

Living Forest discovered:

If a person is good, he or she has no reason to fear entering its confines, for nothing good is harmed or made afraid in this blessed woodland (only apathetic and friendly encounter checks will be rolled for).

On the other hand, if a person is evil, he or she must make an avoidance-roll vs. "Mental Attack", or be detected as evil, and devoured into the living forest floor. The forest will wait for a time before attacking an evil person within its boundaries (in order to ensure it cannot escape). It will then capture and hold its victim, not harming that person if he or she does not struggle. When the forest snares its prey, the roots of all the trees, plants, etc. entwine its physical body into a overpowering web, ensnaring and holding its quarry fast. Then, after a time, a master Druid will come and question him or her before deciding what is to be done. Remember, Druid's are fair, keeping an open mind always. They do not kill for pleasure.