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# WILDERNESS DRESSING: PRIMAL FOREST



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# WILDERNESS DRESSING: PRIMAL FOREST

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*Tired of glossing over the details of your PCs' overland journey (except for the inevitable, violent random encounters)? Want to add in minor features of interest to their journeys? Want to make their journeys seem more "real"? Then Wilderness Dressing is for you! Each instalment in the line focuses on a different type of wilderness or a feature therein and gives the harried GM the tools to bring such features to life with interesting and cool noteworthy features.*

*This instalment of Wilderness Dressing presents loads of great features to add to the primal forests in your campaign. Designed to be used both during preparation or actual play, Wilderness Dressing: Primal Forests is an invaluable addition to any GM's armoury!*

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TABLE A: MINOR EVENTS

The PCs' travels should not be boring affairs wherein either they encounter no one of note or they end up fighting everyone they meet. Use this table to generate minor encounters of interest or use it as inspiration (or possibly the prelude to) a larger encounter.

D%	
1	A PC steps in a rotting pile of vegetation (DC 20 Perception or Knowledge [nature] check to notice beforehand); a creature using scent can detect the PC at twice the normal range.
2	An owl swoops past the party and grabs a mouse from nearby underbrush.
3	A gust of wind rushes through the party and hits a dead standing tree which topples over into the PCs' path.
4	An emaciated fox regards the PCs from a narrow opening between a pair of trees before bolting away.
5	As the PCs travel down a rough trail, a clearer trail presents itself a few hundred feet away; the trail is illusory (DC 14 Will save to disbelieve).
6	A dozen sabre-toothed squirrels scattered among the branches of several trees, watch the party and chatter at each other.
7	Motes of multi-coloured light beckon the party off the trail; if followed, they stay ahead of the PCs and eventually wink out never to return.
8	At dusk and dawn, the party spot a ghostly white stag in the distance; the creature stares at the PCs for a while before snorting, shaking its head and ambling away. The stag leaves no tracks and cannot be followed.
9	Three raccoon kits tumble playfully with each other, crossing the party's path; the PCs see no adult raccoons in the area.
10	At noon, and for an hour afterward, the air becomes still and a thick fog surrounds the PCs; if they disperse the fog, it returns a minute later.
11	One of the PCs steps into a snare (DC 20 Perception check to notice; DC 10 Disable Device check to remove); the ancient ropes used in the snare have rotted so much they have a 50% chance of breaking when pulling up a target weighing more than 100 pounds.
12	If the PCs make a fire when they camp, a strong wind blows embers into nearby brush, which catches fire; if left unchecked, the fire consumes two acres before burning itself out.
13	A cloud of gnats accompanies the party, causing all PCs who fail a DC 11 Fortitude save to take a -2 penalty to Perception checks; wind disperses the annoying insects, which return 15 minutes later, but an area spell that deals 5 points of damage destroys the gnats.

14	Tiny fey taunt the PCs as they travel. Each PC who hears the fey and fails a DC 11 Will save becomes confused for 1 round; the fey disappear if anything threatens them.
15	A PC breaks a trip wire (DC 15 Perception check to notice, DC 15 Disable Device check to disarm), but nothing happens; the trip wire appears to not have an associated trap.
16	After the party makes camp, a conspiracy of ravens alights in trees surrounding the campsite. They caw at each other in conversation and occasionally one of them waves a wing in the PCs' direction. After 10 minutes, they fly away.
17	Hundreds of rats burst from the underbrush and rush past the PCs; <i>speak with animals</i> gets a hurried, "big nasty...big teeth" response.
18	The PCs discover a large picnic basket filled with enough fresh food to feed six; the food is not poisonous, nor does it radiate magic.
19	Two dogs and a cat cross paths with the party; the cat looks at one of the PCs with a spark of recognition and then sadness, before the trio wander away.
20	Every time the party reaches a clearing, they spot a flock of buzzards circling directly overhead.
21	Beautiful flute music reaches the PCs' ears from some unknown source during the day; at night, the music turns shrill and discordant.
22	A giant log trap swoops down at the PCs (DC 20 Perception check to notice, DC 20 Disable Device check to bypass, bull rush [CMB +15] all characters in a 30-foot line).
23	The PCs hear a large creature land in the forest's upper canopy, but they cannot see it; seconds later it flies away.
24	Pony-sized rabbits hop past and through the party, heedless of the potential danger the PCs represents.
25	A crow follows the party and chooses one PC, repeating the last word spoken by the target after he or she pauses or stops talking; if the PC stops talking, the crow croaks out the same word every five minutes.
26	A shower of normal cocoons falls on the party.
27	At noon, the trees overhead part, allowing the sun to bathe the PCs in light.
28	A clump of mushrooms fire spores at anything that passes within 20 feet, and the spores coat anyone who fails a DC 15 Reflex save; if the clinging spores are not removed with a half-gallon of alcohol or a spell like <i>neutralize poison</i> , affected PCs exude a pungent odour, and creatures with scent gain a +5 circumstance bonus on Perception checks to find them.

29	After the PCs pass by a point, a bear trots through on its hind legs.
30	The smell of baking pies wafts through the air, but the party can find no source for the scent.
31	An explosion of light surrounds the PCs, outlining them in <i>faerie fire</i> for an hour (DC 18 Reflex negates).
32	Moments after the PCs hear a woodpecker in one direction (DC 10 Knowledge [nature] to identify it) a similar pattern sounds from the opposite direction.
33	A rotten tree falls, hitting all PCs in a 15-foot line (+11 attack, 2d6 damage).
34	A PC, or one of the PCs' mounts, trips on an exposed root covered by debris (root's trip attempt CMB +15).
35	A wild cat crawls through the forest's canopy and, spotting the party, hisses and growls before continuing on its way.
36	Lightning strikes a tree in a nearby clearing, and the thunder almost deafens the PCs.
37	A branch seemingly reaches down to tap the shoulder of a passing PC.
38	A flock of wrens carrying a four-foot-long, yellow ribbon drapes the ribbon over a tree's branches; they flutter nearby, and then, satisfied with the ribbon's placement, fly away.
39	A tree splits in two, and each half of the tree threatens to fall over, but it remains standing.
40	A sudden haze envelops the PCs; it feels uncomfortably warm and causes those within to take a -2 penalty on Perception checks.
41	Once per hour, the PCs hear a faint knocking, as if it originates from within a tree.
42	A unicorn stands at the top of an uphill path and regards the PCs, before trotting away from them down the other side of the hill.
43	As the party camps at night, flickering motes of light appear at random locations along the edge of the campfire's illumination; the lights emit musical notes before winking out.
44	Giant puffball mushrooms explode as the party passes by; they release a mass of harmless white spores.
45	A minor earthquake strikes the area, toppling small, weak trees, but otherwise causing no damage to the forest or the party.
46	From the distance, a chorus of cheers goes up and repeats roughly every four minutes; once the party reaches the source of the cheers, they find an abandoned arena in a clearing.
47	The PCs disturb a nest of non-poisonous snakes underneath a pile of rotting leaves; the snakes hiss and slither off in all directions.
48	A fledgling bird falls from a nest high up in a tree; a PC can catch the bird and save it from dying by making a DC 12 Reflex save.

49	A line of seven-inch long, black horned beetles travels in parallel to the party; each beetle carries a ball of organic material, nestled on its horns.
50	Chipmunks lob acorns from 16-foot high branches at the party, dealing no damage even if they hit; after one throw, each chipmunk scurries back into a hole in the tree.
51	A tiny winged woman alights on a branch and silently regards the PCs; she flees at the first sign of aggression or approach.
52	Several flocks of sparrows line the branches around the PCs where they quietly watch the party; a loud noise sends the birds away in an angry exclamation of chirps.
53	A distant bell tolls five times, stops for a minute and then tolls five more times.
54	The scent of roasting meat reaches the party, but it dissipates almost instantly.
55	A giant purple bird bursts through the trees, knocking one over, shrieks at the party and continues on its way.
56	Tiny leaflets flutter past the PCs like butterflies; the leaflets, written in Sylvan, discuss popular spring fashions for the faerie court.
57	As the party travels down the path, the trees alongside it suddenly sprout foot-long thorns.
58	A team of white stallions fitted to pull an elegant carriage canters by the party without a carriage.
59	A raven lands on a nearby branch and repeats "turn back" several times before taking flight.
60	Deep within the forest, the temperature suddenly plummets; untouched by the sun, a six-foot snowdrift covers two acres of the woods.
61	A 2-foot diameter sphere of frogs falls near the party; all the frogs in the sphere survive the fall and hop away.
62	During combat, a nearby tree bears similar wounds those taken by a PC; if the PC is healed, the "wounds" disappear from the tree as well.
63	A stand of trees seems to block the way forward, but the trees part when someone approaches.
64	A group of three-foot tall, purple-capped mushrooms sways to an unheard melody.
65	An elm tree passes through a year's life cycle in a matter of minutes; the leaves it drops rot away quickly as well.
66	A group of corpses hang from nooses slung from high branches; a DC 20 Perception check reveals one of the "bodies" is still struggling, and a DC 25 Heal check reveals the person (a badly injured goblins) still lives.
67	Branches from a willow tree unsuccessfully grasp at the PCs; the tree lets out a nearly inaudible howl when it fails to grab someone.
68	Bats fly past the PCs, shrieking as they do, and one or two get tangled up with a party member.

69	The forest's sounds suddenly cease once the party reaches a certain point and begin again when they travel further; the PCs can make sounds without issue.
70	A large club crashes through the trees and lands near one of the PCs; they hear a distant bellow seconds later.
71	During the night the PCs camp under the forest's canopy, which parts to reveal the stars and a streaking meteorite.
72	A hunting dog trots through the woods, carrying a bugle in its mouth.
73	A giant turtle, carrying an empty hut on its shell, lumbers across the PCs' path.
74	A light rain seeps through the canopy; at times pooled water in the upper canopy pours down on the party.
75	A tinny fanfare plays from several hundred yards to the east, and it plays again ten minutes later.
76	A blue goat with a horn jutting from its nose meanders through the forest, a cowbell sounding as it walks.
77	At night, a swarm of fireflies gathers around the party; if the PCs do not disperse the insects, they are treated as if affected by <i>faerie fire</i> .
78	Five warthogs surround the party and make threatening snorts; at the first sign of aggression the animals flee.
79	A large branch suspended above the clearing falls on the party (all PCs in a 20-foot line, +18 attack, 2d6 damage); a DC 17 Perception check alerts the PCs to the sound of the falling branch and provides a +2 dodge bonus to their AC.
80	A nearby tree suddenly gets sucked into the ground; investigation reveals a hole slightly larger than the now missing tree that travels further down than the PCs can see.
81	An animate mound of plant matter (a DC 16 Knowledge [nature] check reveals it is a shambling mound) watches the PCs from a distance.
82	A rotten log gives way under a PC's weight (DC 15 Perception to notice, 20-foot drop); the skeletal remains of another victim rest in the pit.
83	As the PCs pass a grove of trees, the bark on all trees turns ash white; no ill effects seem to result from this change.
84	A tree falls and strikes another tree, which in turn falls and strikes another tree, creating a slow-moving chain reaction that finally stops with the seventh fallen tree.
85	An acrid, brown fluid seeps up from underground; it causes no harm to anything it touches.

86	The lilting notes from a harp reach the PCs' ears; the distant sound persists for ten minutes before stopping.
87	A kindly looking giant gazes intently at the PCs before deciding to leave them alone. He then lopes away into the forest.
88	The top stone on one of the dolmens protecting a grove of yew trees crashes to the ground and splits in half.
89	A tree bends such that its bough touches the ground; if someone climbs into the bough, the tree gently straightens out.
90	A pack of wolverines crosses paths with the PCs; the animals snarl and growl but do not threaten to attack; they continue on their way if left alone.
91	On a downward slope in the forest, a boulder rolls past the PCs and bounces off a tree before continuing on its downward path.
92	The smell of smoke reaches the PCs' noses on a westerly wind; if they look to the west, they see a blaze has started roughly a mile away.
93	The distant sound of drums repeats once an hour; the drums seem to draw closer for a while and then recede.
94	A flock of quail land noisily in the branches above the party's heads.
95	The wind blows through a pile of rotting leaves creating a tiny cyclone of leaves which travels 60 feet before falling apart; any PC in the cyclone's path must make a DC 11 Reflex save or the leaves plaster his body (this has no harmful effect).
96	A 50-foot line of leafcutter ants parallels the party's path. After half a mile, the insects climb a tree crawling with thousands more of them.
97	The PCs hear the snarling of wolves, quickly cut short by a yelp immediately followed by a triumphant howl.
98	As the PCs travel, they hear chanting (druids who speak Druidic recognize the language); once the party reaches the chanting's source, they see a group of cloaked figures who disappear at once.
99	While the PCs camp at night, a meteorite crashes through the forest's canopy and lands a half mile from the campsite; the impact creates a small tremor and starts a fire.
100	Faint whispers carried on the wind warn the PCs to turn back, run away and beware (followed by a muddled name). The whisper are in Sylvan and they cease after 15 minutes.



TABLE B: PRIMAL FOREST DRESSING

The primal forest through which the PCs travel should not be devoid of interesting, minor features. Use this table to generate such features as desired, possibly using them to add detail to a party's campsite or to break up an otherwise uninteresting day's travel.

D%	
1	A giant termite mound rests near the base of a rotting, ancient oak tree; the mound seems to pulsate as thousands of termites scuttle about.
2	A pair of birch trees has fallen in such a way that they form a large "X" on the ground.
3	A stone plinth juts from the ground; carved runes in an ancient language warn of a terrible danger ahead.
4	The rotting carcasses of a dozen treants litter this clearing's floor; the treants appear to have fought a major internecine battle here.
5	Wind chimes hang from a willow tree's branches; close inspection reveals them to be of cold iron.
6	Rusted handaxes rest at the foot of five different trees; each tree bears a cut as if it had taken a stroke or two from the axe.
7	A large river flows through the forest and a number of tributaries branch off from it; after encountering some of these branches, a PC making a DC 17 Intelligence check (with a +5 circumstance bonus for a flying character) notes the waterways form a circulatory system throughout the forest.
8	A circle of eleven large toadstools stand evenly spaced, except for one spot where a toadstool appears to be missing.
9	Wild mistletoe has infested trees in a 50-foot radius; if properly harvested (DC 20 Knowledge [nature] succeeds). Ten uses can be harvested; used as a material component for druid spells, it adds +1 to the DC of the spell's saving throws.
10	Twilight covers a 100-foot radius section of forest; here the trees are so thick they block out the sun.
11	A weathered fence composed of thin trees lashed together and sharpened to a point surrounds a grove of trees; the PCs find no other evidence of sentient life in the area.
12	A 30-foot wide path of toppled and smashed trees, as if some humongous creature tore through the area, extends for half a mile before suddenly stopping.
13	An ancient stone bridge crosses a dried up river bed; the bridge is inscribed with runes of warding against water creatures.
14	A few cocooned corpses dangle from a willow tree's branches; all but one contain a large animal's rotting corpse.

15	A section of ancient, ivy-covered cobblestone road crosses the PCs' path; it leads 50 feet in either direction before ending abruptly.
16	A 100-foot-diameter, 50-foot-deep lake stands in the party's way; the placid lake holds several old oaks that grow another 50 feet above the surface.
17	A wide cave set within a massive sequoia's roots belches noxious green smoke at regular 10-minute intervals.
18	In the midst of a stand of maple trees, one tree is bare of leaves and some of its branches have iced over.
19	A species of tree virtually unknown to the world at large (a DC 30 Knowledge [nature] check identifies) is preserved in this section of forest.
20	A clearing holds an intact dragon's skeleton (a DC 22 Knowledge [arcana] check identifies as an adult green dragon); its bones are picked clean.
21	A rough trail widens into a well-tended, 20-foot wide cobblestone path flanked by manicured hedges; the path travels 100 feet before returning to rough trail.
22	In a specific spot in the forest, the air stills, and the smell of rot fills the air; the PCs can find no cause for these oddities.
23	The trees in this peculiar grove possess humanoid brown-irised eyes set roughly six feet up from the ground; the eyes follow the PCs' movement.
24	Every five minutes, the water in a slow moving stream changes to a blood red hue; 15 seconds later the water's appearance returns to normal.
25	A solitary 12-foot-tall fir tree is decorated with colourful ribbons and a star (lit with <i>continual flame</i> ) sits at the very top of the tree.
26	All the trees in a 20-foot area bear a brand unrecognizable to the party.
27	An ancient campsite with rotting bedrolls and tents sits in a clearing; the size of the remaining materials indicates creatures approximately 10 feet tall used this campsite.
28	What appears to be a 3-foot diameter moss ball is actually a boulder hidden under 2-inches of moss.
29	A partially built wooden fort stands in a clearing created by chopping down the trees that now comprise the incomplete fortification.
30	Several trees in this portion of the woods bend at a 90-degree angle, such that they are parallel to the ground; after a foot, the trees straighten out again.
31	A clearing contains a 40-foot-diameter tar pit holding the remains of several skeletons belonging to incredibly large animals.



32	Moss-covered mounds hide entrances to a network of tunnels (DC 15 Perception spots); the unoccupied tunnels contain several rooms and some non-perishable provisions.
33	A hidden clearing holds four graves; the names on the gravestones have worn away.
34	A colony of beavers has dammed a large stream running through the forest; several snarl and squeak at the PCs' approach.
35	The trees press in tightly in this stretch of forest, requiring Small or larger characters to squeeze to get through.
36	A series of bills posted on trees declare a dangerous monster is loose in the forest; all but one is crossed out in blood.
37	In this densely forested area, a ball of light illuminates the surroundings in keeping with the sunlight beyond the canopy.
38	A pair of abandoned thatch huts sits in a clearing; an unattended broom sweeps off both front porches and swats at anyone approaching.
39	A 20-foot-square penned-in area holds a six-inch deep pit of mud; faint indications of wallowing animals remain in the mud.
40	A grove of trees is actually a group of painted metal replicas; a DC 20 Perception or DC 15 Knowledge (nature) check reveals the ruse.
41	A four-foot long stone cradle sits in a clearing; the cradle holds fresh blankets and oversized baby's toys.
42	A massive oak tree towers over a ring of twenty, evenly spaced smaller oaks.
43	Green mist fills a depression in the forest, and the wind does not stir it; creating a strong wind disperses the mist and reveals the skeletal remains of a giant quadruped.
44	Seven trees in a row each hold a wolf pelt nailed to the tree with silvered nails.
45	A fallen tree carved in the likeness of an ancient king rests on the forest floor; a DC 17 Perception check reveals the trunk can be lifted, revealing an empty tomb underneath.
46	Wanted posters bearing the party's likenesses have been tacked to trees; the PCs have never visited the isolated settlement where the alleged crimes occurred.
47	A rusted metal gate, attached to nothing blocks the path; the PCs can easily push it open or climb over it.
48	A grove of trees around a pond has petrified; investigation reveals the pond contains minerals that caused the trees' petrification.
49	A comprehensive set of mile markers stands in the middle of the clearing, indicating the distance to locations near and far.
50	Near the party's campsite, a grove of trees glows with bright light, illuminating a 400-foot area. The light comes from a strange moss.

51	A posted bill of sale indicates the woods in a one-mile radius belong to a lumber consortium; the bill displays a date eight years prior.
52	The rotting remains of a seagoing vessel and its complement of crew rest in a clearing.
53	Five rows of eight unsprung bear traps (DC 5 Perception spot, DC 10 Disable Device to disarm, 2d6 damage) wait along both sides of the path.
54	An 18-foot tall, 7-foot wide, wooden throne stands in a clearing in front of several logs that serve as benches.
55	A 20-foot deep sinkhole disrupts the trail; a close look at the sinkhole reveals several tunnels, large enough for a halfling, leading away.
56	Sunlight glints off hundreds of pieces of valueless quarts resting at the bottom of a slow-moving stream.
57	An overturned pushcart containing rotten fruits and vegetables rests alongside the path.
58	Ivy covers the ground and strangles every tree in a 50-foot-square area except for one tree and a 5-inch-radius circle around it.
59	Several brass birdcages hang from tree boughs; all the birdcages are open and empty of inhabitants, but each birdcage has fresh birdseed in a tiny trough.
60	The nearby trees have been intentionally planted to form a small maze, requiring a DC 10 Intelligence check to traverse.
61	Several normal arrows form a makeshift ladder up an enormous elm tree; the arrows reach 40 feet up the tree before stopping.
62	Something has shorn all the branches on the north-facing side of the trees in this area and patched up the "wounds" with moss.
63	A nearby 400-foot-diameter lake bubbles as if the water boils; closer inspection reveals the lake sits over an active volcanic vent.
64	A tiny sign (four square inches) proclaims the surrounding area as the territory of King Proulx and threatens death to all trespassers.
65	A twisted pair of live trees, one elm and one walnut, grows ten feet high, each seemingly competing to be the taller of the two.
66	A steel cover is set into the ground under a pile of leaves (DC 19 Perception spots); removing the cover only reveals granite.
67	A group of seven rabbit burrows surround a clearing, and occasionally rabbits cross from one burrow to another; nothing seems to connect the burrows belowground.
68	A garden filled with radishes, turnips and potatoes grows in a dense part of the forest; something has recently tended the garden.
69	A series of thirteen humanoids fashioned from sticks stands along the left side of the trail the party travels; half of them are dressed in plain clothes; one wears a straw hat.

70	A flowering tree attracts several bees, while a haze of pollen surrounds the tree; anyone passing within 20 feet must make a DC 10 Fortitude save or take a -1 penalty on attack rolls and skill checks for an hour due to allergies.
71	This clearing holds a furnished sitting room, minus the walls; dust and cobwebs cover everything, including three teacups resting on a table surrounded by high-backed chairs.
72	A tree has an arrow pointing left carved into it; following the arrow leads to another tree with an arrow pointing left, right or up, and so on, eventually ending at a tree with an arrow pointing down to a gaping hole.
73	Several spider webs in this area have the same runic pattern built into the web; a larger web holds a different, more complicated and impressive pattern to the others.
74	A dozen burial mounds sit in a clearing; something has disturbed one of them, and further investigation (and a DC 14 Perception check) reveals something made its way out of the mound.
75	A wood tower extends upwards past the tree canopy; if the PCs climb the tower, which has plenty of ladders to make it an easy task, they can see the entirety of their surrounds.
76	Something has cleared this area of the forest into the shape of a trident head; the “tines” point north.
77	A 100-foot deep, 40-foot wide ravine cuts through this stretch of forest; the ravine travels one mile in each direction before becoming trivially crossable.
78	A wild apple orchard in a deep part of the forest bears head-sized apples.
79	Several shrubs have been shaped into various fantastical beasts: a unicorn, a griffon, a roc and others; the shrubbery creatures seem ready to launch an attack on each other. The work is of excellent quality.
80	This great sequoia has a 30-foot diameter trunk at the base, stands 400 feet tall and its bough measures 80 feet in diameter; no other trees stand within 100 feet of the massive sequoia.
81	A tree grows from the top of another tree; its roots are embedded within the branches of the lower tree.
82	Tiny pools flank the path at intervals of 200 feet; closer inspection of a pond reveals it as a four-foot deep footprint filled with rainwater.
83	Eight polished wooden spheres rest within a clearing; each sphere comes from a different type of tree.
84	At the very centre of the forest, a 5-foot tall wooden heart sits in a clearing; a thumping noise emanates from within.

85	A pyramidal pile of rocks stands 3 feet high; a stony wizard’s hat makes up the rock pile’s core.
86	The forest’s canopy encloses this 60-foot diameter clearing; ladders rest against the trees at the clearing’s edge, and several rope bridges cross at various heights above the clearing.
87	A row of eleven unevenly spaced pine trees grows in such a way that a tree is exactly one foot taller than the preceding tree.
88	A pair of 2-foot wide, 5-foot tall wooden hands rise up from the ground; a Medium or smaller humanoid can sit comfortably in a palm.
89	Dozens of flat fungi grow on an elm tree forming an apparent spiral staircase that scales the tree; any weight greater than 30 pounds breaks the fungus.
90	An ancient bronze sundial sits in a dark clearing; no sun can penetrate the canopy to reach it. Moss covers its face.
91	A tree-lined path leads to a log cabin’s front door; the furnished home has no occupant and has clearly been empty for years.
92	An ancient oak tree has been partially sawed through, and the rusted saw still rests in the slot it created; one more hour of work would complete the job.
93	Among a group of ten-inch tall mushrooms, the PCs find several smaller unoccupied huts shaded by the mushrooms.
94	A recently painted white picket fence surrounds a 40-foot diameter clearing.
95	Several elder trees seem to circle protectively around a small grove of saplings; the old and new trees are of different species.
96	A slow-flowing river meanders through the forest; a number of lily pads drift downriver, and half of them carry frogs.
97	A gourd measuring 8 feet in diameter and 6 feet tall is carved out such that it could provide shelter for a creature that fits; the gourd has a working door and a pair of windows.
98	A plain sign marks the building in this clearing as a “Trading Post;” others have already raided the store, which is currently empty of goods (and occupants).
99	These mushrooms stand almost as tall as the lower canopy; numerous hand- and footholds have been carved out of the stalks.
100	The left branch of this strange crossroads looks identical to the path travelling straight ahead, while the right branch looks identical to the path from which the PCs originated.

TABLE C: RANDOM PRIMAL FOREST ENCOUNTERS

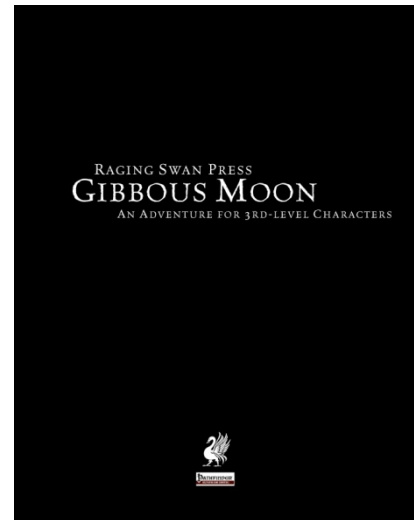
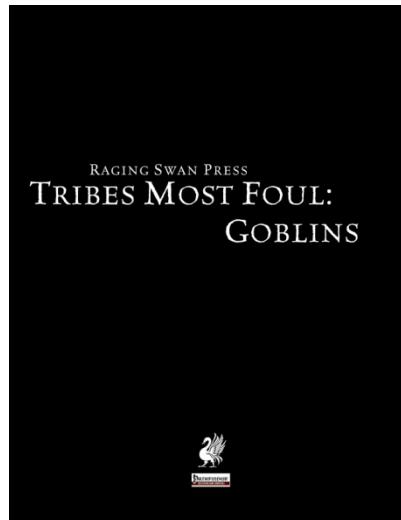
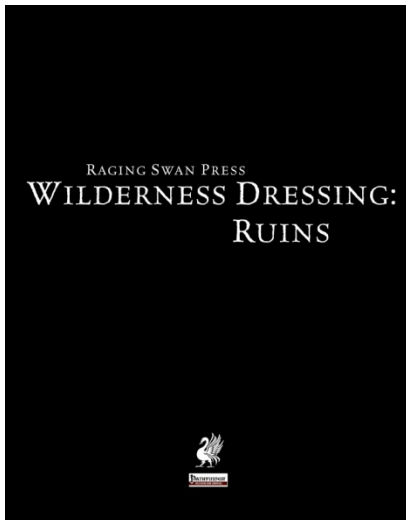
D12	EL	CREATURES*	NOTES
1	1	Giant crab spiders (2)	This pair of spiders calls a large willow tree home. If prey or a threat gets within 30 feet of the tree, the spiders scuttle down the trunk and attack, focusing on one opponent at a time.
2	3	Selisse (dryad) and Kort (CE male halfling barbarian 4; <i>NPC Codex</i> )	A barbarian named Kort has decided to take the dryad Selisse as his bride, regardless of the dryad's say in the matter. If she spots the party she lets out a brief yell before Kort claps his hand over her mouth. She gives a small reward for her rescue.
3	4	Atomies (3; <i>Bestiary</i> 3)	Traitors to the court of King Proulx, the atomies Bart, Gart and Wart seek brave souls to help them overthrow the despot. They attempt to convert any humanoid creatures to their cause, and if the potential allies refuse to help, the atomies harass them.
4	5	Green hag (1)	Old Ginny is nursing her wounds following a devastating battle where she lost her two sisters, forever dissolving their coven. She pretends to be a young woman in a simple hut that belonged to her grandmother. If she thinks she can convince the PCs to become proxies in her revenge, she attempts to do so first by aiding the PCs on their adventure.
5	6	Wood golem (1)	The wood used to create the wood golem came from this forest. When the golem's controller died, the creature instinctively returned to these woods, which it protects from intruders. If the characters can prove they mean no harm to the forest, the wood golem leaves them alone.
6	8	Forest drakes (4)	This pack of forest drakes came from the same clutch and have managed to survive the deep forest by sticking to easy prey such as fey not under the banner of King Proulx. The sprite is not above contracting the forest drakes as assassins who gleefully target his enemies.
7	9	Shambling mounds (3)	The trio of shambling mounds are actually cursed humans forced to take shambling mound form. They hunt animals and try not to attack humanoids in the hope that a helpful person will cure them of their curse. Time is running out, as their intelligences slowly drain and they are soon to reach the point of no return.
8	10	Brachiosaurus (1)	Lost to time, this brachiosaurus lived when the forest was young. The creature has miraculously survived here, where it enjoys feeding off the copious plant matter in the forest's great canopy. Easily startled, the dinosaur attempts to trample creatures disturbing its grazing.
9	10	Deena (female wood giant <sup>2</sup> ); <i>Bestiary</i> 2) and aurumvorax (1; <i>Bestiary</i> 2)	The wood giant Deena befriended a wounded aurumvorax which now acts as her protector and hunting partner. She enjoys the solitude in the deep woods, and, while good, she does not hesitate to attack intruders. If the PCs appear to have a desperate need, she helps enough to allow them to continue on their way (away from her home).
10	11	Frang (male half-orc druid 12; <i>NPC Codex</i> )	King Proulx considers himself the ruler of the entire forest and Frang is one of his most devoted servants. Frang demands strange tolls from humanoids passing through his territory (a blue goat with a horn jutting from its nose, for example). He stalks and kills any who fail to give his master his due.
11	15	Jubjub Bird (1; <i>Bestiary</i> 3)	The fey in the forest have the barest of control over the jubjub bird that hunts the area, only in the sense the bird does not eat them...provided it continues to find alternate prey.
12	21	Frumious bandersnatches (2; <i>Bestiary</i> 3)	These nasty marauders seek to outdo one another in their hunts and are just as likely to attack one another as their prey, if one of the creatures decides the other has enjoyed too much of the hunt's spoils.

\*Unless noted, the creatures encountered use the standard statistics found in the *Bestiary*.

1: A creature with the young creature template (+2 on all Dex-based rolls, -2 on all other rolls, -2 hp/HD).

2: A creature with the advanced creature template (+2 on all rolls [including damage] and special ability DCs; +4 to AC and CMD; +2 hp/HD).

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