



Kurishan's Garden

by Ken Carpenter

As you take a well-deserved break in a city that seems friendly enough, you quickly notice an unusual amount of activity around the marketplace, as well as the unreasonable cost for meals at every inn. You soon discover that many food items have become scarce in the city, causing prices for those goods to soar and creating a mild panic among the population.

Having heard of your party of bold adventurers, Marrick, a leader among the local merchants, approaches you on behalf of his fellows.

"Over the past few years," Marrick explains, "our fair city has become dependant upon a village named Darbin, about five day's travel to the west. The village's farms yield a great harvest each year, and they have become a major supplier of our city's fruits and vegetables."

"The problem is this: No deliveries have been made by the farmers of Darbin in over two months. Twice messengers have been sent to Darbin, but neither has returned. Their seasonal harvest should be complete by now, and yet not one wagon has appeared. If they don't send their goods soon, we will have to cast our nets farther abroad and pay even higher sums to meet the demands of our citizens."

"We ask that you go to Darbin and speak with Brock Gnath, the head of the village's farmers, and find out what needs to be done to rectify this situation. A few of us have collected what we hope is a reasonable sum in payment for your services.

"Please accept our offer. We need your help."

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Requires the use of the Dungeons & Dragons® Player's Handbook, Third Edition, published by Wizards of the Coast®

Kurishan's Garden is a d20 System adventure booster designed for 4-6 characters levels 5-6. It can be played as a stand-alone adventure or dropped into any ongoing campaign setting.



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How to Use This Product

This adventure is designed to be easily dropped into your existing 3rd edition D&D campaign. It can be run in a single session, and makes for an excellent evening's gaming. To prepare yourself to run it, you should read it completely at least once to familiarize yourself with the material, and you may wish to photocopy the map in the center of the book for ease of use as well. The text on the back of the book can be read to your players in order to introduce them to the adventure. After that, you're ready to begin. Good luck!

Dungeons and Dragons®

This module requires the use of the Dungeons and Dragons® Player's Handbook, Third Edition, published by Wizards of the Coast.® You won't be able to run this adventure without it.



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DM Background

Kurishan's Garden is an adventure for four to six characters of levels 5-6.

The village of Darbin rests in the center of a verdant, idyllic valley near a peaceful river. The soil of the valley is rich and encourages the growth of all manner of lush vegetation. A community consisting mainly of farms, Darbin has flourished – until now.

A few years ago, an old man by the name of Kurishan moved into a large house at the southern end of the village. He kept to himself, refusing to associate with the other villagers, though many tried to befriend him. Still, the villagers accepted his presence, assuming him to be a quiet man with peaceful pursuits.

Shortly after arriving at the village, Kurishan planted a large garden of beautiful – though somewhat strange – flowers and vines. Despite his advanced years, he spent a good portion of each day tending to the thick garden behind his home.

What the villagers didn't know was that Kurishan was a powerful wizard. His advancing age and ongoing experiments had warped his sensibilities beyond reason. His madness turned his formidable intellect toward giving himself another life. Because he was not familiar enough with necromancy to attempt becoming a lich, he turned to plants and nature, his wizardly specialty.

Kurishan's studies led him to believe that, through a series of powerful and complex spells, he could reincarnate himself as a plant. The process involved a rare gem in which he planned to place his soul, by means of a *magic jar* spell, upon his death. When his spirit entered the gem, a number of *contingency* spells would immediately be activated to finalize the process.

Kurishan obtained the gem, prepared the spells, and waited for his impending death.

The day finally came. The old wizard died, and as planned, his spirit entered the gem he had prepared, triggering a dozen or more *contingency* spells. Unfortunately, as is the case with most mad wizards, his calculations were off by a bit. Instead of being reborn as a beautiful eternal lily – a rootless plant and one of his favorite species – he regained consciousness trapped within a mass of mold, decomposing vegetation, and other debris. He had become a shambling mound.

To further infuriate the insane wizard, he discovered that he could no longer cast spells. It didn't take long, however, for the reborn Kurishan to discover that he was able to control the



plants in his garden, in their growth and in their behavior – even cause them to mutate into new forms.

Within a few weeks, during which the death of Kurishan’s human body remained undiscovered by the local villagers, the wizard created a new kind of horror he called “the brainvine.” Then, in the dead of night, he unleashed his new creation on the village, taking control of every man, woman, and child therein.

Welcome to Darbin

As you top the low hills at the northeast edge of the valley home of Darbin, you notice the beauty of the valley and the lush, green foliage. Journeying deeper into the valley, you see fields and orchards of vegetables and fruits, all of which seem very ripe. If they are not harvested soon, the crops will be worthless.

Finally you reach a small rise and look down upon the village. What should appear as a rustic, even quaint little farming village instead gives you a sense of foreboding. The streets are overgrown with grass and shrubs, and many of the buildings, though in good condition, are surrounded with brush and overgrown with vines, as if having been abandoned for years.

In the distance, at the southern end of town, you can see a large and beautiful garden.

If you’d like to increase the tension, one of the adventurers may spot a villager moving from one building to another – probably into the Green River Inn (#6). Have them each make a Spot check, with the highest roller getting a quick glimpse, just enough to make the heroes wary. As the group continues down the slight slope into the town, any movement within the village ceases.

Notes on the Villagers

The villagers are awake and alert, but for the most part they do not control their bodies. They can speak, however, so whenever they see strangers they scream or moan things such as: “Please, help me!” “Beware the plant creature. Run while you can!” “Don’t let me live like this!” and so on. They even say such things when fighting. The younger villagers (children) merely cry and scream.

The heroes aren’t assaulted by brainvines until they are deep within the village. After the heroes have either been in the Green River Inn or gone past it, one to three brainvines attack. Once the heroes beat back the brainvines, roll 1d20 every 10 minutes of game time. On a 17 or higher, the heroes are attacked by 1-4 more vines.

The Villagers’ Tale

If the party is able to free any of the villagers from the control of the brainvines, they each tell variations of the following tale. They have a hard time getting through it without breaking out with an occasional sob or grimace of disgust.



“Several months ago, I awoke in the middle of the night, to a sharp pain, but I couldn’t move! I heard shouting outside and could see the flicker of firelight through the window. It was Harned’s house. I could hear his family screaming, but I couldn’t get up.

“Over the next couple of minutes, my whole body became numb. I couldn’t feel a thing! Then I just jerked upright in bed and got up. I saw my family nearby and they were walking like puppets too, with a trailing vine attached to each of their backs.

“We walked to the garden, where this great heap of rotting plants was moving around. It was alive! It looked us over without saying a word, then we walked back out to the village. We just wandered around every day and fell down wherever we happened to be at night.

“We dragged most of our livestock to the garden, where the creature ate them. A few strangers showed up in the village over the weeks, and we captured them for the creature in the garden. It ate them too!”

Village Locations

1. Small Rock Hut (Storage Shed)

After opening the heavy, wooden door, you see a single, small room, about 10 feet by 10 feet, filled with farming equipment: plows, scythes, sickles, bags of seed, shovels, picks, etc.

If a character brings a scythe or sickle into the village, the first few attacks of the villagers and brainvines are directed at her. Thereafter, the vines ignore or avoid that character, having learned to be wary of the implements the hero carries.

2. Log House

This medium-sized house has a small, covered porch. A few flowers are planted in front, but thick growth at the base of the flowers seems to be choking them out. The door is ajar and opens easily at your touch.

The house appears lived in, but no one is currently in the two-room home at the moment. Its furniture and decorations are modest.

If the characters search for anything of interest (DC 10), they find only a small pouch of coins containing 15 gp and 34 sp.

3. Small Wooden Shack

This hut is heavily overgrown and in a horrible state of disrepair. As you cautiously approach, you detect the odor of decaying flesh...



You have to push away vines and shrubs to reach the door, which resists your attempts to open it. Only by forcing the door, which tears it off its hinges, does the thing budge.

Immediately after breaking down the door, your nostrils are assaulted by an overwhelming stench of decay and the unnerving buzz of insects.

In the center of the single, cubical room lays a dead man, a dagger clenched tightly in his right hand. He's been dead for some time. Flies swarm about the room, concentrating on the corpse.

Some of the man's bones are exposed. In other places, his skin seems to crawl with the maggots and insects living within his carcass.

The inside of the hut is a shambles. The sparse furnishings – a rickety bed, a small table, and a three-legged stool – have been tossed about. In the corner, a fire in the small fireplace has long since burned to nothing, and a toppled pot lies in a long-dried puddle of porridge that even the insects haven't bothered. In another corner is a pile of broken bottles from which the scent of strong liquor can be detected, even over the stench in the hut.

Further investigation of the corpse requires a Will save (DC 12) to withstand the urge to get out of the hut. Upon closer examination, the cause of death seems to be strangulation, but the odd thing is that the same sort of rope or cord used to strangle him has left deeply gouged marks not only around his neck, but also his arms and legs.

There are no other items of interest in the hut.

4. Stone-Faced Farmhouse

Mostly wood, this farmhouse has a stone front. Atop the roof sits a weathervane in the shape of a rooster. There is a slightly overgrown gravel path that leads from the road to the house's front porch. The door has a nice lock on it, but the lock is not engaged.

The door opens with little resistance, and it is immediately apparent that the owners of the house are fairly affluent for this small farming community. The furniture and decorations are of fine quality, and some appear moderately valuable. There are also some books on a small shelf above the hearth, an indication that an educated person lives here.

The furnishings are worth a total of 150 gp, but they would have to be hauled away in a wagon and sold back in the city. The books are diverse, but not important to the adventure.

A search of the house (DC 20) reveals a small, hidden niche under a brick in the fireplace. Within the niche is a small, iron lock-box (Pick Lock DC 18, or do 15 hp of bludgeoning damage). Within is a pouch containing 23 pp, 58 gp, and 17 sp.



5. Livery Stable (Barn)

On the west side of the road, you see a huge barn with two adjacent corrals. The doors stand wide, as do the stalls inside the barn. A quick inspection reveals that there is a loft full of hay and that the stalls show signs of being used not long ago.

A character with the Wilderness Lore skill can make a check (DC 15) to determine that the stable was last used about one week ago.

While in the barn, make hidden Listen checks for each character (DC 20). If a character announces that they listen while in or in front of the barn, the DC is 10. Characters who succeed at the check hear some sort of noise from the inn across the street (#6). If someone succeeds by a margin of 5 or greater, he thinks it sounded like a chair scraping across a floor.

6. Green River Inn

The sign outside this two-story, brick building says "Green River Inn." A covered porch welcomes visitors to a double door made of heavy wood. Upon opening the doors, you see a large room, about 40 feet by 30 feet, containing eight rough-hewn tables bordered by benches and chairs. A short bar lines the back of the room. Scattered around the place are seated half a dozen adult villagers, all women.

As you enter, the women start crying for help, shouting warnings, making threats, and so on. Then they leap to their feet.

The women attack. Their yelling inadvertently serves to create an atmosphere of confusion that gives them +4 to their initiative during the first round as they leap to attack the party, using daggers and clubs hidden alongside them.

As fighting ensues, party members may make a Spot check (DC 20) to see the vines trailing behind the women. Each turn, characters that failed the check can try again. Being alerted to the fact by other party members grants +10 to the check.

If the heroes figure out the villagers' plight and attack the vines, they should still get the XP award for the villagers, for saving them instead of killing them. As each vine is destroyed, the villager attached to the vine faints. She can be revived easily enough, by light slaps or a bit of water. When questioned, the women tell the party "The Villagers' Tale," as described above.

In the unlikely event the villagers win the combat or the

Village Women: CR 1/2; SZ M (humanoid); HD 1d8, hp 5; Init +0; Spd 20; AC 10; Atk: miscellaneous weapons +1 (1d6); Face 5 ft. x 5 ft.; Reach 5 ft.; SV Fort +0, Ref +0, Will +0; Str 11, Dex 11, Con 10, Int 10, Wis 10, Cha 11; AL NG.



party surrenders, the villagers remove all weapons from the adventurers and take them to Kurishan in his garden (#11).

7. Brick and Wood Farmhouse

A brick and wood farmhouse is set back from the road a bit, and the dirt path to its door is covered with tall grass and other ground cover.

Within the grass are three brainvines (**Brainvines, hps [# vines]: 17 [6], 21 [7], 27 [9]**), which attack the party with a total of three vines during the first round, and add two additional vines each round thereafter until a total of 10 vines have attacked and been destroyed. Further vines won't be risked since they are attached to the inhabitants of the house.

If the party searches through the grass they should be able to locate the central mass of the vines and destroy them, thus freeing the inhabitants of the house (who will be unconscious for several minutes after the plants are killed).

If the heroes fail to kill the vines, read the following:

When you enter the house, you find five young villagers (ages 5 to 12), all crying and yelling, sitting about a room that's a complete mess of broken or mistreated belonging and furniture.

Moving oddly, the children pick up small objects about the room and begin to hurl them at you.

The children are all controlled by the three brainvines outside, and attack. The heroes have a chance to spot this, just as they did with the women in the Green River Inn (#6).

Once freed, the older children repeat "The Villagers' Tale," described above. The younger ones tell the same tale, but with a lot of confusion, imaginings, and tears thrown in.

There is nothing of value in the house.

8. Large Wooden House

Once a fine wooden house, this structure is now riddled with holes large enough to drive a small wagon through. The place appears ready to collapse at any moment. In fact, it seems the only thing holding the house up is the mass of vines that cover nearly every outside surface.

Looking into the house from outside, little can be seen, due to the shadows and large amount of plants within.

Luckily, there are only two brainvines (**Brainvines, hps [# vines]: 22 [8], 24 [8]**) in this huge mass of mundane vines. As the group moved toward the house or pause to look

Village Children: CR 1/3; SZ S (human); HD 1d6, hp 3; Init +0; Spd 20; AC 11 (+1 size); Atk: hurled +1 (1d4-1); Face 5 ft. x 5 ft.; Reach 5 ft.; SV Fort +0, Ref +0, Will +0; Str 8, Dex 11, Con 10, Int 10, Wis 10, Cha 11; AL NG.



in, the brainvines attack with three vines. They add three vines per round for the next two rounds, totalling 9 vines.

Once their vines are beaten, the brainvines don't offer any more resistance, trying to blend in with the other vines on the house. If the house is burned, the brainvines are destroyed.

If the party enters the house, and the surviving brainvines have not been found and destroyed, the vines covering the house constrict, causing the house to collapse around them. This does 3d6 damage (Reflex save, DC 15, for half damage).

9. Burned Ruins

These ruins, the charred remains of a wooden structure, were created not many months ago. There is no vegetation within 20 feet of the house. By poking around in the ashes (Search, DC 10), the party discovers three bodies – a man, a woman, and a young girl – all burned to death. There are also the remnants of some plants, including what appears to be hundreds of feet of blackened vine.

A character with Wilderness Lore can make a skill roll (DC 15) to determine that the structure burned down about two months ago. Poking around in the ruins for 1-4 hours (Search, DC 15) turns up a gold ring (15 gp) and two semi-precious stones (35 gp total).

If the heroes retreat here when attacked by vines, they discover that the brainvines – both their vines and any villagers controlled by them – refuse to get within 20 feet of the ruins.

10. Great Stone House

This was Kurishan's home until he died a couple of months ago. It is also the only easy way into the garden (#11), since the perimeter of the garden is made up of foliage too thick to cut through and too damp to burn. The vines do not prevent the party from entering the house.

The ground floor consists of the entryway with two closed doors, leading to two rooms, and a staircase leading up.

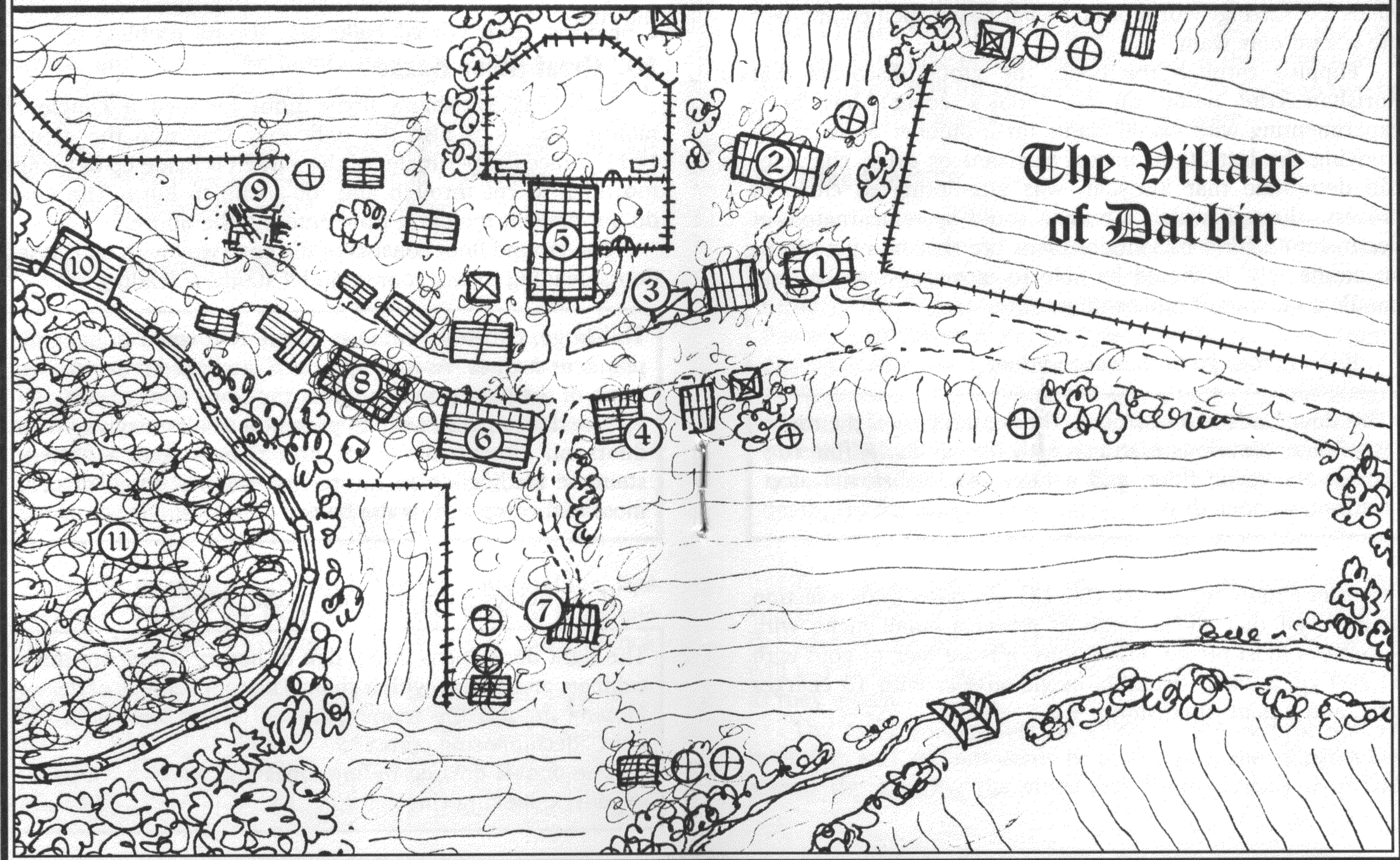
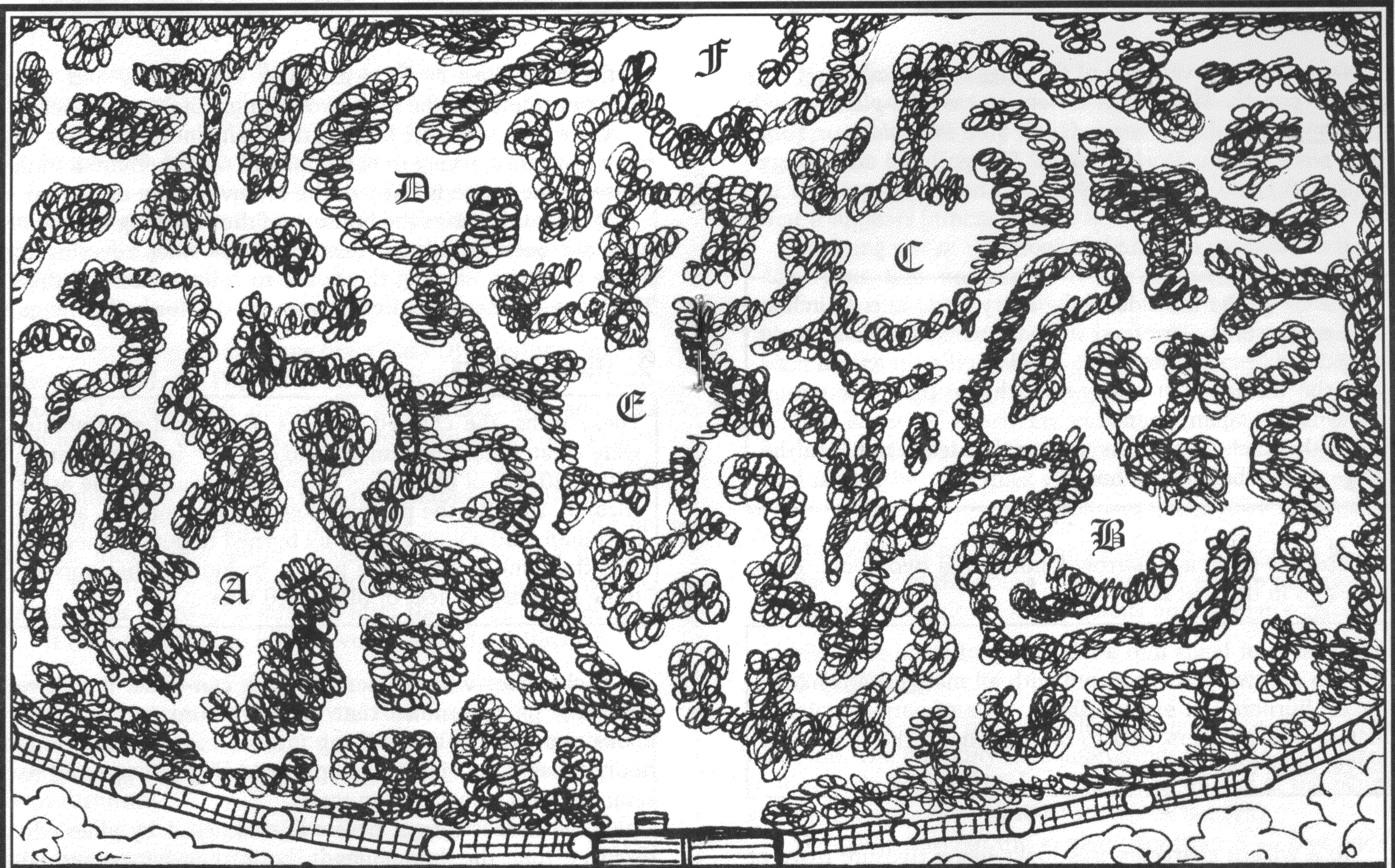
This large, two-story stone structure is covered in hanging plants and vines. As you approach, a slight breeze causes some of the plants hanging near the front door to sway.

The door opens easily to present a small entryway with doors on either side – left and right – and a narrow staircase leading up to the second floor. A smell of peat moss and compost fills the house.

If the heroes go in the door to the right:

The right door opens into a den or library. There are three cabinets and a desk with a chair. The room smells of decay. Moving around the room, you see what's left of an old man's decomposing corpse.

The man is dressed in fine robes and wears a couple of expensive-looking rings.





Detect Magic reveal one of the rings as magical. It's a *ring of plant growth*. This allows a hero to cast the *plant growth* spell once per day. (Caster Level: 5th; Prerequisites: Forge Ring, *plant growth*; Market Price: 2,500 gp.) The other ring is worth 225 gp.

If the heroes go in the left door:

The door on the left side of the entry leads into a kitchen and dining area. The food in the kitchen has long since rotted and become insect bait. Stacks of dirty pots and pans line the kitchen, but oddly enough, no plates or eating utensils accompany them.

In the kitchen, there is a door that leads out into the huge garden behind the house.

Upstairs there is a narrow landing and two doors. If the heroes go in the first door:

The first door leads into a laboratory of some sort. Within the lab are two tables covered with all manner of beakers, tubes, burners (all extinguished), vials of various colored liquids and powders, and so on. On one of the tables is a large, thick book.

To a wizard character, this looks like a treasure trove of spell components. A thorough Search (DC 15) of this room yields 1-3 castings worth of any plant-based spell component the wizard may want.

Flipping through the book, the group discovers that Kurishan (the name on the book's cover) has been experimenting with exotic plants for a number of years. By studying the last 30-50 pages, a wizard or druid character can determine that Kurishan was attempting to create a process through which a human could be reincarnated, at death, into a form of sentient plant life that he refers to as an eternal lily. It should be able to move, cast spells, and handle a number of other things.

If the heroes go in the second door:

This door leads to a bedroom. The centerpiece of the room is a thick, luxurious mattress with fine quilts. A fine rug covers the stone floor, and a huge candelabra sits atop a strong wooden desk.

After a thorough Search (DC 15), the party finds a section of the wall that slides aside to reveal a small niche with Kurishan's most prized possessions: a large sack of gold with 11,200 gp, a wand (*wand of magic missiles* with 13 charges left), and a *cloak of resistance* +2.



11. Kurishan's Garden

It appears that the only way into the garden is through the great stone house (#10), as the garden surrounds the rear of that structure and is so overgrown around the outside that it appears impenetrable.

Stepping out of the great stone house and into the garden, your first impression is one of awe. Immediately before you is what appears to be a cathedral of living plants, arching 40 feet overhead to form a tracery of leaves filtering the sun's light into a stream of delicate rays falling upon the soft grass of the clearing.

The edges of the living cathedral are solid walls of bushes and trees, with the exception of three openings that lead farther into the thick garden.

The only way into Kurishan's garden is through his house. The back door to the house leads into the garden maze's only entry point. See below for full details on Kurishan's garden.

The Garden

All of the walls of the garden are thick as a jungle with plant life. The humidity here approaches that of a rain forest, so it's nearly impossible to start a fire using any of the plants within (though not so to light a torch or lantern).

The paths through the garden vary from 5-10 feet wide. Even these are filled with calf-high grass and ground cover. Moving around in the garden is difficult, so players must make a Reflex save (DC 10) every 10 minutes or so to avoid tripping. They take no damage, but it slows them down for a few moments. Roll for characters at different times so two or three don't fall down each time rolls are made.

A. Blue Clearing

As you enter what appears to be a large chamber in the garden maze, you notice the increase in light filtering through the higher ceiling. There are hundreds of blue flowers and leaves along the area's walls, springing from dozens of different types of plants.

As you move across the clearing, a clump of plants at the edge of the chamber erupts, and four adult male villagers covered in a chitinous mold charge at you with pitch-forks and shovels. As they do so, they yell warnings, beg for death, cry for help, and so on.

The party may attack the vines protruding out the villagers' backs. All four vines come from one brainvine at the edge of the clearing (**Brainvine, hp 23**). The brainvine will use its remaining vines (4 of them) to assist the villagers as they attack.

The mold growing on the villagers had become part of their skin and will not easily be removed. If the villagers are spared (by severing the vines that control them) they will



feint for a few minutes, then reawaken and give their version of The Villagers' Tale. They will add, however, that they were forced to watch as the 'plant monster' ate people that visited the village after he took over. After telling their tale, they will want to leave the garden, but only if escorted (there are more vines about).

B. Red Clearing

As you approach a clearing ahead, you notice a reddish hue to the increased light within. As you enter, you are overcome with a feeling of euphoria. Any sense of urgency departs you, and you are nearly overcome with a warm glow of peace.

Each character must make a Will save (DC 15) or suffer the effects of this intoxicating clearing. Those who fail the test have all of their attributes (Strength, Intelligence, etc.) reduced by 2 for the next hour (this affects all attribute-based bonuses), during which time the victims are slow and sluggish (-5 to Initiative.). Those who successfully make the save fight off the effects.

C. Purple Clearing

Walking into a widening area, you find yourselves in a large clearing surrounded by plants bearing purple flowers and leaves. Deep within the leaves on the far side of the clearing are two shapes that look humanoid.

The two shapes are plant constructs – dummies – made to attract the attention of invaders. If the party approaches or attacks these constructs, three adult male villagers spring from the bushes at either side of the heroes and attack, all the while moaning and begging for help. These villagers are also covered in a mold, but is has a spongy look.

The party may attack the vines controlling the three villagers, all of which originate in one brainvine at the edge of the clearing (**Brainvine, hp 24**). Either way, the brainvine uses its remaining vines (five of them) to assist the villagers as they attack.

If the villagers are killed or freed, the mold on them immediately begins to shrivel and die. Freed survivors tell "The Villagers' Tale" and know that the monster that was Kurishan is somewhere in the center of the maze, but they haven't been there often enough to provide directions.

D. Yellow Clearing

As you enter this well-lit clearing, you notice its walls are a mass of yellow flowers. At one side stands a single villager. From the description of the merchant Marrick, you recognize this man as Brock Gnath, the leader of the villagers. He is wearing a full suit of chainmail and carrying a sword and shield...



He yells a single warning to you, telling you to flee while you still can. Then he leaps to attack.

Brock was once an officer in a warlord's army and is a dangerous warrior. The party may attack the vine controlling Brock, which comes from a single brainvine at the edge of the clearing (**Brainvine, hp 17**). The brainvine uses its five remaining vines to assist Brock as he attacks.

If freed, Brock echoes "The Villagers' Tale," but he also tells the party how to get to Kurishan's hoard (#F).

E. Kurishan's Clearing

As you enter this clearing, you note that it is very dimly lit, due to a thick canopy of growth. You see only the thick green plants that make up the thick wall of the area.

Kurishan tries to ambush the heroes. He is completely mad now, though he maintains his great intellect. He fights to the death, unwilling to discuss surrender or his plight. When in trouble, he rushes into the bushes – where the party can't travel – then reappears on the group's flank, leaping out of the other side of the clearing.

When Kurishan is killed, all of the brainvines release their control of the villagers and become dormant for a few days.

F. Kurishan's Hoard

Within this small pocket in the vegetation, you find a finely crafted chest. It is locked (Pick Lock DC 15). When opened, you find platinum (64 pp), gold (468 gp), and a gem (*symbiotic magic jar*, see "New Magic Item"). There is also a letter addressed to Brock and signed by Marrick. It asks the villagers of Darbin to contact him with all haste to resolve the details of purchasing the village's harvest.

Male Villagers: CR 1/2; SZ M (human); HD 1d8, hp 5; Init +4; Spd 20; AC 14 (+4 chitinous mold); Atk: miscellaneous weapons +2 (1d6+2); Face 5 ft. x 5 ft.; Reach 5 ft.; SV Fort +0, Ref +0, Will +0; Str 14, Dex 11, Con 10, Int 10, Wis 10, Cha 11; AL NG.

Brock Gnath: SZ M (human); HD 5d10, hp 39; Init +4; Spd 30; AC 17 (chain + shield); Atk: longsword, +5 (1d8+3); Face 5 ft. x 5 ft.; Reach 5 ft.; SV Fort +6, Ref +2, Will +1; Str 17, Dex 13, Con 14, Int 11, Wis 10, Cha 14; AL NG.

Shambling Mound: CR 6; SZ L (plant); HD 8d8+24, hp 64; Init +0; Spd 20; AC 20 (-1 size, +11 natural); Atk: 2 slams +10 melee (2d6+5); Face 5 ft. x 5 ft.; Reach 10 ft.; SA improved grab on two successful attacks (constrict 2d6+7); SQ plant, electricity immunity, fire resistance 30; SV Fort +9, Ref +2, Will +2; Str 21, Dex 10, Con 17, Int 18, Wis 10, Cha 9; AL N. Skills: Hide +0/+12, Listen +4, Move Silently +4.

Brainvine

Small to Medium-Sized Plant

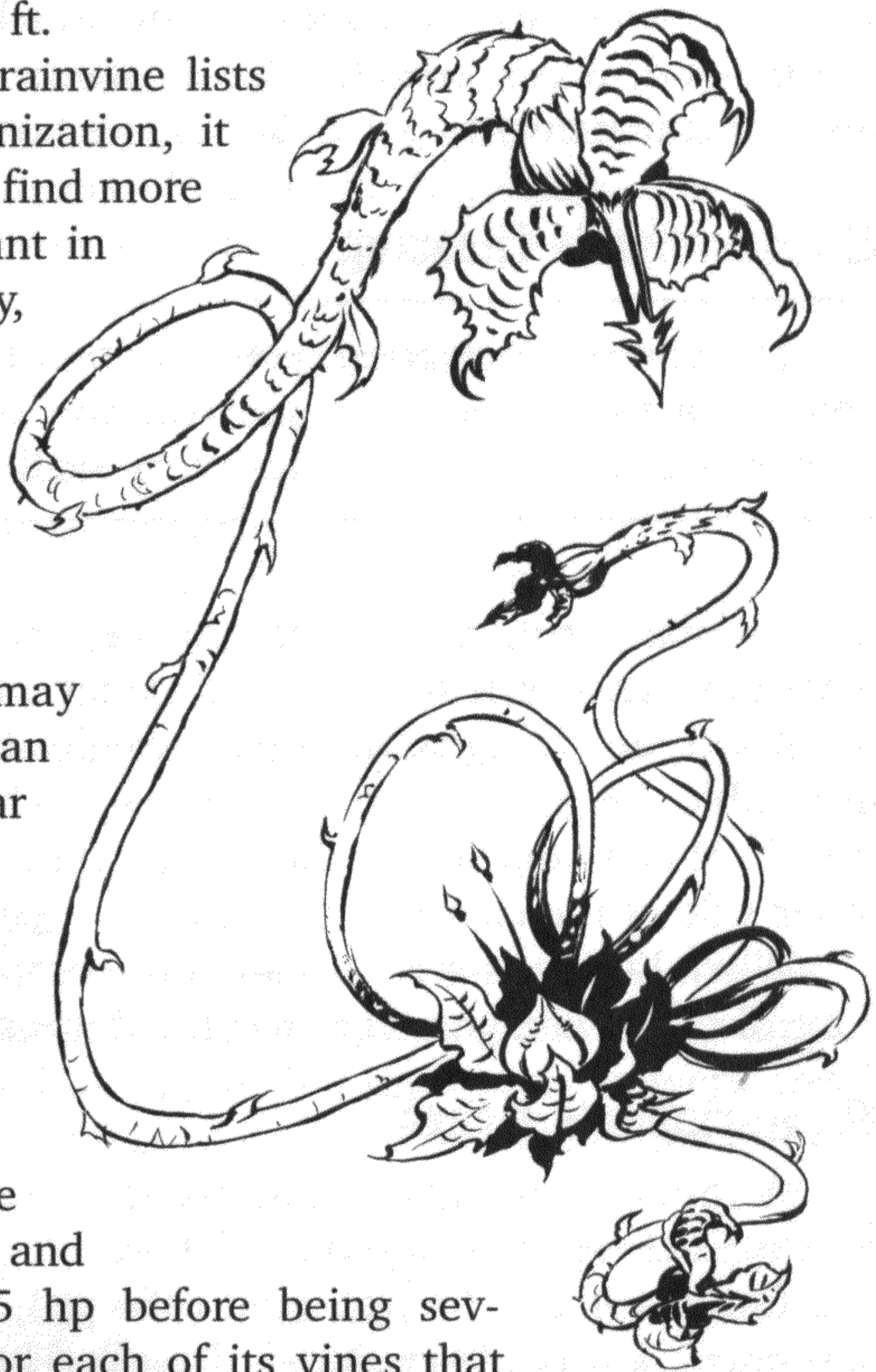
Brainvines appear as a mundane vine with medium-sized leaves every five inches or so along each vine. They have one vine per 3 hp of the plant (rounding up). These vines spread out over a large area, in all directions from a central point. The plant itself cannot move, but its vines have a speed of 20 ft.

Though the brainvine lists "solitary for organization, it is very possible to find more than one such plant in an area. Generally, they do not cooperate as more intelligent creatures might.

Combat

One plant may not bring more than three vines to bear on a single target.

The brainvine itself only takes damage when its vines are attacked, severed or destroyed. The vines have AC 11, and each vine takes 5 hp before being severed/destroyed. For each of its vines that have been severed, the brainvine plant loses 3 hp. Effects with an area – such as a *fireball* spell – that target the center of the vine apply damage directly against the plant's base hp. If the plant survives, damage is spread evenly among the vines within the area of the effect.



Hit Dice: 4d8 +4 (22 hp)

Initiative: +0 (+1 Dex, -1 natural)

Speed: 20 ft.

AC: 11 (+1 Dex)

Attacks: 1 piercing per vine +3 melee

Damage: Piercing 1d6

Face/Reach: 20 ft. by 20 ft./20 ft.

Special Attacks: Victim must make Will save (DC 14) when hit by vine. If the target fails, he is paralyzed for 10 minutes and thereafter controlled by the brainvine.

Special Qualities: Plant, electricity immunity.

Saves: Fort +1, Ref +2, Will +3

Abilities: Str 9 (for each vine), Dex 13, Con 12, Int 7, Wis 15, Cha 5

Skills: Hide +4, Listen +0, Move Silently +5

Climate/Terrain: Temperate and warm, forest, marsh, hill, mountain, and underground.

Organization: Solitary

Challenge Rating: 2

Treasure: None (just what is found on its victims)

Alignment: Always neutral

Advancement: 6 HD (Medium), 7-8 HD (Large)

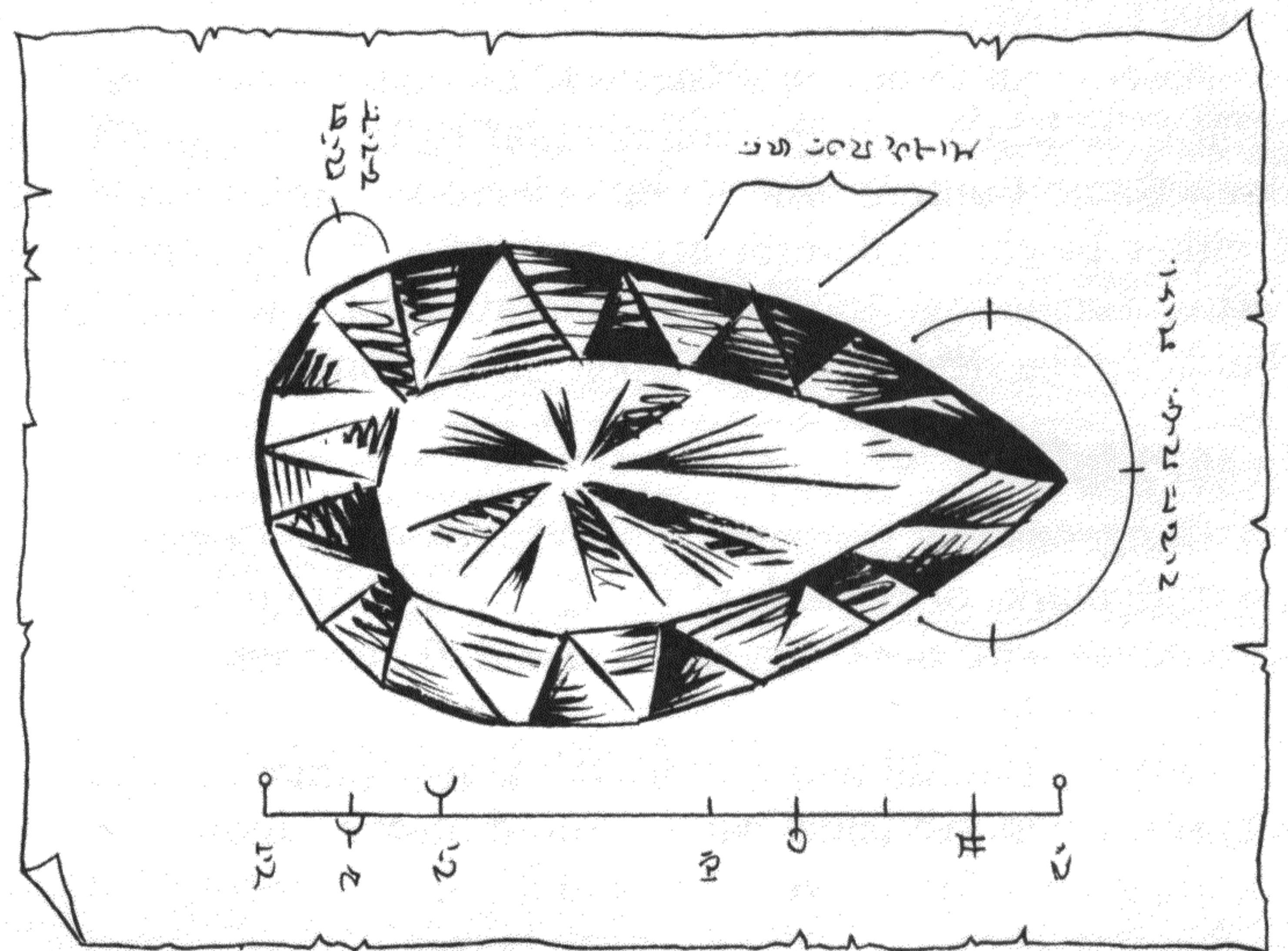
After each successful attack made against a mammal by a brainvine, the target must make a Will save (DC14). If the save fails, a vine has entered the target's body and attacked its central nervous system. When this happens, the target becomes paralyzed for 10 minutes. Then the target's body is under the control of the brainvine, which uses the attached vine to send commands to the target's nervous system.

Even the victim's sensory capabilities are accessed by the brainvine while it is in control. Victims of the brainvine may perform combat using their normal close combat attacks, but they never have more than a +2 Attack bonus or Damage bonus, nor can the victim have a Dexterity bonus greater than +2. Brainvines may not use ranged attacks or magical/mental abilities of its victims. Victims also have only 3/4 their normal speed.

If the vine which connects the brainvine to the victim is severed or destroyed, the control is broken. When this occurs, the vine's victim must make another Will saving throw (DC 11). Failure indicates that the victim falls unconscious for 1-4 minutes. If the save is successful, the victim returns to normal at the end of the current round.

Plant: Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and polymorphing. Not subject to critical hits.

Electricity Immunity (Ex): Brainvines take no damage from electricity.



Symbiotic Magic Jar

This unique gem has been prepared as a *magic jar* receptacle. Such receptacles are normally attuned to just one creature. However, the strange procedure used in the creation of this device has left it open to impressions. Anyone carrying the gem for at least one full month becomes attuned to the gem. It then serves as a *magic jar* receptacle for that person upon his or her death. As a gem alone, this item has a value of 500 gp.

Caster Level: 10th; **Prerequisites:** Craft Wondrous Item, *magic jar*; **Market Price:** 1,250 gp.