

### ADODE OF THE MAD AGRONOMIST

The following is a brief adventure which certainly functions as a standalone module that may fill a game session or which can be used as a resource in your own setting. It was created for use with a large campaign environment for The Game of the North & serves as an early entry to a plot within that setting involving rival mad scientists. Enjoy and with compliments.

**Loshe – the Mad Agronomist** is the most benign of the dangerous experimentalists who occupy the Ghost Jungle of the Elephant God, but she is by no means harmless. Indeed, though her experimental farm is meant to be a model for productivity, modernity & the conquest of nature – it is also a form of ecological parasite, her novel plant species & animal hybrids are invasive & could prove the ruin of the Ghost Jungle.

Beyond reckless agricultural practice, Loshe has gone mad. The years of isolation coupled with her dangerous abuse of psychoactive bath treatments have rendered her incurably insane. So much so that she has abandoned sense & committed her farm's automated processes to the care of a captured demon.

What appears from a distance to be a bountiful spread of bucolic bounty is in fact a pernicious pit of punitive pitilessness. Contend with the dangers of the Mad Agronomist's farm with caution & care.

**Loshe's Farm** – The farm is a large & prosperous array of fields which can be approached from any direction. It does not link to other settlements, it is isolated & at it's center is the centerpiece, Loshe's house. Built around an impressively towering chimney – a brick tower that looms over the treetops, the house is often seen before the fields of exotic, even alien fruits – but it is far from inviting. The house is more a fortress of hoarding & madness than it is the demesne of a decent farmer.

**Loshe's Rivals** – Elsewhere, deeper in the jungle are the rival encampments & complexes of different mad scientists. Among them are:

**Fanus Chillt** – An engineer of mechanics & bodies who grafts flesh to machinery & creates terrible hybrids from any creature he can catch. He is himself augmented with mechanical instruments.

**Nadillus Terro** – The delving geologist who's use of unnatural magnets has made him the richest man in the universe and one of the most dangerous.

**Cusdas Rungajifan** – Beyondoligist & student of the new life of the lake-of-lace. She is no longer a person but is a baffling array of unthinkable shapes. Most recently she has appeared as a series of thousands of heads that bubbled out of a steel nautilus shell, a thinking, screaming foam.



**Area A – The Berry Fields –** Row upon row of berries of many descriptions. Most of these are recognizable, brambles of strawberries and raspberries but they all have something strange going on. Any single examination of the berries reveals something strange about them, how they grow, what they taste like, look like & etc... The berries are very attractive to the local fauna, but some varieties are made to be appetizing but toxic to the local animals. As such, on the eastern & northern edges of the fields there is a 'hedge' of animal carcasses & bones rotting in the sun. Among these are the remains of some people as well.

The area is watered and the earth churned by a pair of elemental servants Maya & Tarab – a married couple that in their unison are a pair of *Mud Elementals.* Individually they remain invisible & do not interact with people. They only unite & act on Loshe's command. Most of the time they just maintain the soil & its irrigation.

ROLL	. DERRY GROWING ON		TASTES	DOES		
1	Blueberry	Shrub	Good	d12 Poisoned Effect		
2	Tomato	Vine	Bad	d20 Poisoned Effect		
3	Strawberry Tuber		Terrible	Nourishes as a meal		
4	Acai Berry Stem		Astringnent	Deals d4 acid damage when crushed		
5	Coffee	Bush	Spicy	Explodes violently Save vs. Breath or take 2d6		
6	Grape	Grass	Acidic	Cures d6 HP		
7	Goji	Bunch	Savory	Grants d8 Bonus HP		
8	Melon	Invisible Stem	Bitter	Cures any 1 condition		
9	Pineapple	Vine	Sweet	Grants +1 to all die rolls for 1 hour		
10	Roll 2	Shrub	Roll 2	Roll 2		

To generate details concerning any one berry patch roll 4d10

**Area B- The Fruit Orchards** – These are trees of a different color. Loshe has experimented & hybridized & grafted so many citrus cultivars that the every tree present in this grove is an amazing mutant. All of the trees bear dozens of orange-like fruits, they have textured rinds, hang from trees & so on. They are not just orange however. There are a variety of colors present on each & every tree. The colors of the fruits reflect different possible uses and extremely varied qualities:

COLOR	FRUIT?
Bright Red	A bloody wad of edible red meat. Spoils in 3 days
Orange	A traditional orange but with different colored sections each tastes good but different
Yellow	Peel rips apart & is an outer cover to a tight roll of decent quality paper
Pink	Contains only juice which heals d6 HP when consumed
Green	Releases a noxious gas save vs. Death or suffer a d8 Sickened effect
Blue	Releases a chilled cloud that cools the air with sections made of ice
Purple	Tastes like an ordinary orange but enhances senses & grants night- vision for 2 days
Black	Contains a small wooden toy figure of a familiar object
White	Bursts when thrown and when opened dealing 2d6 damage in a 10' radius, save vs. traps to avoid
Striped choose 2	An unlikely mixture of the other effects

Unlike other areas of the farm the orchards are not tended by elemental beings so random creatures from the jungle are present here, the random encounter table for the jungle can be used to add to encounters in the groves.

There is a small colony of Rose-Spiders present by happy accident. Loshe likes the creatures & their utility in keeping out pests but she is not their creator. She has helped them to flourish though & they are present in large numbers.

If Loshe or any of her associates is encountered here, they know the function of the fruits and will use them to their advantage. If a character wishes to do so each tree contains d20 of any given color of fruit at any given time.

Unbeknownst to Loshe – one of her trees has become a sapient animate tree. It will attempt to preserve itself & may attempt to awaken its fellows. It can use the fruits itself but always gets the maximum result from each.

**Area C – The Lower Barns –** Loshe keeps her less dangerous livestock here. Her original interest strayed far from animals & she has little interest in keeping them but they have become part of her farm & her pattern of cultivation & soil renewal. She relies upon the presence of the animals but is not very interested in them & is indifferent regarding their progress. She is careful to keep them fed & healthy however.

The western barn is used to house hogs. Originally Loshe used partially domesticated native stock but she brought in a small starter herd of Maned Pigs – provided her by a colleague. There are a few of these pioneer Maned Pigs present, they are exceptionally smart by the standards of their kind, they wear clothing & can speak the common language & haltingly wield tools in their mouths. This population has strongly affected the rest of the pigs here so there are dozens of their offspring – these are statistically similar to Maned Pigs but without the intellect. They are clever enough to speak a few words & to plan their escapes, which they perpetrate frequently. Most pig refugees avoid the farm but stay nearby as the jungle surrounding the farm is dangerous to them. This barn & its associated paddock contain d6 ordinary Maned Pigs and d% of the degenerate half-smart Maned Pigs bred here. They obey no commands & will act in their interest. Among the pioneer Maned Pigs can be found the patriarch *Sumbitch* – who secretly plots to overthrow the farm.

The eastern barn is used to house sheep. Loshe's interest in sheep was piqued by the legendary Kingsheep. The barn is littered with documentation of her varied experiments meant to bring about a kingsheep, This is a difficult process indeed as it requires that a sheep drive off & defeat a werewolf during the full moon. Such an unlikely event brings about a Kingsheep. Throughout the barn are signs of Loshe's attempts to provoke such a change. However, the greatest evidence of her success is the presence of two actual Kingsheep. Notes & documents throughout the barn as well as Loshe's own descriptions reveal her disappointment in the project. Kingsheeps – Suck are her final notes. This barn contains 2 kingsheep & d% ordinary sheep all of which look like they have missed many shearings.

Each barn contains a mechanical feed system that cycles a mixture of berries, seeds & local greenery into the pens. The material is produced by the subterranean farm – a hidden section of the farm that rests beneath the animal paddocks & which is, in actuality a carpet of ever-growing mushroom buttons, which are harvested & turned into the animal feed by the complex mechanisms that control the barns.



**Area D – The Secure Barn** – Hidden away beyond trees is Loshe's worst mistake and her most sincere fear. This barn is made of corrugated metal & is securely locked. No way to see within the barn is offered, all the windows have been sealed & welded with scrap. Nothing stirs in the paddock surrounding the barn & there is an eerie quiet that descends upon the area. Except when one approaches the barn, then a cacophony erupts. It sounds from outside that the barn contains dozens of very loud chickens. In reality the barn contains a single Hydratrice. A horrible hybrid creature that is like a rooster with a serpent's tail as well as 5 distinct heads. The creature is ravenous & aggressive it tries to break free but cannot. If let loose it turns on anyone it can detect & upon consuming them it flees into the jungle to prey.

Opening a door requires overcoming four d8 quality locks. The monster is fed by the same mechanical harvester that feeds the animals in the other barns.



**Area E – The Vegetable Fields** – Loshe's passion lies in the cultivation of vegetables. She grows them in such abundance & variety that no two individual plants in her garden are the same. Each is a strange amalgam of multiple species & types that has been created through mad gardening. Among her creations are the Farmers – a trio of plant homunculi that serve as the caretakers of the entire farm. These creatures are usually found tending to these gardens but if they are drawn elsewhere they will also regenerate here after d20 days have passed.

The vegetable farm is the basis of the underground mushroom feed mechanism as well, but no obvious moving parts or components can be seen here, or anywhere for that matter. Nevertheless damage to these fields will result in starvation or escape for all the farm's animals. Conversely the farm will function without intervention for years to come under automation.

The Three Gardeners will come when Loshe calls & they will tend to hide if she doesn't command them to engage in any kind of combat.

When examining the vegetable fields – roll 4 d20 and consult the chart below whenever anyone wishes to pick a vegetable from these gardens.

ROLL	DERRY	GROWING ON	TASTES	DOES
1	Zucchini	Shrub	Wonderful	d12 Poisoned Effect
2	Pepper	Vine	Good	d20 Poisoned Effect
3	Cabbage	Tuber	Terrible	Immediate hair loss
4	Lettuce	Stem	Astringent	Deals d4 acid damage when crushed
5	Potato	Bush	Bad	Immediate tooth loss
6	Radish	Grass	Spicy	Cures d6 HP
7	Beet	Bunch	Bitter	Grants d8 Bonus HP
8	Cucumber	Invisible Stem	Sweet	Cures any 1 condition
9	Asparagus	Vine	Savory	Grants +1 to all die rolls for 1 hour
10	Onion	Shrub	Meaty	Grants night vision for d4 days
11	Bean	Sprouts	Bland	Grants improved hearing for d4 days
12	Broccoli	Stalk	Salty	Inflicts a d4 Sickened effect
13	Carrot	Herbs	Tart	Intoxicates for d20 hours
14	Eggplant	Root Plants	Refreshing	Vivid hallucinations for d20 hours
15	Leek	Shoots	Crisp	Complete sustenance for d8 days
16	Artichoke	Tree	Tough	Save Vs. Petrified or transform into another race
17	Maize	Shrub	Woody	Save Vs. Petrified or transform into a random animal for d20 hours
18	Pumpkin	Discrete	Nutty	Spontaneously sprout wooly covering
19	Roll 2	Buds	Roll 2	Roll 3
20	Roll 3	Parasitic	Roll 3 <sup>7</sup>	Roll 2

Area F – The Flower Garden – Curiously Loshe's flower garden doesn't contain any especially strange or off-putting examples. She's principally interested in cultivating pretty flowers over any with some exotic traits. The flowers are more recognizable – chrysanthemums, roses, lilacs & so on – perennial & annual varieties notable only for being in constant bloom & in a very wide array of exotic colors. Roses with three or four different shads including impossible shades like black or purple can be found here. The only potential danger comes from the swarm of bees that persist here. The bees are a local hybrid & are extremely aggressive. They pursue those who've antagonized them over long distances & with single minded hostility. Otherwise they are ordinary bees.



Area G – The House – Loshe is usually in her house. Once a stately home full of wonders & beauty, Loshe has given into her worst impulses & the house is now a mess of hoarded junk, random books & obscure oddities. It's also potentially very dangerous to anyone who enters uninvited.





1 – The wraparound porch – Loshe is not frequently found here. 10% chance she is present when someone comes to her house. If here, she rocks on her chair & dozes. She keeps a loaded gun on her lap and another two are arranged around her favorite rocking chair for easy access. There is a trap here but it is somewhat specific. If any sudden pressure is exerted on the boards a loud bell begins to ring indefinitely. This pressure corresponds to someone jumping the rail or getting on the porch without using the stairs. It can be found on a roll of 1 on a d8 search & it can be disarmed with

a d8 disarm traps check. If the trap is sprung a loud bell rings throughout the house but Upon the stairs and porch one hears a continuous message: *Welcome to the Farm*.

The main doorway is on the front of the house just up the stairs but it is heavily barricaded by a mass of junk & debris in the foyer.

The Eastern doors (into areas 2 & 3) are the one most often used & both are braced by a pair of wooden benches that are covered in a verdant growing mat of succulent plants. Couch plants! They are very comfortable and have a pleasant smell. The doors are glass and wood they are not locked. They swing open in the breeze invitingly.

**2- The Dining Room** – Centerpiece of the house, this lavish formal area has seating for 24 people. Sitting at the table are 20 'people' automatons each with their own recorded voices and clockwork motions. They are driven by an imposing web of filaments that hang overhead which puppeteer the dinner-party's movements. Each is driven by a complex mechanism built into the ceiling. This mechanism fills a large area between the floors that accounts for a few feet of the house's height.

The automatons make friendly conversation but only with each other. They speak a variety of languages & comment upon the weather (accurately) and the day's events (inaccurately). Their voices are provided by talking stones concealed in the lathe of the walls, so even if the marionette guests are damaged or destroyed the voices will continue. The food found sitting at the table is not fresh – but neither is it spoiled. Each puppet has a separate meal that someone obviously spent a long time preparing. Some of the meals are multi-course affairs but they are, depending on the time of day, cold, fly-ridden or possibly piping hot. Loshe devotes hours of each day, sometimes entire days alone crafting these impressive meals.

The puppets are not sentient but they have an inbuilt awareness & a programmatic response to intruders. If threatened, or if the alarms go off the dinner guests switch to 'attack mode' which is just them yelling "Leave! Stranger!" while throwing their food and utensils. They are not capable combatants but their numbers are sufficient to make them dangerous. Each round on Initiative 10 they target everyone in the room, each of whom must save vs. Breath or suffer 3d6 damage. The puppets can perform this attack for only 3 consecutive rounds before they are disarmed & the table cleared. The puppets together have an AC of 8 and 100 HP, but they cease to function well enough to attack after losing only 20 HP, as the mechanism is delicate. The puppets are fashioned to resemble actual living people & their features are cartoonish versions of notable people within the campaign setting.

3 -Conservatory – This is a small alcove in the dining room with a recessed floor section. Within is a large grand piano. If Loshe is present & entertaining guests, she sits at the piano and appears to play it. In reality the piano cannot be played, the keys are solid & fused thought it still produces music. The piano is actually played by a colony of white & black mice that live inside of it. Opening the piano & looking inside reveals a supra-dimensional mouse city, a series of mouse apartments & skyscrapers

that they scamper upon. On the roofs of the mouse city are the strings of the piano which are struck by innumerable mice whenever pellets of food are dispensed They scamper around and strum the chords out when they are prompted by the mechanical dispensation of their feed. The piano's sound is unlike any other. Its music is cascading & beautiful but also mechanical & strangely dissonant. If left alone the piano will cease to work in d20 days as the mice starve. The mice within the piano are uniformly deaf. The music from the piano is continuous. It never pauses. Within it are occasional snatches of absolute brilliance. Each day there is a 1% chance that the piano strikes a chord & plays a progression that inspires greatness in those hearing it. There is a 1% chance each day that those hearing the piano's music gain a d4 Victorious condition. (You may wish to include an opposite effect for discordant music)

4 – **Kitchen & Pantry** – The kitchen is heated, cooled and operates entirely with the aid of elementals that are bound to this plane to serve Loshe. Some of them were compelled by her explicitly for a single task. Loshe can signal them to attack at will though they are always bound to their containing device. Entering the kitchen without Loshe will cause the fantastically appointed kitchen to rattle, shake & to burst into maddening activity.

**Stove** – Fire Sprite – it spits flame and throws metal lids. Save Vs. Breath or take 2d6 Fire & 1d6 Bludgeoning damage

**Cupboards** – Stone & Wood Sprites – fling dishes and make dust clouds. Save vs. Breath or take 2d6 bludgeoning damage & suffer d4 rounds of blindness

**Sink** – Water Sprites – spray hot and cold water. Save vs. Breath or become drenched taking d6 Fire, Cold & Force damage – all combined.

**Icebox** – Ice Sprite – icicles and frosty gusts. Save vs. Breath or take 2d6 cold & 1d6 piercing damage from flung icicles.

**Chimney** – Smoke Sprite -Billowing smoke & cinders. Save vs. Breath or take 1d6 fire damage & suffer a d6 poisoned effect

**Basin** – Dirty Dishes Sprite - flings plates & silverware & tries to wash anyone it can. Deals 2d6 bludgeoning and 1d6 poison damage to those failing a save vs. Breath. It cleans anyone it attacks beautifully.

These creatures attack in strict sequence – at initiative pass 5 10 15 20 25 30 but the sprite in question is randomly determined each time. They cannot leave the kitchen where they are bound. But neither can they be dismissed. Each will respawn each day at dawn provided the machine they are linked to is not destroyed. The circles & rites that bind them to the world are the actual layout of the farm itself and significant components of the summoning circle are built into the structure of the kitchen.

The pantry is a series of quasi-dimensional spaces occupying the stacked crates & sacks that litter the area. Each contains materials in a timeless pseud-dimension. Each contains a multitude of foodstuffs of every conceivable description in turn piled

in bags barrels and crates that can be seen within the bags present in reality. Recursive bags within bags! Each of these seems to be a bottomless container full of a random food ingredient. Removing the containers from the room has a bad result. Each rapidly disgorges all of its recursive extradimensionally held contents. The bags here are not enchanted, rather the room is spelled to contain these features. Removing a bag or crate from here makes each container removed blast their contents in a sudden destructive spray dealing 4d6 damage. Save vs. Breath to halve the damage dealt.

The contents of any given bag are organized, somewhat, but any given container has bound inside it a month's supply of food, water recreational chemicals & ingredients. They are always in a state of perfect preservation when expelled. A single bag contains at least 2 tons of material.

Among the food items there is a colony of rats – an impossibly large colony of rats which spans a small universe. This colony has a 5% chance to detect the presence of PCs in the pantry and to seek them out with prayers. The prayers are audible to anyone in the room and they grow more sincere if Loshe is not on hand to provide for the colony's religious needs.

5 - The Breakfast Nook – The chamber is filled with bags of seeds, many of which are sprouting, the tile floor is covered in an inch of slime & putrid water & the walls are overcome by moldy growth. Each of the chairs is wet & unpleasant. Underneath a layer of slime upon the table one may find a magical formula scratched into the glass tabletop. This requires a 1 on a d6 search result. The formula instructs on a method for brewing a *Potion of Solar Sustenance* – this is a potion that causes one who imbibes it to grow two inches and to turn green. Subjects of the potion have their AC increased by +1 and they need eat only half the ordinary rations. Their DEX is reduced by 2. Creating the potion requires 3 days of work but it can be accomplished easily with the materials on hand in Loshe's house but which are otherwise uncommon.

6 - Back Porch - This is where Loshe keeps her guns - there are dozens of shotguns and blunderbusses and muskets stacked up and loaded here. There's also a target just off the porch and the area looks like it's been used as an impromptu shooting range, bullet ridden & partly destroyed. The guns are all slightly animated with mechanical spirits that recognize Loshe. If she doesn't offer the use of one of her guns they do not operate as expected. They inflict a -4 penalty on attack rolls and their excess recoil deals 1 HP each time they are shot. They still automatically cycle and reload however. Loshe can command the guns to*defend*– in which case they assemble in the form of the Gungolem which stalks the property attacking intruders. It takes d6 hours for the Gungolem to assemble but while it is being assembled the doors to the chamber are locked tight. Requiring a d10 open locks check to enter. Once the Gungolem is finished, it stalks the property attempting to execute any living being weighing more than 20 pounds.

**7 – The Smoking Room** This is an alcove with pleasant overstuffed chairs, a piano and some ashtrays. A half-dozen steel pipes the width of a reed are suspended in front of each of the seats from the ceiling. This is the brandy & hookah room. The pipes dispense a variety of booze and smoke to the people seated at them. Taking a pull on a pipe dispenses a random arrangement of recreational chemicals. Roll d6 to determine which is drawn.

ROLL	APERITIF					
1	<b>Too much of everything -</b> Save vs. Devices or choke and sputter for d12 rounds while the many mixtures fight each other in the character's throat					
2	<b>The good stuff</b> – a mouthful of splendid whiskey and a puff of a nice pipe together which satisfies and invigorates. Grants an improved disposition increasing CHA by d4 for the rest of the day.					
3	<b>A little of the strong stuff</b> – Big cigar puffs and some astringent gin. Increases STR by d4 for the rest of the day.					
4	<b>Some time to think</b> – Hot coffee and cigarette smoke gives sharp focus. Increase INT by d4 for the rest of the day.					
5	<b>Just relax you won't be sad</b> – Poppy juice and cocoa leaves in a fortified wine mingled with the fragrant hashish – Increase WIS by d4 for the rest of the day.					
6	<b>Something New</b> – Experimental and engineered substances, new flavors, weird sensations – increase one attribute by d6 for the rest of the day.					

The dispensers run dry after d20 days without Loshe to replenish them. She offers access to the room whenever dinner is finished. A series of brass pipes covers the ceiling & transmits the music from the Piano in area 3 to this room.

**8** – **Bathroom** – This is a spotlessly clean and elaborately finished bathroom. It contains a flush toilet and a running water sink. It is filled with scented candles, decorative towels & the faint music of the piano.

**9 - Lower Stairway & Closet**– The stairs are notably higher than they aught to be owing to the gap for mechanicals between floors. The stairs are also chock full of books, old catalogues and empty seed bags. It requires significant time or a sincere effort to push through all this junk to enter the room. It takes just as much effort to get into the abandoned upper floor.

Moving into or out of the room requires two successful, consecutive d20 STR checks everyone moving through must succeed at these checks as the mess collapses behind anyone pushing through. There are dozens of Book & Mess Gremlins within the pile that recreate the slovenly clutter each day. They may attack if a concerted effort to clean the stairs is undertaken. D10 of each sort of gremlin burst from out of the mess to attack if anyone begins organizing or ordering the materials in the stairway or foyer in a way that would banish them.

The adjoining cloakroom contains dozens of cloaks, jackets, hats & other guest paraphernalia. Among these articles are 2 magical cloaks. One is a *Cloak of Jungle Travel* – which protects against mosquitos, bugs & other nuisances & provides a 2 point bonus on saves vs. Death. It also keeps the wearer at a comfortable temperature. The other is a *Hat of Voyaging* – a fancy tricorn hat fitted with brass & gold. It grants anyone wearing it perfect direction sense, the ability to speak & understand any language & a +1 bonus to all die rolls made by a wearer – but only while aboard a boat or ship.

10 – Sleeping Porch – This section of the exterior porch is covered by protective netting. Handling the netting that circumscribes the area will inflict a d12 Poisoned Effect on anyone trying to break through. It requires a d20 STR check to tear the nets. The porch is where Loshe sleeps & rests now that the house is too full & haunted. She has her journals stacked around the sleeping cots. They explain her experiments with the raising of specialized livestock, plants and etc... It is her recent life's work and it provides any researcher with fantastical insights into how to build an elaborate modern farm with optimized production.

The area attracts dogs, 2d4 of which are present at any time. These are neither pets nor wild, but somewhere in between. They protect Loshe but do not obey her commands. They bark aggressively & growl at any visitors attempting to come to this part of the house & they have a hideout dug out underneath the house. This grants them access to the farm's underworks.





11 – Upper Stairway – This section of the house is extremely cluttered with clothing and puppetmaking equipment. It requires a d20 DEX check to push through or to move within this room at all, just like in area 9.

Failing the check means that the puppet tools and clothes which hang everywhere entangle the character who is immobilized until they make a d20 STR check to break free. There may or may not be people permanently trapped in this mess. There is a 10% chance per character that someone encounters a zombie trapped in the mass of trash & tools alongside them. Any such zombie attacks and takes actions but cannot move and only takes half damage as no-one can move easily in the area or target the creature in the mess. Clearing the whole upper stairway results in 2d4 zombies turning up throughout the enterprise.

The storage area that is accessed through this mess of trash and clutter is extremely rich, it contains

**12 – Stairway to the third floor** – The stairs here are much less packed with junk but they are still somewhat cluttered. The door at the top of the stairs is locked & requires a d10 open locks check to open.

13 – Guest Room – Long ago when the house was new and in better shape Loshe would invite friends to come for extended stays and sabbaticals. This room contains a spotlessly clean and well appointed bedroom with a large comfortable bed and breezy windows. It is decorated in a rustic style but clearly no expense was spared.

In the middle of the room is a sleeping, Maned Piglet surrounded by a crater-like ring of dead mosquitos. This is an experimental piglet that attracts mosquitos (keeping them off of guests) but which has poisonous blood. The piglet cannot wake but it does move around in its dreamy way. The piglet prevents insect pests from harassing people but it is also extremely toxic to handle and especially to eat. Touching the pig inflicts a d20 *Poisoned* status and eating the piglet or parts of it will cause a character to suffer a d12 *Defeated* status.

The room is managed by household spirits bound by the farmstead's implicit spell so the bed is always made, clothes are pressed & etc...

14 – Bathing Library – This room has a large tub that is filled with effervescing heated water, it is also braced by a pair of large shelves containing many dozens of varieties of salts, soaps & aromatics which, when combined with the bath cause the bather to experience a story-like narrative, much like reading an immersive book. Resting in the tub with any of the soaps causes d8 hours to pass for the character who remains totally oblivious to any reality outside of their mind. After this interval the character is completely rested & recovers any expended abilities & all missing HP.

Combining additional soaps & scents with the bath extend the narrative trance by d8 hours each time & the saga told becomes increasingly compelling – even maddening. One who is trapped in the bath for more than 24 consecutive hours suffers a d20 Maddened effect. (Note this is the source of Loshe's madness). Up to 3 human sized people can fit in the tub at a time.

15 - Sickroom - This is an isolated bedroom that contains a bare mattress & sunlight. Dust motes float in the air & the mosquito netting draped over the bed

protects those who convalesce here. Under the bed and around the room one may find the fifty empty potion bottles used to try to save some unfortunate who perished here in the recent past.

**16 – Nursery –** This room is set up to accommodate an infant & one or more children. It contains a small collection of little wooden toys & a variety of colorful picture books. It is currently unoccupied save by the **Lost Dolly** – a deomoniacal terror that lurks here in secret performing the wicked will of the demon of the house.

17 – Guest Room – Almost identical to the guest room at area 13 except physically laid out along different dimensions. It contains the same sort of bed & same sort of poison piglet. This room also has a large tub built into the chimney which allows one to take a firebath. Sitting in the tub invites the fire-spirits of the chimney to cascade flames over the character within the tub. This has the effect of scouring a person completely clean after only a few seconds of immersion. After a minute of remaining within the tub a character's hair is burned away, after five minutes the character begins to suffer d6 fire damage each minute they remain within. After that period a character bursts into flames & takes d6 fire damage each turn until they are incinerated. The tub will completely burn away *anything* placed within it for 10 hours. Nothing can survive the persistent heat & all that will remain are ashes, which drain away.

Additionally it contains a massive cedar chest with a d12 difficulty lock & magical trap (save vs. devices of suffer 2 separate d12 Poisoned effects). The chest contains A tray containing sorted & catalogued coins from a variety of kingdoms – a total of 4,500 \$. It also contains five changes of very rich clothes, some exotic perfumes and a pouch containing Gremlin-Seeds. These are 12 ugly plant seeds that, when planted in a surface produce a gremlin with the type based upon the surface it's implanted in. Coals = smoldering gremlin, flesh = blood gremlin etc...

18 – Guest Washroom – This pristine washroom contains several changes of clothing in a variety of styles as well as a variety of perfumes. The tub and bidet within the room are automated & provide soap, water & heat or cold. Both are self-cleaning but cannot be moved. Damage to objects in this room will cause spirits (akin to those in the kitchen) to animate and attack. They are ordinarily docile however and suited to serving guests.

19 – Upper Patio – This enclosed balcony overlooks much of the farm. Built into the railings are several different telescopes each set to track the motion of the moons & fixed into arcs that match the moons' motion as well as the sun's. Notes lie scattered but they are far the worse for wear owing to exposure to the elements. The furniture here all shows evidence of terrific neglect and are dry rotten & insect infested. Simply being present here attracts the attention of two Lunarphoenix. These are decorative predatory birds that Loshe previously bred. They are now feral & come to where they used to get food. Their feral nature has overtaken them & if they sense anyone who they encounter is surprised they attack immediately – they don't fight to the death & flee after being injured.



20 - Solarium - This breezy, sunny room is spacious & well lit, it has windows on 3 sides and the jungle breezes blow the gauzy curtains in in a continuous billowing flow. Entering this room from the stairs from the floor below seems like walking up into  $^{18}_{18}$ 

heaven. The layers of flowing linen cast in sun (or moon) light bright and glorious. The room is clean to a remarkable degree. This is due to the presence of spirits of wind & of light which keep the place tidy & pleasant. They are not hostile to interlopers but if the alarm is rung or if Loshe commands these creatures will attack & attempt to drive interlopers from the house.

**21 – Defunct Rookery** – Long ago Loshe bred decorative raptorial birds. These escaped & then went feral. Few have survived their transition to the wild but some have endured. The rookery here is a series of large bird-houses built against the house's highest section. The houses are full of dazzlingly colored iridescent feathers, many are quite substantial. Some of these feathers have been hardened by alchemical means to the strength of wood – and these are piercing the floorboards where they have fallen. People here attract the birds – a mated pair of Lunarphoenix who are not shy of people. They aggressively attack this area to protect their nestlings – which may be found hidden in a nest on the roof with a search result of 1. The nestlings are harmless & can be fetched with a d8 Scale Walls check to climb to the house's peak.

**22 – Loshe's Room**– Maybe once it was as open, airy & pleasant as the guest room but this room is a disaster. Greasy sheets cover everything and a few varieties and sizes of poisonous pigs lay on the floor snoring loudly. The floor is a mess of dead bugs, birds and snakes while the windows are blocked by overwhelmed mosquito nets. Nearly invisible in this corner are the dissected remains of many spirits of air & cleanliness that have been operated upon and mangled. The individual components yet live and battle anyone who searches the area. There are several sets of surgical tools, magic texts as well as the *Soul Scalpel* – a treasure of note – to be discovered in this room. **The Soul Scalpel** does d4 damage and returns to the hands of anyone attuned to it. It has a quantized probability matrix that causes it to do the *Null* damage type. The *Null* type senses resistances and weaknesses when attacking and spontaneously shifts its damage type so that if a target is weak to an element or damage type the scalpel's damage type corresponds to that damage type. Furthermore, whenever a wielder uses the scalpel & hits a target they know all the resistances & weaknesses of the struck target.

**23 – The Horror Haunted Closet** – This securely locked door with 3 strong locks on it d8 difficulty each – is all that contains the captured & bound demon that grants magical force to the house. It is hostile and mindless whenever it is let out and will struggle viciously to attack anyone it can catch. If Loshe is present it tries to kill her first, if she is not present the demon demands to know where she is. The being is not only enraged & hostile but utterly wicked – it will do what it can to slaughter anyone it meets. In the closet are its shackles – which are silver chains marked with gold filigree. The value of the chains is 2,000 \$. The chamber is a lead-lined box marked with incantations which collectively can be interpreted as a spellbook – Loshe's Spellbook for summoning & controlling agricultural-demons.

**24 – The Dressing Room** – This room contains many, many costumes and outfits all hanging on racks and ordered by color sequence. The clothing racks are 2-deep along the walls but are fastidiously organized by the spirit of organization that lives here.

The clothes are numerous and can be taken without repercussions except in the case that clashing colors are chosen or contrasting patterns, in which case the spirit of the dressing room will try to prevent the person from leaving & will try to strip the clothes from them while throwing appropriate clothes on them. The mirror nearby is also a portal. Walking through the mirror within will transport a person to the dining room. Entering the mirror on the opposite side will strip one's clothes from them and deposit their naked self into the lavishly appointed bath in this room. The bath functions like the washroom in area 18 but is a bit nicer.

**25 – Falling Porch** – This rear porch section is quite high up & it sags alarmingly under the weight of the several kegs of liquor that sit upon it. These casks are affected by the local magical circle that rules the entire farm. They absorb all rainwater that pours into them (they are fixed to the waterspout at the peak of the house) which they magically distill into a variety of excellent quality liquors. These are equivalent to those dispensed by the silver straws in the smoking room at area 7. If removed from the house or grounds the casks become inert wooden barrels.

**Coda** – Loshe & her farm are merely a part of whatever setting they appear within. Their proper place is the remote jungle but they can fit anywhere one wishes to include them. The farm is less a menacing dungeon & more a peculiar roadside attraction but it is also dangerous. Loshe is a madwoman & has allies & rivals in the Mad-Science community. Some of her rivals may ask for her secrets, some of her friends may avenge her death. She & her farm are removed from the baseline of normal experience but they are still part of the environment in which they live.

If players wish to take over the farm – they may need some help. Certain of the creatures, such as the Gungolem regenerate over time, others will pass away & leave the farm poorer. As a settlement or base the Farm makes a reasonable choice. It can sustain up to 1,000 people's dietary requirements indefinitely.

**Treasure** – The materials gathered in Loshe's house & gardens is of variable value, really situationally based upon the circumstances in which PC's encounter the farm. Any given one of Loshe's rooms or gardens contains valuables & materials equal to  $200 \ 5-500 \ 5$ . A larger award, if you feel it is warranted may be granted.

**Scattered Notes** – These notes appear in various formats throughout the house, any time a search or investigation is pursued PC's will discover a random note in a random circumstance. These peculiar items & referents together qualify as Loshe's 'treasure' each note & its attendant bit of material is worth between 1 10 based upon Referee fiat. You can increase these quantities or the value of said items by however much you see fit.

ROLL	IIOTE	CIRCUMSTANCE			
1	Kingsheep is Duummmmm it's just a werewolf sheep, a sheep fighter?	Floating Midair bright pink balloons			
2	Kingsheep is promising, a variant but hard to create spontaneously – it comes from highly specific circumstances.	Scrawled on a scrap of flesh			
3	Kingsheep is a dead end, it's a good animal but a poor farm solution	Illustrated in beautiful calligraphy on monogrammed stationary			
4	Bearded pigs are a strong solution but to what problem? Hair has utility	Sticking from out of a dogeared spellbook			
5	Big pigs, poison pigs are small pigs Pigs! They all smell bad though	Scribed on a wand			
6	Grape-pattern growth – vines but with local varieties – pineapple/banana hybrid – radical intervention required worth invocations?	Painted on a magic mug			
7	Major change notification – service for diabolical forces and animating spirits is ending	Stenciled on the back of a scroll			
8	What about horses? Dangerous? Stupid but valuable. A better way. Canal-based transit? Imagine that with fish? Giant carp. Deserves consideration.	Scrawled in pencil on the wall			
9	Fanus Chilt. What a creep. Still knows his creatures. Big alterations? Don't care for the hools but he keeps sending them. If you see Fanus Chilt don't make eye contact.	Written on a contact card			
10	Poison Elves and breakthroughs on micropigs. See to them. Neurotoxin but minor applications. Increases	Red paint on the floor			
11	Amazing red pig mutiny. Too smart for their own good – well, for my own good. And good luck to them. Maybe they will be better than the people. Probably worse	Blue paint on the ceiling			
12	Red pigs gone feral, invasive – a problem but not too bad. Countered by megafaunal predators – abundant. Likewise local communities. Dwarfs. Poison Elfs. Lots of predators.	As a smoke with form and substance			
13	Red pig mutineers – not very wholesome but impressive. Study for future utility	A shouting voice causes the words to appear in the dust			
14	Major goat reconfiguration postponed. Chillt might have answers. Dimensional goat operations result in transparent 2d milk. Dangerous! Don't touch the knife of cheese	Ants crawl along the wall spelling the words			
15	Knife of cheese is a transformative alteration reconfiguration of self – must mention it next time she visits. What is her name?	moss grows on the floor in the form of a message			
16	Ferla Goom is the fermenter the rotter the ayatollah of formulated culture uncultured Smelly.	message appears on each PC's flesh			
17	I wonder what my mother is doing	Witten on a tag attached to a potion			
18	Milking stool? Too gross to conisder? Brilliant? What about the compostmonster? Can it give?	In a glass bowl, letters float like fishes			
19	Compostmonster is getting out of hand - eating pigs, friends, everyone <sup>21</sup>	Marked on an unknown calendar			



	PRE	FERENCE	DEFICIE	GJotEG Villan			LOSHE		
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	AC	18	BARGAIN	7	PHYSICAL	11	TERRAIN	Farms	ch i
	9 HP	3	COERCE	7	MENTAL	14	NUMBER APPEAR	1	
	INIT	11 <sup>+</sup> d20	DECEIT	6	50CIAL	14		Fantastic	
	MOVE	15	FLATTER	5	SURPRISE	14	LOCATION	GJotEG	M
31		<mark>*4</mark>	DICE	5	SPELLS	13	MODES	Any	

+7 Gun - d10 - Loshe has a variety of guns which she uses on interlopers & farmyard pests alike.

Flight - Loshe long ago learned how to fly above the ground by repelling forces, she flies through the air at terrific speed

Harvest Mix - Loshe throws a handful of seeds in a conical space 20 meters long. Anyone in the area must save vs. Breath or become implanted with a seed - seeds deal d4 points of damage on every one of a character's turns at the beginning of the turn. Anyone who is defeated by this damage is automatically fused with a plant and immobilized.

Teleportation - Loshe uses a specific potion to create a pool, into which she alone can travel, manifesting in another such pool instantaneously anywhere.

Alchemy - The mad agriculturalist has a vast array of seeds that can be used to spontanously grow any plant to its mature size.

<mark>Spells -</mark> Loshe knows & has prepared several spells, mainly healing & summoning spells which she 'casts' by flinging pouches of seeds

#### DESCRIPTION

Loshe is one of the mad scienticians of the Ghost Jungle of the Elephant God. Though she is mad, intensely so, she is fairly benign as her kind go. She maintains relationships with others among her cohort & may choose to flee to a safe haven with another mad scientician rather than defend her farm. Then again, she may fight to the death. If encountered she responds strictly according to reaction dice checks. Any scene in which she participates provokes another random check. She is confused & wildly out of touch with civilization, having lived in solitude in her experimental farm for many years. She appears to be an unkempt elderly woman with broken glasses & strange fashion sense carrying a shotgun - because that is what she is.



+4 **Powerdive - d10 -** The lunarphoenix must dive from the sky to connect with this attack, it can only perform it every other turn and only if it is airborn.

**Brilliant Radiance** - The lunarphoenix shimmers in four different colors, colors which radiate & affect minds. At the beginning of each of the Lunarphoenix's turns roll d4 to determine the color.

1 - Red Glow - The sanguine color maks those who witness it become peaceable save vs. spells or be incapable of attacking this turn

2 - Blue Tint - the brilliant blue blinds those who fail a save vs. spells for a round.
3 - The vampiric green - anyone in the vicinity looses d4 HP and the bird gains this as healing.

4 - Stobing black & white - The lunarphoenix's movement is hidden, it makes an attack each time anyone attempts to strike it, reacting to their attacks with a surpripeck for the turn.

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THE WORLD

#### DESCRIPTION

The Lunarphoenix is a specially created hybrid of parrot, falcon & peacok that was created purely for decoration. The bird is very beautiful and when tame they make decent outdoor pets. When left alone they quickly go feral, however. Wild examples prefer to operate as a mated pair & will act in unison. When a pair is encountered they each get their own initiative counts and are immune to one another's shimmering effects. The Lunarphoenix is not mystical, doesn't rise from ashes & is as vulnerable to fire as any bird - the name is purely hyperbole.



(1)	PRF	FERENCE	R DEFICIE	Robo Expl	m, Automat t, Gun, Can osion TAGS	ion	and the second second	GOLEI	
17					100	MON	STER	NAME	10.1
	-	X		Ŵ				7	R YG
	AC	17	BARGAIN	6	PHYSICAL	16	TERRAIN	Civil	chi
	) HP	10	COERCE	8	MENTAL	14	NUMBER	1d3	
ŊI	NIT	3 <b>*</b> d20	DECEIT	6	50CIAL	10	LIMINAL TIER	Legendary	
M	OVE	11	FLATTER	6	SURPRISE	10	LOCATION	Armories .	N
		*4	DICE	4	SPELLS	12	MODES	None	
M	NIT OVE	10 3*d20 11	COERCE DECEIT MLATTER	8 6 6	MENTAL SOCIAL SURPRISE	16 14 10 10	NUMBER APPEAR LIMINAL TIER	Legendary Armories	S VIII

+5 Blast - d10 - The Gungolem is not a sophisticated combatant but it is effective. On each of its turns it fires a blast of lead & fire at one target it can see.

Critical Hit - the GunGolem deals double damage on its blast any time it gets a 19 o 20 on the to-hit die roll.

+5 Launch - 2d10 - The gungolem can use its blast to propel itself at great speed. Its crosses a distance of up to 10 meters & crashes into a target who must save vs. devices or be knocked prone as part of the attack.

**Critical Fumble -** The gungolem blows up part of its body any time it rolls a 1 or a 2 on its to-hit roll with its blast. The gungolem loses its next action but anyone within 5 meters of the construct must save vs. Breath or take 4d6 piercing damage.

**Reconstruction -** The gungolem reforms every 30 days. Any time it is destoryed the animating spirit must be banished or it reforms the construct after 30 days.

2 California

The gungolem is an animated mass of cannon & small arms fused together by disparate spirits, usually linked to such guns to aid in their reloading & maintenance. The mechanical spirits, if left alone too long will begin to fuse together & ultimately create a gungolem. Sometimes this is by design & the fusion is invoked intentionally, but ordinarily the creation of a gungolem is a reckless act as they are impossibly difficult to banish or do away with & even when destroyed they spontanously appropriate all guns in a region to reconstitute their body. Gungolems have a size & force commensurate with the quanity of guns that are available to join together - the example here reflects a large personal armory, the smallest gungolem possible. A well stocked castle could produce a much larger example. In all cases gungolems seem to desire to dominate & protect the area in which they are formed. They never speak & do not seem to travel over distances.

26





+3 "attack" - d4 - Crumlins under duress will lash out in an unfocused attack using whatever materials they have at hand.

Immunity to the element from which they are formed

**Elemental Blast -** Save vs. Breath or take 2d6 elemental + 1d6 ballistic or crushing damage. The Crumlin can spray its elemental essence in a cone from out of its head - usually it fires out from an invisible source but if the Crumlin can be seen the cone appears to be a glowing crown or halo.

**Invisibility** - Crumlins are invisible as their default, they can use an action to become visible. If an effect renders them visible they can use their action to become invisble again.

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**Banishment -** Crumlins are created by elemental 'cores' which are their anchors. Damage or removal of the core will banish them to their lower dimensions

#### DESCRIPTION

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Crumlins are the manifestations of an elemental focus that autogenerates personae according to predictive empathy. Magical practice meets the art of alchemy in these beings, which are partly summoned and partly created - a fusion of elemental anima & terrestrial substance. Crumlins are only created, they never spontanously arise through accident or inattention. They are, as created beings, entirely obedient to their creator & largely unthinking. However, though they are not spontaneously formed they will lose focus and become deranged by lack of attention becoming wild.



+4 Gore - d8 - A maned pig will use its tusks as its primary attack

**Hackles** - Maned pigs can bristle their manes in a menacing display. Creatures with INT of <7 must save vs. Spells or suffer a d6 Frightened effect

+4 Weapon - d6 - A maned pig can weild a weapon in its mouth. +2 Stamp - 2d6 - The Maned Pig rears back and tries to stomp on a target with its forehooves.

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#### DESCRIPTION

Maned Pigs are an extremely robust specialized breed of pigs created by agricultural alchemy. Exceptionally large & well formed as far as pigs go, they also grow imprssive manes & beards, making them a source of pig-wool & of meat & hides as well. Maned pigs are, unfortunately, quite smart. One in twenty of these pigs is capable of limited speech while every example can wield rudimentary tools in their mouths. The pigs resent confinement & are usually feral, invasive species.



ATTACKS H MANEUVERS +5 Peck - d6 - The Hydratrice makes this attack up to 6 times on each of its turns. Every head makes their attack and they needn't target the same person. A Hydratrice's necks are collapsible & long, they reach 2 meters

**Petrifying Harmonious Crow** - The Hydratrice will crow intensely whenever it sees another living creature. Roll a d6, this determines how many of its heads are crowing - this corresponds to hhow many people are affected by this crowing. Anyone affected must save vs. Paralysis or become paralyzed. They are entitled to another save on the following round but if this is failed they turn to stone.

+5 Claw d8 - The Hydratrice makes a single claw attack on each of its turns, it leaps upon a target when it makes this attack.

**Regeneration -** Hydratrice regenerate d6 HP on initative pass 20. If a 6 is rolled for this regeneration the creature sprous an additional head.

Terrifying Crow- Anyone near to the Hydratrice who hears its crow must Save Vs. Spells or suffer a d6 Frightened effect

#### DESCRIPTION

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An unfortunate farmyard denizen the Hydralith is a comination of multiple farmland adversities. Fart snake, part rooster, part hydra & part cockatrice - the Hydralith is a multi-headed cockatrice that crows in a terrifying cacaphony. It is murderous, hateful and dangerous but lacks any significant intellect. It is created when someone throws a roster egg over a barn six times. The egg in this situation will hatch into a Hydralith, but only on the night of a full moon.

Roostertooth - the Hydralith has d% teeth. After an encounter in which it is defeated a character may harvest its teeth. The Hydralith's teeth, when buried in soil sprout d10 chickens after 2 days underground. There is a 1% that any one of these will be a Hydralith. This rises to 100% if the tooth is thrown over a barn.

Hideous Bird - Hydraliths hate mirrors & will spend their entire round destroying any mirror they see, ignoring any other opponent. 30



+5 Bite - d10 - The lost dolly bites anyone that picks it up.

Prostate and

Cling - The lost doll adheres to anyone holding it or picking it up, it cannot be shaken off except by 2 consecutive d20 STR checks or a spell to remove its evil. Attacks against the doll while it is attached affect the person it clings to instead of the doll. Upsetting Sobs - The ugly little doll wails & cries in a seemingly artificial way, but it never ever stops once it has begun. Those who hear the crying may save vs. Spells to resist a d6 frightened effect. Those who endure the toy's cries for more than 1 hour must save vs. Spells or suffer a d10 Maddened condition.

**Unwholesome Manufacture -** The dolly is easily burned up and is vulnerable to five, taking double damage - however, when it burns up it is revealed to contain only human organs packed into its form. These regenerate into the doll again on the night tof the enew moon unless they are buried separately in iron containers.

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#### DESCRIPTION

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The Lost Dolly is a misbegotten demonic thing that is born of the hopeless frustration of small children in close proximity to powerful demonic forces. The child's tears, sense of loss and wish for comfort is bound up in the dolly which can never be found by the child who wants it. The dolly cannot be seen or sensed in any way by a child.



+5 Gore - d12 - The Closet Horror uses its horns to gore someone in range, it takes this action alongside another attack Immunity to flame & other heat based attacks.

- +6 Burning Sword- d6 Slash + d6 Fire the closet horror has a sword made of burning embers that it swings with wild abandon
- Wreathed in flame Enemies that attempt to engage in hand-to-hand combat with the Closed Horror take 2 points of damage at the start of their turn(s) as the fire that surrounds the creature burns them.

**Imprisoned Evil** - The Closet Horror is irredeemably wicked, it will lie, trick & kill in order to get its way. It is easily imprisoned by someone who knows its secret name & is compelled to provide its energy to those who can trap it in magical bonds. While bound it cannot attack its master

Dolorous Gaze - The Closet Horror stares with terrible hate at any object which must save vs Death or burst into flames taking 2d6 fire damage

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### DESCRIPTION

The Closet Horror is a specific incarnation of a very powerful demonic presence. This being has a multifaced, multiplanar existence & has no concept of linear time. It exists simultaneously in many instants & is aware of all that occurs in all times in which it exists. Its vast knowledge is thus dimmed by its confusing perspective. It is very powerful & commands a force of unwholesome fire, a heat that radiates from a dying universe. The demon makes bargains & can be trapped with little concern for its burning prsence in any part of reality hastens the death of the universe.



+2 Ram - 2d8 - The Kingsheep butts with its great horns - this attack strikes at everyone in the three spaces in front of the creature. Those struck must save vs. Paralysis or be knocked down: Goldenglow - The Kingsheep radiates beauty & effortless peace. Those who are within 5 spaces of it must save vs. spells or be rendered docile & incapable of initiating combat.

+2 Stamp - 2d6 - The Kingsheep rears back & smashes adversaries before it with its forehooves. This attack may hit up to 2 targets at a time.

**Command Sheep -** Other rams & sheep obey the Kingsheep & will not be swayed from its control. They all improve their combat statstics by 1 while under its command.

**Dog Vulnerability** - The Kingsheep is intimidated by dogs & well trained sheepdogs can command it. If the Kingsheep fails to defend against dog influence it is in danger of becoming an ordinary sheep.

Wolf-Sense - The Kingsheep is aware of all wolves & werewolves in a 100 mile radius.

# DESCRIPTION

Once in a while a sheep will battle a wolf. Well - frequently a sheep will battle a wolf but most of the time the sheep is just eaten by the wolf. Now, some wolves are magically cursed people werewolves who transform according to the terms of the curse the moon has put on them. So it happens that werewolves attack sheep. Now- once in a while, a great while, a sheep defeats the werewolf. When this happens a Kingsheep is born. The Kingsheep is a werewolf attack survivor who is magically blessed by the authority of the moon. It is a horn-crowned sheep with a crown of 7 star fused horns which radiate light. It is also significantly larger than other sheep - growing to the size of a bull. A Kingsheep is not a shepherd to its related flock. It still follows the nips of sheepdogs & is sheared by shepherds - but it is blessed & powerful & innately good. It will certainly combat any attackers & it is uncannily aware of the presence of wolves.



+3 Whip - d8 - The plant creature whips with its amorphous tendril limbs. It makes this attack against anyone it can sense simultanously

Immunity effects requiring hearing or seeing - the gardener cannot see nor hear it senses by smell & changes ot air pressure

Seeder - If the gardener is defeated it bursts into a cloud of seeds & spores. Anyone nearby must save vs. Breath or take 2d6 piercing damage. If anyone is injured by this attack their blood will nurture a seed and within 1 year the gardener will be reborn, this time with the memories of the ones injured.

## DESCRIPTION

The gardener plant is a tree given a mind that moves & functions like a person. It has vague features that resemble a person, albeit a person of considerable size - usually between 5 and 10 meters in height. The gardener plant is, most of the time, indistinguishable from a tree but close inspection reveals it is unlike any vegetation nearby, it is unique & lacks characterstics of any observed flora. The gardener is just that, a gardener, it does not seek conflict & wishes to tend its fields, it attacks if commanded to by its overseer, or if its fields are attacked. It never pursues anyone who flees.