

d12 Monthly

FOREST & JUNGLE
ISSUE

Issue 22
April, 2023

CAN YOU SURVIVE
THE JUNGLE?

ADVENTURING IN THE
WOODLANDS

SIMPLE
HERBALISM RULES

FOREST
MONSTERS

DON'T END UP LIKE
THIS GUY



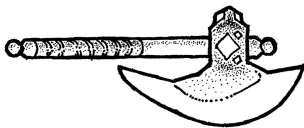
The Bloodwood: A new adventure location

d12 Monthly is a helpful resource for fantasy roleplayers.

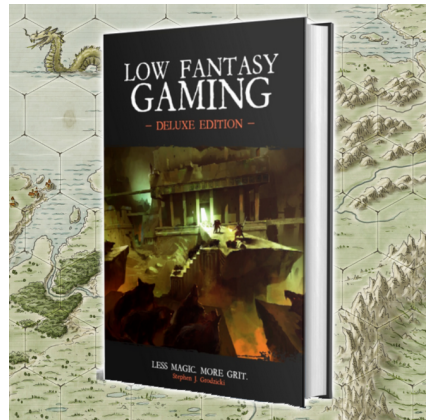
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The Forest & Jungle Issue

Too many ideas for this final issue covering the various terrains. So many, in fact, I had to cut a lot. It was running up over 36 pages and I had to cut it back. As it is now, it's one of my longer zines at 28 pages.

Thus is the depth of content I still have planned for future issues, as well as online content. This is the first issue to feature a QR code (see the back page) which links to my website, where you will find Web Enhancement posts to accompany this issue (published throughout the month of April) - all those articles I couldn't fit into this issue.

While this issue covers forests, I haven't included too much more about elves or fey as I have covered them in the Fey issue of **d12 Monthly**, so check out that issue by downloading it from my website.

And, as always, happy gaming!

- Russ from YUMDM
<https://yumdm.com/>
https://twitter.com/yum_dm

About Me

I have been roleplaying for over 30 years and DMing for most of those. I have played over 50 different roleplaying games, but my first love is fantasy - it's like coming home.

Thanks to my Patrons

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... for making this zine as good as it is.

Want to join this team and support the zine? I have a Patreon account:

<https://www.patreon.com/yumdm>

(Tiers are available to receive a physical copy).



All Shades of Green

Types of Forests & Jungles



Forests and, to a lesser extent, jungles feature heavily in fantasy roleplaying.

The deep, dark wood, the dense Blood Forest, or the danger-filled humid jungles all conjure up peril and adventure,

A note of terms: there is no one definition for a forest or jungle. In fact, jungles are often a part of a forest. For ease and keeping with the tropes of fantasy, I will be keeping them separate and defining them in just one way. So, don't use this as a basis of any school assignments.

Forests

Traditionally, forests covered huge swaths of land, and are the home of elves and other fey (see *Issue 14 of d12 Monthly* for more on these two), as well as many other animals and monsters alike.

Forests can be separated into three distinct groups based on where on the globe they can be found: tropical, temperate, and boreal (or taiga).

Before we get into types of forests, let's define the difference between forests, woods, and copses.

A forest is much larger and denser than a wood, and usually contains more biodiversity.

A wood is usually smaller than a forest with less ground cover and is easier to navigate.

A copse is a small stand of trees which is often used for firewood by local settlements.

Tropical Forest

These forests are usually found along the equator, in tropical and subtropical zones. The canopy in tropical forests is multilayered and continuous, which allows little light penetration to the ground level below. Despite this, small plants and shrubs do grow on the forest floor.

The trees tend to be broadleaf, evergreens.

Examples include oaks, ebony, mahogany, rosewood, rubber and cinchona, teak, as well as bamboos, sal, shisham, sandalwood, khair, kusum, arjun, and mulberry.

Climate: Due to their location, tropical forests don't usually have four seasons, just two: rainy and dry. Daylight hours vary very little and are usually a full 12 hours. Temperature is on average 68-77 °F (20-25° C). Annual rainfall usually exceeds 78 in (200 cm). The climate is usually humid.

Flora & Fauna: As you would imagine, tropical forests are dominated by trees, which usually reach 80-115-ft (25-35 m) tall. They are mostly evergreen, with large dark green leaves.

Smaller plants, like orchids, bromeliads, vines, ferns, mosses, and palms cover the forest floor.

Fauna include numerous birds, bats, small mammals, and insects. As well as monsters and carnivorous plants that prey upon them.

These are split between three main levels in the forest.

The canopy includes apes and monkeys. While below that, in the lower understory are the snakes and big cats. The forest floor is occupied by animals like gorillas and deer. You can also place monsters on these levels as appropriate.

Sub-Varieties

There are a few sub-varieties of tropical forests, based on rainfall, if you want to add a little more realism.

Evergreen: These have no no dry season and so rainfall is year-round.

Seasonal: These have short dry periods, followed by a very wet rainy season.

Monsoon: The length of the dry season of these forests is a lot longer and rainfall decreases.

Temperate Forest

Like the name suggests, these are found in temperate climates. They support broadleaf deciduous forests, evergreen coniferous forests, and in warm temperate zones, support broadleaf evergreen forests.

Climate: Temperatures vary throughout the year due to the four distinct seasons they usually have. It rains often, sometimes seasonally, which leads to fertile soil and rich plant and animal life.

Temperature varies from -22° to 86° F (or -30° C to 30° C). Precipitation is distributed evenly throughout the year, for a total of 30-60 inches (75-150 cm).

Temperature and rainfall can vary depending on climate.

Flora & Fauna: Trees are distinguished by broad leaves that are usually lost annually. Species include oak, hickory, beech, birch, hemlock, maple, basswood, cottonwood, elm, and willow. Other flora include flowering herbs.

Fauna-wise, deer, squirrels, and bears are common, as well as rabbits, skunks, birds, mountain lions, bobcats, wolves, and foxes

Boreal (or Taiga)

These forests are found in the colder regions (in our world usually occurring between 50 and 60 degrees north latitudes), or higher up on mountain slopes (see *Issue 21 of d12 Monthly* for more information on mountains).

Climate: Boreal forests usually have two seasons: short, moist, and moderately warm summers; and long, cold, and dry winters.

Flora & Fauna: Flora consist mostly of evergreen conifers, which have needle-like leaves, such as pine, fir, and spruce.

Animals include birds such as hawks and woodpeckers; larger animals include mooses, bears, lynxes, foxes, wolves, and deer; smaller animals include weasels, hares, shrews, and bats.

Jungle

Fantasy jungles are hot and steamy. Filled with all sorts of flora and fauna ready to kill you at any moment.

They are dangerous places where very few survive. But some do.

Those brave and tough souls who dare survive (and even thrive) in the humid and deadly jungle are rare, but they can be useful as guides.

What is a Jungle?

Technically, jungles refer to the lower part of a rainforest. Areas where the trees thin out, and because of this, light penetrates to the ground, allowing the undergrowth to become thick - sometimes impenetrably so.

Jungles occur only in tropical climates, near the Equator.

Climate

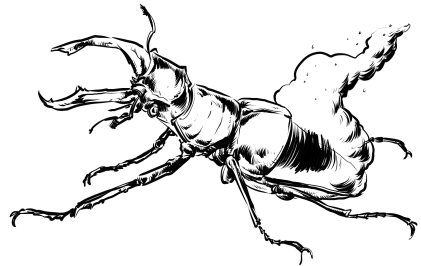
In a word, tropical. This means high rainfall with a humid and damp atmosphere.

The climate remains tropical and hot throughout the year, having no distinct seasons.

The temperatures range from 73-83°F (23-29°C), but can get up to 90°F (32°C) during the day. While these temperatures don't sound overly hot, add in the humidity and the environment becomes very uncomfortable.

Flora and Fauna

Jungles have impenetrably thick and varied undergrowth, containing vines, shrubs, mosses, and predatory plants.



There is a plethora of ground-dwelling plants, and animals along with them, including insects, reptiles, and rodents of all kinds, including the giant variety.

Most, if not all, flora and fauna inhabit the forest floor (as opposed to forests, which have a more layered biome).

In a World of Hurt

Adventuring in Forests & Jungles

Forests and jungles are not to be travelled lightly.

They are alien landscapes, filled with dangerous flora and fauna, and are places you can get lost, injured, or worse.

Travel

As mentioned in *Issue 7 of d12 Monthly*, travelling through forests or jungles incur a penalty to your travel distance.

Dense or heavy forests or jungles cause you to travel at $\frac{1}{4}$ of your regular speed. This is due to thick undergrowth, extra resting time, and the need to continually check your bearings.

Hacking your way through thick, overgrown foliage, or traversing uneven ground full of gullies and dried creek bed (not to mention plants and animals wanting to consume you) slows you down considerably.

In addition, unless there is a path through the forest, bringing in carts or wagons is impossible, as is riding a horse (you will need to get off and lead it).

Getting lost

Getting yourself lost in these conditions is common and easy to do. When all the green start to look the same, heading off

course even a few feet can, after a few days, lead to being miles off course.

In game terms, your chances of becoming lost are increased to 3 in 6, unless you have a guide or ranger in the party, where it is lowered to 2 in 6.

If you make skill checks for this, increase the DC to a difficult check at the minimum.

Hazards

Apart from dangerous animals, monsters, and even killer plants, forests and jungles contain many natural hazards.

Floods & Mudflows

If there has been a lot of rainfall lately, floods and mudflows are a real possibility.

One way to simulate this is to place these into your random encounter table during the wet season. Another is to have them as an option during storms and heavy rainfalls.

Avalanches or Rock Falls

If your forest is located on a mountain or rocky hills, the characters could experience an avalanche or rockfall instead. Treat these similarly to floods and mudflows above.

Forest Fires

Whether started deliberately or by nature, forest fires are a great threat to any in them.

Lightning strikes are a common cause, and if a fire rages, the characters will have to

deal with stampeding animals (as they flee), as well as smoke and the fire itself.

Roleplay this sort of disaster, using multiple skill checks or ability tests to have the characters escape the danger.

A party with a druid or ranger should be able to tell which way the fire is heading and how far away it is. This can make life a lot easier.

Diseases

Disease and illness is a real concern in tropical rainforests and jungles.

Malaria, cholera, Chagas disease, yellow fever, and dengue are all real-world diseases characters could pick up. But there would be plenty of fantasy world diseases as well.

When in situations - like traversing a tropical rainforest or jungle - the GM should have each of the characters make an easy CON test (or save Vs poison) each day, with a +1 to the difficulty (or -1 to the ability score) for each additional day spent in the forest or jungle.

If this succeeds, then nothing happens. If any of the checks fail, the character in question has caught a disease. They suffer a level of fatigue, and each day they must test again. Each time they fail, another level of fatigue is added. Each time they succeed they stay at the current level of fatigue.

To be cured of a disease, the character must be treated by either herbal remedies or magic.

One week of complete rest in a safe place (that is, NOT still in the forest or jungle) will relieve one level of fatigue.

Disease Types

You can use real world diseases (mentioned above), or come up with some fantasy versions as needed.

Roll on the table below to see what part of the body is affected, and then use that as a guide for naming it (or you can use one of the many online disease name generators).

Table: Location Affected by Disease

| D10 | Location |
|-----|--------------------------|
| 1 | Blood |
| 2 | Bones |
| 3 | Nervous system |
| 4 | Cardiovascular system |
| 5 | Senses |
| 6 | Gastro-intestinal system |
| 7 | Joints |
| 8 | Muscles |
| 9 | Respiratory system |
| 10 | Skin |

For example, you roll a 5 and decide the disease affects the eyes, so you call the disease Eye Rot. And decide that the first two fatigue levels affect the victim's sight only.

Bountiful Harvest

Tree Resources



Forests and jungles are full of life, both animal and plant-based, and thus full of resources that communities can use. This is no more the case than with trees.

Trees offer much more than just shade and timber. They can be the source of medicines, drinks, foods, as well as spiritual awareness.

Various tree types grow in different climates and areas, so it is worth understanding where certain trees grow. See *All Shades of Green* article in this issue for more information about this.

What follows is a list of various types of trees that exist in forests and jungles in

various climates, and the resources you can get from them.

Ash

Ash trees come in many varieties and are usually medium to large trees, mostly deciduous (although a number of subtropical species are evergreen). The timber is hardwood, and is dense, tough and very strong but also elastic.

Types of Ash: White, Green, Red, Blue, Black and Manna Ash, to name just a few.

Most ash like moist soils and can be found in cold and temperate climates. Black ash is usually found in swamps. White ash is fast growing, and is common on abandoned agricultural lands.

Uses: Bows, tools, musical instruments, indoor furniture, firewood (lights and burns easily). Green and white ash are used commonly for agricultural implements, tool handles, oars, and furniture.

They are often planted near castles and other defensive buildings for a good supply of spears and javelins.

Ash leaves can be used to make tea. The tree sap can be tapped to make ash wine.

Manna ash contains sugar which is obtained by evaporating the sap. It also has medicinal uses as a mild laxative, demulcent, and weak expectorant.

The young seedpods of all ash trees are edible and used in salads, as well as pickled with vinegar, sugar and spices.

Beech

A large-sized tree, growing from 40-140-ft, it has a smooth, grey bark and bright green leaves. The fruits contain one or two shiny, brown nuts. The wood is heavy, hard, strong, tough, and is excellent as firewood.

Uses: The nut and leaves are both edible, although nuts should not be consumed in large quantities as this can lead to poisoning. The leaves are often used as a salad vegetable.

The leaves can also be used to make tea. Caution is required however, as the brown dried leaves of a beech tree can be used as an abortifacient*.

The beech tree is used in healing rituals, and can remedy ailments such as boils, and other skin complaints.

Beech wood is used in making kitchen utensils, as well as bowls and baskets. Furniture is also made from this versatile tree.

Finally, the oil extracted can be used as a wood preservative, which is often used on water-born vessels to keep the wood from rotting.

* It is believed a hag used this tea on the unsuspecting Queen Amice of Cambria in the year 538 NR (Northern Reckoning) to stop the birth of an heir.

Birch

Birch trees are easy to spot due to their white trunks. They are small to medium growing trees and are sometimes found in

multi-trunk branching trees. There are over 60 varieties.

It is often found in sparse or open woodland. The wood is generally soft and pliable.

Types of Birch: Black, grey, yellow, paper, river, and paper-bark, are some of the varieties to be found.



Uses: The curly bark is highly flammable and so is used to make torches.

Because of this, birch torches are used during rituals, and are strongly associated with Lucindar, the deity of rebirth, guidance, fire, and summer. Some sects of the church even used a burning birch torch as their primary symbol.

The tree is also known as a plentiful food source as its bark, twigs, leaves, and sap can be used for this purpose.

The bark can be stripped and ground to make flour. The leaves are added to salads (although are slightly bitter to taste). Twigs can also be eaten in a pinch.

The sap is tapped and fermented to make drinks of all kinds, as well as vinegar and sometimes syrups.

Silver birch twigs can also be made into tea (after baking and grinding).

Birch sap also has medicinal benefits. It can be beneficial for the kidneys and bladder, and for rheumatism.

Ladies in Cambria also apparently use the sap as a cosmetic*.

The wood is used to make tool handles, furniture and sometimes toys. It is also used as a substitute for paper.

* It is said that the properties within the sap restore beauty and inner-strength, as well as diminishing scars and removing skin spots and freckles (which seems to be an obsession with Cambrian nobles these days).

Sandalwood

Sandalwood is a medium-sized tree, which grows in tropical regions and is known for its aromatic quality.



Uses: It is used in ritual and spiritual practices and can appease spirits which are conjured as part of some of these rituals (in game terms, this gives the caster a +2 bonus to control any spirits summoned).

The nuts are also chewed into a paste which can then be applied to protect and heal superficial skin wounds and soothe aching

joints (in game terms, it adds +2 to all natural healing rolls and damage recovery).

Burning of the wood also acts as a natural mosquito repellent (this can be used to keep giant varieties at bay also).

Finally, it can be used for wood carvings due to the softness of the wood.



Spruce

Spruces are large trees, often reaching 60 to 70 feet (about 18 to 21 metres) in height. They are mostly found in colder regions, but are hardy and can grow in many soil types.

Uses: Spruce is a soft wood which is used to build bowls, torches, food storage units, and musical instruments (especially pipes and other wind instruments).

Spruce torches are sought-after by adventurers as the wood produces a brighter light. It is also easier to light in wet conditions.

In game terms, the size of the illumination is 10-ft larger than a regular torch. It also lights much more quickly (one action instead of a full round) and can be lit in rainy conditions.

A Bit of This, A Dab of That

Simple Rules for Using Herbs



Firstly, the character needs to have access to the Herb Lore ability. Depending on the edition you are playing, this could be as simple as having a skill, or perhaps given as a new class or racial feature to Druids, Rangers, Elves and other nature-oriented types.

Herb Lore

This skill/trait allows the person to search, identify, preserve and store herbs and other plants, as well as prepare brews from them.

If used as an ability, use INT as the trait used for making necessary checks (see below).

If used as a skill, use INT + Skill Ranks Vs. a DC to determine success.

Searching for Herbs

The first thing that must be done is to search for the herbs. This is done in one of two ways: searching for any herbs in a location, or searching a location for a specific herb.

Searching an Area for Any Herbs: A check is made, and if successful the character will find herbs of various availability as shown on the *Herbs Found* table below.

To use the table roll a D6 and apply any modifiers from the *Availability Modifier* table.

Table: Herbs Found

| D6 | Rarity | Amount |
|----|-----------|--------|
| 1 | Common | D3 |
| 2 | Common | D4 |
| 3 | Common | D6 |
| 4 | Uncommon | D3 |
| 5 | Uncommon | D4 |
| 6 | Rare | D3 |
| 7 | Rare | D4 |
| 8+ | Very Rare | D2 |

Table: Availability Modifier

| Situation | Modifier |
|--------------------|----------|
| Spring | +3 |
| Summer | +2 |
| Autumn | +0 |
| Winter | -1 |
| Snowing | -2 |
| Heat wave | -1 |
| Mountains | -1 |
| Deserts | -2 |
| Woods/Forest | +1 |
| Familiar with Area | +1 |

Example

Our local druid, Kaob, who has the Herb Lore ability for being a druid wants to find some herbs in his wood.

It is springtime and he is searching an area he knows well: his woods. He gains a +3 modifier for spring, +1 for being in a wood, and a final +1 for being familiar with the area, for a total of +5. His player rolls a 4, for a total of 9.

On the table, we can see 8+ is all of the herbs listed. So, Kaob gets a total of D3 + D4 + D6 worth of common herbs, D3 +D4 of uncommon herbs, D3 + D4 of rare herbs, and D2 of very rare herbs.

The player rolls the dice, and gets a total of 5 common herbs, 7 uncommon, 4 rare, and just 1 very rare herb.

You can then roll on the types of herbs tables you have created (see Types of Herbs below).



Searching a Location for a Specific Herb:

The character is looking for a particular herb. This could be because it is needed for a brew they are trying to make, or they need it for another purpose.

Again, a check is made and modifiers applied.

Table: Specific Herb Availability Modifier

| Herb Availability | Modifier |
|-------------------|----------|
| Common | +1 |
| Uncommon | -1 |
| Rare | -2 |
| Very Rare | -3 |

The above table modifiers are applied in addition to the modifiers on the *Availability Modifier* table.

If the character rolls a 6 or better, they are successful and have found the herb they were after. Roll on the *Herb Amount* table to see how many of the herbs they have found.

Table: Herb Amount

| Herb Availability | Modifier |
|-------------------|----------|
| Common | D6 |
| Uncommon | D4 |
| Rare | D3 |
| Very Rare | D2 |

A failure indicates the character does not find any of the herbs they are seeking.

Time Taken

Looking for herbs in general or a specific herb takes a full day.

Types of Herbs

Listing all the herbs available is out of the scope of this book, but some online

resources and roleplaying books are available to help you create some lists of herbs.

Titan Herbal (for *Advanced Fighting Fantasy*) by Andrew Wright

Herbalist's Primer by Anna Urbanek from *Double Proficiency*. This is a rules-agnostic source book.

The Illustrated Guide to Herbs for RPGs by Shaun Hatley
<https://www.republicofnewhome.org/lair/games/herb5/herb5illo.html>

Identify Herbs

A character with the Herb Lore skill can also identify herbs they have randomly come across.

Make a check as normal. Success indicates the character has identified the herb correctly and knows what it can be used for. Failure means the character does not know what the herb is or is used for. A critical failure can indicate miss-identifying the herb (this is up to the GM).

Preserve and Store Herbs

Once the character has the herbs, they need to be able to pick it, store it, and preserve it so that the herb can still be effective hours, days, or even weeks or months later.

Drying some herbs is good, placing them in oils or other preserving fluid or salting some can work. Sometimes pickling is needed. Whatever the case, the character

must make another check to successfully pick and store the herbs in the short term (getting it back to their homebase) and in the long term (using in the weeks to come).

Just one check is needed for both.

If it succeeds, the character successfully picks and stores the herbs and they have the full effect.

If they fail the check, either they didn't pick or handle it correctly, or didn't store it (short or long term) well enough. The herbs found are no good and wasted.

Prepare Brews

This is where all the hard work pays off for the character. They can produce brews, which can be liquids, poultices, slaves, balms, or similar from the herbs they have found.

Making a brew takes one day and the character needs to make a herbal lore check at the end of the day.

A success means the brew has been successfully made (one dose). Failure means the herbs have been wasted and the brew has been fouled.

A critical success means the character has made more of the brew or a better version (up to the GM), and a critical failure means that twice the amount was wasted and unusable during the process.

Some equipment is necessary for creating brews, but it does not have to be as elaborate as an alchemist lab.

It would cost 10GP to buy the equipment necessary to make a brew. This would include a pestle and mortar, vials, oils, sickle and knife, and other incidentals.

Again, recipes for various brews are out of the scope of this issue (except for the examples below), but the resource listed above or a good internet search should give you some typical brews that can be made.

It is encouraged for the GM and player to work together to come up with some interesting ways this talent can be used.

Brew Examples

Below are a few examples of possible brews.

Healing Balm

Ingredients: A combination of essential oils (mostly for mixing and a pleasant and soothing odour), and a combination of marshmallow root and marigold.

Effect: When applied to a wound (a full-round action), it will heal D6 hit points and stop any infection from occurring.

Sleeping Decoction

Ingredients: Mix valerian root, chamomile, and darkroot together is a solution of oils.

Effect: Anyone drinking this decoction will sleep (unable to be woken except by magic) for D4+2 hours.

Lifesblood

Ingredients: Mix a concoction of salt, pepper, along with the gum of anise, together with resins from fir and pine.

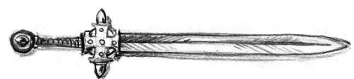


Effect: If applied to a body within D4 hours of death, it will preserve the body for D4 days. This could allow resurrection days after the person dies.

Soulgreen Mixture

Ingredients: The pods from a soulberry bush are mixed with various edible herbs (the types vary on climate and recipe).

Effect: This paste, when consumed, will count as enough nourishment for one day. In addition, it will cure any indigestion or ingested poison.



You're Going In There?

Plant Monsters



Plant-based monsters are everywhere, but they are either not well known or not used often. Listed below are all the published plant creatures from AD&D, 2nd ed, and 3e.

Hopefully, this will give you a great many plant monsters to use against your PCs.

AD&D

Monster Manual

Gas Spore
Green Slime
Mold, Brown
Mold, Yellow
Shambling Mound
Shrieker
Strangle Weed
Treatant

Monster Manual II

Ascomoid
Barkburr
Basidirond

Bloodthorn
Choke Creeper
Forester's Bane (Snapper Saw)
Hangman Tree
Kampful
Mandragera
Mantrap
Mold, Russet
Myconid
Oblivian (Memory Moss)
Phycomid
Quickwood (Spy Tree)
Retch Plant
Slime Creature
Slime, Olive
Sundew, Giant
Tri-Flower Frond
Twilight Bloom
Vegepygmy
Willow, Black
Wolf-in-Sheep's Clothing
Zygom

Fiend Folio

Kelpie
Needleman
Whipweed (maybe plant, maybe not)
Witherweed
Yellow Musk Creeper
Yellow Musk Zombie

AD&D 2nd Edition

Monstrous Manual

Fungi
Violet Fungus
Shrieker
Phycomid
Ascomoid
Gas Spore

Molds

Brown
Russett
Yellow

Mold Man (Vegepygmy)
Myconid (Fungus Man)

Slimes

Olive
Olive Slime Creature
Green

Plants, Dangerous

Choke Creeper
Mantrap
Retch Plant
Snapper-Saw
Thorn-Slinger
Tri-Flower Frond
Yellow Musk Creeper
Yellow Musk Zombie

Plants, Intelligent

Hangman Tree
Kelpie
Oblivix
Quickwood
Shambling Mound
Strangleweed
Sundew, Giant
Thorny
Treant

D&D 3e

Monster Manual

Assassin Vine

Fungi

Shrieker

Violet Fungus

Phantom Fungus
Shambling Mound
Tendriculos
Treant

Monster Manual II

Greenwise
Myconids
Needlefolk
Orcwort
Red Sundew
Twig Blight

Monster Manual III

Battlebriar
Dread
Blossom Swarm
Boar Topiary Guardian
Lion Topiary Guardian
Night Twist
Plague Brush
Triceratops Topiary Guardian
Wood Woad

Monster Manual IV

Briarvex
Oaken Defender
Wizened Elder

Monster Manual V

Burrow Root
Demonthorn Mandrake
Fetid Fungus
Verdant Reaver
Vinespawn



From Whence They Came

Random Encounter Tables

Forests and jungles are teeming with danger. Use these tables as the PCs make their way through the woody environment.

Table: Temperate Forest Encounters

| D12+D8 | Encounter |
|--------|--------------------------------------|
| 2 | Vargouille |
| 3 | Green Hag |
| 4 | Treant |
| 5 | Phase Spider |
| 6 | Blink Dog |
| 7 | Gnoll |
| 8 | Forest Carrion Crawler* |
| 9 | Forest Animal: Stag, Skunk, Squirrel |
| 10 | Bear, Black or Brown |
| 11 | Giant Boring Beetle |
| 12 | Giant Centipede |
| 13 | Giant Toad |
| 14 | Bird: Falcon, Owl, Raven |
| 15 | Giant Constrictor Snake |
| 16 | Elf |
| 17 | Harpy |
| 18 | Dire Wolf |
| 19 | Blood Hawk |
| 20 | Green Dragon |

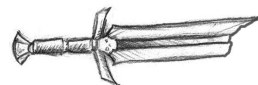
* See new monsters in this issue.

Table: Tropical Jungle Encounters

| D12+D8 | Encounter |
|--------|------------------|
| 2 | Mongrelmen |
| 3 | Gorgon |
| 4 | Ghoul |
| 5 | Kech |
| 6 | Giant Ants |
| 7 | Wyvern |
| 8 | Giant Rat |
| 9 | Orc |
| 10 | Giant Spider |
| 11 | Wild Boar |
| 12 | Elephant |
| 13 | Herd Animal |
| 14 | Wild Cat: Jaguar |
| 15 | Giant Sundew |
| 16 | Giant Tick |
| 17 | Volt |
| 18 | Worg |
| 19 | Bloodthorn |
| 20 | Mist Dragon |

Numbers Encountered

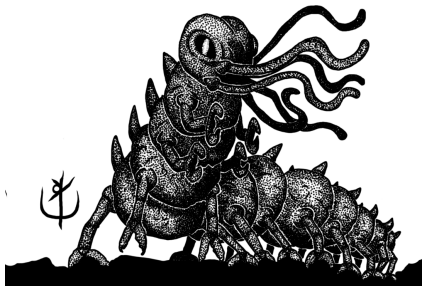
Use the monster's stat block for numbers encountered or simply use an exploding D6 (roll a nat 6, roll again and add to the result).



Monstrous Flora & Fauna

New Monsters

Some new monsters for the forests and jungles in your campaign world.



Forest Crawler

Crawlers are not only found in dungeons, but also throughout forests and woodland.

The forest variety is green in colour, helping it blend into its environment.

Forest Crawlers attack prey with their tentacles and, after they cannot move, finish them with their razor-sharp teeth.

Table: Forest Crawler Encounters

| D6 | Number Encountered |
|-----|-----------------------|
| 1-3 | <i>Solitary</i> |
| 4-5 | <i>Cluster (D4+1)</i> |
| 6 | <i>Nest (2D6+4)</i> |

Forest Crawler

Large Aberration

Climate/Terrain: Temperate or tropical forests

Frequency: Uncommon

Organisation: Singular, Cluster, or Nest

Activity Cycle: Any

Diet: Carnivore

Alignment: Neutral

Advancement: By size (increase HD)

Languages: None

—

Armour Class: 16 (-1 Size, +6 Natural armour, +1 Dex)

Hit Dice (HP): 3D8 (19)

Move: 30-ft (12"); Climb 30-ft (12")

Abilities: S 14 C 15 D 12 I 1 W 15 Ch 6

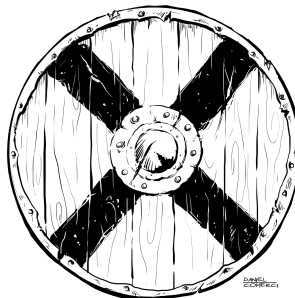
Attacks: 1 x Bite, 8 x Tentacles

Damage: DD4+2 (Bite), 0 + Paralysis (Tentacles)

Morale: Average

Special Abilities:

Paralysis: Each tentacle attack can deliver paralysis to a target if the attack is successful and they make an easy CON save (or save Vs Paralysis).



Mawfrond



This undead plant (see article *Zombie Trees & Ghoulish Vines* in this issue) looks like a decaying, dying plant. It gives off a sickly sweet odour of rotting fruit to attract its victims.

Once within range of its fronds, it lashes out with surprising speed and grabs its prey with unexpected strength, pulling them towards its open maw, where necrotic sap paralyses and then consumes the victim.

Mawfrond

Large Undead (Plant)

Climate/Terrain: Temperate or tropical forests

Frequency: Rare

Organisation: Singular or Stand

Activity Cycle: Any

Diet: Carnivore

Alignment: Chaotic

Advancement: By size (increase HD)

Languages: None

—

Armour Class: 15 (Natural armour)

Hit Dice (HP): 4 (38)

Move: 0 (cannot move)

Abilities: S 18 C - D 12 I 1 W 8 Ch 8

Attacks: 1 x Bite, D4 Fronds

Damage: D8+4 (Bite), D3 (Fronds)

Morale: High

Special Abilities:

Grapple: Any successful attack by a frond automatically grapples a target, which will need to spend an action to escape by making an opposed STR test.

Maw: The maw of the creature is specially designed to easily push up to medium-sized victims into it, and difficult for the victim to get out again. It takes D4 rounds for the fronds to bring the victim to the maw, when one more opposed STR test is made to place the victim into the maw, where the necrotic sap takes effect.

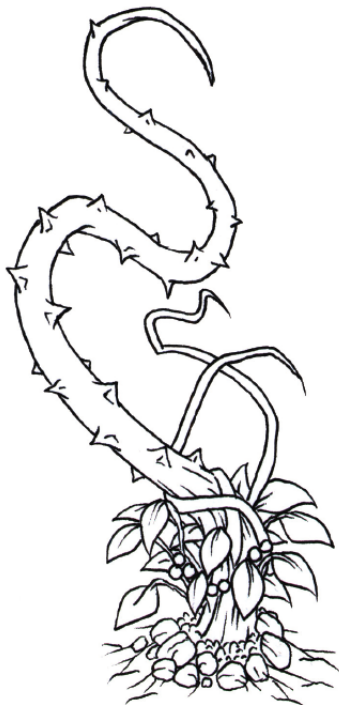
Necrotic Sap: Once inside the maw, sap will paralyse the victim (no save) and then start digesting it over the next D6 turns (10 minutes). The victim takes D10 damage each round while inside the maw.

Undead Immunities: The mawfrond is immune to any mind-based spells and is not affected by critical hits.

Table: Mawfrond Encounters

| D6 | Number Encountered |
|-----|---------------------|
| 1-4 | <i>Solitary</i> |
| 5-6 | <i>Stand (D4+1)</i> |

Tangleloom



Tanglelooms are an aggressive vine that uses its darkness powers to kill off other vegetation so it has more room to grow. There have been reports of whole creeks being clogged full of just these vines.

When it needs to feed, it tends to use its darkness ability and then entangle its prey.

The bud of a Tangleloom is said to be worth a lot of money to alchemists and mages alike. It is used in potions, scrolls, and other magic items that involve darkness.

Tangleloom

Large Plant

Climate/Terrain: Temperate or tropical forests and river systems

Frequency: Rare

Organisation: Singular, group (D3+1), or bunch (2D4+3)

Activity Cycle: Day

Diet: Carnivore

Alignment: Neutral

Advancement: By size (increase HD)

Languages: None

—

Armour Class: 13 (Natural armour)

Hit Dice (HP): 5 (26)

Move: 0 (cannot move)

Abilities: S 16 C 10 D 14 I 1 W 4 Ch 6

Attacks: 2 x Vines

Damage: DD4+1 (Thorny Vines)

Morale: Very High

Special Abilities:

Entangle: If both vine attacks hit, they entangle the target, which requires an opposed STR check to break free from. Over time, the thorns continue to inflict damage to the target until it is dead, when the plant starts to consume it.

Darkness: The vines grow from a central hub, which looks like a dark purple bud surrounded by spiky leaves. This bud can produce darkness in a 15-ft radius for as long as it decides to or until it is killed.

Reach: The vines of this plant can reach targets up to to 15-ft away.

Zombie Trees & Ghoulish Vines

Undead Plants



Undead are awakened via negative energy. This can be imbued into them by necromantic magic, or it can come directly from the Negative Energy Plane.

So, there is no reason that flora cannot experience the same negative energies and become a form of undead vegetation.

This could happen when a fallen druid/necromancer uses the plants around them for foul purposes, or perhaps a portal to the Negative Energy Plane is opened, corrupting vegetation in the vicinity.

Creating Undead Plants

There are two ways to use undead plants to create whatever you need.

The first is to apply an undead template to an existing plant creature from the monster manual (see article *You're Going In There?* in this issue).

For example, you could have a zombified shambling mould, a vampiric twig blight,

or a ghostly shrieker that moans instead of shrieks.

The second is to create new monsters which are undead and were once plants.

See article *Monstrous Flora & Fauna* in this issue for a few new undead plants.

Rules

Undead plants are classified as undead for rules purposes, and as such, can be turned just as regular undead are. However, druid powers fail to work on them as they are now more undead beings than vegetation.

Being undead also makes them immune from critical hits, backstabs or sneak attacks, and any mind-affecting magic.

Templates

Below are templates you can add to any plant monster to make them undead.

Ghostly

Hit Dice: Increase to D12 (from D8)

AC: Same as plant but for ethereal attacks only

Speed: Fly speed of 30-ft

Attack: Same as plant but only against ethereal creatures

Special Traits:

Manifestation: ghostly plants can manifest as a physical form (they are usually ethereal). When in a physical form they can attack with the plant's normal physical attacks, but they can also be hit with

physical weapons from opponents. While manifested, the ghostly plants can still attack ethereal creatures.

Withering Attack: When ethereal, the ghostly plant can attack either ethereal or physical beings based on the plant's original attacks. This attack causes D4 CON damage (which heals 1 point per day).

Vampiric

Vampiric plants feed on blood from victims to sustain themselves. They also have a number of weaknesses as well as traits. This template may be applied to any plant creature.

Hit Dice: Increase to D12 (from D8)

AC: +4 to natural armour

Speed: +10ft (if original plant could move)

Attack: Slam attack

Damage: Size - small D4, medium D6, large D8, huge 2D6

Abilities: Strength: +4, Dexterity +2, Cha +4

Special Traits:

Mesmerise: The strange subtle movement of the plant can captivate all sentient beings within 30-ft. All in that range must make a moderate WIS save (or save Vs. spell) or stand transfixed for as long as the plant keeps it up.

Energy Drain: living creatures struck by the vampiric plant's slam attack suffer -1 level.

Blood Drain: Upon a successful grapple attack, the vampiric plant may suck blood from a victim, causing D4 points of *permanent* Constitution drain each round.

Create Vampire Spawn: a humanoid or monstrous humanoid slain by a vampiric plant becomes a vampire spawn D4 days after burial.

Damage Resistance: Can only be hurt by magical attacks.

Turn Resistance: vampiric plants gain a +4 bonus to resist turning attempts.

Fast Healing: vampires regain 5 HP per round.

Zombified

Zombified plants are mindless, and attack any living being that comes within range.

Hit Dice: Increase to D12 (from D8)

AC: +2 to natural armour

Speed: -10ft (if original plant could move)

Attack: As original plant

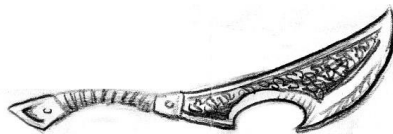
Damage: As original plant

Abilities: Strength: +4, Cha 1

Special Traits:

Damage Resistance: Zombie plants take half damage versus slashing weapons.

Undead Traits: Not affected by mind-influencing magic.



Bloodwood Forest

New Adventure Location

This is a forest you can easily drop into your own campaign.

The Place

Bloodwood Forest sits on the western edge of the Freelands, close to Silver Coast. It is an ancient forest, being part of the Great Green (a forest that once covered most of the Freelands in the distant past).

Its trees are mostly tall and thick, with towering oaks, beeches, and elms dominating the canopy. The underbrush is thick and tangled, making travel through the forest difficult and treacherous.

Among the trees, there are many creatures that make their homes in the Bloodwood. Wolves and bears are common, as are wild boars and deer. However, one must be cautious, as the forest breeds a stronger and more vicious stock of animals (in game terms, have them have maximum hit points or use dire variety - you can find the dire template in *Issue 10* of **d12 Monthly**).

There are also more sinister creatures lurking in the shadows. The Bloodwood is rumoured to be home to a variety of monsters. Here are a few examples:

A Forest Hag: This twisted crone is said to be a witch who was driven from human settlements and has taken up residence in the Bloodwood. She is rumoured to be able to shape-shift into different forms, but her

true appearance is said to be a twisted, hunchbacked crone with razor-sharp teeth and a penchant for luring unwary travellers into her clutches.

The Shadow Stalker: A mysterious creature that moves silently through the forest, stalking its prey before striking with lightning-fast speed. Its form is said to be ever-shifting, making it difficult to pin down its exact appearance, but those who have encountered it claimed it was a dark, shadowy figure with glowing eyes.

In game terms, this is a 9HD Shadow.

The Ironclad Boar: This monstrous boar is covered in thick, armour-like plates that make it nearly impervious to attack. It has razor-sharp tusks and is known to be fiercely territorial, attacking anyone who dares to encroach on its territory.

In game terms, this is a large Dire Boar with 12HD and an AC of 20.

The Ghoul Pack: A pack of undead creatures that roam the forest at night, feeding on the flesh of the living. They are said to be invulnerable to conventional weapons and can only be killed by magic or by destroying their undead hearts.

In game terms, these are a pack of 12 Ghouls of varying appearance who have 3HD with maximum hit points.

Beauty

The Bloodwood is known to be a place of great natural beauty, despite its dangers.

Despite the many perils that lay within its depths, the forest is also home to a variety of rare and valuable herbs and resources that draw many brave (or foolhardy) souls to explore its depths.

Many druids and alchemists plunge into the foreboding forest for a number of natural ingredients.

Apart from the usual nightshade and mandrake (which grows quite well with the forest's depths), there are the following sought after ingredients:

Silverleaf: A plant with silver-coloured leaves that only grows in the moonlit clearings of the Bloodwood. Silverleaf has powerful healing properties and is used to treat wounds and illnesses of the very rich who can afford it.

In game terms, a brew made from silverleaf will completely heal a wound, negating all damage taken from it (if made into a poultice)*, or restores 4D6 hit points (if made into a potion).

* It is said Halfdan, the Northern King of the Mountains, who was struck down by goblin assassins, was brought back to life by an application of Silverleaf by the druid Arne (who subsequently transformed into a giant eagle and killed the assassins as they tried to sneak back from whence they came).

Oak Bark: The bark of the oak tree is highly prized for its medicinal properties, as it has powerful antiseptic and anti-inflammatory effects. It is often used to treat wounds on the fields of battle.

In game terms, a poultice made from oak bark will heal D6 hit points upon application, plus nullify any poison or infection present.

Willow Bark: The bark of the willow tree has powerful pain-relieving properties, and is often used as a natural remedy for headaches and other aches and pains.

In game terms, a willow bark poultice or tea will stop any effects from an injury (see *Issue 2 of d12 Monthly*) or fatigue for D6 hours.

The Bloodbract

The rarest herb within the forest is the Bloodbract.

The leaves of the Bloodbract are blood red, with a distinctive golden-yellow splash of colour.

This elusive herb only grows in the deepest, most inaccessible parts of the forest. It is prized for its powerful healing properties.

It is believed the Bloodbract could cure even the most deadly of illnesses and injuries, and that its juice has the power to rejuvenate the body and extend life.

However, the herb is extremely difficult to find and even more difficult to harvest, as it grows slowly and rarely, and is often guarded by nearby monsters.

As a result, the Bloodbract is highly coveted by healers, alchemists, and adventurers, who are willing to risk their lives to obtain it.

The History

The Bloodwood was once a peaceful forest which the elves tended to for a millennia or more, but these elves were corrupted by a Hag who took up residence within the southern edge of Bloodwood.

Through foul magic, she turned them into vampires, who went on to call forth a master vampire, who built an army that was unleashed onto an unsuspecting land.

The undead were eventually turned back, and the final battle took place on the plains to the east of the forest, which are now called the Plains of the Dead, and are a haunted land full of wandering undead, both physical and ethereal.

The vampires, although defeated, withdrew back into the very heart of the forest and still lay there today, infecting the entire place.

Other monsters were drawn to the forest, or were corrupted within its borders, and so the whole of Bloodwood is now a dangerous and foreboding place.

Despite this, a road runs along the western edge of it, this being the quickest way to travel, and so brave messengers and foolhardy (albeit, well protected) merchants make the journey along the forest's border.

The Adventures

There are many quests that could take place in a deep dark forest like Bloodwood, each

with their own challenges and objectives. Here are a few examples:

Find the Bloodbract

The most obvious quest would be to find and retrieve the rare and valuable Bloodbract herb from the forest. The adventurers would need to navigate the forest, face and defeat dangerous monsters, and find the herb to complete the quest.

Rescue a Kidnapped Villager

A villager has been kidnapped by bandits (or worse) and taken deep into Bloodwood forest. The adventurers must track down the bandits and rescue the villager, while trying to navigate the dense forest and avoiding any traps and ambushes set up by the bandits, as well as any other denizen of the forest.

Locate a Lost Artefact

An ancient artefact has been lost somewhere within Bloodwood forest, and the adventurers have been hired to retrieve it. They must explore the forest and locate the artefact, facing the challenges the forest throws at them, such as navigating treacherous terrain and fending off dangerous creatures.

Protect a Caravan

A group of merchants are travelling along the road that passes by Bloodwood forest and need protection from any bandits and monsters. The adventurers must escort the caravan along the road, perhaps facing the horrors of the forest.



Want More?

Looking for more adventure? Back issues are available to download on [my website](#).

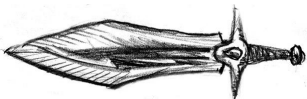
I am also expanding this zine via new articles on the website. This will include web enhancements, regular features, and much more to come.

Web Enhancements are articles that for whatever reason didn't make it into the zine. Usually 2-3 are posted on the website for each issue, published throughout the month for that issue.

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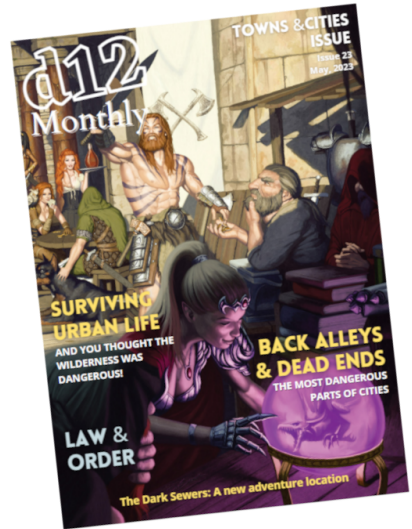


Scan the QR code above to be taken to my **website** where you can find even more content including blog posts, downloads, and more!



Next Month

For May, we head in from the wilderness and kickback and relax in the Towns & Cities issue.



Can you survive the deadly back alleys, shrewd traders, and stay out of trouble with the law? Time will tell.

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Forests & Jungles

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