

Hexed Places

Green Caldera



Created by Mark A. Thomas





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About Hexed Places

Hexed Places are outdoor locations and encounters based on the classic six-mile hex format and OSR sensibilities. Use these locales as a quick side adventure, to fill a blank spot in your campaign sandbox, or expand upon them to create a multi-session campaign. Each Hexed Places includes a regional overview; expanded one-mile per hex maps for players and GMs; encounter tables, treasure information, and rumor lists; and descriptions of locations, encounters, and features within the hex.



Contents and Usage

Player and GM Maps

The maps offer a detailed look at the region at a one-mile per hex scale. The player version of the map does not include roads/trails or locale icons.

Introduction and Rumors

This section provides a broad overview of the region, outlining major physical features and obstacles. It also includes a set of rumors that may or may not provide accurate information about the area. It may also contain GM notes.

Locations

The major sites in the region are detailed in this section. Each location is referenced by hex coordinates and a name. Locations are ordered by their coordinates, northwest to southeast.

Encounters

This table reflects the typical creature population of the hex. Its primary purpose is to provide wandering monster encounters, but you can use it to fill in blank spaces on the map or as a tool for populating nearby locales.

Extras

The Extras section details any unique creatures, treasures, or magic items mentioned in the text. It also includes any tables referenced in the main document.

Stat Blocks

All creatures and NPCs in Hexed Places include simple stat blocks as a standard frame of reference. Here is a sample:

Orc (5) - AC 6 (13), HD 1, #AT 1, D 1d6, MV 9

Hate the sun. Treasure: 2d6 GP, 2d6 SP each.

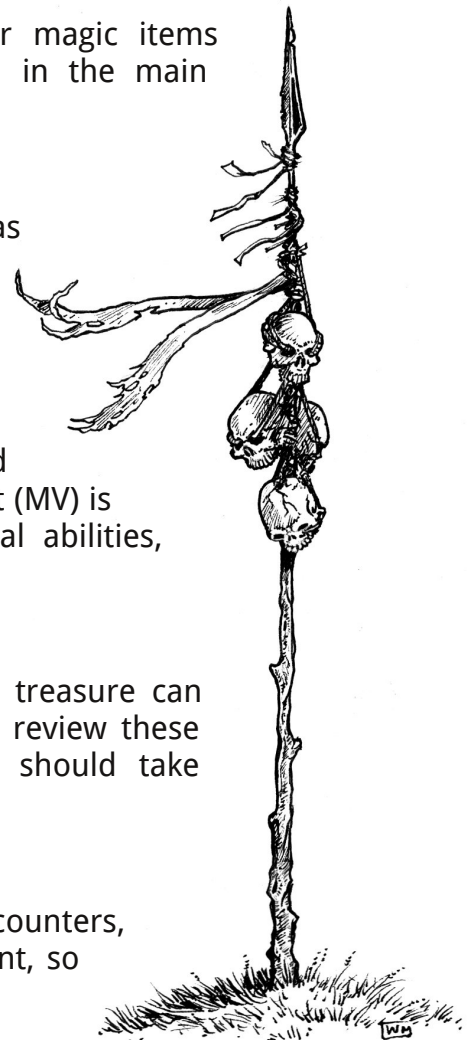
This stat block represents five, one hit-die Orcs. Armor Class (AC) values are given as descending (ascending). An unarmored character is AC 9 (10) and chainmail provides AC 5 (14). Movement (MV) is given in generic units. Unburdened humans are MV 12. Special abilities, class/level, and treasure are appended as needed.

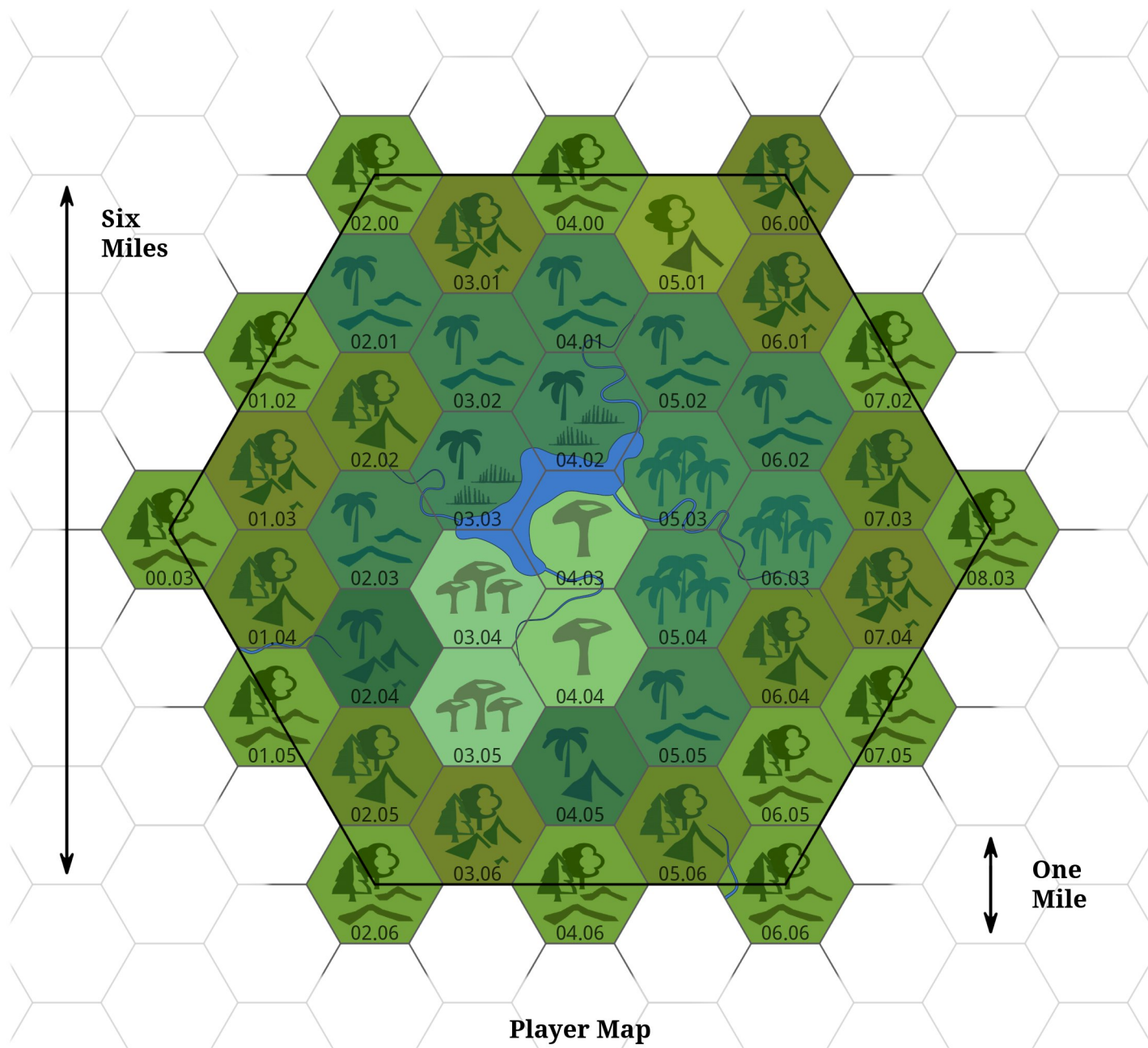
Treasure

Creature and locale descriptions include treasure listings. Since treasure can have a major impact on the campaign, the GM should carefully review these listings and adjust them to suit their game. Intelligent foes should take advantage of any useful treasure they carry.

Experience

Hexed Places does not provide experience point values for encounters, foes, or treasure. Experience is very system- and group-dependent, so it's left in the hands of the GM.







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Green Caldera

This crater is all that remains of an ancient divine war and a god's demise. The defeated Fallen God (see **Extras**) landed here centuries ago, and its broken body lies scattered across the basin. Native creatures that consume the being's incorruptible flesh are forever changed. Chief among these creatures is the Shroomic Brain. It occupies the **Shroomic Seat (Hex 03.05)** and controls a growing fungal empire. The Fallen God's mind lives on at the **Divine Eye (Hex 04.02)**. Trapped in the remnants of its skull, it peers out at the world through a cyclopean eye. The inhabitants of **Godwalk (Hex 06.06)** guide travelers seeking thrills or power to the Divine Eye and/or the **God Hand (Hex 05.05)**. Predatory beasts and fiends lurk on the edges of the Caldera and pick off those who stray too far into the surrounding wilderness.

Rumors

The Divine Eye grants supplicants their heart's desire.

The jungle of the Caldera is alive and consumes those who dare its depths.

The guides from Godwalk sometimes abandon visitors in the jungle.

The fungal forest is expanding and will consume the world if it's not stopped.

Fungal creatures sacrifice prisoners in strange rites, increasing their numbers.

The glowing flesh of the Fallen God can grant eternal life.

The tomb of an ancient king lies hidden somewhere in the Caldera.

Walking trees inhabit the jungle, and the fungal creatures control them.

Notes for the GM

Before using the Green Caldera, you should determine how the Fallen God (see **Extras**) fits into your world's pantheon, and who was responsible for its defeat. The **Divine Eye (Hex 04.02)** is a source of (mostly) free wishes. Carefully consider how this powerful being might affect your campaign.



Locations

Hydra Lair (Hex 02.02)

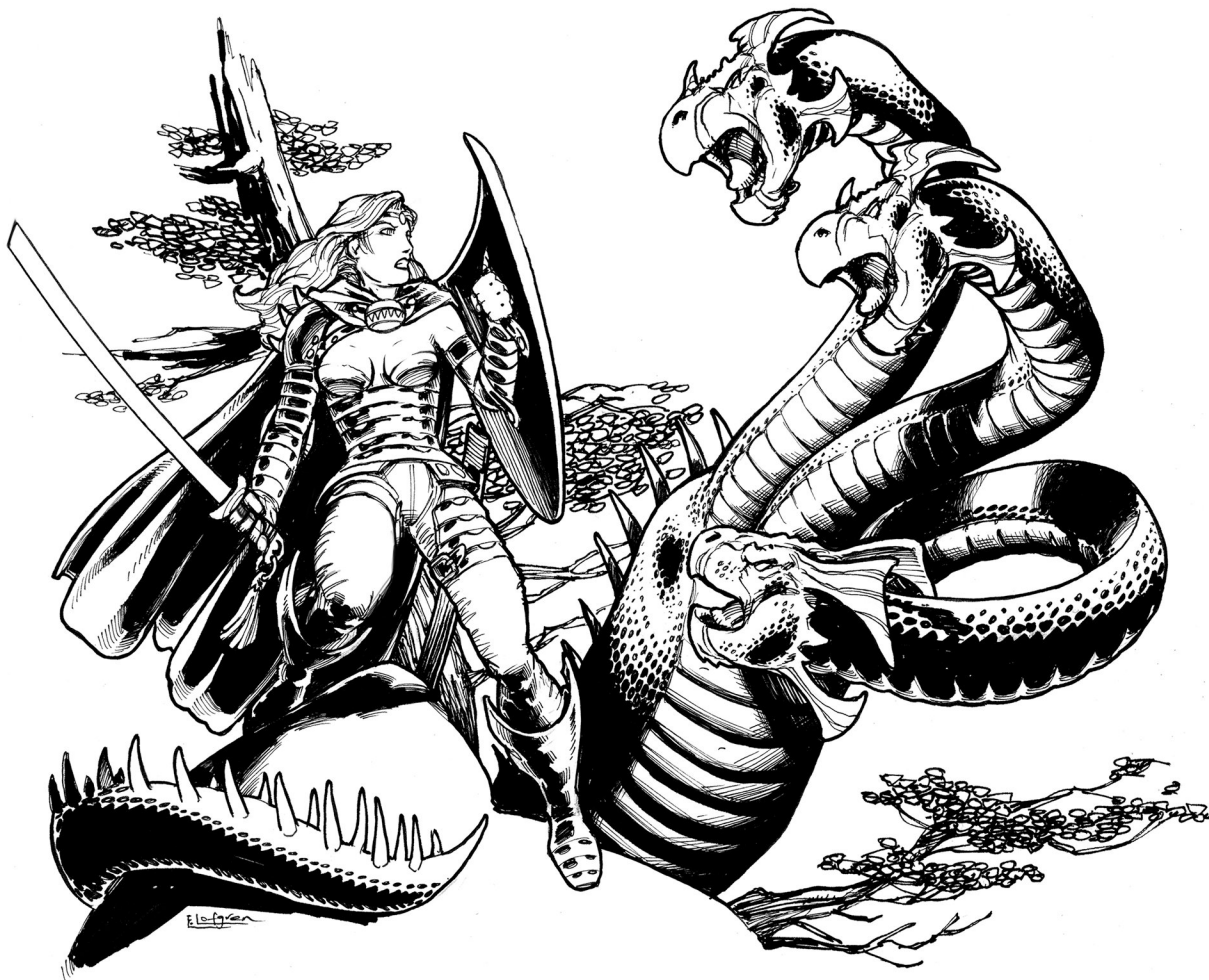
Several springs run from this area to **Treeblood Lake (multiple hexes)**. They flow out of a sizable boulder-strewn cave and down along a shallow, overgrown valley. It's evident that some large creature regularly travels through this area, and a trail that starts at the cave's mouth parallels the stream for a short way before turning west into the hills and mountains.

The cave is home to a huge hydra queen, the mother of the small hydras found throughout Green Caldera. There is a 70% chance she will be in her lair. Otherwise, she is out hunting in her territory west of the cave. The hydra is an aggressive carnivore and will pursue and attack most living creatures, even her offspring. She has escaped the notice of the Shroomic Brain in the **Shroomic Seat (Hex 03.05)** because she does not travel into Green Caldera often.

Hydra Queen (1), AC 3 (16), HD 10, #AT 10, D 1d8 bite, MV 9

Independent Attacks. Superior Scales. Vicious Temperament. Treasure: Hide 5,000 GP

In addition to her extra thick hide, which a skilled armorer could turn into scale mail suitable for enchantment, the hydra queen's cave contains the remains of past victims and their treasure. Buried in the debris and sand that covers the cave floor are 3,200 CP, 1,740 SP, and 980 GP; 3 x 100, 2 x 500, and 1 x 1,000 GP gems; 6 pieces of jewelry, slightly damaged, each worth 1d6 x 50 GP; a +2 spear; 2 potions (human control, delusion); a scroll of 2 x 4th level magic-user spells; and bracers of AC 4.



Locations (continued)

Treeblood Lake (Hex 03.03, 03.04, 04.02, 04.03, 05.03)

While this lake is technically water, no one in their right mind would drink from it. Strange colors and patterns swirl across its surface, and viscous strands of green and yellow ooze flow through its depths. The peculiar substances in the water come from two different sources. Huge masses of the Fallen God's (see **Extras**) divine flesh litter the lake's bottom, and the stream that flows from the **Shroomic Seat (Hex 03.05)** taints the lake with fungal waste.

Short-term exposure to the lake water will not have any effect, but anyone foolish enough to drink from the lake or bathe in its waters for a full turn will suffer strange consequences, as determined by the **Lake Effects Table**.

Lake Effects Table (roll d100)	
Roll	Result
01-10	Implanted with a Shroomic spore (See Shroomics in Extras)
11-20	Flesh, blood, and bones become semi-transparent
21-30	Gain permanent water breathing, but skin becomes green and scaly
31-40	Flesh resists damage but heals at half the normal rate
41-50	Gain a divine power that permanently drains HP when used
51-60	Become immortal, but body ages normally
61-70	One sense is enhanced to supernatural quality
71-80	Grow 1d4 additional limbs/sense organs
81-90	Transformed into an unintelligent ooze
91-95	Transformed into a Shroomic over the next 2d4 weeks
96-99	Roll twice
100	Roll thrice

Fungal Forest (Hex 03.04, 03.05, 04.03, 04.04)

Weird fungal growths have consumed the trees in this stretch of woods. Blotchy green and blue molds and pulsing orange slimes cover the trunks of dead trees, from which hang fibrous blue and yellow tendrils. Oozing patches of slime flow between the twitching green and orange spines that rise from the ground like spears.

All encounters in the Fungal Forest are with Shroomics (See **Encounters**). Anyone traveling through this area must make a saving throw versus magic each hour or be affected by the spores that fill the air (See Shroomics in **Extras**). Roll 1d6: 1-3 Confusion, 4-5 Distraction, 6 Mind Haze.

Locations (continued)

The Shroomic Seat (Hex 03.05)

When the remains of the Fallen God (see **Extras**) struck the earth here, they destroyed the fort that stood here, leaving it a shattered ruin. The site is also where the first Shroomics (see **Extras**) appeared. In the years since the fall, the Shroomics have changed the area to suit their purposes. A rough wall composed of broken masonry, stone blocks, timber, and fungal growths encloses a 200-yard wide, roughly circular area. Fungal spines, undulating tendrils, and oozing patches of mold surround a central mound of slimy earth and stone. Three tunnels lead into the hill and the Shroomic Brain's burrow within.

There are always 2d4 Shroomics lurking in and around the enclosure, and a Shroomic with 10 HD guards each entrance to the Brain's burrow.

Shroomic (2d4), AC 4 (15), HD 4-10, #AT 2-5, D 1d6 whip lash, MV 9

Fire-resistant. Mind powers. Forest camouflage.

The Brain is a 30-foot wide cluster of Shroomics that have grown together into a single pulsating mass. It is immobile and rules the colony through the telepathic link that connects all Shroomics.

Shroomic Brain (unique), AC 3 (16), HD 14 (72 HP), #AT special, D 1d10 whip lash, MV 0

Fire-resistant. Mind powers. Stationary.

The Brain may call colony members to its aid, but it is not without defenses of its own. It may use all Shroomic powers, and victims suffer a -3 penalty to all saving throws against these effects. The Brain attacks anyone with 15 feet with 1d4+1 whip-like tendrils, and it may implant spores in creatures struck up to three times per day.

Every other round, the Brain may belch forth a spore ball with a range of 60 feet that bursts when it lands, producing a cloud of spores that fills a 10-foot radius sphere. The Brain chooses the effect of the spore cloud (All saves are at -3):

- Save versus magic or suffer Confused Senses. 9/day.
- Save versus poison or be blinded for 3 turns. 3/day.
- Save versus poison or take 1d10 poison damage per round for 10 rounds. 3/day.

If the Brain is reduced to 0 HP, its visible body shrivels up and dies, and the mental link that connects all Shroomics falls silent. All Shroomic creatures suffer 2d8 damage and are confused for 2d8 hours.

The surviving Shroomics will gather together and attempt to form a new Brain, a process that takes 3d6 days and requires the participation of 24 HD of Shroomic creatures.

The Shroomics have no use for treasure. The colony's wealth is its stockpile of divine flesh (see **Extras**) from the Fallen God, which is stored in small chambers that surround the central burrow. Fibrous strands of fungal matter secure each piece of glowing meat to a floor, ceiling, or wall. There are 11 large hunks of flesh scattered throughout the complex, and harvesting them will take several hours. There is a 25% chance per piece of setting off a spore-pod trap that inflicts 1d10 poison damage per round for 5 rounds to anyone within 30 feet that fails a saving throw.

Locations (continued)

The Divine Eye (Hex 04.02)

A portion of the Fallen God's (see **Extras**) gigantic, 200-foot wide skull rises from the muck and mire; its sole living feature an enormous pupil-less, pitch-black eye. The Divine Eye holds the last remnant of the Fallen God's sentience. It is aware and capable of tremendous but limited feats of magic. Like all deities, it seeks worshippers to bolster its power. The Fallen God uses its abilities to press unwary souls that visit the site into service. The Eye can communicate mind to mind with any creature within half a mile.

The Divine Eye will listen to petitions from 1d6 creatures per day and may choose to grant any request using the equivalent of a Wish spell. There is a 50% chance that petitioners and a 90% chance that recipients of a benefit will become one of the God Touched.

The God Touched immediately switch their alignment to that of the Fallen God and become true believers. They recant any commitments to other deities. Any benefits accrued by their previous connection are lost. Restoring a character's former affiliation is difficult. At the very least, they must carry out a challenging Quest (as the spell) for their old deity.

Anyone foolish enough to attack the Divine Eye draws a swift and harsh response. It defends itself with powerful mental attacks that it can use at will, twice each round. Those targeted must save versus magic with a -6 penalty to avoid suffering the effects. Each attack takes the form of a 120-foot long, 60-foot wide cone.

- **Sensory Destruction** - Target creatures are struck deaf, dumb, and blind.
- **Touch of Madness** - Victims are stricken with permanent confusion.
- **Mind Rot** - Those affected lose 2d4 points of intelligence. Anyone reduced to 0 intelligence is left a mindless, wandering husk.

The Eye may end any effect it causes at will. Otherwise, only potent divine magic like a Heal spell will cure these afflictions.

Divine Eye (unique), AC -6 (25), HD 12 (65), #AT special, D special, MV 0

Immune to physical and elemental attacks.

Massive regeneration. Mental attacks.

The only way to damage the Eye is with pure magical damage. Attacks with magic weapons only inflict their magic damage bonus, and many spells do not affect it. It regenerates 15 HP per round.



Locations (continued)

The God Hand (Hex 05.05)

The 200-foot tall God Hand rises from the center of a grassy, bowl-shaped depression in the side of a hill. A trail links the Hand site to **Godwalk (Hex 06.06)**, and a second, fainter trail goes west and then north, eventually reaching the **Divine Eye (Hex 04.02)**.

The God Hand looks like a perfectly sculpted hand and forearm carved from the flesh of the Fallen God (see **Extras**). Anyone watching it for more than a few minutes will notice the slow movement of the fingers and wrist as they flex and bend, apparently at random. A few offerings of flowers, food, and coins lie scattered around the base of the Hand, but the only thing it responds to is a physical threat. If anyone attempts to damage the Hand, it animates, slapping and crushing nearby creatures.

God Hand (unique), AC -6 (25), HD 16 (90), #AT 3, D 5d20 slap, MV 0

Immune to physical and elemental attacks. Massive regeneration. Reach.

In combat, the Hand flexes and twists like a snake. It can attack three separate targets within 120 feet each round. The only way to damage the Hand is with pure magical damage. Attacks with magic weapons only inflict their magic damage bonus, and many spells do not affect it. The Hand will cease attacking when there are no living targets within range. It regenerates 10 HP per round.

Godwalk (Hex 06.06)

This encampment is the jumping-off point for adventurous souls who wish to visit sites within the Caldera. A rough collection of huts and tents surrounds a single substantial structure, the White Hand, a combination of a general store, tavern, and bunkhouse for visitors. Galia Bern, a retired guard captain from the nearest city, owns the White Hand. She and her companions maintain order in the camp.

Galia Bern (1), AC 3 (16), HD 7, #AT 1, D mace or heavy crossbow, MV 12

Level 7 fighter. Unimpressed. Orderly. Temperamental. Treasure: 3d10 GP, +1 mace

Zivko Lavrinc (1), AC 8 (11), HD 5, #AT 1, D quarterstaff, MV 12

Level 6 magic user. Easily amused. Calming influence.

Treasure: 2d10 GP, scroll of hold person, levitate, remove curse

Bolek Kamins (1), AC 2 (17), HD 6, #AT 1, D two-handed sword, MV 12

Level 5 fighter. Overly protective. Obedient. Loyal. Treasure: 2d10 GP, +2 banded mail

The White Hand serves an ever-changing assortment of food and beverages, and the shelves behind the bar display a random collection of items for sale or barter. Galia keeps a strongbox beneath the bar that contains 50 GP in assorted coins. A secret panel in her private room holds a second strongbox protected by a needle trap coated in sleep poison. It contains 150 GP and 5 x 100 GP gems.

Zivko and Bolek share a room, and their hidden stashes hold a total of 250 GP, 3 x 75 GP and 3 x 150 GP gems, and a potion of extra healing.

Locations (continued)

Godwalk (Hex 06.06) (continued)

A handful of so-called guides live in the camp, offering to take visitors into the Caldera and show them the sights. They operate in groups of three or four, with one member of each team acting as the leader.

Guide (1d2+1), AC 7 (12), HD 2, #AT 1, D long sword or bow, MV 12

Level 2 fighter or thief. Woodwise. Treasure: 1d10 GP

Tour Leader (1), AC 5 (14), HD 4, #AT 1, D long sword or bow, MV 12

Level 4 fighter or thief. Woodwise. Canny negotiator. Treasure: 2d10 GP

Roll 1d10 for each guide and tour leader: 1 God Touched by the **Divine Eye (Hex 04.02)**, 2 Subjugated by the Shroomics (see **Extras**), 3 Engaged in banditry instead of honest work.

Most guide groups share a hut or large tent and store their supplies within. Each shelter contains 3d6 days of rations, miscellaneous equipment, and a hidden stash of 2d10 GP in mixed coins. When the guides are not escorting visitors, they spend their time hunting, exploring, or drinking in the White Hand. Occasionally, teams will set ambushes for visitors and rob them before they reach Godwalk. Galia and her friends discourage such behavior, and a small graveyard south of the camp is a testament to their methodology.

There is a 50% chance a group of tourists is visiting the camp. Most are wealthy commoners or minor nobles looking for a thrill or desperate for divine assistance. A group of loyal guards accompanies 25% of the tourist groups. One in four tourists carries ten times the usual amount of treasure.

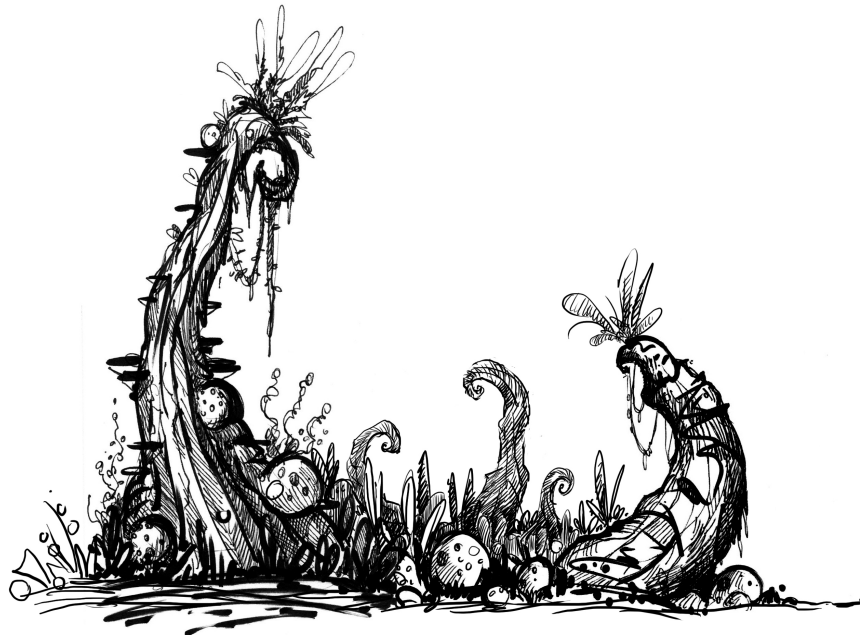
Tourist (2d4), AC 9 (10), HD 1, #AT 1, D dagger, MV 12

Babe in the woods. Rich, bored, or desperate. Treasure: 5 GP, 10 SP each.

Guard (1d4), AC 5 (14), HD 1+1, #AT 1, D long sword or crossbow, MV 12

Road-wise traveler. Skilled combatant. Treasure: 5 GP, 10 SP each

Tourist groups offer GMs excellent opportunities to introduce new NPCs.



Locations (continued)

Tomb of the Dead King (Hex 06.01)

This ruined structure sits in a hidden defile that is shadowed by the sheer cliffs surrounding it. The tomb is little more than a hollow shell surrounded by the stubs of broken pillars and heaps of fallen stone from the collapsed roof. The shattered sarcophagus within holds broken bones, rusted armor, and damaged weapons. During the day, the place is dismal and eerie, and an aura of fear lies over the entire site. After dark, the master wraith rises from the remains of the dead king and begins its nightly search for victims. There is a 33% chance the master wraith is here at night and, if it is, there is a 25% chance it is accompanied by 1d2 minion wraiths.

The master wraith's hunger is vast, but it is cursed to remain near its burial site. Minion wraiths roam the Caldera, but often return to their master's tomb. The Shroomics (see **Extras**) cannot influence these foul undead creatures.

Master Wraith (1), AC 3 (16), HD 8 (37)

#AT 1, D 1d6 claw, MV 12

Immune to mind-affecting powers.

Immune to mundane weapons.

Life-draining touch. Aura of fear.

Minion Wraith (1d2), AC 3 (16), HD 4 (18)

#AT 1, D 1d6 claw, MV 12

Immune to mind-affecting powers.

Immune to mundane weapons.

Life-draining touch.

The base of the shattered sarcophagus hides a locked secret compartment that is protected by a magical glyph. Attempting to open the lock without dispelling the glyph activates a lighting spell that strikes up to three targets within 60 feet, inflicting 6d6 damage to each.

Within the secret compartment are a ruby-tipped, gold and platinum scepter; a helmet-like crown studded with rubies and onyx; and a broad belt of golden links set with platinum disks. Each item is worth 1d4 x 3,000 GP. A hidden compartment nested within the first contains a ring of human control and an ebony fly figurine of wondrous power.

The master wraith dumps the remains of its victims in a ravine north of the tomb. The jungle and its inhabitants quickly destroy the bodies and gear, but a careful search of the area will uncover 748 GP in mixed coins and a silvered +2 dagger.



Encounters (roll 1d20)

1-3 Hydra Hatchling

Young hydras that survive their siblings and mother roam the Caldera, aggressively hunting creatures that cross their path. Hatchlings have one head/make one attack per round for each HD they possess. While a hatchling's hide is nowhere near as tough as the Hydra Queen's, an armorer can create a set of leather armor suitable for enchantment with this material.

Hydra Hatchling (1), AC 4 (15), HD 2+1d4, #AT special, D 1d6 bite, MV 9
Independent Attacks. Vicious Temperament. Treasure: Hide 500 GP

4 Hydra Queen

The Hydra Queen roams the area north and west of her lair and occasionally ventures down to the north shores of **Treeblood Lake (Hex 03.03, 04.02)**. Treat this encounter as Shroomics elsewhere. See the **Hydra Lair (Hex 02.02)** for details of the Hydra Queen.

5-10 Shroomics

Roll 1d6: 1-4 Gatherers intent upon a task for the Shroomic Brain from the **Shroomic Seat (Hex 03.05)**, 5-6 Hunters actively seeking creatures to implant with spores. Gatherers ignore passersby unless threatened. Hunters use smart tactics to isolate members of passing groups, setting ambushes when possible. At least one of the Shroomics in Hunter groups has 8-10 HD.

Shroomic (1d4), AC 4 (15), HD 4-10, #AT 2-5, D 1d6 whip lash, MV 9
Fire-resistant. Mind powers. Forest camouflage.

11-12 Guided Party

This group consists of guides from **Godwalk (Hex 06.06)** leading a group of tourists. There is a 25% chance guards loyal to the tourists accompany any such group.

Guide (1d2+1), AC 7 (12), HD 2, #AT 1, D long sword or bow, MV 12
Level 2 fighter or thief. Woodwise. Treasure: 1d10 GP

Tour Leader (1), AC 5 (14), HD 4, #AT 1, D long sword or bow, MV 12
Level 4 fighter or thief. Woodwise. Canny negotiator. Treasure: 2d10 GP

Tourist (2d4), AC 9 (10), HD 1, #AT 1, D dagger, MV 12
Babe in the woods. Rich, bored, or desperate. Treasure: 5 GP, 10 SP each.

Guard (1d4), AC 5 (14), HD 1+1, #AT 1, D long sword or crossbow, MV 12
Road-wise traveler. Skilled combatant. Treasure: 5 GP, 10 SP each

13-15 Mindless Wanderers

These hapless beings drew the wrath of the **Divine Eye (Hex 04.02)** and suffered the consequences. They are affected by one of the afflictions imposed by the Divine Eye's attacks.

Wanderers (1d2), AC 9 (10), HD 1, #AT 1, D 1d4, MV 9
Helpless. Afflicted.

Encounters (continued)

16 Lost Tourists

These tourists from **Godwalk (Hex 06.06)** have either been abandoned by their guides or become lost through their actions. There is a 10% chance guards loyal to the tourists accompany any such group.

Tourist (2d4), AC 9 (10), HD 1, #AT 1, D dagger, MV 12

Babe in the woods. Rich, bored, or desperate. Treasure: 5 GP, 10 SP each.

Guard (1d4), AC 5 (14), HD 1+1, #AT 1, D long sword or crossbow, MV 12

Road-wise traveler. Skilled combatant. Treasure: 5 GP, 10 SP each

17 Minion Wraiths (night only treat as Hydra Hatchling during the day)

The party encounters minion wraiths created by the master wraith from **Tomb of the Dead King (Hex 06.01)**. These creatures are utterly hostile.

Minion Wraith (1d2), AC 3 (16), HD 4 (18), #AT 1, D 1d6 claw, MV 12

Immune to mind-affecting powers. Immune to mundane weapons. Life-draining touch.

18-19 Tanglewoods

These ent-like creatures were once the guardians of this forest. The waters of **Treeblood Lake (multiple hexes)** turned them into twisted creatures that feed on living flesh.

Tanglewoods look like dead trees draped with thick and spiny black vines. There is a 4 in 6 chance any Tanglewood encountered is feeding and will ignore passersby.

Tanglewood (1), AC 0 (19), HD 8, #AT 3 D 2d6 lash attack, MV 12

Fire-resistant. Poison thorns. Ambush hunters.

Tanglewoods attack foes with lashing vines studded with sharp spines coated in paralyzing venom. Once they paralyze an enemy, they attempt to drag off the helpless creature and feed.

20 GM Choice

Choose from the entries above, add an encounter of your own, or use something from an adjacent locale.

Notes:

Extras

The Fallen God

When it was whole, the Fallen God's physical form was that of a titanic humanoid, over 2,000 feet tall. When the god fell to earth, the impact broke its body into dozens of pieces. Many of these fragments are precisely that: dead god-flesh. A few significant parts, notably the **Divine Eye (Hex 04.02)** and the **God Hand (Hex 05.05)**, retain some semblance of motility and consciousness. Dead fragments look like glowing green stone marked with maroon and yellow veins, but the material yields to the touch, like a sack of grain wrapped in stiff leather. Living fragments have the same appearance, but are softer and quite warm.

Divine flesh is a potent divine reagent that can extend life, compel demons and devils, or alter reality. Magic users and priests of all sorts will be interested in purchasing this material. Each piece of flesh is worth at least 2,500 GP.

Shroomics

These fungal creatures are the product of rapid evolution caused by the flesh of the Fallen God. Fungi that grew on the god's scattered remains gained sentience and mobility. Shroomics have an upright, columnar body supported by three to five stumpy legs and topped by a ragged cap shaped like an inverted cone. Thin, black tendrils hang from their head cap. The Shroomics use most of these tendrils as fingers and hands, but some end in black globular eyes that grant them excellent vision, even in total darkness. Shroomics have leathery, dark green hide splotted with patches of squishy orange and blue tissue. Their head caps have the same texture, but forest debris often covers their top surfaces. A viscous fluid oozes from softer body tissues, coating the creatures in flame-resistant goo that emits a faint, astringent smell. Shroomics are 4 to 10 feet tall and weigh between 100 and 800 pounds.

Shroomics are members of a single colony with a hierarchical structure. An individual's position within the hierarchy is determined by its HD and the desires of the Shroomic Brain from the **Shroomic Seat (Hex 03.05)**.

The Shroomic colony views most sentient beings as tools to be exploited. Shroomics engaged in specific tasks will treat interlopers with indifference, while those without current goals will attempt to capture and implant spores in creatures they encounter. All these creatures will meet violence with violence, and their communal nature and instantaneous communication capabilities make them dangerous foes.

Shroomic (2d4), AC 4 (15), HD 4-10, #AT 2-5, D 1d6 whip lash, MV 9

Fire-resistant. Mind powers. Forest camouflage.

A Shroomic's HD are equal to its height. It can make one attack per 2 HD with its whip-like tendrils. All Shroomics share a telepathic link that allows instantaneous communication. Absorbing the essences of the Fallen God has given these creatures the ability to influence non-Shroomic minds. They may use any of the following powers as often as they like. Each effect lasts three rounds.

- **Shimmering Form** - The Shroomic appears to shimmer and shift. All creatures within 30 feet suffer a -2 to hit penalty when attacking it.
- **Confused Senses** - A target within 60 feet is confused as if affected by a Confusion spell.
- **Distraction** - All creatures within 30 feet are distracted by phantasmal images that allow the Shroomic to escape combat unnoticed.

Extras (continued)

Shroomics (continued)

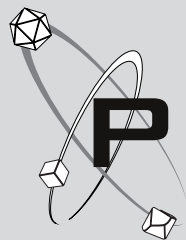
Shroomics may use any of the following abilities once per day per hit die. Each lasts one turn unless otherwise noted.

- **Mind Dagger** - Pain blinds a targeted creature within 60 feet, and it takes 2d6 psychic damage. The damage is instantaneous and the blindness lasts three rounds.
- **Subjugation** - The target creature is charmed by the Shroomic and subject to its silent mental commands. Treat as the spell Charm Person.
- **Mind Haze** - All creatures within 30 feet forget what they were doing and wander off.

Foes may make a saving throw versus magic to resist the effects of **Confused Senses**, **Distraction**, **Subjugation**, or **Mind Haze**. Shroomics may use any of the abilities listed above once per round in addition to their regular attacks.

Once per day, 8 to 10 HD Shroomics may implant a spore when they make a successful tendril attack. The victim must save versus magic or be affected by permanent **Subjugation**. A cure disease spell can destroy the spore and end the effect, but there is a cumulative 10 percent chance per day since implantation that the spell will fail. Spore victims die 2d4 months after they are infected, and a new 4 HD Shroomic forms from the remains one week later.





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