

A vibrant, fantastical illustration of a forest at night. The scene is filled with lush greenery, including moss-covered rocks and various flowers like yellow tulips and blue daisies. Several glowing red mushrooms with white spots are scattered throughout. A path leads through the forest, and the sky is a deep blue with a full moon and falling star dust. The overall atmosphere is magical and ethereal.

The Garden of Evil
An AD&D Adventure

By Joseph A. Mohr

THE GARDEN OF EVIL

*An AD&D 1st Edition Adventure For
Characters 7th to 9th Level*

By Joseph A. Mohr

CREDITS

Garden of Evil is written by Joseph A. Mohr

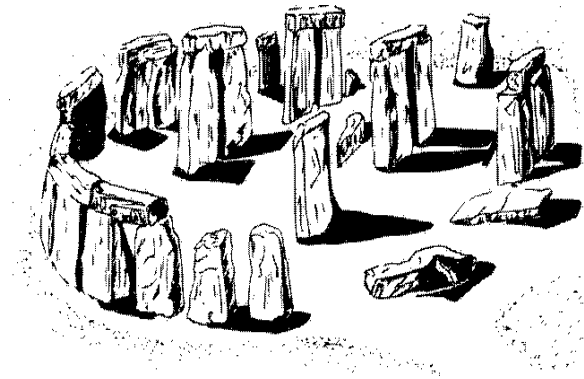
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BACKGROUND

Strange things have been seen in the forest just northeast of Barrowmar in the Kingdom of Zanzia. In a clearing near the northern tip of the forest is a garden. Unseen before plants, animals and even trees are being reported there. Animals with two or more heads. Plants that talk and are aggressive. Grass that burns. Trees that walk. All of these things have recently been rumored to have been seen there. Whether these reports are accurate is unknown.



An ancient druid is known to live in this part of the forest but has not been heard from in some time. If these reports were true one would expect to hear about it from a reliable source like this but all has been silent from her.

The Great Druid of Zanzia is very concerned. These reports have reached the highest authorities in Zanzia and even the king is disturbed by these rumors. Something has to be done about it. The Great Druid has summoned the adventurers to the grove just outside the capital city of

Barrowmar. Barrowmar is a large and busy city in central Zanzia.



Gwaun Powles, the Great Druid of Zanzia, meets the adventurers at the standing stone blocks just outside of the city. The large white blocks form a gigantic henge aligned with the stars. At the center of the henge is a large stone altar. Gwaun Powles stands before this altar.

“We are in need of great heros. These are trouble times...” he states.

“Reports of evil doings in the Dark Forest have troubled my heart and that of the king himself. Something evil is in the Dark Forest and we know not what it is. One of my initiates, Talfryn Cadogan, lives in the Dark Forest and has not been heard from for months. Strange rumors about mult-headed beasts and bizarre plants and trees are

disturbing. We have no eyes in the forest and we need someone to go in and find our missing druid or what has become of her. We must have credible reports about what exactly is happening in the clearing near the north tip of the forest. We have been told that it has become some kind of haven for these odd plants and animals. In short....we need you to go find the answers. And if there is something amiss then we need you to correct it. This request is on behalf of the king himself. And on behalf of the Zanzian order of Druids. You will be rewarded for your troubles. Will you accept my quest?"



Should the adventurers refuse, of course, the adventure is over. Or, perhaps, they might find themselves under guard for crimes against the crown.

GAME MASTER NOTES

The southwestern edge of the Dark Forest is about a days ride from the city of Barrowmar. The northern tip of the forest where the Garden of Evil is located is about another days ride. Without horses, of course, the trip would take much longer.



Many of the encounters in this adventure will be random encounters based upon the tables I will provide below. There are also 18 fixed encounter areas within the Garden of Evil itself. The cause of this scourge in the Dark Forest is a meteorite that has landed in the part of the forest where the Garden of Evil is located. This meteorite carries an alien plague which causes the strange mutations. To put an end to this evil the party needs to destroy the alien plague infested meteorite.

This adventure, as all my adventures do, takes place within the land of Zanzia in my campaign world. It could, of course, be set in any forest in your own game world. This adventure is written to be played by characters of 7th to 9th level of experience.

The Druid Talfryn Cadogan has been transformed into an insane Druid by long term exposure to this alien plague and meteorite. This will make her one of the most dangerous enemies in the Garden of Evil. If she can be defeated without killing her and if she can be brought safely to the Great Druid then the players will be even further rewarded. She can be cured if given the appropriate treatments. And the Great Druid will be extremely pleased if this is done.

As for rewards the Great Druid will offer the players two thousand gold pieces for taking the quest and returning alive with reports about what is going on there. Another one thousand gold pieces will be awarded for finding Talfryn Cadogan and subduing or killing her if necessary. Another one thousand gold pieces will be given if Talfryn Cadogan is returned to the Great Druid alive. And finally one thousand gold pieces will be awarded for destroying the meteorite.

If the meteorite is destroyed and Talfryn Cadogan is returned alive and if the party has a Druid with them the Great Druid will also bestow a **Wand of Thorns (D) with 20 charges** on it to that Druid.

For obvious reasons this adventure is an excellent one for a Druid player character to shine. It is an outdoor adventure with plants and animals to play with. There is the Great Druid to impress and there is another Druid to tame. There are Druid magic items

as a potential reward and there will be Druid magic items to be found in the Garden of Evil itself.

For play within the Garden itself I would suggest rolling random encounters frequently as the players search the garden for the Druid and the source of the problems. Every fifteen minutes a roll should be made. Since this is an outdoor adventure this is basically a map with some fixed encounter points and random encounter tables to go with that map. The quest requirements pretty much fill in the rest.

Some of the plants and animals found during this adventure are new monsters. Many are selected from two fine books which are the first two volumes of a series from Necromancer Games known as the Tome of Horrors. These creatures are modified from those books for use with AD&D 1st edition play. A few of the new monsters are creations of my own. And a few are found in the Monster Manual II.

RANDOM ENCOUNTERS IN THE DARK FOREST

1 IN 10	Roll every 4 hours
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1. Birds flying upside down
2. Three headed deer
3. A rabbit with sharp fangs like a vampire
4. Owlbear host
5. Bugbear host
6. Terrified deer
7. Terrified rabbits
8. Terrified black bear

RANDOM ENCOUNTERS WITHIN THE GARDEN

1 IN 6 Roll
every
15
minute

1. Gardeners
2. Insane Druid
3. Mutant Treants
4. Killer Frog
5. Snake, Constrictor
6. Gallows Tree Zombies
7. Owlbear host
8. Bugbear host

Most of these random encounters will merely be seen or will fleet at the sight of humans. Those that won't fleet will include the following:

Bugbear (1): MV 9"; AC 5; HD 3+1; HP 17; # At 1; Dmg 2-8; SA surprise on 1-3; AL CE.

Gallows Tree Zombies (4): MV 6"; AC 8; HD 4; HP 20 each; # At 1; Dmg 1-10; SA cloud of spores slows opponents; SD regeneration of 1 hit point per round; AL N. Occasionally the gallows tree allows one of its servants to roam the area looking for potential victims.

Killer Frogs (2-8): MV 6"/12"; AC 8; HD 1+4; HD 7 each; # At 3; Dmg 1-2/1-2/2-5; AL N.

Skeletal Gardeners (1-6): MV 12"; AC 7; HD 6; HP 25 each; # At 1; Dmg 1-8; SD sharp weapons do half damage but blunt weapons do full damage to them; SD immune to sleep, charm, hold, cold, poison, paralysis; AL N. They will ignore unless attacked.

Snake, Constrictor (1): MV 9"; AC 5; HD 6+1; HP 30; # At 2; Dmg 1-4/2-8; SA constriction; AL N.

Talfryn Cadogan the Initiate: D10; MV 12"; AC ; HP 53; # At 1; Dmg 1-8+2/+3; **Scimitar +2/+3 versus creatures that are magic using or enchanted; leather armor +2;** wooden shield; SA shape change three times daily (she prefers brown bear form); AL N (CE while insane); spells memorized: **animal friendship, pass without trace, speak with animals, faerie fire, entangle, bark skin, heat metal, warp wood, obscurement, call lightning, summon insects, hold animal, call woodland beings, hold plant, dispel magic, animal summoning II, insect plague.** She carries a withered old looking tree branch which she uses as a staff. It is a **Staff of Wood (D)** and has 22 charges remaining on it. She is currently insane and is under the influence of the alien plague and meteorite in area 17 as are all the plants and animals in the garden. Insane Druid. If she stumbles upon anyone fighting an animal or plant in her garden or using fire then she will fly into a rage and attack until death.

Owlbear (1): MV 12"; AC 5; HD 5+2; HP 27; # At 3; Dmg 1-6/1-6/2-12; SA hugs anyone hit with a paw with a roll of over 18; SA hugs for 2-16 each melee round after being hugged with no hit roll needed;

KEY TO THE GARDEN OF EVIL

1. Venus Fly Trap

As the players reach the southwestern corner of the garden they smell the sweet scent of pollen. If the players arrive during daytime they will be overwhelmed by the wonderful

scent and must make saving throws versus poison or they will become fascinated by the odor. Anyone who fails their saving throw will walk directly up to the source of the smell which is a large plant with three large leaves. They will immediately try to lie down into one of those leaves. Should they do so the leaf will close up around them.



The plant appears as a large flowering plant with three large flowering leaves which are big enough for a man to climb inside.

Mantrap: MV 0; AC6; HD 8; HP 30; # At 3; Dmg equal to victims armor class (discounting dexterity bonuses or magic bonuses, minimum of 1 point); SA acid will burn player as well as armor, weapons, etc unless saving throws are made); SA saving throws for metal are made at +2; SA

fascinating odor has 60' range from plant; AL N.

Close inspection around the plant will show that someone has landscaped recently near this plant. There are hoe marks around the plant and the dirt is freshly tilled.

2. Death Flowers

The adventurers come to a clearing with some beautiful type of plant they have never seen before. It has the most beautiful flower with colorful petals.



As the players get within twenty feet of the flowers the flowers will turn towards the players and fire their thorns at the intruders.

Death Flowers (2): MV 0; AC 7; HD 6; HP 20 each; # At 1 (volley); Dmg 1; SA random

effects from the thorns poison unless save versus poison is made; AL CE.

Close inspection around the flower bed reveals that it has been tended carefully by a gardener. There are stones circling the area where the flower is located and it seems to have fresh mulch around it along with manure from some animals.

Should the players actually dig around the flower bed and search they will find an **Amulet of the Pathfinder (R)** buried in the mulch and manure.

3. Fire Grass

When the players arrive at this clearing in the garden they will smell something burning in the air. When they actually begin walking upon the grassy area they will realize quickly that the burning is where they are standing. This grass looks normal enough at first but suddenly it appears to burst into flames as the players begin walking upon it. It is not an animal or a monster but is a hazard for travelers.



All those in the grassy area must save versus dragon's breath or take 2-16 points of fire damage. Anyone who remains in the grassy area will take another 1-8 damage per round they remain in the area.

Close inspection will reveal that this patch of grass seems well tended. After players walk off of the grass the flames will extinguish and the grass will not appear to have been burned at all.

4. The Pond

This area has a small pond with water lilies. The water seems calm and peaceful. The water itself is murky and a bit greenish in color. Large green lily pads float in the peaceful water. Suddenly out of the water jumps a greenish creature towards the adventurers. It is a Giant Killer Frog.



Giant Killer Frog (1): MV 12"/24"; AC 8; HD 6+6; HP 30; SA jumping; SA surprise on 1-4 out of 6; AL N.

Close inspection of the pond will reveal skeletal remains in the bottom of it. Several of these skeletons appear to be those of humanoids. A glint of metal can be seen at the bottom of the pond.

The pond itself is normal water. But the plants growing in the pond, like the others in this garden, are mutants.

Water Lilies (2): MV 0; AC 7; HD 5; HP 20 each; SA smothering; SA surprise on 1-4 of 6; AL N.

The shiny metal within the pond is a suit of **chain mail of elvenkind +2..**

5. Forester's Bane

In this clearing of the garden are some shrubs. Each of these bushes is about five or six feet wide. Each of the bushes have colorful berries. Each bush has four stalks with sharp saw toothed edges. Leaves are scattered around the bush in a radius of about 5-7 feet from the center. The leaves are dark green and the stalks are purple.

When anyone steps on one of the leaves the leaves will grab a hold of the offender and the stalks will begin sawing at the person or animal grabbed. A victim can pull away from the leaves with a 5% chance per point of strength. Each round they may make an attempt to escape.

The leaves can take 15 points of damage. The stalks can take 20 points of damage.

The berries of the plants can be eaten without harm.

Forester's Bane (2): MV 0; AC 4/7/9 (stalks/leaves/bush); HD 5 (main bush); HP 28 each; # At 4; Dmg 2-5/2-5/2-5/2-5; AL N.

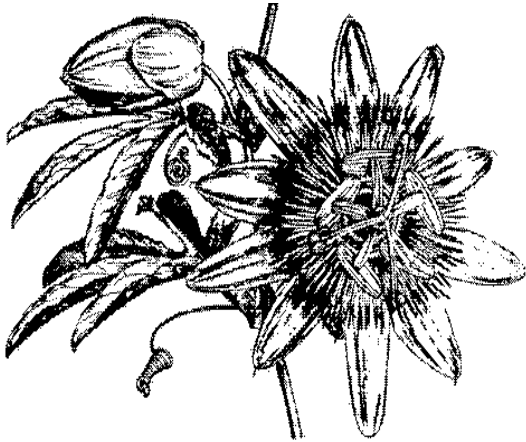
Close inspection of the dirt around the bushes will reveal that a broken gardening tool can be found in the dirt near the base of one of the bushes. Should the bushes be dug up completely one would find two large opals buried in the dirt beneath them worth 500 gold pieces each.



6. Jupiter Blood Sucker

In this clearing there is a small colorful plant. It seems quite ordinary. It has four large dark green serrated leaves and red roots. Anyone who looks closely at the roots will notice that they are transparent and that blood seems to course through them. One would have to get quite close and be looking directly at the roots to see this.

At the bottom of each leaf are sharp thorns. These thorns are used to attach to a victim and drain blood.



Jupiter Blood Sucker (1): MV 3; AC 7; HD 4; HP 24; # At 1; Dmg 1-6 + blood drain; SA blood drain 1 point of constitution per round; SA smothering; AL N.

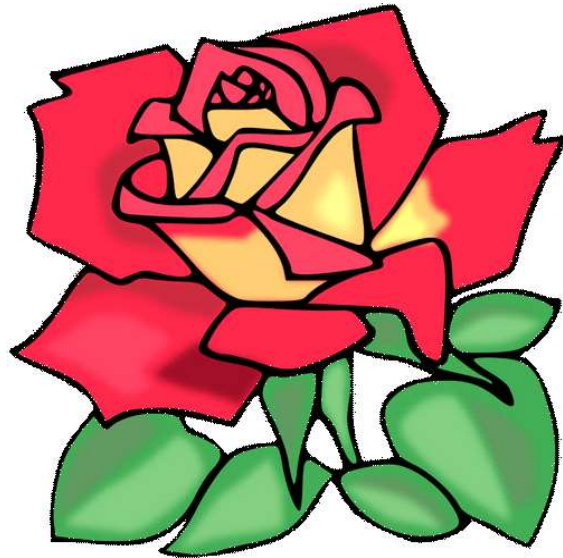
Should anyone closely inspect the area around the plant they will notice that the plant has been recently clipped. A few of the leaves have been cut away by some sharp instrument.

Nearby there are a pile of bones from recent victims of the plant. The bones have clearly been moved by someone. It would not appear that the plant itself could have moved them.

Should anyone dig around the base of the flower they will find a **ring of gardening (R, D)**.

7. Vampire Rose

In this clearing of the garden a small group of white roses sit in a cluster surrounded by rocks in a circle. The rocks seem finely polished and the whole thing appears to be a gardner's presentation. The roses look normal and smell sweet. Each of the flowering bushes stands almost three feet high. There appear to be three such bushes in the circle.



Vampire Roses (3): MV 3; AC 7; HD 4; HP 16 each; # At 1; Dmg 1-4+2; SA blood drain (1-4 points of constitution per round); SA camoflaug/surprise; SA despite having no eyes this plant can sense foes within a 30' radius; AL N.

Close inspection of the area will reveal freshly clipped leaves near the bush. It would appear that the flowers are carefully tended by someone.

Should anyone take a closer look at the stones around the flower bed they will realize that the stones themselves are actually valuable stones. Each of them is a raw uncut diamond worth 500 gold pieces. There are eight of those stones.

8. The Gallows Tree

The adventurers arrive in a clearing in the garden which has a horrifying sight. A large tree stands here which has several thick branches. From each of these branches hangs a greenish brown rope. Hanging from these ropes are humans and humanoids that appear to be dead. The tree itself has a large brown trunk with thick canopy overhead.

Anyone who comes within fifteen feet of the tree will be grabbed by the tree itself. If potential victims do not approach closely then the tree will release it's zombies from the ropes and have them move in for the kill. If the tree is attacked it will defend itself and release the zombies.



Gallows Tree (1): MV 3"; AC 7; HD 13; HP 75; # At 6; Dmg 2-8 (each branch); SA grabs opponents and slams them against the trunk; SA controls up to seven zombies; AL CE.



Gallows Tree Zombies (4): MV 6"; AC 8; HD 4; HP 20 each; # At 1; Dmg 1-10; SA cloud of spores slows opponents; SD regeneration of 1 hit point per round; AL N.

One of the zombies that is serving the tree was a thief in it's prior life. On it's hands are a fine pair of gloves. These gloves are **gauntlets of dexterity**. Another of the zombies wears a silver earring with a green emerald in it worth 750 gold pieces.

9. The Home of Talfryn Cadogan

In this clearing of the garden there is a straw hut. The hut is rather Spartan looking. Even from the outside it is clearly just a small one room hut with a grass roof and walls that appear to be made from straw.

Anyone approaching this hut will likely be noticed by one of the many animals in the forest that keep eyes for the Druid Talfryn Cadogan. Even the strange new animals and plants in the garden are allies of the Druid even though she is temporarily insane. They will warn her of the approach of anyone new to the garden long before they arrive at this clearing.



Talfryn Cadogan lives here. This is her home and she will be found here if she is not previously encountered elsewhere as a random encounter in the garden.

Even if she is not found here at home her pet bear Baboo will be. And Baboo will attack anyone that he finds inside the hut without Talfryn Cadogan being present.

Baboo (Brown Bear) (Grizzly Bear): MV 12"; AC 6; HD 5+5; HP 37; # At 3; Dmg 1-6/1-6/1-8; SA hugs for 2-12 if it strikes with an 18 or higher; SD a brown bear may continue fighting until -9 hit points and then dies; AL N.

Talfryn Cadogan the Initiate: D10; MV 12"; AC ; HP 53; # At 1; Dmg 1-8+2/+3; **Scimitar +2/+3 versus creatures that are magic using or enchanted; leather armor +2;** wooden shield; SA shape change three times daily (she prefers brown bear form); AL N (CE while insane); spells memorized: **animal friendship, pass without trace, speak with animals, faerie fire, entangle, bark skin, heat metal, warp wood, obscurement, call lightning, summon insects, hold animal, call woodland beings, hold plant, dispel magic, animal summoning II, insect plague.** She carries a withered old looking tree branch which she uses as a staff. It is a **Staff of Wood (D)** and has 22 charges remaining on it. She is currently insane and is under the influence of the alien plague and meteorite in area 17 as are all the plants and animals in the garden.



Within the hut the furnishings are very limited. There is a straw bed, a table made from a tree stump, and no decorations at all. Hidden in the straw bed, however, are the following items:

One blue sapphire worth 2750 gold pieces. A purse with 25 gold pieces and 10 platinum pieces. A jeweled armband with a red ruby worth 1550 gold pieces. There is also a **ring of shooting stars** and two **potions of extra healing**.

10. Insane Treants

In this part of the garden large oak trees seem to dominate the landscape. Several of them stand together in a large cluster of trees. A few of the trees seem to have recently been knocked down. As the adventurers approach the area they suddenly notice that the upright trees are moving! And these seem to be destroying the normal trees in the garden.

These treants, however, are not normal treants. These ones have been driven insane due to their exposure to the alien plague brought to the garden from the meteorite. These creatures are normally chaotic good but are acting, instead, chaotic evil.

Insane Treants (3): MV 12"; AC 0; HD 10; HP 45 each; # At 2; Dmg 3-18; SD never surprised; AL CE.



11. Bloodsuckle

In this clearing of the garden a strange plant with vines ending in needle like points dominates the area. It has a trunk with thick limbs that sprout from it. It has vile green leaves and drips a foul smelling sap.

Entangled in the vines is a man who wandered too close to the plant. He wears plate armor but seems to be near death. The vines seem to be draining the life out of him. His sword lies at his side and his face can be seen through the open face guard of the helmet. It is ghostly white in color.

This plant that is killing him is a **bloodsuckle**.

Bloodsuckle (1): MV 0; AC 4; HD 8; HP 39; # At 1; Dmg Grapple; SA drains 1-4 constitution per round a victim is grappled;

SA can recall hosts to defend itself; SA can implant seed in victims; AL N.



After a round of fighting the creature will emit a high pitched wail and summon it's hosts which are near enough to come defend it from attack.

Nearby Hosts of the Bloodsuckle:

Owlbear (1): MV 12"; AC 5; HD 5+2; HP 27; # At 3; Dmg 1-6/1-6/2-12; SA hugs anyone hit with a paw with a roll of over 18; SA hugs for 2-16 each melee round after being hugged with no hit roll needed;

Bugbear (1): MV 9"; AC 5; HD 3+1; HP 17; # At 1; Dmg 2-8; SA surprise on 1-3; AL CE.

When the creature is dead the adventurers will discover that the warrior in the plate armor has died. He will form a new bloodsuckle in 1 to 4 days. His armor is **plate mail +1**. And his sword is a **+3**

bastard sword/+5 versus undead. He wears two gold rings with the emblems of a Knight of the Zanzian Order which are worth 500 gold pieces each.

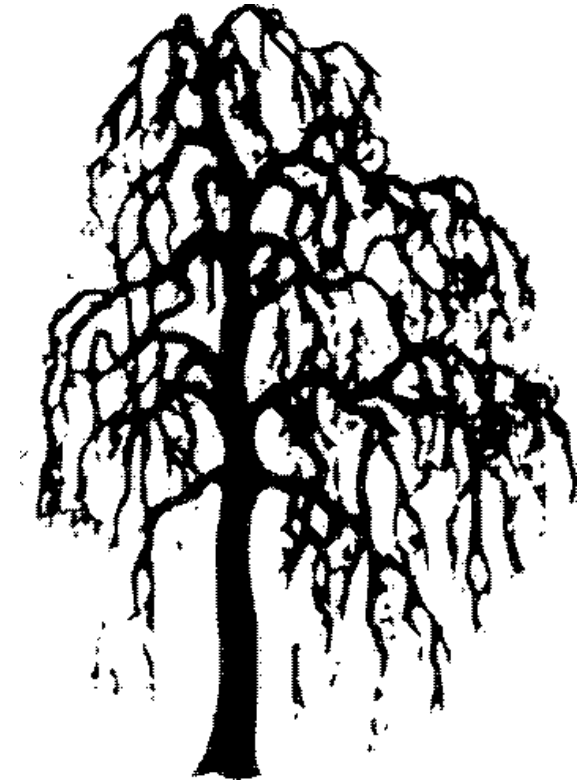


12. Sleeping Willow

In this clearing of the garden there is a tall willow tree. It has a dark brown trunk and long drooping leaves which are greenish brown. The tree stands more than fifteen feet tall and has a trunk which is nearly one foot wide. At the base of the tree glints of metal can be seen along with the bones of some creatures which are difficult to identify unless one gets very close.

Sleeping Willow (1): MV 3"; AC 3; HD 10; HP 47; # At 2; Dmg drain constitution; SA drain life force 1 point con permanently; SA grapple; AL N.

At the base of the tree are the skeletal remains of a magic user who wandered into the garden and was killed by the tree. With the tattered remains of his robe there is a **wand of fear** with 14 charges on it and a jeweled dagger worth 350 gold pieces.



13. Camp Fire/Skeletal Gardeners

As the adventurers approach this area of the garden they will smell smoke. Soon they will see the smoke as they get closer to the clearing. And then they will see a roaring fire. Around the fire, however, is a peculiar sight. Six skeletons sit around the fire staring into it. As the adventurers get close they will notice that each of the skeletons holds a gardening hoe.

The skeletons will not immediately rise or attack. These are no ordinary skeletons. They will not be turned as easily as normal skeletons and will not act as normal skeletons do. These skeletons exist only to tend the plants and trees in the garden. They will, however, defend any plants or trees if they stumble upon a party in combat with any.

The skeletons will defend themselves, however, if attacked. Otherwise they will ignore intruders into their camp.

Skeletal Gardeners (6): MV 12"; AC 7; HD 6; HP 25 each; # At 1; Dmg 1-8; SD sharp weapons do half damage but blunt weapons do full damage to them; SD immune to sleep, charm, hold, cold, poison, paralysis; AL N.

14. A Wolf in Sheep's Clothing

In this clearing of the garden the adventurers will discover a rabbit sitting on a tree stump. The rabbit does not appear to notice the players and sits absolutely still. A rabbit might go well as dinner tonight should the adventurers wish to dine on something other than iron rations.

The tree stump appears to be about two feet in diameter. It appears to be scarred on one side perhaps by lightning.

The tree stump and rabbit is actually a predator plant called a Wolf In Sheep's Clothing. The furry rabbit is actually just a lure used by the tree to get animals to come closer so that it can attack them. It is not a real rabbit but is just a furry appendage to the plant.

The creature has eye stalks which are 12 feet tall. The scar in the trunk is actually a mouth

with very sharp teeth that will open once a victim is grabbed and dragged towards it by one of the two tentacles of the creature.

Wolf In Sheep's Clothing (1): MC 1"; AC 3 (tentacles)/5 (stump main body)/7 (eye stalks); # At 2; Dmg 1-4; SA grabs victims and drags to the mouth in the tree stump; SA victim drawn to the mouth takes 7-12 from bite and continues taking 1-4 from the tentacles; Sd victim can break through if they have a 13 or greater strength (each point over 13 gives a 5% cumulative chance to break free and each percentage point over 18 gives an additional 1% chance); SA 90% chance of surprise; AL N; MM2 P. 127.

15. Quickwood

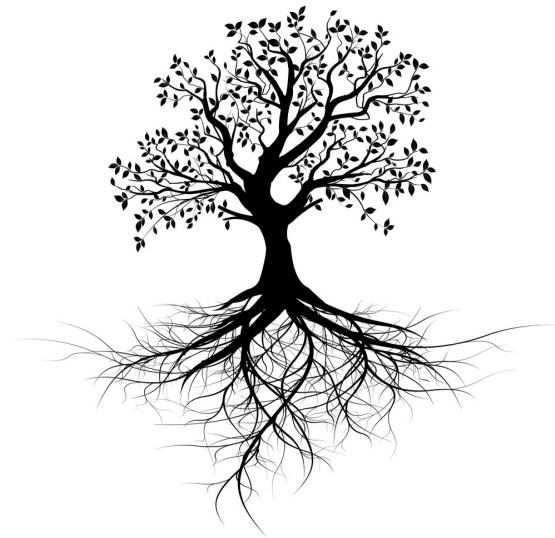
This clearing has one very large oak tree which seems to dominate the area. The trunk of this tree is massive and is nearly 5 feet wide. It has enormous roots which can be seen branching out from the tree through the top soil around it.

If anyone closes to within 10 feet of the tree they may notice that it actually has a face. The face appears similar to a human face but is distorted. It is 90% unlikely that anyone outside of 30 feet would notice this.

If the creature is discovered it will send these enormous roots up through the top soil at a rate of 3" per round to grab one of the adventurers and hold them down. It can move 7-12 of it's roots in this manner to grab and hold an opponent.

Quickwood (1): MV 1"/3"; AC 5' HD 10; HP 50; SA roots move and will grab opponents; SA each root has 10 hit points; SA once six roots are cut the others will withdraw; SA if magic is used against it the creature can cast a fear radius spell around

itself to drive away enemies; SD immune to most spells except those which are specifically plant related; SD lighting will be channeled away from this creature; SD disintegrate will destroy it; SD immune to poison gas; SD immune to fire; AL N; MM2 P.104.



This creature is acting as eyes for the druid of this garden. Hidden inside of the trunk of this large tree is a large blue diamond worth 5000 gold pieces. The tree hides some of the wealth of the druid. The treasure does not belong to the tree itself.

16. The Fountain of Acid

A large double fountain sprays clear liquid into the air. The liquid in the fountain looks pure and inviting. The fountain does not radiate magical energy nor does it radiate evil. Strange runes and etchings on the sides of the fountain are illegible unless one can speak or read ancient Dunarian. The Dunars once ruled this continent where Zanzia now

sits. No one has seen nor heard from the Dunars in nearly five hundred years.



This boulder is a meteorite and the black spores are part of a plague that is infecting this garden and which were brought here by the meteorite. Anyone who gets within thirty feet of the meteorite must make a saving throw against poison or be “changed” by the spores. A person “changed” will turn chaotic evil in alignment and begin to act insane and erratically. They may attack those around them or they may go catatonic for a period of time. They may wander off randomly in some direction of the garden and will not be responsive. In some cases animals may generate extra limbs or even a head or perhaps other strange mutations.

The water in the fountain is not water at all. It is a pure form of acid. Anyone who puts a hand in the acid will take 1-6 points of damage per round. Anyone who drinks from the fountain will take 1-6 points of internal damage and must save versus poison or die within 2-5 rounds as the acid eats them from the inside.

This fountain would be a perfect place to put the meteorite should one wish to destroy it. The acid would eat away at even the metal and destroy it within ten rounds.

Anyone who steps inside of the water will also need to make saving throws for armor and weapons against corrosion.

17. The Ark of Xilna

In this clearing of the garden the adventurers will come upon a strange glowing boulder imbedded in a crater in the ground here. The boulder seems to shine and then dim and then shine again. It seems to be covered in strange little black spores which seem to float in the air around the boulder.



The meteorite is the source of all of the problems in the garden. Should it be destroyed by some means then the plants and animals will return to normal after two to three weeks. Even the druid will regain her sanity within 24 hours.

The meteorite is not an easy object to destroy. It could be disintegrated by that spell. Or it could be dunked in the fountain of acid. Any method which seems appropriate for destroying an object made of iron will be acceptable. It is not a life form and cannot attack other than giving off spores.

Any attacks on the meteorite or any attempt to move it will cause more spores to fly off of the meteorite and all those nearby will need to save again versus poison.

Destruction of the meteorite will meet one of the major conditions of the Great Druid in this quest.



18. **Wild Shriekers**

In this clearing of the forest are several large colorful mushrooms. The moment they detect movement around them they begin shrieking with a mind piercing wail that echos through the garden. The wailing lasts for 2-5 rounds.

These creatures are **wild shriekers**.

Wild Shriekers (5): MV 1"; AC 7; HD 5; HP 20 each; # At 0; SA noise brings random encounters; AL N.

This is the end of the adventure.

If you enjoyed this adventure please look for more of my work on www.drivethrurpg.com

NEW MAGIC ITEMS

Amulet of the Pathfinder (R) - This simple looking amulet appears to be made from leather and have a plain looking rock at the end. To anyone but a ranger the amulet will appear nothing but a useless piece of leather and a worthless rock. But when worn by a Ranger the items proves to be of value. Once per day the ranger wearing this amulet may use the following spell abilities: pass without trace, locate animals, locate plants and pass plants.

Ring of Gardening (R, D) - This ring seems to be made of wood and seems to be finely polished. The wood nearly shines like metal. This ring will seem to have no magical properties unless worn by a Druid or a Ranger. The wearer of this ring can cast the following spells once per day: **warp wood, snare, tree, speak with plants.**

Staff of Wood (D) - This withered old staff looks as if it was once just a branch from a tree. In the hands of a druid, however, the staff shows it's real abilities. It may be wielded as a weapon and is +2 to hit and +4 to damage. The following abilities may be cast from the staff: cure critical wounds for two charges, animal summoning II for two charges, anti plant shell for one charge and anti animal shell for one charge. This staff comes with limited charges.

Wand of Thorns (D) - This strange wand looks like the spiky stem of a rose. It is prickly and green and looks as if it comes from a living plant. In the hands of anyone but a druid the wand will appear to be nothing but a worthless piece of a plant or flower. When wielded by a druid, however, the wand is a deadly magical device. This wand has three basic abilities that takes

charges for casting. The first ability is a cone of thorns which will burst forth from the tip of the wand and do 6D6 damage to anyone within the path of the wand and for up to twenty five feet (save vs wand for one half damage). The area of effect is a cone of up to five feet wide. This effect costs one charge. For two charges the wielder may create a wall of thorns as per the druid spell of the same name. And for three charges the wielder may create a storm of thorns which will land and effect an area of up to thirty feet radius. Anyone within that radius will take 3D8 damage from thorns (save vs wand for one half damage). Typically these wands are found with 4-40 charges on them.

NEW MONSTERS

Bloodsuckle

Armor Class:	4
Move:	0
Hit Dice:	8
No. Of Attacks:	1
Dmg/Attack:	0
Special Attacks:	Summon Host, Grapple, Drain Constitution
Special Defenses:	None
Magic Resistance:	None
Alignment:	N
Size:	M

These plants are a nightmare. They consist of a trunk, thick limbs which branch from the trunk and long vines with needle like points. The plants get their nourishment from draining the life out of living creatures. Unlike similar plants, however, these creatures control a number of hosts in which it plants it's seed. It can recall these hosts by emitting a high pitched wail. It constantly feeds on these hosts until they become bloodsuckles themselves.

When any creature that is not a host gets within ten feet of it the creature will attack with it's woody limbs and vines. It will grapple a foe and then begin draining the life out of it. It will drain 1-4 points of constitution per round that it maintains a hold on an opponent. Once it has drained 8 points it will release the creature so that it can remain a future food source for it. These constitution points are not permanently lost. They will return in 1-3 days if the victim is broken loose from the creature.

Anyone who is grappled by the plant will also be injected with sap from the creature which will cause the plant to take control of

the will of the victim. The victim may make a saving throw versus poison to avoid being under control of the plant. Otherwise it will become a host of the plant. He or she will return to the plant whenever it calls them home. Any host with an intelligence over 3 may make another saving throw versus poison when called if it is asked to do something inconsistent with it's alignment.

When the plant grabs someone they may make an attempt to escape from the plants physical control. If they can roll 4D6 against their strength score and roll less than or equal to their strength then they will break away before losing constitution or being injected with sap. They may make this roll each round they are grappled.

A host which returns to the plant later will be injected with a walnut size seed which will continue draining 1-4 constitution per day until the creature reaches zero. At that point the person will burst into a new bloodsuckle.

These creatures are from the Tome of Horrors volume two.

Death Flowers

Armor Class:	7
Move:	0
Hit Dice:	6
No. Of Attacks:	2-5
Dmg/Attack:	1
Special Attacks:	Thorns cause strange effects
Special Defenses:	None
Magic Resistance:	None
Alignment:	CE
Size:	S

These lovely flowers are beautiful but deadly. Their wondrous flowers are colorful and attract both humans and animals alike to

approach them and admire them. But any animal or man who approaches within twenty feet of these evil plants will soon realize their mistake.

These plants can not move but each of their flowers can turn towards an approaching man or animal and fire their deadly thorns at the one who approaches. Each of these darts will only do one point of damage initially but once their thorn strikes a person the fun begins. Each of these thorns will inject the victim struck with poison. The victim must make a saving throw versus poison or suffer one of the following reactions to the toxin:

1. Temporary insanity - victim becomes delusional and feels that everyone is out to get them. They will immediately attack the nearest person to them and fight for 3-12 rounds until the effect wears off.
2. Berzerk rage - victim will attack all those around him for 2-5 rounds and fight at double their normal rate of attack during that time.
3. Lose 1-6 hit points per round for 2-5 rounds or until poison is neutralized or slowed
4. Temporary loss of primary skill attribute for one turn
5. Sleep for one entire day
6. Roll twice on this table

Gallows Tree

Armor Class: 5
 Move: 3"
 Hit Dice: 10-15
 No. Of Attacks: 5-7

Dmg/Attack: 2-8 per branch (5-7)
 Special Attacks: Grabs victims and pummels it with branches of tree
 Special Defenses: None
 Magic Resistance: None
 Alignment: NE
 Size: G

The gallows tree is a massive tree. It is tall and has thick branches. From these branches hang ropes. And from these ropes hang humans and humanoids. This tends to deceive potential victims into moving in close to inspect the bodies. When they do so.... the tree attacks it's new victims. These creatures hanging from the ropes are actually zombies under control of the tree. Anyone killed by the tree will become zombies as well.

The tree will grab a victim who might be able to break away if the are strong enough. A person with a strength over 16 could break away from the tree by making a save versus death magic. A failure means that the tree will slam the person against the trunk of the tree for 2-8 damage. The tree can grab up to six people at one time in this manner. A person could attempt to cut the branch that has grabbed them but this will require hitting the target which is AC 5 and has 30 hit points (each branch has 30 hit points).

Meanwhile the tree may release it's zombies to attack or defend the tree itself. If the trunk of the tree is destroyed it will release anyone grabbed but the zombies will continue attacking.

The tree lives off of the bodily organs and fluids of it's victims. It creates new zombies

by cutting them open and removing these fluids and organs and replacing them with pollen. This pollen makes the creature into a zombie in one to four days.

Although the tree itself does not collect treasure sometimes the creatures that become it's zombies have treasure on them when captured.

These creatures are from the Tome of Horrors Volume Two.

Gallows Tree Zombie

Armor Class:	8
Move:	6
Hit Dice:	4
No. Of Attacks:	1
Dmg/Attack:	1-10
Special Attacks:	Spore Cloud
Special Defenses:	None
Magic Resistance:	None
Alignment:	N
Size:	M

These creatures are humanoid. They have skin that is grayish green. They wear tattered and torn clothes. Small plants, fungi and weeds grow on the creature's body. A long greenish brown rope connects the creature to the tree it serves.

These creatures serve the gallows tree that is it's master. They cannot move beyond a thirty foot range from the tree as that is as long as it's rope will allow them to go. These zombies attempt to capture potential food for it's master and serve no other purpose. They are not actually undead and cannot be turned by a cleric.

These creatures hang lifeless from the tree until the tree decides to lower them and send them to attack. They often gang up against a

single individual in combat as they prefer to use their numbers to advantage.

Once every 1 to 4 rounds the creature can breathe out a cloud of spores directly in front of it. Anyone within a 1" radius of the creature must save versus poison or be slowed for 6 rounds.

As long as a zombie is still attached to the tree by it's rope it will regenerate 1 hit point per round. If the tether is cut, however, the healing will end. The rope is AC 5 and has 10 hit points. Harming the vine causes no damage to either the zombie or the tree.

These creatures are from the Tome of Horrors Volume Two.

Giant Killer Frog

Armor Class:	8
Move:	12"/24"
Hit Dice:	6+6
No. Of Attacks:	3
Dmg/Attack:	1-16/1-6/2-12
Special Attacks:	Jump/Surprise
Special Defenses:	None
Magic Resistance:	None
Alignment:	N
Size:	M

These are a variation of the Killer Frog. These creatures are greenish in color and can easily surprise victims by jumping out of the water. They surprise on a 1-4 out of 6 as a result of their camouflage ability.

Like other frogs these creatures use their long tongue to grab opponents and draw them closer. It strikes a +4 to hit but does no damage. An opponent can try to hit this tongue which will cause the frog to withdraw it. Anyone who fails to cause the tongue to withdraw will be pulled close and

take maximum damage the next round from the other attacks.

Insane Treant

Armor Class:	0
Move:	12"
Hit Dice:	7-12
No. Of Attacks:	2
Dmg/Attack:	2-16/3-18/4-24
Special Attacks:	None
Special Defenses:	None
Magic Resistance:	None
Alignment:	CE
Size:	L

These treants are insane. They look much like normal treants yet a little bit twisted. Their leaves seem a bit gray and warped. Their branches seem a little warped. And their trunks have strange gray streaks.

These treants hate all life including other trees. Unlike normal treants these cannot control trees nor can they cause them to attack anyone.

Like all treants these creatures hate fire and will immediately attack anyone using it first before all others. Attacks against these creatures by fire do +4 on the to hit dice. These treants save at -4 versus attacks based upon fire.

Unlike normal treants these creatures have no lair. They just wander doing damage to all normal trees or normal living creatures they find. Also unlike normal treants these creatures do not collect treasure of any kind.

Jupiter Blood Sucker

Armor Class:	7
Move:	3
Hit Dice:	4
No. Of Attacks:	1

Dmg/Attack:	1-6 + blood drain
Special Attacks:	Blood drain, smothering
Special Defenses:	None
Magic Resistance:	None
Alignment:	N
Size:	S

These colorful plants have a large beautiful flower at the center of it. It looks like a normal flowering plant and is fairly small. Close inspection, however, will reveal that it has four large green leaves and red veined roots. Close inspection of the roots will reveal that they are nearly transparent but have blood coursing through them. Each leaf has sharp thorns which are used to grab opponents and drain them of blood.

The plant grapples and strikes an opponent with a bonus of +3 to hit. Anyone grabbed will take 1-6 damage from being struck by the thorns and then suffer a loss of one point of constitution per round. This constitution loss is temporary and will return at a rate of 1 point per hour if the victim breaks free. If the victim does not break free and is drained completely they will die.

The plant can also grab a victim and cover their mouth and nose. A victim who does not break free will suffocate in 6 rounds.

The plant is highly flammable. It will take double damage from fire based attacks. It is immune to poison, sleep, stunning, paralysis, polymorph or mind influencing spells.

This creature is modified from the Tome of Horrors volume one page 172.

Skeletal Gardeners

Armor Class:	7
Move:	12"

Hit Dice:	6
No. Of Attacks:	1
Dmg/Attack:	1-8
Special Attacks:	None
Special Defenses:	Sharp weapons do only one half damage
Magic Resistance:	None
Alignment:	N
Size:	M

These skeletons are not normal skeletons and do not act as such. They do not attack all that they encounter. They exist to tend the Garden of Evil. These skeletons can be turned however. But they are turned as a Vampire.

These skeletons will defend plants and trees that are in combat in the Garden if they encounter it. These creatures take only one half damage from sharp weapons. Like other undead these creatures are not affected by cold, hold, sleep, charm, poison or paralysis. Holy water does -2-8 damage to them.

Sleeping Willow

Armor Class:	3
Move:	3"
Hit Dice:	10-15
No. Of Attacks:	2
Dmg/Attack:	Drain constitution
Special Attacks:	Grapple/Drain life force/Sleep spores
Special Defenses:	None
Magic Resistance:	None
Alignment:	NE
Size:	L

These creatures look like normal willow trees and often stay around normal willow

trees so as not to be noticed for what they really are. They are carnivorous creatures and can move but generally will only do so at night so as not to be seen.

These creatures do not collect treasure but their victims often do. Often their victims leave valuables at the base of the tree and the willow will use this to draw potential greedy victims close.

These creatures are generally about fifteen feet tall but some specimens have been known to reach thirty feet in height.

If anyone gets close to the base of the tree it will reach out with its long willow leaves and wrap up the potential victim with a vice like grip. Anyone who is grabbed by the willow and held for one round will permanently lose 1 point of constitution per round they are held as the leaves begin draining the blood out of them. Anyone wishing to break free from the willow may do so by rolling a saving throw of 3D6 against their constitution. A roll of equal to or less than their constitution means they have escaped.

For each point of constitution that the creature drains it gains 5 hit points in strength (even above their current hit point maximum).

The creature can also at will expel a cloud of yellow spores which will cause those within thirty feet of the creature to fall asleep unless they save versus poison. They will sleep for ten minutes if they fail the saving throw.

This creature is from the Tome of Horrors Volume Two.

Water Lilies

Armor Class:

7

Move:	0
Hit Dice:	5
No. Of Attacks:	1
Dmg/Attack:	1
Special Attacks:	Smothering
Special Defenses:	None
Magic Resistance:	None
Alignment:	N
Size:	M

These large lily pads seem normal enough. But soon any adventurer who gets close to them will discover that they are anything but normal. These pads will move when motion near them draws their attention.

The pads will suddenly move and try to envelop anyone who gets within 5' of them. Like a trapper or a lurker above these creatures will envelope a victim and try to smother then. Anyone who is struck by one of these creatures will be enveloped and will need to break out quickly to avoid being smothered. Anyone enveloped will have six melee rounds before they will be smothered to death.

Anyone striking at the pad has a 50% chance of hitting the person being smothered with the same blow. This is also true with the effects of magic.

Because of the innocent looking nature of these plants they can surprise easily and do so on a 1-4 out of 6.

Vampire Rose

Armor Class:	7
Move:	3"
Hit Dice:	4
No. Of Attacks:	1
Dmg/Attack:	1-4+2
Special Attacks:	Blood Drain/Surprise
Special Defenses:	None

Magic Resistance:	None
Alignment:	N
Size:	S

These plants appear to be normal white roses. They look and smell like roses and because of this they easily surprise their victims. They can achieve surprise on a 1-4 out of 6. They will use their stalks to grab a victim (at +2 to hit) and then attempt to drain the victim of blood through their thorns. Blood drain will consist of losing 1-4 points of constitution per round. These points of constitution will return in 1 turn once the victim is broken loose from the plant.

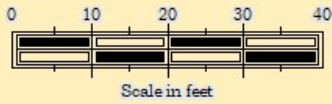
These plants can be found in the Tome of Horrors volume one on page 270.

Wild Shriekers

Armor Class:	7
Move:	1"
Hit Dice:	5
No. Of Attacks:	0
Dmg/Attack:	None
Special Attacks:	Noise draws random encounters
Special Defenses:	None
Magic Resistance:	None
Alignment:	N
Size:	M

Unlike normal underground shriekers this version grows wild and lives on the surface in forests. These can move slowly like a normal shrieker and unlike their underground cousins this version is often colorful. The wail of this version lasts 2-5 rounds and has a 50% chance of drawing a random encounter each round they wail. Purple worms and shambling mounds love these creatures as a source of food.

The Garden of Evil



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