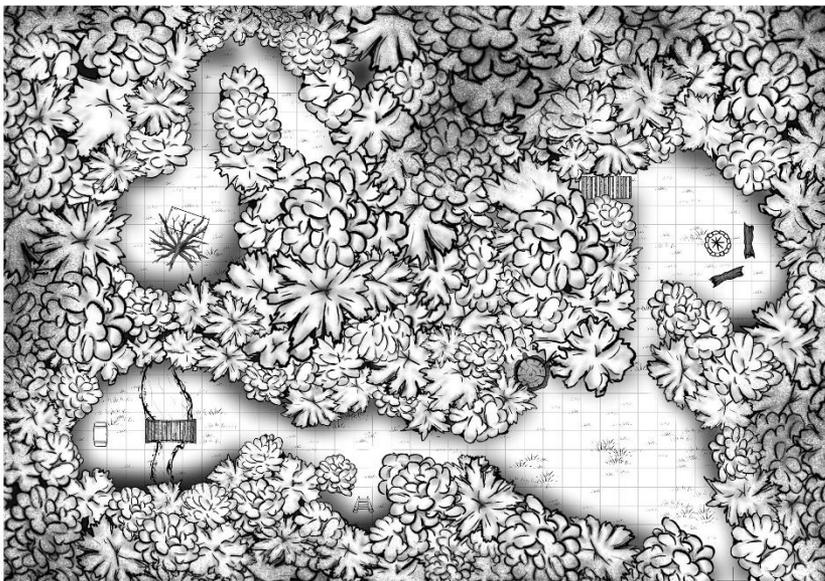


# The Flying Forest

By: Lost.Edamame

You have heard tales of a sickened forest. The Fey who once called it home were forced to leave when humans came to steal the magical herbal resources abundant in the forest. The forest itself retaliated and became hostile. The humans have left, giving up on their treasure, but the Fey are still unable to return home. The forest is too scarred from the selfishness of those who have used and abused it. Can you find a way to restore its balance?

The very air in the forest has become infused with the magic of the Glimmerwood Node, causing disorienting visions, illusions, and hallucinations. Roll a d6 for a random party member upon entry to the forest and each round thereafter:



1 - Gain Clarity about a puzzle or part of the forest.

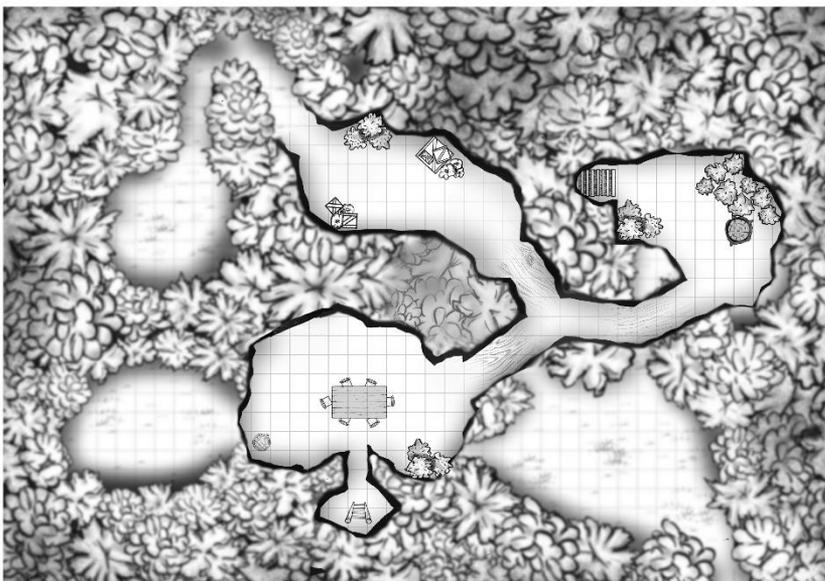
2 - Forget why you're here.

3 - A sudden vision of the Glimmerwood Node - learning its direction or a piece of lore about it.

4 - Heal 1d6 but lose a random tool or item you have with you. Be preoccupied with that for the round.

5 - Learn a secret about a companion.

6 - You are overwhelmed with emotions for the round.



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Whispering Wind: You enter the forest into a clearing. The trees are monstrous and there is the feeling this whole place is alive and breathing. A soft wind begins to swirl around you as a voice greets you, words weaving in and out of focus with a series of riddles.

*"The more of me you take, the more you leave behind. What am I?" (Answer: Footsteps)*

*"I fall but never rise, rest but never sleep, and dance, but never sing. What am I?" (Answer: A Leaf)*

*"I can be broken without being touched, and I can be kept without being held. What am I?" (Answer: A promise)*

Failure to answer results in a fog rolling in, difficult terrain and 5ft visibility for 1 round.

## Ladder Leading to Upper Forest

Chest of Desire: You enter a clearing with a bridge over a sparking violet river. At the far end is a chest covered in vines. If touched, these vines are **Rootweavers** and attack. The chest provides each party member with an item they desire in the moment (worth up to 200c).

Lost Pilgrims: You come across a lit campfire, and a group of spectral beings sitting around it. There are some crates and bags nearby filled with wine and ruined rations. There is 400c throughout the crates and bags.

Roll to determine the affect of the **Lost Pilgrims:**

1: Attack immediately	4: Offer beneficial wine (+1 Wis for 1 hr)
2: Ignore, then follow and ambush	5: Tell about lore of the Glimmerwood Node.
3: Offer poisoned wine (-1 STR for 1 hr)	6: Tell the party to breathe in campfire smoke (+1d6 hp).

## Stairs to Upper Level

Faint Memories: As soon as you reach the clearing, you are overwhelmed with memories of loved ones and better times. **Luminal Wisps.**

The Mosschild: A childlike figure with mossy hair and glowing eyes greets you upon entry into the abandoned dining area saying, "The forest will never show you the way unless you do what I want." And demands a game of hide and seek.

The Mosschild (+3 Wis) is the seeker - contested Wis vs Dex rolls between seeker and hider will determine if a party member is found. Roll for each party member to determine if the helps or hinders you:

1: Roots shift to help you hide. (+2 Dex)	4: Faint laughing echoes, confusing the seeker (+2 Dex).
2: Rustling leaves mislead the seeker. (+2 Wis)	5: A glowing wisp appears and reveals your hiding spot.
3: A tree branch falls, revealing your hiding spot.	6: Branches alert the seeker you're nearby (+2 Wis).

The child will demand 3 rounds of hide and seek, if you oblige, win or lose, they reveal the passage to you. If you are rude or violent towards the child, it's **Moss Elder** will appear and attack you.

Hidden Passageway: Can be revealed either with the help of the Mosschild, or with 2 rounds of searching time.

The Last Stand: When you enter this area, **Mistbound Hunters** greet you and tell you "Your greedy hearts may go no further to defile the Glimmerwood." They will not listen to any reasoning you have to pass by them - they may be convinced if you swear to leave behind all your treasure before leaving the forest.

Glimmerwood Node: A set of spectral scales sit on an altar beneath a barren tree. A voice echoes "Balance the scales with that which you hold dear or leave with nothing."

The party must place items on the scale to equal 20 points. A ration might be worth 1 point, a personal, or valuable item might be worth 5. If they refuse, they are teleported out of the forest with their items all gone. If they succeed, the tree blooms and the forest is healed.

# The Flying Forest

**Rootweavers:** Tangled masses of roots that slither like snakes, weaving themselves into nets or lattices.

AC: 13, HP 12, Lvl: 3, Move: 20', NA 1d4,  
Attack: Bludgeon 1d6 or Constrict (STR to escape). If not burned, gain 1 HP back per round.

**Lost Pilgrims:** Spectral past adventurers.

AC: 14, HP 12, Lvl: 3, Move: 40', NA 1d6,  
Attack: Shortsword (1d6) or Bow (1d4).

**Luminal Wisps:** Wisps of glowing mist with shifting, humanoid faces flickering within. They feed on emotions, drawn into emotional scenes and events.

AC: 12, HP: 8, Lvl: 2, Move: (fly 40'),  
NA2d6, Attack: Psychic Pulse (1d6 + wis check to resist confusion, -5 to checks for 1 round).

**Moss Elder:** A large, moss-haired being with glowing eyes.

AC: 15, HP: 24, Lvl: 6, Move: 40', NA: 1,  
Attack: Lashing Vines x2 (1d8) or Crushing Embrace (1d6) and grappled until STR check to escape.

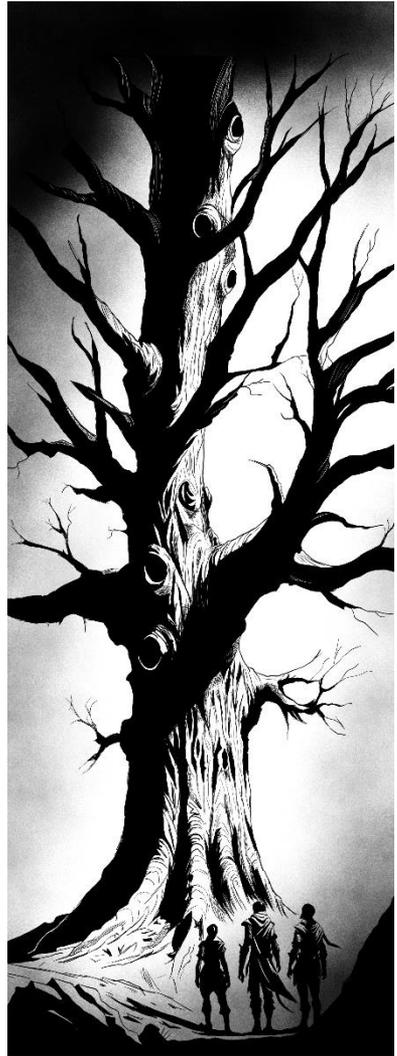
Regenerates 1d4 HP at the start of each round.

**Mistbound Hunters:** Humanoid figures wrapped in a dense mist, their features obscured. They wield weapons made of solidified fog.

AC: 16, HP: 20, Lvl: 5, Move: 40', NA 1d4,  
Attack: Fogblade x2 (1d6) or Mistbolt x2 (ranged 1d4).

Once per combat may teleport 30' without an action.

All strikes have 1d4 chance of passing through the fog harmlessly.



Art and Dungeon: Lost.Edamame