pointer or the flashlight from area 2-4, defeating the chamber's guardians, and shining the light directly onto the sensor in area 2-7.

Area 2-7: The Trial of Intelligence (Part II)

Emerging from the cold waters of the sunken passage you are greeted by darkness – and the high-pitched chittering of bats. The volume of the sounds gives you pause, sounding as if coming from hundreds of razor-lined mouths in the gloom. The air positively reeks of guano.

If the party emerges from the water with a light source other than the laser pointer, the bats' sickly white forms swarm around the party and attack. If only using the laser pointer, it may be shined around until it eventually strikes the sensor to lower the door barring entrance to area 2-8.

Bat Swarm, albino: Init +4; Atk swarming bite +1 melee (1d3 plus disease); AC 10; HD 2d8; MV fly 40'; Act special; SP bite all targets within 20'x20' space, half damage from non-area attacks, disease (see below); SV Fort +0, Ref +10, Will -2; AL L.

Disease: These bats carry Hemiplegic Fever, a condition that can leave one side of a sufferer's body permanently paralyzed. When bitten, the target makes a DC 10 Fort save. If the save is successful, the victim has not been infected, but if failed, the infection has been passed in the bat's saliva and signs of the illness manifest in 1d3 days. The victim's non-dominant side begins growing weaker as the afflicted loses 1 point of Stamina per day. When the patient's Stamina has been reduced to half, the fever has run its course and they are permanently paralyzed on that half of their body. During the course of the disease, a successful Fort save (DC equal to 10 + the number of days infected) reflects the victim's immune system battling off the disease. Whether cured or simply survived, Stamina is then recovered at 1 point per week.

If the bats are dealt with and the room is lit up, read the following.

Imbedded into the western wall of this stench-filled chamber is a smooth black square of some unknown (and presumably sacred) material. Strange, colorful vines emerge from the square and wend their way into the cave walls, twisting deep into the stone and beyond your kenning. Looking up towards the ceiling, you see a number of small cracks, presumably capable of allowing the bats passage out into the night to feed. The floor here is coated ankle-deep in slick muck that crawls with glittering beetles and millipedes.

Once light is shone onto the panel, and the device triggered, the last of the chambers are open. The insects feeding on the guano pose no danger.

Area 2-8: Trial by Combat

If the sensor in area 2-7 has not been triggered, there is no visible way to enter this area. Blocking the passage is a massive stone "door" covered in strange glyphs (literally, the words "Nope, try again" in English). If the door has been lowered, read the following:

This ceiling of this egg-shaped chamber rises to a dome 20' above. In the center of the room waits a man, crouched by small fire. Seeing you, he rises, wiping his hands against the skins covering his legs and drawing a knife from a belt at his waist.

The man is unlike any other you've encountered. He wears strange skins bearing green and brown spots and a strange head covering of brilliant crimson. He stands easily a head taller than the largest of you and holds a glittering blade in his hand. He points towards one of you and motions to approach singly as he raises his knife into a fighting stance.

Placed here by Harvey Moss, the mercenary knows that his sole task is to attempt to kill anyone who attempts to cross the chamber. He has been promised that Harvey will return in a week to retrieve him (although Moss won't actually return for two years). Being smart enough to know that superior numbers work in the tribe's favor, he will attempt to get the PCs to battle him in single combat. If this plan succeeds, he will face each opponent individually until he is brought to 5 hit points or less (at which time he will seek to extricate himself from the combat) or the PCs are all dead. If a group rushes him, he will toss a grenade at the party and retreat into area 2-9, where he has stashed his .45 automatic.

20th Century Mercenary: Init +4; Atk combat knife +3 melee (1d7+deed die+2), grenade +2 missile fire (deed die+3d8, 2d8 to all other targets within 30', DC 18 Reflex save for half damage), or .45 automatic +2 missile fire (1d10+deed die+2); AC 16; HD 4d12+8; hp 38; MV 30'; Act 1d20; SP d6 deed die, critical threat range 19-20; SV Fort +2, Ref +1, Will +1; AL L.

Area 2-9: The Temple of Moss

This massive chamber glows with a bright yellow phosphorescence, lighting the area nearly as brightly as sunlight. Hundreds of passages, crevices, and chimneys extend in all directions beyond, presumably extending into a massive warren of caves further in. This place feels sacred, like it is the true entrance to the place offered to you by the god. This chamber alone could house half of your village. From several passages below can be heard the sound of rushing water. The underground streams provide a source of drinking water, and potentially fish, should your tribe relocate here.

What space on the walls isn't broken by the numerous exits is covered in all form of cave-paintings, dominated by the dome-headed figure of Moss. In the center of the giant figure's chest, 7' up the wall, is the black outline of a hand.

Placing one's hand onto the outline activates the pressure plate, turning on the reactor placed in the depths (and blocked off by cement to dissuade nosy primitives) and lighting the tunnels below. The chambers remain dark, and will require that light be brought into them, but the massive cave complex may be traversed in safety once the "Miracle of Moss" has taken place.

ENDING THE ADVENTURE

It is important to note that, without triggering the sensor in area 2-7, the final two rooms of the caverns cannot be accessed by the tribesmen. If this occurs, praise the players for having cleared out the caverns and providing a potential place for the Tribe of Ogg to relocate to (although it is unlikely that the elders would show any enthusiasm for electing to move the tribe into so confined a space). The stone door, and its glyphs, remain as a mystery to perplex the tribe for potential generations to come.

Should the tribesman reach the final chamber, there is a 50% chance that the tribe of Ogg will relocate from their village to the caves, increasing to 75% with the "Miracle of Moss". The PCs may seek to influence this outcome, each increasing or decreasing the likelihood of the decision by their Personality modifier x2. Should the tribe's elders vote in agreement with the wishes of the PCs (or portion thereof), those characters gain a permanent point of Personality.

Regardless of the outcome, Harvey Moss will not return for two years, at which point his original appearance is seen more as myth than reality – until he proves himself a god all over again.

THUS ENDS THE TRIBE OF OGG AND THE TRIALS OF MOSS



DUNGEON CRAWLER CLASSICS

Jebri

Medium

Name

Title

Gatherer

Shaman

Neutral-ish

30'

Occupation

Class

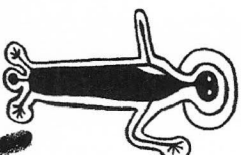
Alignment

Speed

1st

Level

XP



Armor Class

Hit Points

Max: 11

Combat Basics

Initiative: +2

Action dice: 1d20

Attack: +1

Crit die: 1d6

Crit table: 1

Weapons

Club (1d4+1)

Equipment

Wolver skin XS

Drum Staff x 10 lbs

Basket (woven on back)

Healing herbs x 10 (1d5)

Mortar & Pestle

Mystic Dress & Paints

Treasure

Armor

Notes

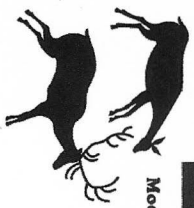
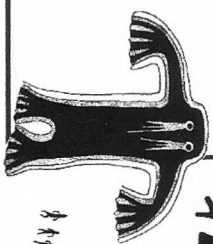
Caster level: Despite their limited selection of available spells, shamans are quite powerful casters. Caster level is a shaman's power in channeling a spell's energy. A shaman's caster level (CL) is usually his level as a shaman +5. For example, a 2nd second level shaman usually has a CL of 7.

Luck: A shaman can expend Luck to aid his allies. The ally in question must be nearby and visible to the shaman. The shaman may act out of initiative order to burn Luck and apply it to the ally's rolls. The shaman loses the Luck, and the ally receives the benefit. The shaman's Luck modifier can apply to any roll made by an ally: attack rolls, damage rolls, saves, spell checks, thief skills, and so on. The shaman recovers luck at the rate of one point every full and new moon.

Languages: The shaman knows the language of his people and can instinctively understand any spirit.

Spellcheck: +9 (CL=9)

Spells - Mystic Paint, Mystic Missile



SUBHUMAN SHAMAN





DUNGEON CRAWL CLASSES

Mabru

Medium

Name

Title

Gatherer

Shaman

Neutral-ish

30'

Occupation

Class

Alignment

Speed

1st

Level

XP

Combat Basics

Initiative: +2

Action dice: 1d20

Attack: +1

Crit die: 1d6

Crit table: 1



Armor Class

Hit Points
Max: 9

Weapons

Club (1d4+1)
Staff (1d4+1)

Equipment

Basket of Embers
Torch x2
Winter skin x3
Healing herbs x10 (1d5)
Dried meat x3lbs
Mystic Dyes & Powders

Treasure

Armor

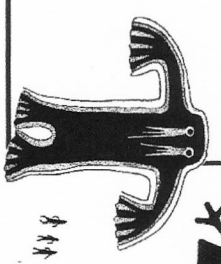
Notes

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Languages: The shaman knows the language of his people and can instinctively understand any spirit.

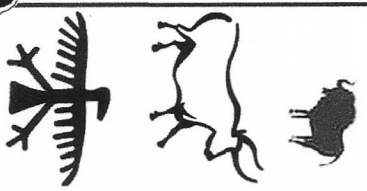
Spellcheck: +7 (CL=6)
Spells: Mystic Print, Blessings



Strength	15	Melee Attack	+2	Melee Damage	+1
Modifier: +1					
Agility	16	Ref Save	+3	Missile Damage	+0
Modifier: +2					
Stamina	8	Fort Save	-1	Character Portrait or Symbol	
Modifier: -1					
Personality	14	Will Save	+2		
Modifier: +1					
Luck	14	Lucky Roll			
Modifier: +1					
Intelligence	15	Languages			
Modifier: +1					



SUBHUMAN SHAMAN



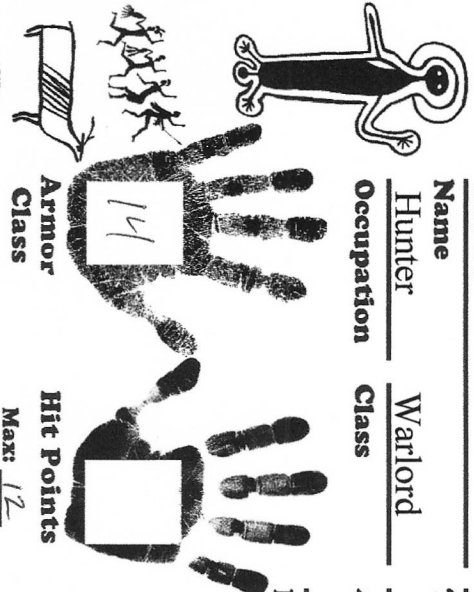


DUNGEON CRAWLER CLASSICS



Brewo
Yob

Name
Hunter
Occupation
Warlord
Class
Title
Neutral
Alignment
30'
Speed
1st
Level
XP



Armor
Class
Hit Points
Max: 12

Combat Basics
Initiative: +4
Action dice: 1d20
Attack: 1d8
Crit die: 1d8
Crit table: III

Strength
13
Modifier: +1
Melee Attack
+1
Melee Damage
+4

Agility
18
Modifier: +3
Ref Save
+4
Missile Attack
+6
Missile Damage
+1

Stamina
14
Modifier: +1
Fort Save
+2
Character Portrait or Symbol

Personality
12
Modifier: 0
Will Save
+0

Luck
11
Modifier: 0
Lucky Roll

Intelligence
10
Modifier: 0
Languages



SUBHUMAN

WARLORD



Weapons

Spear (1d8+4)
Sling (1d4+1)

Equipment

20' braided vine rope
Tunic x 3
Water skins x 2
Basket (carries bow back)
Meat, raw x 2 lbs
Sewn cord x 6'

Treasure

Armor

Notes

Battle fury: In combat, a warlord may burn a point of personality to enter battle fury. While furiously attacking, the warlord may temporarily expend points of his Personality or Intelligence score to enhance his attacks. When expending attribute points the warlord gains a matching number of fury dice which are added to both attack and damage.

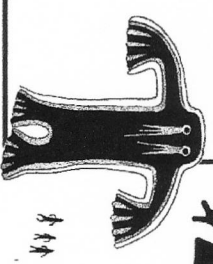
Battle hardened: A warlord subtracts his level from the damage of all non-magical incoming attacks, and half of his level (rounded up) from all incoming magical attacks.

Toughened: A warlord adds both his Agility bonus and his level to his armor class.

Luck: A warlord may burn a permanent point of Luck to make a Fortitude save (with difficulty equal to the amount of incoming damage) in an attempt to ignore the damage from any non-magical attack.

Initiative: A warlord adds his class level to his initiative rolls.

Fury Die: 1d3



DUNGEON CRAWLER CLASSICS



Pawo

Yob

Name

Warlord

Title

30'

Occupation

Class

Neutral

Speed

Alignment

1st

Level

XP



Armor Class

Hit Points

Max: 11

Combat Basics
Initiative: +3
Action dice: 1d20
Attack: +3
Crit die: 1d8
Crit table: III

Weapons
Spear (1d8+1) Fish Axe (1d5+1)
Treasure

Equipment
Basket of embers Torch x2 Water skin x2 Deer pelt Smoked meat x5 lbs Bone needle Sewn cord 10'
Armor

Strength	12	Melee Attack	+3	Melee Damage	+1
Modifier: +0		Missile Attack	+5	Missile Damage	+1
Agility	17	Ref Save	+3	Character Portrait or Symbol	
Modifier: +2		Fort Save	+1		
Stamina	10	Will Save	-1		
Modifier: +0		Lucky Roll			
Personality	8				
Modifier: -1					
Luck	11				
Modifier: +0					
Intelligence	15				
Modifier: +1					

Notes
<p>Battle fury: In combat, a warlord may burn a point of personality to enter battle fury. While furiously attacking, the warlord may temporarily expend points of his Personality or Intelligence score to enhance his attacks. When expending attribute points the warlord gains a matching number of fury dice which are added to both attack and damage.</p> <p>Battle hardened: A warlord subtracts his level from the damage of all non-magical incoming attacks, and half of his level (rounded up) from all incoming magical attacks.</p> <p>Toughened: A warlord adds both his Agility bonus and his level to his armor class.</p> <p>Luck: A warlord may burn a permanent point of Luck to make a Fortitude save (with difficulty equal to the amount of incoming damage) in an attempt to ignore the damage from any non-magical attack.</p> <p>Initiative: A warlord adds his class level to his initiative rolls.</p> <p>Fury Die: 1d3</p>



SUBHUMAN

WARLORD





DUNGEON CRAWL CLASSICS

Davba

Yob

Name

Warlord

Title

30'

Occupation

Class

Neutral

Speed

1st

Level

XP

Combat Basics

Initiative: _____

Action dice: _____

Attack: _____

Crit die: _____

Crit table: _____

Notes

Weapons

Spear (1d8+3)

Skins (1d4+1)

Equipment

Torch

Water skins x2

Meat, raw x 3lbs

Ram skull helmet (Kysore's)

Shore chisel

Armor

Treasure

Armor

Armor Class

Hit Points

Max: 15

Max: 15

Strength

Modifier: +2

17

Melee Attack

+5

Melee Damage

+3

Agility

Modifier: +1

15

Ref Save

+2

Missile Attack

+4

Missile Damage

+1

Stamina

Modifier: +1

13

Fort Save

+2

Character Portrait or Symbol

Personality

Modifier: +0

9

Will Save

+0

Luck

Modifier: +1

13

Lucky Roll

Intelligence

Modifier: +0

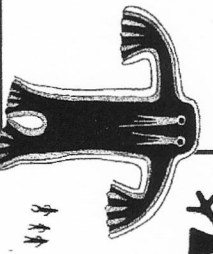
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Languages




SUBHUMAN

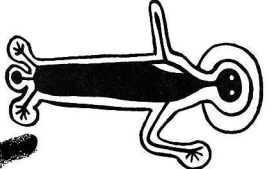
WARLORD






DUNGEON CRAWLER CLASSES





Name	Title		
Occupation	Class	Alignment	Speed
Level		XP	

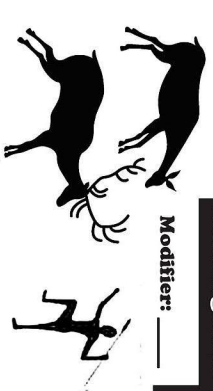


Armor Class

Hit Points
Max:

Combat Basics
Initiative:
Action dice:
Attack:
Crit die:
Crit table:

Strength		Melee Attack		Melee Damage	
Modifier:					
Agility		Ref Save		Missile Attack	
Modifier:					
Stamina		Fort Save		Missile Damage	
Modifier:					
Personality		Will Save		Character Portrait or Symbol	
Modifier:					
Luck		Lucky Roll			
Modifier:					
Intelligence		Languages			
Modifier:					



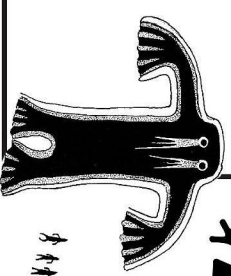
Weapons	Equipment
Treasure	Armor

Notes

Caster level: Despite their limited selection of available spells, shamans are quite powerful casters. Caster level is a shaman's power in channeling a spell's energy. A shaman's caster level (CL) is usually his level as a shaman +5. For example, a 2nd second level shaman usually has a CL of 7.

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Languages: The shaman knows the language of his people and can instinctively understand any spirit.



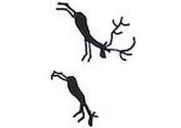



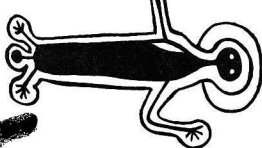
SUBHUMAN SHAMAN





DUNGEON CRAWLER CLASSES





Name	Title		
Occupation	Class	Alignment	Speed
Level		XP	
Combat Basics			
Initiative: _____			
Action dice: _____			
Attack: _____			
Crit die: _____			
Crit table: _____			
Hit Points			
Max: _____			
Armor Class		Melee Attack	
		Melee Damage	
		Missile Attack	
		Missile Damage	
Strength		Ref Save	
Modifier: _____		Fort Save	
		Will Save	
Agility		Lucky Roll	
Modifier: _____			
Stamina		Character Portrait or Symbol	
Modifier: _____			
Personality			
Modifier: _____			
Luck			
Modifier: _____			
Intelligence		Languages	
Modifier: _____			

Weapons	Equipment
Treasure	Armor

Notes

Battle fury: In combat, a warlord may burn a point of personality to enter battle fury. While furiously attacking, the warlord may temporarily expend points of his Personality or Intelligence score to enhance his attacks. When expending attribute points the warlord gains a matching number of fury dice which are added to both attack and damage.

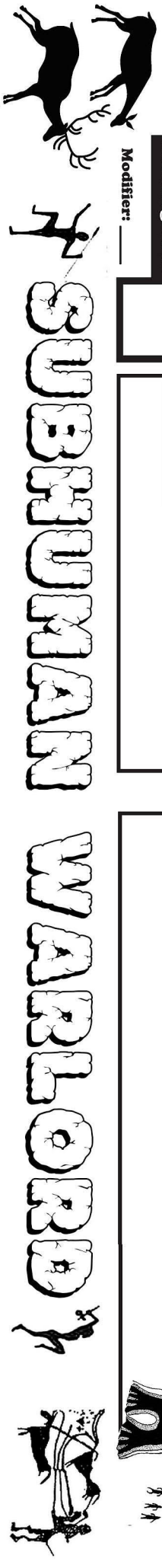
Battle hardened: A warlord subtracts his level from the damage of all non-magical incoming attacks, and half of his level (rounded up) from all incoming magical attacks.

Toughened: A warlord adds both his Agility bonus and his level to his armor class.

Luck: A warlord may burn a permanent point of Luck to make a Fortitude save (with difficulty equal to the amount of incoming damage) in an attempt to ignore the damage from any non-magical attack.

Initiative: A warlord adds his class level to his initiative rolls.

Fury Die: 1d3



Monsters

Rhizomorph

When the harvest moon rises in Autumn, honey mushrooms bloom everywhere in the shrouded forest—even on the trees. Their flat caps, light-colored with a dark “target” in the center, are easy prey for dull creatures.

But the fungi are not the trap. They’re the *bait*.

The real threat is the rhizomorph, the threadlike network of roots just below the surface of topsoil,

A rhizomorph patch may be encountered as a flat 20’ entity covering a forest floor. It may also be spread along 20’ a wooded path—submerged beneath the tree bark, connecting the honey mushrooms from one oak to another. (The latter is especially dangerous for creatures who think hiding under a tree is beneficial.)



Resembling a mass of tangled shoestrings, the rhizomorph connects the mushrooms via a mesh of conduit, creating a single, spreading organism throughout the undergrowth. The branched tubular filaments are dormant for three seasons, absorbing nutrients and moisture for 9 to 10 months before awakening to extend the bullseye mushrooms, which lure woodland creatures of all types to their doom. The thin, cordlike branches hold a target in place while the mushrooms spout a suffocating toxin. Once expired, the flesh of the creature is unharmed and untainted—a boon to any beings seeking food in colder months. Consumption of the dead creature’s organs, however, is irreversibly fatal.

Educated farmers and forest-dwellers recognize the bloom of the caps as a time of bounty. Since a summer without rain results in fewer lures, some sacrifice their own water rations to feed the soil housing the rhizomorph, in insurance for their fall bounty.

It is possible to eradicate patches of rhizomorph, but this is only advised if it has grown into an inconvenience...and during its dormant period.

Rhizomorph (20’ patch): Init +4; Atk entangle +6 melee (1 point plus immobilized), poison fog (special), or spontaneous bloom +2 ranged (special); AC 16; HD 8d10; hp 56; MV 0’ or 5’ underground; Act 1d20; SP entangle, poison fog, spontaneous bloom, dormant, vulnerable to fire and sonic attacks (+1d damage); SV Fort +3, Ref -1, Will +2; AL N.

Entangle: Rhizomorphs may attack as a swarm (one attack roll against all targets standing within a 20’ patch of cordlike filaments) as an action. Any targets entangled take 1 point of damage and must make a DC 15 Ref save or be immobilized for 2d3 rounds.

Poison fog: Once a target is entangled, the attached mushrooms emit a cloud of spores onto the target (additional attack, 1d16). If the target is an air-breathing creature (whether lungs or gills), they must succeed in a DC 18 Fort save or endure 1d8 points of damage as their airways are seared closed. If they succeed in this Fort save for 3 consecutive rounds on their initiative, they may make an immediate DC 12 Strength or Agility check to break free of the entanglement. The fog is only emitted onto ensnared targets.

Spontaneous bloom: A single spore is fired toward a potential target. If the attack is successful, a honey mushroom immediately blooms upon the surface of the target, with spider-silk-thin filaments rapidly spreading over the target. If humanoid-sized, the target becomes completely encased in the new growth of rhizomorph within 5 rounds, thereby suffocating the target, unless the mushroom and/or fibers are exposed to fire or attacked by others (15 hp; add 2 to the target’s AC to avoid damaging the creature becoming cocooned).

Vulnerabilities: When exposed to fire or a sonic attack—both terrorizing instances within a forest system—the root system shrivels with surprising alacrity.

Spells

Spell	Mystic Paint
Level	1
Range	Varies
Duration	Varies
Casting Time	1 turn
Save	None
General	With this spell, the shaman is able to mix and use a number of enchanted pigments in order to achieve one of a number of magical effects. The spell check is made to determine which energies the shaman can imbue in his dyes; the caster can choose one affect at or below the result of the check, with the choice made when the paints are created. Only one set of dyes may be painted onto a given target at a time.
Manifestation	The shaman mixes a number of enchanted pigments. Once made, the shaman has up to one week to utilize the pigments before they use potency. Applying the paints to a target requires 1d5 rounds of uninterrupted work unless otherwise noted.
1-11	Lost. Failure.
12-13	The shaman paints his face with a fierce and colorful visage. Foes confronted by the painted shaman must make a DC 12 Will save or flee in fear. The face paint is delicate and lasts only CL turns or until washed off.
14-17	The shaman coats himself in enchanted pigments and clays, allowing them to harden his skin. The treatment grants a 2d3 AC bonus lasting 1d3 hours or until washed off.
18-19	By decorating his own skin with frightful war paints, the shaman gains a warrior's deed die equal to a warrior of equal level. This lasts for 1 turn or until washed off.
20-23	By treating the skin of himself or a chosen ally, the shaman grants invisibility lasting for 1 turn. During this time, the target can perform any action (short of an attack or taking a bath) without becoming visible. If the target performs an attack, all intelligent beings within 50' may make a DC 15 Will save to see through the invisibility.
24-27	The shaman paints lightning along the limbs of himself or 1 chosen ally granting Strength 20 (+4 bonus). The supernatural strength lasts for 1d3 turns or until washed off.
28-29	The shaman bathes himself in powerful pigments. The enchanted dyes soak into the skin granting a bonus equal to caster level on all saving throws versus magical attacks. The dyes remain on the skin for 1d4 hours.
30-31	The shaman creates pigments suitable for the creation of an enchanted cave painting. Such a painting takes 72 hours of uninterrupted work and must represent the location of the tribe and its individual members. Multiple paintings can be made in a single cave system. Possible results include: (1) a hunting scene: the tribe receives +5 to all damage done to game animals; (2) the handprints of all tribe members: grants +2 AC to all when defending their cave; (3) prosperous fields of crops: the tribe's crops are immune to blight; (4) a great spirit: grants the tribe members +5 to all saving throws against magic; (5) a warband: grants +1 to attack and damage rolls for all 0-level tribesmen while within 1 mile.
32+	The shaman imbues pigments with protective properties capable of absorbing a total of 10xCL hit points of damage from all forms of attack. The body paint lasts for 1 full day unless washed off.

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