

CK1

For Advanced
Dungeons-1-
Dragons

TREE MAZE OF THE TWISTED

DRUID



by Chris Katalik

CK1: Tree Maze of the Twisted Druid

BY CHRIS KUTALIK!

Introduction

The Twisted Druid needs a punch in the nuts.

Once known to the world as the Druid Onald Agon he lived a life alone deep in the dark wild forest among the tall elms, live oaks and grackles. Alone day after endless day his brain turned in on itself and thoughts of raw power ate at him.

It was then that the old pecan tree, twisted in trunk with blackened gnarled bark, began talking to him. Telling him to do things. Dark things.

First it was little things like cutting the heads off chipmunks. Then evil and eviler things until his heart became as black as the trunk of that ancient tree. And in that great embracing evil he began drawing around him and corrupting others of the forest in a maze made from living perverted trees.

It made him laugh.

But the Realms of Men cannot abide such Evil forever. Heroes are gathering and it is time to enter the maze, slay the Druid and take his ill-begotten booty.

Hooks to Get the Party to the Adventure

1. The party is in the hamlet of Hamlet in the Gnome Hills and the Sheriff says, "bring me the head of the Twisted Druid, or I will chop off your head!" He has 5d8 hobilars in ring mail with bec de corbins and scimitars (40% chance of horseman's mace).
2. While drinking at the Prancing Pony Inn the player characters are kissed by a naked lady. Then 4d6 sailors slip knockout drugs into the beer. They steal the best item from each party member and hide them in the Maze!
3. The party is in the Cathedral of Elemental Naughty and a chute opens and they fall into a big cave that has the Maze in it!

Rumors

1. There are many factions in the maze which can be played against each other! (False)
2. Singing psalms to St. Cuthbert will frighten the dead of the Maze! (False)
3. The safest and easiest way through the maze is to climb over the tree walls! (False)
4. Shouting the Twisted Druid's true name, Argone, will give you power over his soul! (False)
5. The Song of Power will harm only the Maze's Greatest Evil! (True)
6. Look out for the dancing swords! (False)
7. Magical pecans are delicious! (False)
8. Magical pecans are nutritious! (True)
9. A magic flute is hidden in the Maze! (False)
10. An old man will ask a riddle and if you answer it with "time" you win a treasure! (False)
11. Beneath hidden trapdoors in the Maze lies an underground shortcut! (False)
12. The Twisted Druid is not the true master of the Maze (true)



Wandering Monsters, d12

1. Faragarrar, Half-Orc Fighting Man, 3rd level, HP: 17, AC: 7, +1 ratty black leather, eye patch, 2 handed sword, dagger, 100 gp. Mute and evil-looking, but Lawful and Good. Encounter only once then roll again.
2. 1d4 Evil Pecan Ents, AC:0, Hp: 29, HD: 6. Three morningstars each, can hurl magic pecans that explode in 10 foot radius for 2d4 damage.
3. 2d20 Brigands, AC: 6, HP: 5, HD:1. Tridents, black leather, longswords, ZZ Top Beards. 1D8 gp each.
4. 1d4 Evil Blink Dogs, AC: 3, Hp: 11, Chaotic and Evil. Teleport.
5. 1d6 Evil Leprechauns, AC: Hp 4. +1 to hit with shillelaghs. Will attack back rank while invisible.
6. 1d6 War-Ocelots. Hp: 9, AC: 7, HD 2+1. Bite 1d6. Helmet Spike 1d6. Silver collar (worth 25 gp).
7. 1d4 Wereboors, AC: 5, HD: 4, HP 21. Will attack unless bribed to leave. Offering less than 200 gp will make them attack.
8. 1d6 Bear Skeletons. Hp: 16, AC: 6, HD3, Bite 1d6, Claws 1d6 x 2.
9. 1d20 Green Men, Hp: 4, HD: 1, AC: 7, Battle Axes. 1D8 ep each.
- 10-12. Arboreal Gelatinous Cube, AC: 6, HD: 6, Hp: 26, slides out of nook in tree canopy and blocks the closest red marked square on the map. Difficult to detect.

Approaching The Tree Maze

At first glance the Maze looks like a dense thicket of dark-trunked trees tangled through with sharp briars, sickly holly bushes, poison ivy and mountain cedar. The twisty muddy path to it winds past mounds of decapitated animal skeletons and petrified gorgon paddies. Once closer the party will notice the Maze's uncanny straightness and regularity and rigid north-south alignment--more like a living wall of malign power than a free-growing wood.

Inside the Maze is dark and murky even in the brightness of the noonday sun, the tight trees close over head at thirty feet to form a near-impenetrable canopy.

Any attempts to climb, fly over, burn, cast spells or otherwise fuck with the tree-wall will be met with a visible tightening of the ranks by the trees. After three rounds of such messing, the limbs will start thrasing at the party member with limbs up to 30 feet long as a 6 HD monster inflicting 1d6 damage with. Each 10 foot section of the trees is 80 HP and AC 3 if attacked.

Room Key

Stumpy the Entrance Gnome, Hp 1, a wizened little creature whose legs and left arm have been chopped off and cauterized with tar, greets any who enter the entrance of the maze with the question, "WHO DARES BRAVE THE PERILS OF THE TREE MAZE OF THE TWISTED DRUID?" He cares not for answers.

1. Snare Trap. Two iron chain snares concealed by leafs and vines whip the two front rank characters up to the canopy (30 feet) unless they save vs. paralysis. A gong will sound in 2 and 3 to alert the Green Men.

2. Guard Room. Seven Green Men, Hp 5, AC: 7, Composite Bows, Whips. 6 ep each. Barrel of Beer and ebony carved-dominoes (100 gp value) on a table.

3. Guard Room. Five Green Men, Hp 4, AC: 7, Heavy Crossbows, Hand Axes. 7 ep each. Beef jerky (in barrels marked "Deer Jerky") and wineskins litter the ground.

4. Roc's Nest. A steel-beaked Roc with his wings cut off is nested here. He's pissed and will attack unless fed a pound of seeds. Hp: 46, AC: 3, Peck 5d6 damage. Platinum arm from Saracen King (1000 gold pieces value). +1 Battle Axe, 2286 gold pieces in the nest.



5. Free Treasure. Burlap sack filled with 500 gp on top of short white marble pillar. Describe it suspiciously. Check wandering monsters at +1 for every minute spent here.

6. Torture Grove. Three Evil Hackberry Ents with military forks are tormenting a tied up second-level thief, 8 hp, 4 daggers. Cheyrl Teigz, the youngest daughter of the Duke of High Brazos. 40% chance she tries to pickpocket a random member of the party. 25% she falls in love with party member with the highest CHA.

7. Pungi Pit. 20 foot pit with pungi sticks at bottom hidden by a leafy cover. 2D6 damage from fall. Pungi sticks are covered in festering Green Man urine. Save vs Poison or roll on the DMG disease chart.

8. Green Man Camp. 17 Green Men live here in canvas tents, Hp: 4, Atlatls, broadswords. Three beaten gnome slaves, HP 3,6,8, tend the campfires and tidy up. A golden soup ladle is in the old cast iron stew pot (300 gp value).

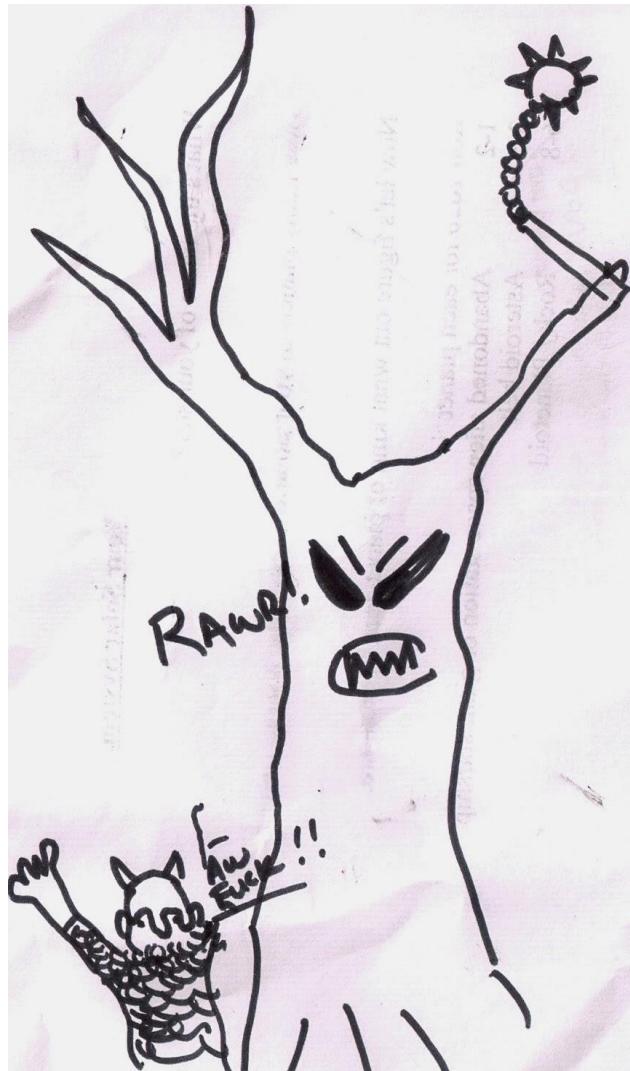
9. Hidey Hole. Escaped gnome slave, Augustus, has hollowed out a space here behind a pile of deer bones. He will barter a Potion of Gaseous Form to a friendly party for a decent weapon.

10. Stoned Grove. Petrified Basilik and Cockatrice locked in a staring contest. They will attack if changed back.

11. Devil Traps. Weird little stick triangles cover this area. No effect.

12. Vine Trippers. Living vines shoot out and trip the first two ranks of the party (save vs. paralyzation). 6 Green Men, Hp 5, bo sticks, run round around the corner and attack.

13. Deer Skulls on Poles. Covered in red paint. Creepy.



14. Soul Gate. Severed, boiled heads of men on poles on both sides of path. Anyone passing through them without knocking them down has to Save vs Magic or be cursed for the adventure (-1 to hit, saving throws).

15. Dead Pile. Corpses of animals lie in great heaps here, the smell of death is overpowering.

16. Leaf Pile. Six foot pile of rotting leaves and branches. 1D6 copperhead snakes have a nest inside, Hp 2, AC5, poison bite. Surprise on 1-3. Ivory scroll case (200 gp value) with a treasure map (40,000 gold marked on map) to nearby Type IV Demon temple. The treasure was stolen 100 years ago.

17. Javelina Lair. Two giant javelinas, AC: 4, HD: 4, Hp 22, 2d6 gore, charge from out of the tree cover. Half-eaten hobbit with silver dog brush (100 gp) and tobacco chew in lair.

18. Dog Kennel. Small dark broken wood kennels, heavy wet dog and rotten meat smell. Seven Evil Blink Dogs, Hp: 10. will act nice at first. Teleports to middle of party and attack. Magic bone that gives +1 to WIS to anyone who chews on it.

19. Neglected Shrine. Behind a thick hanging of ivy here is an alabaster statue to the Druid's former patron, Cybele. Hidden in a secret compartment in the pedestal is a silver sickle and a scrap of parchment with the Song of Power inscribed on it.

To use the Song of Power the player must sing it to the tune of Yankee Doodle:
The Song of Power was used
To conquer magic Evil
Sung it low
Sung it high
Sung it with a weasel.

20. The Hanging Oak. Large twisted oak with the hanging corpses of eight paladins in polished plate mail dangling from the upper branches. A giant raven, HP 10, AC: 4, Bite 1d6, is pecking their eyes and will have to be killed to cut the bodies down.

21. Druid's Cottage. The Twisted Druid lives here in a small clapboard cottage with a thatched. He is both an insomniac and paranoid, 10 percent chance that he is here asleep in his armor (otherwise he is in 22 communing with his master). The Twisted Druid is a 7th level Druid (see below).

22. Inner Grove. The true master of the Maze, the Tumbo (see below), waits here in a grove so dark in sorcerous shadow that all attacks against him are at -2. Only Dispel Magic or Continual Light will lift it). Signing the Song of Power will paralyze the tree demon for 1d10 rounds.

Twisted Druid, 7th level, AC: 3, Hp: 42, +3 leather, wicker shield, Vorpal Scimitar. Spells: Animal Friendship, Detect Magic, Entangle x2, Charm Person or Mammal x2, Feign Death (he will use this when he gets to 5 hit points hahaha), Fire Trap, Protection from Fire, Call Lightning x3, Animal Summoning I (use on first round.)

Tumbo the Tree Demon, AC: 1, Hp: 83, HD: 15, Four ham-sized tree trunks, damage. Magic Exploding Pecans, Major 10-foot radius 2d6. Can use Suggestion twice a day. Fire pisses him off, he takes double damage but gets a +2 to attack for the round.

Treasure hoard: 1 million copper pieces, 3 electrum pieces, +2 jo stick, 400 magic pecans, not-exploding, tastes like shit but each one fills up your stomach so that you don't have to eat for three days. They can be sold to a pie-baker for 5 gold each.

