

BEARS FRUIT by Anthony Wu

INTRODUCTION

A prosperous orchard has been cursed and has been swallowed up into the bowels of the earth. Strange bears smelling of rotten fruit have been emerging from the orchard-turned-dungeon to menace the town, and you've been hired to remove the curse!

Bears Fruit is a solo dungeon module designed for use with Basic/Expert and similar old school games. It is made for adventurers of 2nd to 3rd level, or specifically adventurers beginning with 2,499 XP (placing most classes into the 2nd to 3rd level range).

SPECIAL RULES

Holmes' Magic-User: Use the Holmes version of the magic-user. Being able to research scrolls at level 1 gives you a major leg up as a solo adventurer.

Unified Saving Throws: In order to streamline encounters, all opponent stat-blocks have a single saving throw. I would recommend using that value to keep things moving along.

Reading Text: Since this is a solo-dungeon, read sequentially and follow instructions as closely as possible. If you pay close attention clues in the "narrative text", you'll have the best chance of knowing what to do.

GLASS APHIDS

You start the campaign with a **box of glass aphids**, potent plant parasites that can kill entire orchards within days. Your mission is to plant them in the subterranean orchard.

Beware! Glass aphids shatter easily. They must make a saving throw or shatter if the person carrying them falls prone, whether they are shoved or knocked unconscious.

GLASS APHIDS

Armor Class:	6 [13]
Hit Dice:	1 hp (for entire swarm)
Saving Throw:	13

START!

You start with a single weapon of your choice, leather armor, 2d6 gp, and a week of rations. If playing a cleric or magic-user, you start with a holy symbol or spell book, respectively. As for the rest of your coin, you spent it on:

Chaotic Carousing	Read A, skip B & C
Piety	Read B, skip A & C
Scouts & Information	Read C, skip A & B

- A. Roll 1d6 to see what shenanigans you got up to.
- 1 You made a fool of yourself in public! All of the local market prices take a 50% markup. Traveling merchants, however, find stories of your antics amusing. Their prices are marked down 25%.
 - 2 You were involved in a random brawl. Gain 1 point of Strength or Dexterity (your choice), but start the adventure with half of your hit points, rounded up.
 - 3 Borderline treasonous words spilled from your lips, earning the respect of locals but wariness from traveling merchants. Local prices are marked down 50%, but all traveling merchant prices take a 100% markup.
 - 4 You make offensive, drunken remarks to a witch who brooks no disrespect. She leaves you changed. You must play this entire adventure as a goat.
 - 5 You wake up amidst a pile of groaning guards, all of you nursing hangovers. For the revelry you shared in the night, all fighters you hire will have a +1 to morale, and all retainer costs are halved.
 - 6 A fire was started; you don't remember if it was you who started it or not. You can loot any single item from the local market in the chaos, but everything else goes up in smoke.

The local market is defunct for the rest of your adventure. All retainer costs are halved, due to a general drop in the spirits and self-confidence of the townspeople.

B. You donate to a local monastery as a sign of your piety. You notice that both human gods and dwarven gods are present (the latter of which are neglected). The monastery offers you free shelter, 2 healing potions (2d4+2 hp), and adds a **single level 2 cleric** to the hiring pool (no equipment). They also inform you that they pay good money for **azure peonies**, a type of flower found in the orchard.

C. You hire scouts and local information brokers to learn as much as you can about the subterranean orchard.

You are told first and foremost through gossip that the orchard didn't so much get swallowed by the earth as it seemed to sink into an extra-dimensional portal beneath the earth. Afterwards, a mound of giant ants quickly formed atop the orchard – these ants raid the town as well, though they are more manageable.

Secondly, you learn from several of the scouts that some of the ants in the mound have developed glowing green eyes. They show you one that they have captured, and upon inspection you realize it is a hollow exoskeleton – green-eyed ants are a form of undead!

Thirdly, you learn that one of the scouts, a level 1 fighter, entered the ant mound and did not return. The scouts beg you to rescue their companion, but do so without much hope. Roll up a level 1 fighter to represent this character – you may find this character later in your adventure.

THE MARKETPLACE

The town is relatively small, and not much is available for purchase. As such, you should generate the town's market at the beginning of play.

The equipment availability table shows how many units of any pieces of equipment are available for sale every month. Some values indicate a percentage chance: the chance of one unit being present at all in any given month.

Equipment Availability by Month				
Price	≤2 gp	2-10 gp	11-100 gp	101+ gp
Availability	1d10+2	1d4	10%	1%

ORDERING ITEMS

If you want to obtain equipment that is not available, you will need to order it from a larger city

Ordered goods cost 3 times the regular cost, and you must suffer a bear attack (see section on TIMEKEEPING) before delivery. You can make multiple orders at once so long as you can pay for them up front.

TRAVELING MERCHANTS

At the beginning of play there are no traveling merchants. Each time you return to the town from the dungeon, roll 1d4 to see which traveling merchant has arrived.

...if you're the sort of player who sees a traveling merchant with interesting items and immediately wishes to commit theft, I'll let you figure out how to run that yourself. Consider that outside of intended play!

- Aroh'd Niy** is a red-haired, mustache-adorned lad with a no-nonsense attitude. He quit adventuring, but won't talk about why. He sells all the non-magical arms and armor that you could want, but refuses to sell bows or arrows. His weapons are wickedly sharp, and deal an additional +1 damage on a hit.
- Le Rouge qui Bouge** is a starving artist sort of playwright who swings by villages to give out pamphlets to her various tragic plays. Pamphlets are free but she gives out only one per person. Each pamphlet is made from defaced (or recycled) spell book pages, and thus will contain a random level 1 or level 2 spell. Compile all spells available to you and use dice to randomize which page you get.
- Xiao Quan** (小犬)(shiao-chuen) is a dog trainer who sells trained dogs for adventurers and magical dog treats. Her inventory is on the following page.
- Lintwitch** is a witch covered in lint, with about the backbone of a piece of lint as well. You can haggle with her, shaving off 10% from their purchase for every point of Charisma above 10. Her inventory is on the following page.

XIAO QUAN'S INVENTORY

ITEM	COST (GP)	ADDITIONAL DETAILS
Blink Dog	600	HD 4 AC 5 [14] #AT 1 bite (1d6) Move 120' (40') Save 13 Morale 6 Special: can freely teleport 1d4x10 feet every turn. When blink dogs fail morale and flee, they simply blink away and appear with Xiao Quan again. She will give them back to you for free, apologetically.
War Dog	60	HD 2 AC 7 [12] #AT 1 bite (1d6) Move 90' (30') Save 16 Morale 8
Curry Pellet	30	May use fire breath (1d6), 30' cone, the round after consuming treat
Milk Bone	6	+2 morale for the next hour
Seashell Crunch	3	Causes barks to sound like ocean waves (may affect reaction rolls as per GM fiat)

LINTWITCH'S INVENTORY

Drinking takes 1 round; duration effects last 1d6+6 turns.

ITEM	COST (GP)	ADDITIONAL DETAILS
Elixir of Health	100	Cures blindness, deafness, disease, feeblemindedness, insanity, infection, infestation, poisoning, etc. It does not heal wounds or restore HP.
Oil of Fiery Burning	250	When exposed to air, it immediately bursts into flame, inflicting 5d6 damage to any creature exposed (save vs. spell for half damage). If hurled, the flask will always break. If opened, the flask explodes with effects described above.
Potion of Giant Ant Control	100	Imbiber can psychically empathize with and control the emotions of giant ants and giant honeypot ants.
Potion of Clairaudience	50	Imbiber hears up to 60' by means of the sensory organs of a creature in the area. Blocked by lead.
Potion of Clairvoyance	120	Imbiber sees up to 60' by means of the sensory organs of a creature in the area. Blocked by lead.
Potion of Health	50	Restores 2d4+2 hit points, or 1d4+1 if half-imbibed.
Potion of Invisibility	120	Confers <i>invisibility</i> as per the spell.
Potion of Invulnerability	200	Grants +2 to all saves and AC. Only usable by fighters. Doesn't stack.

HIRELINGS

At the start of play, 1d4 level 1 fighters (spear, shield, leather armor, 1 week's rations) are available. There are various things you can do in the dungeon to augment the hireling pool that is available to you. Use whatever protocols your system of choice supports for hiring them.

THE MAYOR

Known as a former adventurer, he wielded a large iron mace in his youth that he still keeps in his office. He was the one who hired you, and he provides glass aphids if yours break (he only has 3d6 boxes of them though).

His irritation at the orchard is expressed in quips such as, "orchards aren't supposed to bury themselves" and "who ever heard of an orchard that supported a bear population" and "damn all orchards to hell!"

TIMEKEEPING

Whenever you go back to town from the dungeon, more bears will have raided the town. Roll 1d6 to see how many bears were involved in the attack. By the time the town has been attacked by 20 bears, the townspeople decide enough is enough and move out. GAME OVER.

Specifically the **first** and **second** time that bears attack, roll 1d6 and 1d4 respectively on the following table for special events. If you get the same event, reroll.

Bear-Related Events (1d6/1d4)

- 1 A guard was mauled. His last wish was for you to be given his plate armor and the magic spear *Antlion* (+1d6 damage when attacking ants).
- 2 Unbeknownst to you, the orchard is short on bears. Roll 1d4 instead of 1d6 for all future bear attacks.
- 3 Some solo adventurers have arrived, but are too nervous to head out by themselves. Add a level 1 cleric, magic-user, thief, elf, and dwarf to the hireling pool (equipped with what you deem reasonable).
- 4 A kobold was caught by the guards. They foist the kobold onto you to decide what to do with her. She has 1 HP and is excited to be an adventurer.
- 5 The town's head priest was mauled by a bear. The town blames you and doubles all local market prices.
- 6 The town's mayor was mauled by a bear, and is in critical condition. The townspeople move out at only 13 bears, rather than 20.

ENDING THE GAME

When you believe you have completed your mission, you may end the game. Narratively, this means you collect your gold and leave the town. When you do this, check Protocol Z (but don't do that now!).

Protocol Z basically gives you a bunch of if-then statements depending on your actions. For instance, it should be obvious that if you release the glass aphids into the Ant Nest, they are nowhere close enough to the subterranean orchard to destroy it...so bears continue to attack.

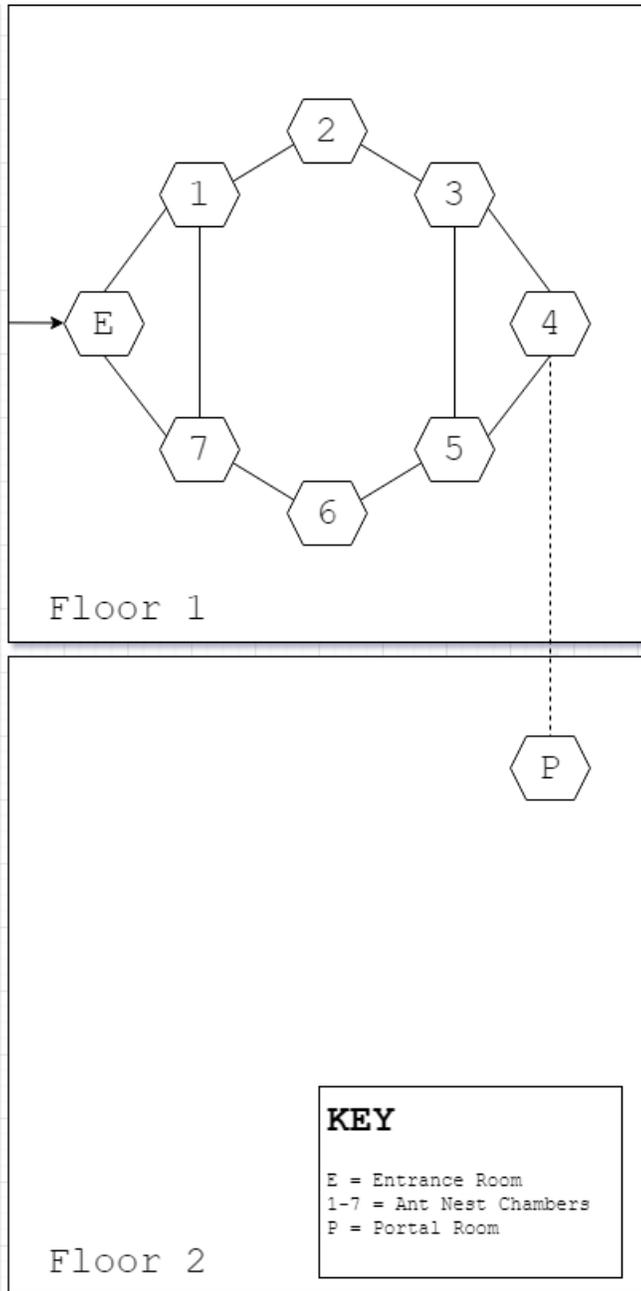
However, as you will see, the subterranean orchard has no obvious place in which you release the aphids – that is a decision you will have to make as a player. Protocol Z tells you whether the orchard was destroyed or not depending on where you released the aphids, as well as what other actions you have taken in the orchard.

There are other decisions you may choose to take in order to end the module, in which case decide for yourself how things play out. As the module writer I cannot cover all possibilities, but Protocol Z is my best effort at doing so.

BEARS FRUIT: THE ANT NEST

DUNGEON MAP

You enter at chamber E, a preset chamber. Chambers 1-7 are randomly generated. Chamber P is also preset.



ARRIVAL

A large earthen mound has grown over the sunken orchard. It takes a full day's trek – 8 hours of woodland hiking – to get here, but the woods here are safe to pass through.



GENERATING THE DUNGEON

After any dungeon room is generated, that remains “set in stone” for the rest of the campaign. If your character dies and you have to restart the campaign, treat it as a new campaign entirely and re-generate everything.

The Ant Nest section of the dungeon has a restocking procedure at the end of this section, which you should use after your first delve.

PROTOCOLS/STATS

Certain actions you take as a player will trigger protocols, and certain creatures you encounter require stat blocks to run. Both can be found in the protocol document. Only read protocols as you trigger them, just as you would only read pages of a Choose-Your-Own-Adventure novel if the actions you took led you to those pages.

ENTRANCE ROOM (E)

As you enter the mound, you can see that it is a mix of soil, sand, clay...and pieces of what seem to be stone ruins.

In the center of the room is a stone basin filled with water, 10' in diameter but only a few inches deep, inscribed with dwarven script as well as truly abstract iconography.

Only dwarves can interpret this - if you are a dwarf, read **Protocol 1**. Otherwise, you do know some generic dwarven terms - you see runes for drinking, dwarves, and something about multiple deities.

> If you drink from the basin, activate **Protocol 2**.

> If you want to take some of it with you, activate **Protocol 2** when you drink.

ANT NEST CHAMBERS

General Ambience

Unless otherwise stated, chambers contain bear tracks, drag marks, and ant tracks, criss-crossing over each other.

There are tunnels not shown on the dungeon map on the ceilings and in the walls, but they are for the giant ants that live here, and too narrow for you to crawl through. The chambers are pitch-black. A torch is needed to see.

Each chamber is connected to other chambers by a 10-foot wide tunnel that requires crawling on your hands and knees to move through.

One-Roll Discovery

Roll 1d6 and count down that number of entries on the list below, skipping any marked entries. Describe the result in terms of your character's current location on the map, and look for opportunities to tie it into the existing fiction. Then, mark it off.

- You hear a growl as you enter this empty chamber, from the door across from you. In the next chamber, an **orchard bear** is moving away from you.

Place a token on the map to represent the orchard bear. It will continue to patrol the rooms at a rate of one room every turn, either clockwise or counterclockwise depending on its initial direction. Other inhabitants of the Ant Nest clear the way for it with uncanny deference.

- 1d6 giant ants coordinate to drag a dying rabbit into a narrow ceiling tunnel. Chamber is otherwise empty.
- You stumble onto a heap of rotting carcasses, bits of exoskeleton, and chunks of clay. It reaches from floor to ceiling. A midden of some sort? Searching through the pile takes an exploration turn.

One Ant's Treasure is Another Man's...(1d20)

- 1-2 An axe blade for some manner of throwing axe. You can get it polished in town and attached to a handle for a negligible cost.
- 3-4 You spend the time digging but come up with only pieces of masonry, many of which depict dwarven druids.
- 5-7 You find a bag containing 6d20 gp. Decide what you want to do with the bag, then immediately read **Protocol 3**.
- 8 You find some worn shears. You can break it in half and use the two halves as short swords (33% chance to break with every hit), or sell the shears for 5 silver (1/2 gp).
- 9-12 **1dL giant ants** hear your rummaging and leap out from tunnels to attack you! (L = your current level)
- 13 You find a bag of iron caltrops - giant ants avoid these easily, but other creatures may not.
You can drop a bag of caltrops at any choke point, such as a chamber's entryway. Non-ants who step on them must save vs. paralysis or suffer 1d4 points of damage. They must also move at half their movement rate until the caltrops are dislodged from their feet.
- 14-17 You find a crumpled dead ant in the rubble. Whenever you attempt to leave the chamber, any such dead ants you find will become animated into **green-eyed ants** and attack you, triggering a surprise roll if you haven't encountered such reanimation before.
From a meta-game perspective, you may be tempted to chop up the dead ant in advance. Make a decision based on what your character knows in the moment.
- 18-19 You find combs and hairpins of bone. Returning these to the village increases your reputation slightly, adding **1d4 level 1 fighters** to the hiring pool.
- 20 An iron brewing cauldron emerges. Returning this to the village increases your reputation with some hedge mages, adding **1d4 level 1 magic-users** to the hiring pool (equipped with what you deem reasonable). Alternatively, you can sell the cauldron for 10 gp.

- Your breath is taken away by the size of this chamber; it is a titanic room dug out by scratch marks you could comfortably sleep inside. A cracked ceiling allows a solitary beam of light to shine in upon the form of a **giant pangolin**.

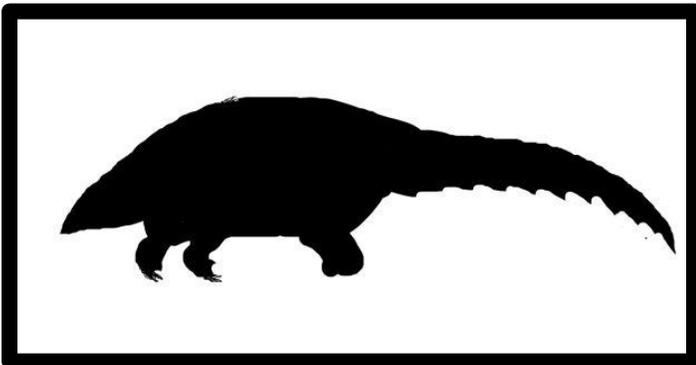
The pangolin is still alive, curled into a ball the size of a house, and buried underneath a pillar of earth.

5d20 giant ants are at work repairing the ceiling, hundreds of feet above you. **1 green-eyed ant** is scuttling about on the ground, and attacks immediately. The other ants ignore this.

Digging the pangolin out takes time and ants *will* notice such actions, attempting to stop you. Each turn, you have an incremental +5% chance to free the pangolin for every character digging from a base 0%.

Each turn of digging, half of the ants at work (rounded up) on the ceiling will rush down attack you. If those on the ceiling are depleted, then **1d4 green-eyed ants** will arrive out of the tunnels instead.

If you do free the pangolin, activate **Protocol 4**.



- **1d4 giant honeypot ants** hang from a low 5'-tall ceiling, dripping nectar downward. Once per delve, with non-hostile reaction rolls, each ant can supply nectar that serves as a single dose of a potion of health.
- You watch transfixed as **1d4 giant ants** appear to dance around a crumpled exoskeleton. Green light the color of grass seeps through the ground and into the corpse, animating it as a **green-eyed ant**. Something is magical about this buried orchard, for sure.
- A pile of giant ant eggs are laid up against the corner of this chamber, along with their **giant ant queen**. She is not aggressive unless attacked, and is attended to by **2d4** equally passive **giant ants**, assisting her in laying eggs.

Killing her instantly activates **Protocol 5**.

- You find your eyes attracted to a circle of ancient, worn, sigils adorning the ground. Anyone can see this is a teleportation circle, but only a magic-user can figure out how to re-activate it.

The circle instantly teleports you to a formerly undiscovered teleportation circle outside the village. The circle can then be used to re-teleport back inside to this chamber.

- You've found a room that seems recently dug. In a corner alcove, you find **1d6x10 gold pieces'** worth of golden nuggets, partially embedded into the wall – it seems that myths of giant ants mining gold have some merit after all!
- You stop before entering this chamber, picking up on the conspicuous absence of any ant tracks or drag marks. Make a decision about how you handle this revelation, describing your actions, and then look at **Protocol 6** to see how things play out.



PORTAL ROOM (P)

A vertical shaft in Ant Nest, chamber 4, drops 110' into pitch darkness. A puddle at the bottom means that any torch dropped down will fizzle out. There is a rope and iron spike already set up at one side of this shaft, but it looks easily months old, and has snapped 1d6x10' feet of the way down.

The bottom of the shaft is filled with more debris from the ants - mostly bone, gristle, and the corpses of dead ants. It is also uncannily damp.

The bottom of this vertical shaft is the portal room, a musty-smelling dumping ground for various unnecessary metals that the ants have found.

The very first time you descend into the portal room, there will be a class XIV hoard here (Labyrinth Lord) or a Type D hoard here (B/X), made up of raided and dug up items the ants have found and discarded.

If you chose the Scouts & Information option at the start of this campaign, read **Protocol 7**.

An archway sits at the center of this well-like structure, covered by a heavy opaque shawl of velvet. If you lift the shawl, the chamber is lit with a grassy-green glow. Through the archway you can see the visage of a soft green pastures and a beautiful orchard. Across the top of the archway is dwarven script. If your party has a dwarf, you can read it, which prompts **Protocol 8**.

If you enter the archway, activate **Protocol 9**.

RESTOCKING

As long as the ant queen is alive, the Ant Nest will keep producing more and more ants. Each time you enter the dungeon after the first time, roll 1d6. On a 1, do nothing. On a 2-5, add **1d3 giant ants** to guard the nest. On a 6, add **1d3 green-eyed ants** to guard the nest. Station these ants by rolling 1d8, and place them in the appropriate Ant Nest chamber or in the Entrance chamber on the number 8.

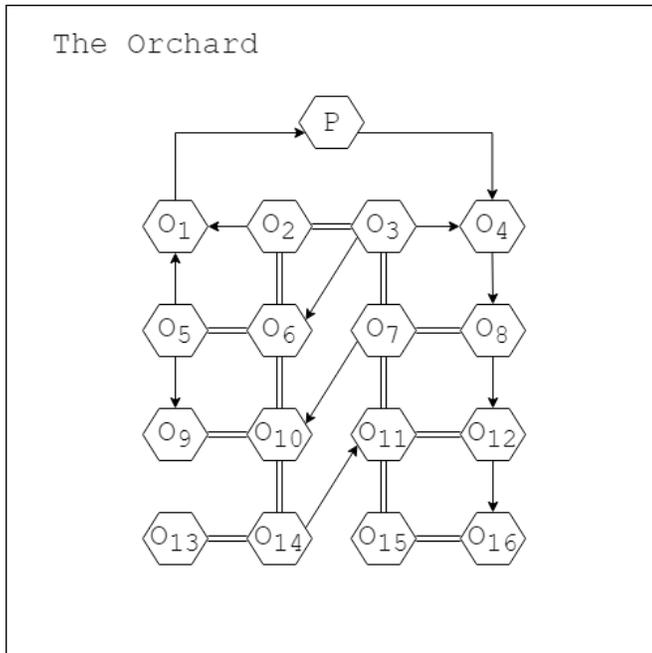
If the ant queen is killed, the Ant Nest instead becomes occupied by some opportunistic kobolds looking for a home. They are timid and submissive, and should be played as trying to avoid you, whenever possible.

Each time you enter the dungeon after the ant queen has been killed, roll 1d6. On a 1-3, add **2d4 kobolds** to the Ant Nest. These kobolds will be alert to invaders but will attempt to avoid them. Position them as you like, though the kobolds will be unwilling to go deeper into the nest than chambers 2 and 6, preferring to live closer to the front entrance.

BEARS FRUIT: SUBTERRANEAN ORCHARD

DUNGEON MAP

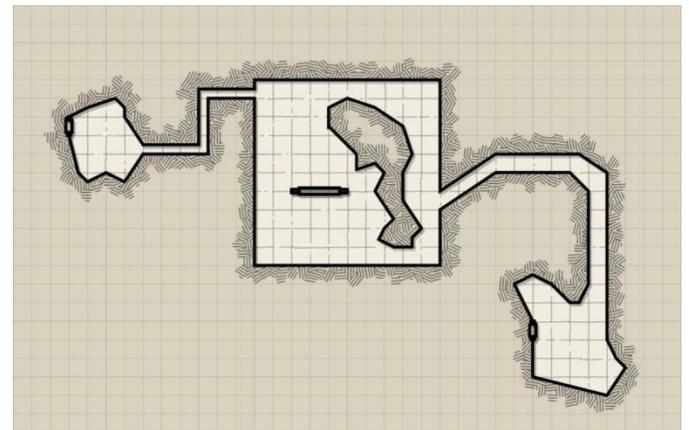
You enter at chamber P, a preset chamber. Chambers O₁-O₁₆ are randomly generated.



PORTAL ROOM (P)

Although the archway in the Ant Nest showcases rolling soft green pastures and a beautiful orchard, stepping through the archway does not actually take you to such a scene.

You are instead teleported into a darkened chamber of the following dimensions. Each square is 10' by 10', and the ceilings are as a cave – uncomfortably low and never cresting above 6'.



GENERATING THE DUNGEON

After any dungeon room is generated, that remains “set in stone” for the rest of the campaign. If your character dies and you have to restart the campaign, treat it as a new campaign entirely and re-generate everything.

The subterranean orchard lacks a restocking procedure – however, it does have a Random Event table, which is never depleted. You can consider this result as due to the fact that the orchard is able to regrow any of its losses.

PROTOCOLS/STATS

Certain actions you take as a player will trigger protocols, and certain creatures you encounter require stat blocks to run. Both can be found in the protocol document. Only read protocols as you trigger them, just as you would only read pages of a Choose-Your-Own-Adventure novel if the actions you took led you to those pages.

The only light comes from the archway you stepped through, which on this side depicts a bird’s eye view of the village. Stepping through the portal here will activate **Protocol A**.

The brass gate to the west and the southeast lead to orchard chambers O₁ and O₄ respectively. The gate to O₁ will not open to you; it is magically sealed, as will be described further in this adventure.

The southeast chamber contains a multitude of **green-eyed ants** that have stumbled through the portal. They now guard the southeast gate, controlled by the magic of the orchard. There are **6d6** of them present. All of them have significantly greater wear and tear than those in the Ant Nest. Represent this by halving their HP (rounded up) and their movement speed.

SUBTERRANEAN ORCHARD

General Ambience

As you exit the cavern that the portal was in and into the orchard chambers, you see a strange sight – it is as if rolling hills have been crashed together with natural caverns. Stalagmites stick out of rosebushes and stalactites stick out of low-hanging clouds. Rabbits frolic in harmony past giant cave cockroaches. The air smells constantly of rotten fruit.

Thus begins the **mythic underworld** common to many dungeons in our hobby – for those of you unfamiliar with this trope, it is common for the lower levels of dungeons to be worlds unto themselves, where things make less sense and where reality becomes strange and warped.

As more of the “orchard” comes into view, you see fruit trees growing in every direction, as if gravity no longer holds sway over them. If you pick any of the **bear-shaped fruit**, read **Protocol N** to see details about it. The chambers are lit by a green-yellow light that emits from every stalagmite and stalactite, bright as daylight.



Reading the Map

Cavern chambers of the orchard are separate by brass gates covered in ornately wrought bears. Some slam shut, allowing only one-way passage through them. All of these gates are invulnerable to damage.

Arrows on the dungeon map show where these one-way gates are. In the absence of an arrow, a brass gate still exists, but either the enchantment has broken on them or the gate has a hole in its design large enough for adventurers to squeeze through.

Random Events

Every 2 dungeon turns, roll 2d6 for a random event.

Subterranean Orchard Events (2d6)

- 2 The passage behind you caves in as the earth rumbles. This occurs only if both the previous room and current one could still be accessed, after the cave-in. Otherwise, the earth shudders and one random member of your party takes a point of damage as a dislodged rock falls, cutting them deeply.
- 3 **1 shy dryad** occupies the chamber, too pre-occupied to notice you. If greeted, she is startled, but opens up quickly. She explains to you that a dryad with a beautiful voice deeper in the orchard makes her insecure about her own voice, and asks if you would be an impartial judge.
Use reactions to gauge whether she sings, attacks, flees from you, or follows you curiously. If she sings, activate **Protocol B**.
- 4 **1 floral beast** approaches.
- 5 **1 plant doppelganger** replaces a retainer of yours. If you have no retainers, nothing happens.
You have a 1-in-6 chance to notice that your retainer has been replaced by the doppelganger, or a 5-in-6 chance to notice if you are an elf. If a plant doppelganger has already replaced a retainer of yours, the new doppelganger replaces the existing doppelganger in a comedy of errors.
- 6 You hear the **Lamentation of the Fruit Prince**. It echoes eerily through the air from deeper in the orchard, crying out, “Find my body and learn the truth of the orchard! This sacred place is not our enemy!”
- 7 **2d4 or 1d10 orchard bears** are grooming each other. It is your call which value to roll.
- 8 A small squad of **pebble golems** tumbles out of a burrow in the ground. They are each less than 1’ tall, and are cute, juvenile creatures. They will collapse into pebble-spelled words and reform, into words such as *ABC, tree, grass, mom, dad, human*, and eventually, *my murderer*.
- 9-12 No event occurs.

One-Roll Discovery

Roll 1d6 and count down that number of entries on the list below, skipping any marked entries. Describe the result in terms of your character's current location on the map, and look for opportunities to tie it into the existing fiction. Then, mark it off.

- Natural Cavern: You enter what looks like a natural cavern filled with moss-covered boulders. Upon closer examination, it is not moss, but rather grass growing straight out of the stone.
- Den-Warren: An upside-down rabbit's warren is visible on the ceiling, dug into an upside-down hill. Strange bat-rabbit hybrids climb about the ceiling, grazing on grass.

The warren's entrance is barely large enough for a human to fit into, but it is a 60' climb to reach it. If you somehow climb into the upside-down warren, check **Protocol C**.
- Glade Temple: You enter into a wooded glade, the trees twisting out of the cavern walls at bizarre angles. More trees are horizontal or diagonal than are vertical.

In the center of the glade is a central dais, four granite steps above the cavern floor. On each step is engraved a pair of eyes. A candle holder sits atop the dais, of appropriate height for a dwarf. It holds only melted wax, but the chamber smells of incense and patchouli.

A dwarf knows what the dais represents; check **Protocol D**. If you light the candle, check **Protocol E**.
- Guano Pit: There is a 50'-long stone bridge that upon closer examination seems to be made of a stone-like fruit, rather than true stone. It leads over a 20'-deep pit that is full of guano. The smell is worse than any latrine.

Roll 1d6. On a 1-3, a **burly oak dryad** guards the bridge. On a 4-6, it is a **speaking rust monster** that guards the bridge instead.

Whoever is guarding the bridge, they demand the mayor's head as toll to pass. If asked, they accuse him of being a poor gardener and a murderer. If fought, they attempt to throw people off of the bridge into the guano, making them Guano-Covered (see the Appendix in the Protocols document).

- Hall of Wineshrooms: This single chamber is easily a mile in length, and the walls of the cavern are covered in lightly undulating mushrooms. The air smells of crushed grapes.

5d20 kobolds have made their home here, subsisting off of the mushrooms and unaffected by them due to a built-up tolerance. The kobolds claim that the orchard provides them with everything they need to survive here. They are happy to share mushrooms and idle gossip about kobold life, and claim they haven't seen any visitors, except "a suspicious man holding an iron mace and his green-thumb kid", for ages.

If you wish to engage in trade with the kobolds, you can generate a new Marketplace here that you purchase items from, using the same protocol as before. Assume items are things they've stolen or crafted from back when the orchard was still on the surface. For obvious reasons, ordering items won't work here.

Consuming any mushroom requires a save vs. poison or you become Intoxicated (see the Appendix in the protocols document) for an hour, though each mushroom does heal 1 HP. A failed saving throw while drunk is fatal.
- Pond: You come across a pond of clear, clean water, fed by a stream which winds through the air, defiant of gravity. Bathing in the pond activates **Protocol F**.

If you chose the Piety option at the start of this campaign, read **Protocol G**.
- Pond: You come across a pond of clear, clean water, fed by a stream of water trickling down from the eye-hole of a giant skeleton. Bathing in the pond activates **Protocol H**.

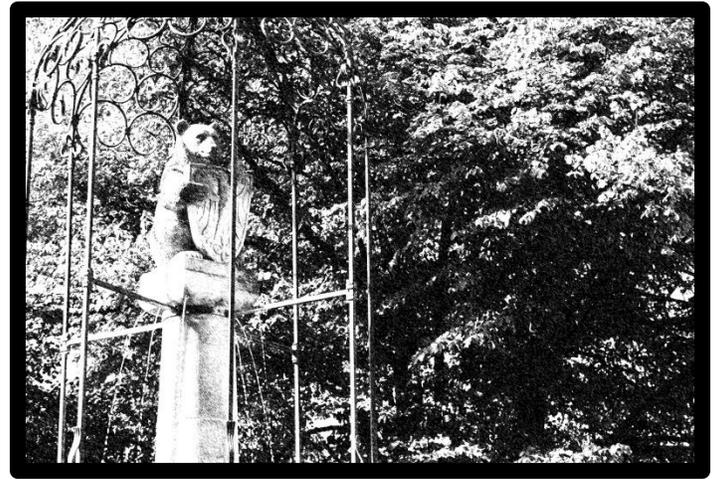
If you chose the Piety option at the start of this campaign, read **Protocol G**.

Climbing and exploring the colossal skeleton is a risky feat and an educational experience about anatomy, but reveals little about the skeleton's past or purpose.

- Bear Corpse: In this chamber, **1 orchard bear** is impaled by a stalagmite with its head bashed in. Examination suggests that a mace was used.

In addition, the passageways leading out of this chamber are flooded tunnels, requiring you to swim blindly ahead through the brass gates. Hirelings and dogs may need to pass morale rolls to join you.

If you chose the Piety option at the start of this campaign, you also notice something else you wouldn't have otherwise, underneath the slaughtered bear – see **Protocol G**.



- You are beginning to truly enter the orchard. Sparse fruit trees grow from the walls in corkscrews and fractals, and the sounds of cicadas fill the air.

The fruit on display are uniquely plentiful in this chamber – inexhaustible to your meager party, in fact. They are delicious and could be used to distract creatures in the Ant Nest.

Cicadas have a 2-in-6 chance of instantly disrupting spellcasting with their noise.

- You are beginning to truly enter the orchard. Sparse fruit trees grow from the walls in corkscrews and fractals, and the sounds of cicadas fill the air.

There is no fruit here, but there are **2 orchard bears** sleeping at the intersection of some root systems. If you chose the Piety option at the start of this campaign, you also notice something else you wouldn't have otherwise, underneath the two sleeping bears – see **Protocol G**.

Cicadas have a 2-in-6 chance of instantly disrupting spellcasting with their noise.

- You are beginning to truly enter the orchard. Sparse fruit trees grow from the walls in corkscrews and fractals, and the sounds of cicadas fill the air.

In the middle of this chamber are two stone statues of bears holding shields. You can see that this is dwarven stonework, and the shields bear the family crest of the town mayor. At the foot of the statues lies what looks like a multiple deformed orchard bears that didn't grow correctly, all of them rotting.

Cicadas have a 2-in-6 chance of instantly disrupting spellcasting with their noise.

- You are beginning to truly enter the orchard. Sparse fruit trees grow from the walls in corkscrews and fractals, and the sounds of cicadas fill the air.

In the middle of this chamber are two stone statues of bears holding shields. You can see that this is dwarven stonework, and the shields bear the family crest of the town mayor. They **come to life** as you exit, and will stalk you silently but aggressively.

Cicadas have a 2-in-6 chance of instantly disrupting spellcasting with their noise.

- You are beginning to truly enter the orchard. Sparse fruit trees grow from the walls in corkscrews and fractals, and the sounds of cicadas fill the air.

Several of the fruit trees here are semi-transparent. 10 neatly-tied scrolls are suspended within their trunks. Each scroll is a spell scroll containing a spell of 1st or 2nd level, something you can tell by peering at their labels. If you reach in and take one, activate **Protocol I**.

Cicadas have a 2-in-6 chance of instantly disrupting spellcasting with their noise.

- You are beginning to truly enter the orchard. Sparse fruit trees grow from the walls in corkscrews and fractals, and the sounds of cicadas fill the air.

Several of the fruit trees here are semi-transparent. 3 swords are buried to their hilt within the trees. They whisper directly into your mind, asking you to take them. If you do so, activate **Protocol J**.

Cicadas have a 2-in-6 chance of instantly disrupting spellcasting with their noise.

- You are now deep within the orchard. The passages are thick with foliage and drooping, bear-shaped fruits. Some of the fruits even growl at you.
 - In this chamber, **1 confident dryad** sings with a crystal-clear voice. Her song is high, it is beautiful, and it instantly shatters your glass aphids, even before you fully enter the chamber.
 - Behind her is what looks like a primitive greenhouse, though all of its glass is also shattered.
- You are now deep within the orchard. The passages are thick with foliage and drooping, bear-shaped fruits. Some of the fruits even growl at you.
 - 1d10** fully ripened **orchard bears** have fallen to the ground and are awakening, their movements still slightly sluggish from being tree-bound for so long.
- You are now deep within the orchard. The passages are thick with foliage and drooping, bear-shaped fruits. Some of the fruits even growl at you.
 - A broken tablet lies on the ground, and you can see the granite pedestal upon which it once stood. It is written in both Dwarvish and Common. If you investigate, read **Protocol K**.
- There are no fruit trees here and you roll no events in this chamber. A broad clearing awaits you, the ceiling tinted blue as if by the color of the sky.
 - At the center of the clearing, you find the body of a young man, his hands dirty with soil and slightly green from weeding. He is clothed in the regalia of the leaders of the village. His head is caked with blood and upon examination has been bashed in from behind. His features bear superficial similarities to the mayor who hired you. He is dead, but seemingly preserved by magic against rot and decay.
 - After entering this chamber, the “Lamentations of the Fruit Prince” random event will cease. If you have never encountered that event before, that event happens one more time, and then ceases.
 - If you have hirelings from the village (remember that some of the hireling pool may have been “unlocked” as outsiders, not locals), read **Protocol L**.
 - The man has a necklace of amber about his neck. The details of the necklace are found in **Protocol M**. Read that only if you commit to interacting with the necklace in some way.
- You are now deep within the orchard. The passages are thick with foliage and drooping, bear-shaped fruits. Some of the fruits even growl at you.
 - Your perception of reality is being sorely tested, as it seems every chamber you enter looks similar to the last. As it turns out, this is no illusion: the entire Subterranean Orchard rearranges itself. Roll 2d6 and that number is the subscript of the chamber you are now in. You must generate all the rooms again as you pass through them due to this re-arrangement, but cross off the first 13 entries entirely.
 - If you own the OSR product *Gardens of Ynn*, then as the orchard rearranges itself, you watch as a chalk outline of a door is drawn as if by an invisible hand on one of the cavern’s walls. When the drawing finishes, the chalk door becomes a real door in the blink of an eye. This door will lead you into the *Gardens of Ynn*.
- If you reach this entry while counting downward, stop. This entry is never crossed off.
 - The orchard is everything.
 - The orchard is nothing.
 - The orchard is you.

Some terrible force compels your party to stay within the orchard forevermore. As a seasoned adventurer, you are able to temporarily shake off this feeling, just long enough to run into the next chamber. However, all retainers must save against paralysis or become rooted in place, slowly transforming over the next month into more trees for the Subterranean Orchard.

 - Animals are immune to this effect, though they may be understandably stressed out about what is happening, nonetheless.