

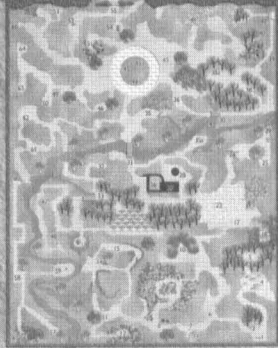


Kingdoms of Kalamar



GARDEN OF THE PLANTMASTER
CAMPAIGN RESOURCE AND ADVENTURE

RUINS OF THE
CITY OF ELDERS



VALLEY WALLS

COBBLESTONE
PATH

PURPLE RIVER

AREA
#1

VALLEY OF THE GARDEN OF THE PLANTMASTER

CAVE OF FALLS

GARDEN OF THE PLANTMASTER

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PUBLISHER'S NOTE:

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ADVENTURE BACKGROUND

Garden of the Plantmaster is a Dungeons & Dragons® supplement and adventure for four to six Player Characters (PCs) of 8th level and above. For this adventure, any character classes are acceptable, though a cleric or druid would certainly be useful. The adventure takes place in the Kingdoms of Kalamar® campaign setting on the island continent of Svimohzia in the Vohven Jungle.

As the Dungeon Master (DM), you will need a copy of the D&D Player's Handbook and Dungeon Master's Guide and the Monster Manual for this adventure. Also strongly recommended are the *Kingdoms of Kalamar Campaign Setting Sourcebook* and the *Kingdoms of Kalamar Player's Guide*. When possible, this sourcebook is designed for use with both the third edition Dungeons & Dragons rules and the revised edition (3.5) rules. Where applicable, statistics that have changed between editions have been listed in both formats. For example, the skill Wilderness Lore has been renamed Survival so the statistic is listed as Wilderness Lore/Survival.

Text that appears in shaded boxes is player information that you may read aloud or paraphrase as appropriate. Abbreviated monster and NPC statistics are provided with most encounters. Detailed statistics are included in Appendix A.

The ImageQuest™ Adventure Illustrator can be found in the back of this book. Throughout the adventure, you will find cues to show a featured illustration. Also included is an overview map of the valley and a detailed map of the central garden area, necessary for tracking the player's progress.

The Dungeon Master's Information Section and Appendices also contain a great deal of generic information that can be used for everything from creating fully-realized jungle settings to finding out what an herbalist has to sell.

The history of the Garden of the Plantmaster extends back to the forgotten days of an ancient Svimohzish Deji city-state, known to us now only as the "City of the Elders". Its original name has been lost to the mists of time and the lack of a written Svimohzish Deji language when it existed. Now only scattered rhymes and withered histories, scrawled in equally forgotten and worm-eaten tomes of lore, still attest to this city's existence.

The City of the Elders was located in a deep canyon about five miles from one of the major branches of the Izhoven River. A small tributary of the river had carved out this isolated valley through millennia of erosion. Occupied since the beginning of recorded history because of its defensible position and rich soil, by the year -300 C.M. (-120 I.R.) Deji tribes had fortified the city. A council of tribal elders became the defacto governing body of the city. This is the city that became home to the Arboretum of Clahz (see *Kingdoms of Kalamar Campaign Setting Sourcebook* p. 166), also known in myth and legend as the Garden of the Plantmaster.

Years before he came to the city, Clahz was a druid leading a solitary existence in the deep reaches of the Vohven jungle. Outside of his small dwelling, he had cultivated a sylvan garden

of several hundred rare and exotic plants he had collected from across Svimohzia for a decade. Upon returning from one of his botanical expeditions, he found his hut destroyed and all the plants in his garden mangled or burned. He could not understand this violent desecration of his grove. He collected what seeds he could save, and set off to find a home for a new garden that would be better protected from the violent actions of sentient beings.

He quickly realized that there were no places in the jungle where he could live completely undisturbed, and no places outside the jungle where his plants could survive. Distasteful as he found it, he realized he needed a city to accept him, a fortified city with fertile land within its borders. After repeatedly hearing about the City of the Elders from tribesmen living in the Izhoven River basin, he knew it was the ideal spot. He traveled to the city and upon first seeing the central town square - an unpaved dirt area used by merchants where the roads of the city converged - he knew he wanted to transform it into a sylvan paradise. But after repeated attempts to see the council and petition them to create his garden, he was told by a minor official that they would never permit the 'wasted' space of a garden in their tightly regulated city, especially from someone with nothing to offer them in exchange. He left the city dejected.

After many nights of hard thought, he thought of something he could offer them. When he first arrived, the City of the Elders was still a minor city-state constantly raided by neighboring Deji tribes, jealous of their fertile land. This raiding prevented the elders from expanding their control beyond the valley, despite their wealth and resources. Clahz knew that defeating the raiders would be sufficient service in exchange for the land he wanted, but he needed to find a way to defeat the raiders.

Long ago Clahz had defeated an evil shaman and taken his tome of dark, eldritch lore. Among other evil and twisted rituals, it gave the true name and symbol of an Abyssal demon, and instructions on how to contain him in a greater binding circle (see *Kingdoms of Kalamar Villian Design Handbook* p. 133). Desperate for a safe haven for his plants, one night Clahz summoned this demon, the wood demon Lamash, and bargained with him to learn how the City of the Elders could defeat the raiders and form an empire. He traded the book containing the demon's true name and symbol for this knowledge, though he had secretly memorized them both. Clahz then returned to the city, not as a beggar but as a savior, a man of magic and oracles, and this time the Council paid attention. In return for a grant of land in the central square, he told the elders how to defeat their immediate enemies, and then some vague long-term predictions about the rise of their empire. He promised to make the land into a wondrous park, and the elders cared not to investigate his uses further - except for one member.

Ahlziz was the most powerful wizard of the city, and was intrigued by the strange man and his fascination with plants. They became friends, and Ahlziz began to share his vision for a magnificent garden, wanting to make the City of the Elders into

the greatest city on Svimohzia, a city worthy of the empire they were forming.

The other elders would occasionally send envoys to Clahz, but he claimed he had no more visions and he gave no more oracular proclamations. The city elders already had his predictions, and became too intent on their path of conquest to care much what happened to the strange man who had helped them. Within five years they had united the surrounding Deji tribes and established a small empire up and down the Izhoven River within the Vohven Jungle. One of the earliest human empires, at its height this short-lived kingdom controlled an area about the size of present day Meznamish.

After securing his ideal location, Clahz the Plantmaster (a title he would often refer to himself by) set upon his strange task – to create the most wondrous garden ever conceived of. The druid envisioned no ordinary garden, but one that was filled with unending life which would remain unstunted as the city around it heaved and sagged to the death notes of passing time. Clahz and others who shared his vision searched out the rarest of plants and transported them back to the City. After the same five years, he had created a garden that was truly one of the wonders of the world, and the shining jewel of the continent of Svimohzia. People from all over the continent would make the treacherous journey to the city to see the gardens just once. Benevolent fairies and fey came to live secretly in the garden, and even the Council of Elders began to see value in such an astonishing monument to nature.

All was well for many years, and the city and garden prospered. There came a day, though, when a particularly virulent strain of the Green Rot infected the plants in the garden. The garden began wilting, rotting, and decaying in front of the helpless Clahz and Ahlziz. Several remedies, both magical and mundane were tried and failed. After people living near the garden began getting sick, the Council regretfully ordered the garden burnt to ashes.

Clahz despaired. He was desperate to save his garden, his life's work, from this terrible end. He went to Ahlziz and told him how he had once summoned the wood demon Lamash and imprisoned him in a binding circle. He thought he could do so again and force him to save the garden, but while he had the true name and symbol of the demon still preserved, the circle of binding could not be drawn on the rough terrain inside the garden. Summoning him elsewhere would be ineffective since he could not affect things outside the circle directly.

Ahlziz, however, did know how to create a stable binding circle, one that would last for centuries. He first told the Council that he had a way to save the garden, without telling them precisely how, but that it would take time. The Elders also desired greatly to keep the garden, and agreed and ordered the surrounding buildings emptied. They gave Ahlziz twenty days to restore the garden and cleanse it of the disease, or the torching would go forward. Ahlziz told the Plantmaster that he

knew a way to draw the circle, and that they could safely summon Lamash and force him to restore the garden.

Ahlziz's solution was a novel one. He used his own personal fortune to find and cut hundreds of semi-precious stones into exacting shapes. He then had these stones replace the paving stones that had been installed directly around the garden. All were placed in specific locations, and some were engraved with pieces of runic symbols. Ahlziz spent every day out there, checking every precise measurement and every last marking. After two weeks had passed, the paved circle appeared to be a perfect binding circle, with the colored semi-precious stones making the larger pattern and the engravings forming the smaller runes.

He checked over the pattern for two more days, and on the evening of the twentieth day, envoys from the council came with torches alight to burn the garden. Ahlziz assured them the preparations for the spell were almost complete, and they agreed to wait and see if the spell had any effect, ignorant of the nature of what was being done.

Clahz stepped up and began the summoning. When the final syllable was produced - nothing happened. The summons had failed. Clahz believed he had misremembered the demon's true name and symbol. The envoys shifted uneasily and looked to their captain. He said their orders were to burn it to prevent more people from becoming sick if the garden wasn't restored by the time they arrived, and they had already given them extra time. Clahz ran into his beloved garden, not wanting to go on without it, waiting for the flames to consume him.

The deeper he ran into the garden in his desperate state, the more green and alive it seemed to be. He suddenly realized that there seemed to be no decay around him - in fact, the garden was growing at an unbelievable rate. All around him, new green life was bursting through the fetid decay of the old. He stopped, and stared at it dumbfounded. It was then he realized he was not alone.

From the moment Clahz ran across the circle's boundary, Ahlziz feared for his friend's life. He was not convinced the summoning had failed. When the ear-splitting scream of Clahz shattered the night air, Ahlziz knew what had to be done. He shouted at the guards to burn the garden. However, the moment the torches crossed the circle, vines snaked up from the ground, caught them, and threw them back. Ahlziz then told the guards to evacuate the city, and he ran into the garden to buy them time. After fighting off several grasping vines, he found Clahz in a vale surrounded by flesh-eating thorn trees, and Lamash delighting in his torture.

Lamash roared when the first spell struck him, and lashed out with his own magic. The battle between the demon prince and the elder mage was fierce, and though he fought valiantly, in the end Ahlziz was overwhelmed. He bought enough time for the city to be emptied, and in the morning 500 armed men were assembled to go into the garden and burn anything they came

across. The screams echoing throughout that early morning were all that was ever heard from them again.

After it became clear none of them would be returning, the council ordered the city abandoned, and set up a temporary camp outside. It wasn't long before the neighboring Deji, once conquered by the elders, realized their weakness and slaughtered all of the men and absorbed the women into their tribes. Any returning armies from the distant parts of the empire found a deserted city, and either ventured inside the garden, or were ambushed by the neighboring rebel tribes. Strange, voracious plants began to venture out of the valley. The site was proclaimed cursed and haunted in Deji legend and avoided at all costs.

In short order, the empire of the City of the Elders collapsed without its leadership, and would have completely faded from memory if not for stories of its cataclysmic end told in hushed whispers among the Deji tribes of the Vohven Jungle. Very few ruins or artifacts from this culture have been discovered, as the jungle was merciless in reclaiming the land stolen from it. A few overgrown stone ruins, almost unnoticeable under a thick carpet of moss, are all that still exists of this ancient kingdom.

Lamash had never forgotten the insulting summons from Clahz years before. Lamash kept the Plantmaster alive, magically extending his lifespan. Lamash tormented the Plantmaster daily in hopes of forcing him to dispel the binding circle that held Lamash back. But the true torture was more subtle – Lamash, through his river, began corrupting all the plants and animals in the garden, making twisted versions of normal plants, and creating hideous hybrids of plant, animal, fungus, and fey. He worked for centuries, forming a mutated army of chaos and death to unleash upon Tellene, waiting only upon the freedom of their general. The once-placid garden became a realm of cannibalism and wholesale slaughter.

And Lamash waited and planned with the patience known only to those of immortal blood. There were other days and other ways. The black-hearted fiend waited with his fast-growing children, like a victorious king who waits for news from all parts of his newly conquered lands.

ADVENTURE SYNOPSIS

The adventure begins on the edge of the Vohven Jungle, on the southern continent of Svimohzia. The characters experience a vision and are led to investigate the Cave of Falls deep within the jungle. The characters travel along the Izhoven River after meeting Rugarzh, a one-armed warrior who may have had dealings with the Garden's inhabitant's before. After a rock collapse strands them in the valley, the characters must fight their way to the exit on the far side. They encounter many mutated creatures not commonly seen outside of the garden, and they meet the twelve tribes of Oowah, fey cannibals that control much of the open areas in the valley. After fighting their way through the Garden they may free the Plantmaster and defeat Lamash the wood demon who holds him captive there.

BEGINNING THE ADVENTURE

The players should begin on the continent of Svimohzia, the closer to the Vohven Jungle the better. To get them there, the GM is free to invent any rumors he or she likes, including the following.

Vohven Jungle Rumors (roll d3)

- 1.) One of the southern barons of Zazahani is paying handsomely for adventurers to fight as mercenaries or to spy on other baronies.
- 2.) Orc raiding out of the Vohven Jungle has gotten so bad that many small villages are offering their entire treasuries to those who help defend them from the orcs.
- 3.) New plants and animals that have magical uses have been coming out of the jungle in recent years and mages are paying ridiculous prices for any sample of them.

A good town to start them at would be Emosvom, as detailed on page 159 of the *Kingdoms of Kalamar Campaign Setting Sourcebook*.

While travelling towards a nearby town, where you expect to take some well-deserved rest, you all experience a vision. In it you see a ruined, overgrown city lying deep in a crevasse amidst the jungle. You note that this picture seems quite real, as if you could reach out and touch the scene. But before any one of you can think of doing this the picture changes - the focus becomes less distinct as it moves towards one of the largest structures in the city - a circular enclosure in the city's center, overgrown with plant life. The scene fades as the ground nears, and you now seem to hear a distant voice, as if muffled in a howling psychic wind. "Know that there is a way to me, and hurry! With my death comes disclosure and more deaths; the weight of centuries... The ages of sanity cannot know the power I keep contained. Hurry, before the weight crushes the only chance left for your world, which I have long ago abandoned! The cave to your south, the Cave of Falls - it is our only hope!"

Players questioning the truthfulness of this vision get an ominous feeling about not going to help. Any divine spellcasters, or those with good alignments, may want to check the vision's veracity (by *divination* spells, etc.). *Divination* reveals that the vision was real, and that the story is likely true. *Commune* or *Contact Other Plane* reveals that the story was purposely couched in vagueness, as if the relater feared discovery of some type. Good characters should want to investigate the vision further upon learning these circumstances.

PCs asking about the city in the crevasse or the Cave of Falls at any of the town's drinking establishments receive blank looks from most of the cultured Zazahanii, and icy stares from any Deji or those with Deji blood, sometimes making superstitious gestures to ward off evil upon hearing the name. Buying the

Dejy drinks may loosen their tongues enough to glean some bits of information. The following information may be revealed this way or through intense study or further *divination*.

Cave of Falls Rumors (roll d4)

- 1.) This city is located deep in the Vohven Jungle.
- 2.) The Cave of Falls is rumored to have once been a sacred site for worshippers of the Storm Lord, but now no one worships there.
- 3.) The city's inhabitants used to be rich, but the city is now deserted after a great catastrophe.
- 4.) The city's former rulers consorted with mages and demons.

If they do peruse the taverns of Emosvom, the PCs are likely to eventually attract the attention of Rugarzh.

A grizzled old man sitting at the back of the nearly deserted tavern waves to you and motions to you as you enter. He stands as you walk over, smiles a gap-toothed smile and says, "I would shake hands, but I'm afraid that's a wee bit difficult these days." It's then you notice that his right arm is missing below the elbow. He invites you to sit down, grabs a pipe, and says, "I've heard you've been asking around about the Cave of Falls. Ah-ah! No interruptions. Now sit back and let me tell you the tale of how I lost this arm to a bunch of hungry little midgets" he says with the practiced humor of someone who has told this story many times.

Rugarzh's Story

I'd been exploring the deep jungle, searching for some rare beasties that a wizard hired me to find. I had gone quite a ways off the beaten paths that week - I didn't realize quite how far. I fell into this vicious little pit trap dug into the jungle floor, and when I regained myself I found I was surrounded by oh, 20 or 30 of these fairy-looking folk that came about up to my waist. They chattered away in some language or other, and were threatening enough with their spears that I couldn't escape. They bound me tightly and carried me, bless me, it must have taken a dozen of them to hold me, to a large cave. A large cave with a waterfall in the back. Sounds like your Cave of Falls, eh? Well, then, to make a long story short, they took my arm and cooked it and ate it right in front of me, and were coming back for the other one when another group of these things attacked, and in the confusion I escaped. Though not before kicking a good number of them in the head, I can tell you that. They got my favorite ring, too, when it was still on my finger. Anyway, if you'd like, I can describe how to get there. Maybe you have some pity for a poor one-armed adventurer?

He smiles at you and holds out his good hand.

If the party gives him any amount more than 5 gold, he draws a map and describes the route to and landscape around the Cave of Falls in great detail. The detail is certainly sufficient for a *Teleport* spell, if the party desires to go directly there, with the usual chances for error. If they give him less gold, he'll comment that it's awfully hard to find work as a one-armed adventurer, and similar comments until they pay. No one else in town has specific knowledge of the location of the Cave of Falls. The ring is found in Area #54, and there you can read about the great benefits that can be won if it is returned to Rugarzh.

If they decide to go out on foot, they can ask around the river-front and find a Svimohzish Dejy trader willing to take them as far as the river branch that runs nearest to the Cave, as long as they act as bodyguards for the journey. He also will tell them a rumor from the Cave of Falls rumor table given previously. It's a bit more than three days walk from where he drops off the PCs to the Cave, and Rugarzh's map is quite accurate. For random encounters during this time, you may use the land encounter chart in the Random Encounter section, but there should be no more than one total from this chart during this journey to the Cave (since most of those beasts are rare in the jungle outside of the valley where Lamash resides.)

When the PCs arrive at the cave, read the following text.

You see a large cave mouth looming out of the jungle ahead, approximately 30 ft. high and 100 ft. wide. With every step you take closer, you think a faint background noise grows louder, though through all the noises of an active jungle it's hard to be certain. As you near it, you can see that the cave floor slopes downward and a stream a few feet across flows into it.

There is nothing else of interest around. If the PCs insist on going around the cave, they can hack through the thick jungle for several hundred feet before finding themselves at the edge of a deep gorge. The edge is completely overgrown, and many large plants jut out from the cliff face beneath, obscuring the view of what's at the bottom.

Once you enter the cave, you proceed on a downward slope for a few hundred feet until you reach a wide, flat cavern. In the center, you can see what looks like a crude altar about three feet high with many knife marks on it. A few bones are lying haphazardly on the ground around it. Across from you, the stream expands to fill the entire cave's width except for a ledge some ten feet across on the left side that runs all the way to the back of the cave. Behind the stream you can see bright light coming from the back of the cave. The noise is definitely coming from here, a continuous roaring that echoes through the cave.

Adventure Background

The altar is solid stone. Searching the bones shows that they are all humanoid arms or legs, some from humans and some much thinner, smaller and delicate. This altar area is used by the escaped Oowah tribes to make sacrifices (which they then eat), and several of the bones are from captured rivals. Searching will also reveal a small ash pit off in a corner. Any characters with Wilderness Lore/Survival skill can tell this pit has seen many fires and been in use for many years. The stream itself is cold, quite deep, and has a very strong current (because of the waterfall ahead). The water here is perfectly safe to drink, though this same water becomes tainted when it enters the garden below.

Eventually, the players should want to head toward the back of the cave along the ledge. The ledge is slick but appears perfectly safe otherwise. Any characters who wants to Search and check whether this stone ledge is solid may, but at a DC of 20 because of the roaring noise of the waterfall next to it.

As you scramble along the ledge, the roaring sound becomes deafening. The opening ahead of you becomes brighter and brighter and suddenly you stand blinking in the harsh jungle sunlight. You are not surprised to see a large waterfall next to you, pouring down to a pool some sixty feet below. But you are surprised to see what lies beyond that - spread out beneath you is a familiar vista. A deep crevasse hides the outline of a ruined, ancient city, the same city from your vision. The silhouettes of strangely shaped birds swoop gracefully near the opposite cliff face. Moss and thick vegetation cover the cliff walls and what appear to be the skeletons of buildings at the bottom. In the distance, you can see what looks like the enclosure from your vision. Suddenly, a sharp crack sounds and the ledge beneath you breaks away!

The end of the ledge juts out considerably from the rest of the cave, and has only very thin rock supports underneath. They collapse a few seconds after the party views the remains of the city. The entire ledge breaks off from the side of the cave a considerable distance back. The characters near the edge are dumped into a pool some hundred feet below the waterfall. Any characters who were standing farther back are dumped into the stream which in short order propels them over the waterfall. All the players take 2d6 damage and 2d3 subdual damage from the fall. Players with *levitation* abilities active at the time are not affected, though there is certainly no chance to cast any spells.

There is nothing in the cave above to tie a rope to except the altar, and it's more than 600 feet away from the pool at the bottom of the waterfall. Everything nearby is very slick from the water, making the wall very difficult to climb (DC 27). Everywhere else above them, a thick canopy of flora and fauna grow from the top of the cliff, completely overhanging the edge of the valley. None of it is sturdy enough to tie a rope to, though the PCs can try. No other ledges are nearby.

As you climb forth from the pool, soaking wet, you notice you are on a narrow ledge, not much bigger than the pool you have fallen into. The water goes roaring off of one side, but this pool is deep, and the current isn't very strong. You can see that below the fallen water forms a wide river that presumably runs through the valley, though any distant view is obscured by the trees. A weathered set of stone steps winds from one edge of the ledge to the jungle below, just wide enough for one person at a time.

There really isn't a lot for the PCs to do here besides climb down. The step's sharp edges have been weathered smooth, but should present no problems in climbing down. When they reach the bottom, they find a fairly well preserved cobblestone path leading forward, and discover the following:

When you reach the valley's floor, you notice that your surroundings have changed drastically. The area before you - up and around - looks completely unlike the jungle you just left. Even the most city-born among you can tell that the plants grow thicker and larger. No sun can be seen, but light filters through though the thick foliage.

The flora here must be from 2-10 times the size of the jungle you just passed through, and most of it looks distinctly alien. Represented in the area just off the path is a conglomeration of mushrooms, trees, shrubs, flowers, vines, bushes, and maybe even a few plants of the herbal variety. Most appear cyclopean-sized - for plants and trees, that is - and strangely hued. Others appear strangely twisted, almost human-like. Many distinctive smells assail your nostrils: some are balmy and spicy, while others are sense-swirling aromas, as if borne from some faraway land where everything is unreal or unfathomable, no matter how long one experiences its wonders. As you continue to smell the fragrances of the garden, you are taken aback, aware for the first time that the air is faintly saturated with decayed fetid odors. They also make you inwardly crave fresh air and water, though you are currently lacking in neither.

Beyond the intermingling of sights and smells, many sounds - some distant, some close - can be heard. Occasionally there is a series of distant cacklings that sounds like something you can't quite remember. Maybe something from a dream, or more likely, a night mare? Unrecognizable chirpings by birds can be heard - the longer you listen, the more these sound like laughter, and the more you think it possibly intended for you.

As you step forward upon the path the nearby flora seems to rustle appreciatively, as if echoing your

footfalls. Tree limbs as thick as a giant's legs invitingly sway and brightly-colored leaves dip and bob in accordance with the party's movement. All this seems a mimicry, or at least an eerie welcoming. Even odder sounds now assail you. Was that a series of giggles? Surely that nearby shrub shook in unison to the whistling sound emanating from it. Or was it the flora at all? Perhaps it was an illusion that the oddly colored vine was whispering in strange tones as you walked by.

One 10 ft. wide, cobble-stoned path leads straight ahead. Framing these is more overhanging foliage that seems freakishly out of proportion with its surroundings. These plants curiously do not touch the paths in any way, but grow above them so as to make an unearthly looking tunnel into the dim-lighted areas beyond.

The feeling of looming dread or veiled terror seems but a step away.

So begins the adventure in the Garden of the Plantmaster.

DUNGEON MASTER'S INFORMATION SECTION

The Layout of the Garden

The Cave of Falls is at the extreme south end of the valley. At the north end is the "city proper", the detailed area represented by the map. There is a single cobblestone path that connects with the city proper, where the cobblestone pavement has survived because of its connection to the magical binding circle. It takes half a day to reach the city area from the bottom of the waterfall. The other areas of the valley are pure, overgrown jungle, once housing the agricultural workers and farms needed to feed the city. Nothing but random encounters happen if they walk off the path and cut their way through the jungle. (See random encounters). The only exit from the valley is a gap between the cliff faces, at the far end of the city just north of the central garden area. This narrow passage is only a hundred feet across and kept the valley isolated in ancient times and still keeps it hidden from direct view. This is what made the city such an easily defensible spot.

The Current State of the Garden

In the 700 years since the Plantmaster summoned Lamash in his garden, Lamash has been trapped within the greater circle made by the city's flagstones, the "central garden area" (Area #43-45). His mutated minions can leave the circle, but they cannot affect it in any way, because they possess the magical essence of the demon the circle is built to contain. For hundreds of years he has waited, hoping some unfortunate sentient beings would come and free him of his imprisonment, but the cursed reputation of the area and remote location has kept people away.

The animal and fey minions he developed are not under his direct control unless they are within the circle. He has let them wander away and wreak havoc on the valley, in preparation for the day he is freed. Most of them choose to live in the valley because of the presence of Lamash, and many of them are dependent on the river water without realizing it. There are exceptions, though, and many of the strange creatures found in the jungle in recent years are creatures from this valley.

All the plants in the valley are connected to Lamash. Over the centuries, he has grown a root system extending from the central garden circle throughout the valley, linking all the non-sentient plants together. He circumvents the binding circle in this limited way by extending thin roots deep underground before connecting to other root systems outside the circle. If he is freed from the circle, his powers over all his minions increases greatly.

Lamash keeps Clahz the Plantmaster alive for several reasons: mainly, to have someone to torture daily, especially someone who insulted him, but also the demon hopes someday he can drive the Plantmaster insane enough to remove one of the flagstones binding him, and unleash his evil upon Tellene. After centuries of pain, the Plantmaster can not hold out much longer. His desperate psychic summons (actually boosted by the god the Bear) was his last chance to find someone to defeat Lamash before he gives in.

Leaving the garden

After the fall down the waterfall, the players are not able to get out of the valley without encountering the city proper, except by *teleport* methods if available. PCs who attempt to *fly* or *levitate* out of the valley are met by a cadre of garns during the day and bakkas during the night (See Appendix A). Once the PCs are past the city area, they can leave the valley, though it takes 5 days to get back to the river because of the long detour. If they leave Lamash undefeated, they would be under constant attack from his creations.

Therefore, the party is required to survive in these foreign and hostile surroundings until they either kill Lamash or manage to escape. Lamash is aware of the intruders the first time they attack large amounts of foliage in the valley, though he is unsure as to why they have ventured here and where they have appeared from. He bides his time, attempting to discover their intentions, and hoping they will be the ones to free him after his long imprisonment.

Water and The Purple River (of Lamash)

After the water from the waterfall reaches ground level, it becomes a wide river that acquires a purple tint and something else more sinister. The purple river cuts through soil defiled by the roots of Lamash and is the source of much of the mutated life in the garden. Due to the demonic nature of the corruption, a druid's nature sense ability cannot recognize this water as anything other than wholesome, nor does a *purify food and drink* or *purify* spell suffice to remove its power. A *detect magic* spell, however,

finds a strong magical aura about it of the transmutation school. The river's depth is generally about 20-30 ft, and its width varies by the same amount. Characters with the Swim skill can swim the river with a DC of 10, but they are exposed to the effects of the river water, just as if they had drunk from it.

Anyone drinking from the river is mutated (see table below) and in order to survive, those characters must continue to quench their never slackening thirst for this river water though it causes no further mutations. Those unfortunates will not leave the valley until Lamash is dead. Players who have drunk from it, but do not drink the river's water again for three days will die with no saving throw. After the first day without it, intelligent creatures go insane (as a *feeblemind* spell) until they drink from it, and will seek the river without delay. All players who have drunk from it can possibly be controlled by Lamash.

Many of these effects require the DM to have a good grasp of the fatigue and starvation rules in the DMG, so please read those sections carefully. All the water in the valley (except for the pool on the cliff at Area #1 where they entered, and the pool of the Bear in Area #59), is tainted in this manner - be sure to use the thirst rules to force them to drink if appropriate.

RIVER'S MUTATIONS (NOTE CONSTITUTION SCORE)

All mutations upon the PCs are reversed when Lamash is slain, though this is not so for the flora and fauna of the garden, for they have been exposed to it for hundreds of years. They cannot be cured other than through divine intervention or by the implementation of multiple *wishes* or *miracles*.

Mutagenic Effects (ranked by Player's Constitution Score)

CON ≤6: Immediate death (no save). The imbiber turns pale white and collapses within 1d4 rounds after drinking the water.

CON 7-10: The skin takes on one of the following wooden textures, roll 1d8: 1-2= soft (+1 natural armor), 3-4= medium-hard (+3), 5-7= hard (+5), 8= very hard (+7). Characters gain the following benefits/detriments due to this change: cold resistance 10, electricity resistance 5, and fire vulnerability (double damage on a failed or no save, half damage on a successful save). The PC's constitution suffers a -4 penalty.

CON 11-13: A putrid odor is given off by the affected character, and this attracts nearby animals (DM's choice), including gargs (see Appendix A), and the smell carries 100 ft. away in all directions. The smell is thereafter innate to that character. Double the chances of all random encounters.

CON 14: A third eye - reddish and unholy looking - appears on one of the affected character's palms. The eye can extend up to 10 ft. from the hand-socket by way of a fibrous cord. The eye allows the character normal darkvision (60 ft. range) and the ability to see around corners. However, all is not well, for the character starts to experience dreams about his death soon after the eye appears, and characters violently awake to note that the eye is suspended above their body and looking at them with a singular icy gaze, as if it were attempting to pierce their very

soul! Characters continue to experience these distressing dreams for as long as the eye remains attached to them. They will sleep less and less, for they become fearful of the eye and what it might do. After 3 days, they are effectively fatigued at all times (-2 penalty on Strength and Dexterity and can't charge or run). If the eye is destroyed, the character sustains 10 points of damage and must make a Fortitude save (DC 20). The character's entire hand rots off if this save is missed.

CON 15: The affected character's hands turn a greenish tint and thereafter shudder spasmodically in combat/stressful situations (for 3d12 rounds maximum). If during these times the character concentrates on using the hands to do combat with, they transform into 5 ft. long prehensile vines. The character can make two melee attacks each round with these natural weapons (automatic proficiency), and they do 1d8 points of bludgeoning damage (plus any Strength bonuses), and can be used for any trip, disarm, or grappling attacks as desired. The vines can - with but a thought - be transformed back into hands, as above. However, these vines are a much sought after delicacy by the Oowah, and they will stop at nothing to acquire them once they realize the PCs possess them. These creatures are attracted by the odor of the vines up to 80 ft. away and they seek out those who emit the odor and attack, attempting to kill them and then devour their hands. If the PCs encounter one of these groups, double the number present at the encounter, and they all attack people with vine hands.

CON 16: The imbiber feels invigorated by his or her draught from the river. But, when they come into range of Lamash's mental vibrations they are susceptible to that demon's Drone Control power with a large additional penalty (See Area #45 for more information)

CON 17: The drinker becomes completely immune to plant poisons (includes edible, gasses, nectars, spore emission, etc.). The immunity lasts for as many months as that character's Constitution.

CON 18: The imbiber automatically gains 1d10 temporary hit points each morning, expiring each evening. The DM should secretly note the number every morning.

CON 19: The drinker always wakes up just before being surprised or attacked, or when an enemy is within a 60 ft. radius of him or her. The character sits up with a start and looks in the direction of the attacker/enemy (and cannot be flat-footed in such a case). Characters must be sleeping soundly to gain this benefit.

CON 20+: The drinker gains a +1 enhancement bonus to Constitution and another +1 for every 2 points of Constitution beyond 20.

Food

Many vegetables and fruits common to man are represented here, as are several mutated varieties. Specific names and varieties are detailed in the campaign resource section (page 60). Also, any animal flesh the party attempts to eat has the same

results as the table below. Vegetable and fruits do not appear specifically in the encounters. They are included for the DM's reference, and can be placed at his or her discretion.

The following table refers to an amount of food equivalent to one meal. All poison damage (except for death, naturally) is temporary. A typical fruit or vegetable plant can provide 1d8 meals, as they are all 2-10 times the size of normal versions. Be sure to apply the standard rules for "starvation and thirst dangers" for any characters that forgo the necessary food and water!

Food Effects (d8)

1. Edible (50% chance of River of Lamash effects, above)
2. Edible (75% chance of River of Lamash effects, above)
3. Only half nutritional value (50% meal equivalent)
4. Water value only (100% daily requirement equivalent)
5. Toxic - Fortitude save (DC 17); initial damage 1d6 Constitution, secondary damage 2d6 Constitution.
6. Toxic - Fortitude save (DC 19); initial damage 1d6 Constitution, secondary damage death.
7. The food smells and tastes bitter - consuming a whole bite causes 1d10 points of acid damage.
8. Each bite lowers Constitution, Intelligence and Strength by one point each (temporary damage, no save).

Herbs and Spices

Again, this information is for the dedicated DM. Only those who can make a Knowledge (nature) skill check (DC 10) or have a druid's nature sense recognize these for what they are. The herbs and spices are 2-6 times usual size. Among the more common varieties in the garden are: peppers, chives, garlic, sweet violets, dill, angelica, wort, hyssop, peppermint, sages (apple, meadow, bluebeard, clary), wormwood, ginger, sandalwood, jasmine, and patchouli. There is a table provided in section 12 of the campaign resource section that lists the medicinal uses of various herbs, along with many more varieties. Use the table above for food to determine effects - in addition, the unique properties of each herb are lost if it is poisonous (on a 5-8).

Path Appearance

The path is inlaid with cobblestones, and was the roadway of the old city. Plant height in relation to the path varies between 10 ft.-20 ft., never lower, and often grows together above the path, creating a tunnel-like effect. The path around the central garden area is always clear because it forms the binding circle holding Lamash, and none of his creations can affect it. Other cobblestone paths have a small amount of magical resistance to Lamash from being connected to the imprisoning circle. Occasionally the characters may note a dead piece of plant material fall onto a path. It will stay there until it is gradually disintegrated about an hour later. If the binding circle is

destroyed, the path loses its repellent qualities, but it will not become overgrown in the amount of time the PCs spend there.

Line of Sight

Line of sight is only possible on the path or in clearings. Otherwise, the dense foliage blocks viewing for distances into it beyond 10 ft. (lending one-half concealment at 10 ft., and total concealment at 20 ft.). Flying or levitating increases the maximum spotting distance to 2d4 x 5 ft., depending on circumstance.

Movement and Scale

Each square on the map is 10 feet. Players may leave the path and move into jungle areas at 1/10 of their normal movement rate, and must use their weapons continually to cut through the jungle, if they wish to move forward through it at all. The person in the lead becomes fatigued after 10 feet of cutting a man-sized hole, and exhausted after cutting through 20 feet. Special abilities, skills, and spells which would alter movement are detailed below.

Woodland Stride: This druid class ability allows passage through the plants at a movement penalty of only $x1/2$ (in this case mostly due to limited visibility).

Jump and Tumble skills: Jumping and tumbling through the foliage always suffers a -10 circumstance penalty, due to the crowded and tangled vegetation.

Climb skill: Most foliage in the garden requires a difficult Climb check (DC 20) to scale it, though the speed is normal for climbing. Climbing characters are subject to flying encounters (see Random Encounters) upon reaching 20 ft. above ground level.

Blink-type abilities (including Dimension Door and Phase Door): Characters become entangled (as the spell) for 1d4+1 full minutes if they are off of the path at the spell's expiration.

Haste-type abilities: Note the usual movement penalty, above.

OTHER SPELLS:

Spells which move the earth or flora, create mud or rock (physically alter the garden) do work here. Druid spells and abilities, and those others of the plant domain, function here except as noted specifically in descriptions.

Nighttime in the Garden

The dark is not as extreme as one might think - many of the mutated plant and fungi glow phosphorescent, as do some insects. Most areas have the equivalent of "full-moon" light. Many of the garden's inhabitants sleep at this time, and encounters are rarer. All river creatures are in their lairs, and no encounters are had unless the lairs are disturbed. Flyers alight in their lairs also, and there are none but the bakkas (giant bats, see Appendix A) in the air at night. Land encounters are still as plentiful, and DMs should still roll these encounters as normal,

except that in this circumstance only 50% of the usual numbers of creatures attack.

Beyond experiencing the loathsome garden, with its attendant sounds, smells and sights, those sleeping here experience dreams of a frightening nature. Everyone dreams of strange nightmare landscapes, a kaleidoscope of colors and insane shapes that resemble the many patterns inherent to life (branches, heads, feathers, and torsos - but all are disfigured and oddly colored). Just before characters awaken, the dream congeals into a hideous grinning smile and cackles tonelessly. The dream repeats itself without fail every time someone sleeps here.

Speaking with the Flora

Speaking with the flora via powers, spells, or items garners limited results and imparts to the PCs a vague and unaccountable hostility from the flora. It reveals no useful information, but may attempt to extract information from the characters that Lamash deems important. Unless noted, the plants have a limited intelligence despite their physical and mental tie to Lamash. Although some of his essence has been imparted to these, this never gives them more than 7 Intelligence, and the average Intelligence is 2-4.

Destroying the Foliage

Destroying the foliage seems an impossible task because something regrows in its place almost as soon as it is sliced through. Characters witnessing the death of any of the garden's flora note that a shudder - possibly emitted from the plant's roots below it - proceeds away from the plant in all directions like the ripples of a pebble dropped in a pool, causing all the plants nearby to shiver and sway for a moment. This shuddering is caused by Lamash's roots, which are connected to every plant here in some manner. Roots connected to dying plants register the death, which is common enough. But mass destruction of the foliage here sends equally massive shudderings (like the aftershock of an earthquake) proportionate to the amount of flora killed. Though this botanical shock wave cannot harm the adventurers, it is startling. Furthermore, this indiscriminate destruction of foliage alerts Lamash to the culprit's vicinity, and if he is maddened enough by these atrocities, he reacts accordingly (see LAMASH in Appendix B).

Setting Fire to the Flora

Firing the flora is dangerous. Any type of fire extinguishes after burning for 1d6 rounds, with very little damage dealt to the flora being burnt. However, a billowy smoke rises from the affected area. This has the same effect as a *stinking cloud* spell at its noxious worst, and lasts twice as many rounds as the burning lasted. Further, the smell emitted by burning the flora attracts random encounters (roll one encounter/10 ft. square area affected by the cloud).

Deities/Gates

Divine casters may replenish their spells in the garden as normal. Other than that, the only deity who takes much notice here is The Bear and even he does not want to upset things and risk freeing Lamash who would likely threaten other life outside the valley.

RANDOM ENCOUNTERS

There are three types of encounters possible: Land, Flying, and River. All encounters are pre-generated and detailed hereafter. DMs should roll for an encounter every 20 ft. of jungle, 200 ft. of path, 300 ft. of air, or 50 ft. of river the characters travel.

Roll a d8. An 8 equals an encounter, unless the party is traveling through the jungle, in which case a 7 or 8 equals an encounter. If the odor mutation is in effect, double these numbers. If an encounter is rolled, see the tables below to determine what type of encounter, and then use the table for that type to determine what is encountered.

Path, Land & Jungle Areas not adjacent to the river (d6)

1. Land Encounter
2. Land Encounter
3. Land Encounter
4. Land Encounter
5. Flying (grounded*)
6. Flying (grounded*)

Flying (Flyers Only, below)

River (on or adjacent to) (d6)

1. River Encounter
2. River Encounter
3. River Encounter
4. River Encounter
5. River Encounter
6. Flying (grounded*)

*Grounded flyers indicate that the bird/insect/monster is located on the ground upon initial sighting. They could opt to fly and are not restricted to staying on the ground.

Note: The range of numbers appearing in parentheses after the named encounter indicate the number of creatures appearing. No number means that only one of that type appears.

Land Encounters (d20)

1. Assassin Vine: see Core Rules for statistics.
2. Cinnabar Red Chanterelle (1-10): see Appendix A.
3. Snake, Giant Constrictor (1-4): see Core Rules.
4. Phase Spider: see Core Rules.
5. Vase Thelephore (2-8): see Appendix A.
6. Oowahs (10-40): see Appendix A.

7. Flowers (1-10): see section on Flowers, below.
8. Red Creeper (1-3): see Appendix A.
9. Black Trumpets (1-4): see Appendix A.
10. Trespers (1-6): see Appendix A.
11. Vines (1-2): see section on Vines, below.
12. Red Tree Brain: see Appendix A.
13. Jelly Tooth (2-7): see Appendix A.
14. Purple Worm: see Core Rules.
15. Black Jelly Oyster (1-6): see Appendix A.
16. Insects (variable): see section on Insects, below.
17. Deaglu (3-12): see Appendix A.
18. Birds (1-12): see Appendix A and section on Birds, below.
19. Clapodee (1-6): see Appendix A.
20. Many Headed Slime: see Appendix A.

Flying Encounters (d20)

1. Giant Beetle, Bombardier (1-4): see Core Rules.
2. Giant Beetle, Water (1-3): see section on Swimmers, below.
3. Evil Sprite, Pixie (1-10): see Core Rules and Area #36.
4. Black Fly, Giant (2-20): see Appendix A.
5. Evil Mutated Sprite, Pixie (1-4): see Core Rules (HD 2d6) and area #51.
6. Giant Black Eagle: see Core Rules (as Giant Eagle, AL NE).
7. Archaeopteryx (1-8): see Appendix A.
8. Half-Fiend Nymph: see Area #7.
9. Red Hawk (1-8): see Area #11.
10. Dire Bat (1-6): see Core Rules.
11. Bakkas (1-6) see Appendix A.
12. Garn (1-4, random types): see Appendix A.
13. Giant Hornet (1-2): see Area #40.
14. Giant Owl (1-3): see Core Rules.
15. Ambush Bug (3-18): see Appendix A.
16. Giant Wasp (1-4): see Core Rules.
17. Giant Beetle, Stag: see Core Rules.
18. Bird (1-12): see Appendix A and section on Birds, below.
19. Spider Eater: see Core rules.
20. Roll two more times, ignoring this result

River Encounters (1d12)

1. Giant Beetle, Water (1-3): see section on Swimmers, below.
2. Snake, Huge Viper: see Core Rules.
3. Giant Eel (1-4): see Area #R5.
4. Giant Toad (1-4): see Area #26.
5. Lashenza: see Appendix A.
6. Wunamzi (5-24): see Appendix A.
7. Purple Nyx's (1-10): see Appendix A.
8. Giant Leech (1-8): see section on Swimmers, below.
9. Giant Snapping Turtle: see Area #48.
10. Giant Lamprey: see section on Swimmers, below.
11. Giant Frog (1-10): see section on Swimmers, below.
12. Roll two more times, ignoring this result

Birds

There are a large variety of mutated birds in the garden. Four types have survived to flourish in the rigors of the garden. Many other standard birds have left the valley or died off. All the water birds, just like so many other beautiful things that the Plantmaster brought to the garden, died very early from their continual submersion in the tainted water. Among the four surviving species is the blackbird, the rockstin (a grayish robin), a cardinal, and a purple-bird (a type of bluebird). The birds often fight with each other for an imagined control of the skies, though they scatter when any garns or habbas are near.

Due to the need to survive in this increasingly hostile environment, the birds have learned to hunt in flocks. All have mutated slightly to become meat-eaters, finding the flesh in the garden less aggressive than the flora in most cases. They usually attack anything that the flock perceives it can overwhelm without too much loss. Cannibalism is rampant among the blackbirds, but their proliferation still transcends their casualties - and number-wise, this group reigns supreme. The rockstins seem the most ordered and least mutated of the birds, and they are the best individual attackers. Their flocks are smaller and less organized than the others.

The cardinals are few, but have patience and an ability to discern weakness. Thus other birds are often ambushed after fighting major confrontations by a small but sturdy band of cardinals. Cardinals have become the most prevalent scavengers, for their numbers do not allow them to fight pitched battles. Their colors have been a major detriment, for their brightness attracts many garden inhabitants, and someday they may disappear entirely.

The purple birds were a direct creation of that demon. He purposely mutated a whole nest of bluebirds centuries ago who roosted within the circle when he took control. They have been reproducing ever since - and their earlier generations have all but passed away. These birds are known by the Oowahs as "Demon Ears," and are either avoided by them or treated with respect. Their numbers are not as great as the rockstins, but they have the position of being bred in controlled circumstances (near Lamash's glade, Area #45a), so their numbers are increasing daily.

Read the appendices for more information about these birds, where their statistics are given.

Flowers

When a flower encounter is indicated refer to the short list below to determine the type. Unless noted otherwise, all flowers have AC 14 and the special quality of fire vulnerability (double damage on a failed or no save, half damage on a successful save - but see **Destroying the Foliage** and **Setting Fire to the Flora** as well.)

Flower Type

d8 Roll	1-2	3-4	5-6	7	8
Size	Tiny	Small	Medium	Large	Large
HD	1/2d8	1d8	2d8+2	4d8+8	6d8+18
Init	+2	+1	+0	+0	+0
melee	+1	+1	+2	+5	+8
ranged	+4	+2	+1	+2	+3
Fort. save	+2	+2	+4	+6	+8
Ref. save	+2	+1	+0	+1	+2
Will. save	+0	+0	+0	+1	+2
Str	8	10	12	16	20
Dex	14	12	10	10	10
Con	10	10	12	14	16

Flower Properties (d8)

1. Poisonous (any size)
2. Spore shooter (any size)
3. Man-eater (Medium or Large only*)
4. Pollen sprayer (any size)
5. Healer (any size)
6. Metallic (Medium or Large only*)
7. Strangler (any size)
8. Sonic reverberator (any size)

*Note that some flowers have certain size limitations. Metallic and Man-eaters must be Medium or Large only (Roll a new quality in these cases if Small or Tiny was rolled above).

DESCRIPTIONS OF FLOWER PROPERTIES

1. Poisonous: Roll a d6 for how the poison is transmitted: 1-2 contact; 3-4 ingested; 5-6 inhaled. The poison is not always lethal - roll a d8 to determine the poison's potency (all damage indicated is temporary).

Poison Type (d8)

1. Fort DC 24, initial and secondary 3d6 Con.
2. Fort DC 22, initial and secondary 2d6 Con.
3. Fort DC 20, initial and secondary 1d6 Con.
4. Fort DC 19, initial 2d12 hp, secondary 1d6 Con.
5. Fort DC 18, initial 1d12 hp, secondary 1d4 Con.
6. Fort DC 17, initial and secondary 1d6 Str.
7. Fort DC 16, initial 1d4 Dex, secondary 1d6 Dex.
8. Fort DC 15, initial 1 Con, secondary 1d2 Str.

2. Spore Shooter: These shoot spores, solid seed carriers an inch or smaller in diameter, enabling them to make 6 ranged attacks each round with a maximum range of 5 ft. per size category (5 ft. at Tiny, 10 ft. at Small, 15 ft. at Medium, 20 ft. at Large. There is no range increment). Spore shape and effects are detailed below.

Spore Shooter Shape/Effects (d6)

1. **Ovoid/Spiked:** Upon impacting these stick to the target, causing 1d10 points of piercing damage.

2. **Oblong/Viscid:** These are caustic and cause 2d6 points of acid damage.
3. **Rectangular/Oily:** These strike the target for 1d10 points bludgeoning damage and then skid off due to their oily nature and drop on the ground. These spores are flammable, and when lit they burst in a 5 ft. diameter area, causing 1 point of fire damage per size category of the originating plant.
4. **Wide/Crystalline:** These cause 4d4 points of slashing damage.
5. **Tubular/Resinous:** This spore is symbiotic and stays attached to the flesh of its victim by the adhesive qualities of its resins. After the first round, each such spore drains the victim of 2 hit points each round. One spore can be removed by one person in a round who succeeds in a Strength check, causing one point of damage as it is ripped off.
6. **Triangular/Granular:** Upon impact, the granules crawl across the victim's body, and these cause 1d4 points of damage each round for 3 rounds. The granules then dissipate as the toxin is absorbed into the skin. Characters surviving such an attack take only half damage from the effect if they are attacked by these again in the future.

3. Man-eater: These are more commonly known as insectivorous plants, and include the many varieties of pitchers, sundews, venus, etc. Due to their sizes and mutated forms, these have become voracious, and attack any and all flesh-bearing creatures. Man-eaters all have AC 15, and may make a number of bite attacks each round equal to their Hit Dice divided by 2. The damage from each of these attacks is 1d4 for Medium-size flowers, and 1d6 for Large flowers, plus any Strength bonus.

4. Pollen Sprayer: These spray clouds of pollen dust, as a ranged grenadelike attack with a maximum range of 5 ft. per size category (5 ft. if Tiny, up to 20 ft. if Large). The cloud normally covers a 5 ft. radius spread, or 10 ft. radius if the flower is Large.

Type of sprayer/pollen sprayed (d6)

- 1-2: **Suffocator:** This pollen clogs all breathing cavities and repels air particles. Victims must immediately make a Fortitude save (DC 10 + 1/2 HD + plant Con bonus), or take 1d3 temporary Constitution damage, and repeat the save for the same damage effects one minute later. Water dissipates the pollen and can negate any damage from the second missed save, and the Heal skill may be used to replace the second Fortitude save (as if treating poison).
- 3-4: **Inebriator:** A chemical change overcomes those affected by this pollen (Fortitude save DC 15 negates). Those affected become walking drunks for 2d6 rounds. During these times they always attack obviously dangerous opponents and ignore equally dangerous circumstances due to their heightened courage and carefree manner. At the same time, they suffer the effects of fatigue (-2 to Strength and Dexterity and cannot run or charge).

5-6: Adherer: This pollen sticks to leather and metal objects, causing them to adhere to each other (a belt would stick to the girdle, a bag would become glued to armor, a sword would remain stuck in its scabbard, etc.). The pollen is minute, and it can fit into the smallest areas. The pollen can be removed by dousing the affected objects in water for 10 consecutive minutes, or else a Strength check (DC 20) can pry items apart, though possibly breaking them in the process.

5. Healer: Roll 1d6. The number rolled indicates the manner in which the flower is effective at healing; 1-2 held near and smelled for 1 round; 3-4 brewed and drunk; 5-6 when its petals are eaten. Then roll d% and see the table below for the healing potency equivalent. NOTE: With those flowers smelled for effect, the potency is reduced to 0 after the first whiff. In all cases, divide the amount of healing point potential by the number of characters partaking of an individual plant, if multiple people do.

d%	Healing Effect
01-10:	cure minor wounds (1 point)
11-60:	cure light wounds (1d8+1 points)
61-75:	cure moderate wounds (2d8+3 points)
76-90:	cure serious wounds (3d8+5 points)
91-98:	cure critical wounds (4d8+7 points)
99-100:	heal (cured of all damage and disease)

6. Metallic: Roll a d6 for the type below. These flowers have a Hardness rating (as for objects) and can make slashing attacks with their petals, and have a normal reach for their size category (i.e., 5 ft. reach if Medium-size, 10 ft. reach if Large). See below for each type's hardness, number of attacks, and damage per attack (add the Strength bonus to this damage, as usual):

d6	Metal	Hardness	# Attacks	Damage
1.	Bronze	5	4	1d3
2.	Soft Iron	8	4	1d4
3.	Hard Iron	10	3	1d6
4.	Steel	12	2	1d8
5.	Mithral	15	2	2d8
6.	Adamantine	20	1	4d8

7. Strangler: Stranglers attack by shooting a number of thin but strong vine-like filaments out of their pistils at nearby targets. Such flowers gain a number of ranged attacks each round equal to their HD, minimum 1. They possess a maximum range of 5 ft. per size category (5 ft. for Tiny, up to 20 ft. for Large, with no range increment). If any strands hit, they attach and do 1d4 points of damage automatically each round. They can only be removed with an Escape Artist check (DC 10 + melee attack bonus), Strength check (DC 10 + 1/2 HD + plant Str bonus), or an attack with a slashing weapon against the filament (AC 16, hp 3).

8. Sonic Reverberator: These flowers sense living beings within a 10 ft. radius of them and then begin their sonic rever-

berations, setting up sound waves harmful to human- and animal-kind. This piercing sound emanates 30 ft. from the plant, and does 2d6 points of sonic damage to all non-plant creatures (Reflex saves for half DC 10 + 1/2 HD + plant Dex bonus).

Fungi/Jellies

For classifying purposes, all mushrooms, toadstools, lichens, various jellies, slimes and molds will be included under this category. Some types are listed in the appendices as New Monsters, and a more extensive listing of commonly encountered varieties is included in the campaign resource section.

Follow the information below when and if you have the characters encounter a particular type of fungus. Generally, all of these ghastly things can have the following effects.

FUNGI/JELLY ENCOUNTERS (DI2)

1. Poisonous (Fort save DC 18, 1d6 Con damage)
2. Hallucinogenic, causing the effect of a *hypnotic pattern*
4. Cause *confusion* for 1d6 rounds
5. Distort time frames, as *slow*
- 6-7. Causes unconsciousness (Fort save DC 18 or unconscious for 1d3 hours)
8. Causes derangement, as though *feebleminded*
9. Causes a trance-like state contact with a higher plane with a higher being (god, demon, etc.) and unknown results
10. Causes mental powers (psionic or other) such as detect thoughts, telepathy, etc. to become intensified in some way for 1d8 hours
11. Gives the ability to *speak with animals* and/or plants
12. Gives increased vigor and strength, making it possible for these characters to endure longer without rest, food or water (as the Endurance feat)

As is noted, this is general information only. Specific types of fungus, as well as their good or ill effects, are detailed in the appendices; and the interested DM should refer to that section for amplification.

Insects

As with the birds, the insects have had a rough time of it. Those with a specific attribute, such as speed, camouflage, great defensive capability or burrowing ability, have been able to withstand the massive changes, and have more-or-less adapted to their surroundings. Notably, those insects that have a short gestation period have fared better for these reasons. There are many predators in the garden, and this is ample reason enough for the high mortality rate among all forms of insects. The only truly successful insects are the giant ants, but because of their size, they too have attracted a wide variety of predators, including the Oowahs and phase spiders.

The campaign resource section lists many insects, and an avid DM should refer to that section for more information about

insects. Otherwise, the following four types are among the more prevalent and dangerous in the garden.

INSECT ENCOUNTERS (D4)

1. Giant Ants, Worker (1-12): Medium Vermin; CR 3; HD 4d8; hp 18; Init +0; Spd 50 ft., climb 20 ft.; AC 17; Atks bite +1 (1d6); SA Improved grab; SQ Vermin; AL N; SV Fort +3, Ref +0, Will +0; Str 10, Dex 10, Con 10, Int -, Wis 11, Cha 9.

Skills and Feats: Climb +8, Listen +5, Spot +5.

2. Giant Crickets (1-6): Medium Vermin; CR 1; HD 4d8; hp 18; Init +0; Spd 20 ft.; AC 14; Atks bite +4 (1d6+1); SA Poison; AL N; SV Fort +4, Ref +1, Will +1; Str 12, Dex 10, Con 10, Int -, Wis 10, Cha 8.

Skills and Feats: Jump +21.

Poison (Ex): 20% of these crickets have a poisonous bite - Fortitude save (DC 12), initial and secondary damage 1d4 temporary Dexterity.

3. Giant Slug (1-2): Huge Vermin; CR 9; HD 10d8+40; hp 85; Init -1; Spd 20 ft.; AC 15; Atks bite +12 (2d6+7); Face/Reach 10x20 ft./10 ft.; SA Spit acid; SQ Vermin, improved grab, swallow whole, immune to blunt weapons, blindsight; AL N; SV Fort +11, Ref +2, Will +3; Str 24, Dex 8, Con 18, Int -, Wis 10, Cha 2.

Skills and Feats: Listen +5, Spot +5.

Spit Acid (Ex): Stream of acid 5 ft. by 5 ft. by 30 ft. long, every 1d4 rounds; damage 2d4, Reflex save (DC 14) for half damage.

Swallow Whole (Ex): After a bite, the slug may swallow up to a Medium-sized opponent with a successful grapple check. Internal damage is 2d8+7 and 8 points of acid damage. The victim can cut his way out with a light slashing or piercing weapon (AC 20; 25 hp).

4. Monstrous Spiders, Large (2-5): Large Vermin; CR 2; HD 4d8+4; hp 22; Init +3; Spd 30 ft., climb 20 ft.; AC 14; Atks bite +4 (1d8+3 and poison); Face/Reach 10x10 ft./5 ft.; SA Poison (Fort DC 16, 1d6 Str), web (Esc DC 26, Break DC 32, hp 12); SQ Vermin; AL N; SV Fort +5, Ref +4, Will +1; Str 15, Dex 17, Con 12, Int -, Wis 10, Cha 2.

Skills and Feats: Climb +6, Hide +14, Jump +8*, Spot +15*.

Swimmers

A number of unique aquatic creatures are found only in the river area, and are listed in the specific encounter table above. Statistics for these creatures are as follows:

Giant Beetle, Water: Medium Vermin; CR 1; HD 3d8; hp 13; Init +0; Spd swim 40 ft., fly 10 ft. (poor); AC 18; Atks bite +2 (1d8); SQ Vermin; AL N; SV Fort +3, Ref +1, Will +1; Str 10, Dex 10, Con 10, Int -, Wis 10, Cha 8.

Skills and Feats: Listen +5, Spot +5.

Giant Frog: Small Animal; CR 1; HD 2d8+2; hp 11; Init +2; Spd 10 ft., swim 20 ft.; AC 14; Atks tongue +4 (attach), or bite +2 (1d4), 2 claws -3 (1d3); Face/Reach 5x5 ft./5 ft. (10 ft. with

tongue); SA Tongue, attach, improved grab; AL N; SV Fort +4, Ref +2, Will +2; Str 10, Dex 14, Con 12, Int 1, Wis 14, Cha 6.

Skills and Feats: Hide +9, Jump +10.

Tongue (Ex): This frog can shoot its tongue up to 10 ft. away (no range increment).

Attach (Ex): If the frog's tongue hits, it latches onto the opponent's body, automatically drawing it 5 ft. closer each round. The frog gets a +4 circumstance bonus to bite those attached to its tongue. Breaking free requires an Escape Artist check (DC 11), Strength check (DC 11), or a successful slashing attack against the tongue (AC 12; 5 hp).

Giant Lamprey: Large Animal (Aquatic); CR 3; HD 5d8; hp 22; Init +1; Spd swim 20 ft.; AC 14; Atks bite +6 (1d8+4); Face/Reach 5x15 ft./5 ft.; SA Attach, blood drain; AL N; SV Fort +7, Ref +2, Will +1; Str 18, Dex 12, Con 16, Int 1, Wis 10, Cha 8.

Skills and Feats: Listen +5, Spot +5.

Attach (Ex): A lamprey that hits with its bite attack latches onto the opponent, and cannot be removed without killing the lamprey. When attached, the creature loses its Dex bonus to AC (thus having AC 15).

Blood Drain (Ex): A giant lamprey drains blood for 2d4 points of temporary Constitution damage each round it remains attached.

Giant Leech: Medium Vermin (Aquatic); CR 3; HD 4d8; hp 18; Init +0; Spd swim 10 ft.; AC 11; Atks bite +4 (1d6+1); SA Attach, blood drain, disease; SQ Vermin, salt vulnerability; AL N; SV Fort +4, Ref +1, Will +1; Str 12, Dex 10, Con 10, Int -, Wis 10, Cha 2.

Skills and Feats: Hide +4*, Listen +4, Spot +4.

Attach (Ex): A leech that hits with its bite attack latches onto the opponent, and cannot be removed without killing the leech. The leech is able to do this in water and remain unnoticed unless the victim makes a Spot check (versus the leech's Hide), or falls under half of his or her hit points from when the attack began.

Blood Drain (Ex): A giant leech drains blood for 1d4 points of temporary Constitution damage each round it remains attached.

Disease (Ex): Anyone bitten by a giant leech must make a Fortitude save (DC 10) or contract the "filth fever" disease.

Salt Vulnerability (Ex): Pouring salt on a giant leech has the same effect that a flask of acid does on normal creatures.

Skills: A giant leech gains a +8 racial bonus to Hide checks when submerged (not included above).

Vines

There are a variety of vines present. The more prevalent ones are listed below, and a more complete listing of vines appears in the campaign resource section.

VINE TYPE (D6)

1. Assassin Vine: Large Plant; CR 3; HD 4d8+12; hp 30; Init +0; Spd 0 ft.; AC 15; Atks slam +7 (1d6+7); Face/Reach 5x5 ft./10 ft. (20 ft. with vine); SA Entangle, improved grab, constrict 1d6+7; SQ Plant, camouflage, electricity immunity, cold and fire resistance 20, blindsight; AL N; SV Fort +7, Ref +1, Will +2; Str 20, Dex 10, Con 16, Int -, Wis 13, Cha 9.

Camouflage (Ex): Requires Spot, Wilderness Lore, or Knowledge (nature) check (DC 20) to recognize as dangerous.

Description: These 20 ft. long vines are usually found in shaded areas, where they wait to fall upon creatures passing beneath them.

2. Fire Bean: Medium Plant; CR 4; HD 4d8+16; hp 34; Init +0; Spd 15 ft.; AC 16; Atks vine +4 (1d4+1); Face/Reach 5x5 ft./5 ft. (15 ft. with vine); SA Improved grab, flower flames; SQ Plant; AL N; SV Fort +8, Ref +1, Will +2; Str 13, Dex 10, Con 18, Int -, Wis 12, Cha 8.

Flower Flames (Ex): This vine can immolate its flowers as a free action. The plant suffers no harm, but anyone grappling with it takes 3d6 points of fire damage each round.

Description: These 15 ft. long vines are colored with brilliant scarlet and orange flowers which entwine about it.

3. Cup and Saucer Vine: Large Plant; CR 4; HD 4d8+12; hp 30; Init +2; Spd 15 ft.; AC 17; Atks 5 cups +4 (1d3); Face/Reach 5x5 ft./10 ft. (30 ft. with cup); SA Cups, attach; SQ Plant; AL N; SV Fort +7, Ref +3, Will +1; Str 16, Dex 14, Con 16, Int -, Wis 10, Cha 6.

Cups (Ex): As a standard action, this vine can shoot 5 small cups, attached by thin but sturdy fuzz-covered strands, for a ranged attack, with no range increment. It can only drop 20 cups per encounter (it takes the plant an hour to retract a dropped cup).

Attach (Ex): The cups are leathery with many fine teeth around the inside edges, and on any hit, the cup attaches itself and automatically does damage in each subsequent round. The strand keeps the victim from fleeing more than 30 ft. away. Detaching a cup requires an Escape Artist check (DC 20), Strength check (DC 15), or an attack with a slashing weapon (AC 15; hp 5).

Description: These 30 ft. long vines hold many pink and purple bell-shaped flowers and several plum-like fruits. The fruits are discussed in the Food section, and the bell flowers are dangerous as described above. These plants are voracious eaters and can consume up to 200 pounds of flesh in four hours.

4. Canary Nasturtium: Large Plant; CR 5; HD 5d8+20; hp 42; Init +0; Spd 10 ft.; AC 15; Atks leaves +6 (2d6+4); Face/Reach 5x5 ft./10 ft. (20 ft. with vine); SA Spikes; SQ Plant, camouflage, blindsight (30 ft.); AL N; SV Fort +8, Ref +1, Will +2; Str 18, Dex 19, Con 18, Int -, Wis 12, Cha 8.

Spikes (Ex): The leaves of this plant are so sharp and it whips around so quickly that on its turn, anyone within its base range

of reach automatically suffers 1d4 points of slashing damage, similar to the *spike growth* spell.

Camouflage (Ex): Requires Spot, Wilderness Lore, or Knowledge (nature) check (DC 20) to recognize as dangerous.

Description: These appear as 20 ft. long dainty vines with finely cut silver leaves and small yellow flowers. The flowers are harmless unless ingested.

5. Balloon Vine: Large Plant; CR 5; HD 6d8+18; hp 45; Init +2; Spd 15 ft.; AC 16; Atks 4 seeds +5 (1d6+2); Face/Reach 5x5 ft./0 ft.; SA Seeds; SQ Plant; AL N; SV Fort +8, Ref +4, Will +1; Str 15, Dex 15, Con 16, Int -, Wis 8, Cha 8.

Seeds (Ex): As a standard action, the balloon vine can fire 4 seeds up to 10 ft. away (no range increment). The plant can fire 80 seeds before exhausting its supply (which must be re-grown over a period of one week).

Description: These 15 ft. long specimens are decorated with small white flowers and many balloon-shaped seed pods.

6. Cypress Vine: Large Plant; CR 5; HD 7d8+21; hp 52; Init +0; Spd 10 ft.; AC 15; Atks touch +9 (2d8 electricity); Face/Reach 5x5 ft./10 ft.; SA Electricity touch; SQ Plant; AL N; SV Fort +8, Ref +2, Will +1; Str 21, Dex 10, Con 17, Int -, Wis 8, Cha 8.

Description: These 20 ft. long vines appear to have many finely cut green leaves with large numbers of small orange, scarlet and/or white flowers adorning them.

KEYED ENCOUNTERS (AREA#1-66, R1-5)

1. Pool of the Bear

This is the pool the characters fell into after going through the Cave of Falls, and is described previously. It is set 150 feet up on the cliff face, and is connected to the valley floor by a set of narrow stone steps. The pool was once a worship site for the Deji, who here made offerings to the god The Bear, known as Bemmini even in the ancient times. Although the characters entered here, they cannot exit the garden this way unless all can fly, and even then they are subject to attack. Most of the garden's inhabitants shun the area since the pool has remained unaffected by the corruption, because it does not touch the tainted roots of Lamash. The water here is safe to drink, and the party can climb back up to it, though during the day there is a 25% chance each way that garns attack (see Appendix A). At the bottom of the steps there is a single stone path that leads through thick jungle to Area #2, after half a day's walking.

2. Cobblestone Courtyard (EL 6)

As you step into this 50 ft. x 40 ft. cobblestoned area you note the remains of one wall on the northern side, and a paved path proceeding west. In the eastern

corner next to the wall on the northern side, there's a grass path beaten through the jungle. There's nothing noticeable here except a few recently dead branchlets in the area that already seem to be decomposing.

This area is where assassin vines abide. There are three of these awful things in the foliage above. Anyone setting foot on the western path or in the nearby jungle (but not those heading north) are attacked by them. They drop the front ends of their bodies from the canopy towards the path and grab the victim, but they do not touch the path. There is only a small chance (see below) to notice them, for they are disguised as tree limbs. Their lair - a black tree with a hole in it 10 feet into the jungle - holds the delicate bones of very tiny humanoids, and mixed in with them, anyone searching discovers three golden rings, one inset with a garnet. The rings were taken from unwary (and now digested) travelers and worn by certain Oowah tribes (see Area #10), but are non-magical. The plain golden ones are exquisite antiques worth 50 gp each, while the garnet ring is worth 100 gp.

Assassin Vines (3): Large Plant; CR 3; HD 4d8+12; hp 29, 32, 33; Init +0; Spd 0 ft.; AC 15; Atks slam +7 (1d6+7); Face/Reach 5x5 ft./10 ft. (20 ft. with vine); SA Entangle, improved grab, constrict 1d6+7; SQ Plant, camouflage, electricity immunity, cold and fire resistance 20, blindsight; AL N; SV Fort +7, Ref +1, Will +2; Str 20, Dex 10, Con 16, Int -, Wis 13, Cha 9.

Camouflage (Ex): Requires Spot, Wilderness Lore/Survival, or Knowledge (nature) check (DC 20) to recognize as dangerous.

3. Path North with Acrid Smell (EL 9)

You note a grass path proceeding north and curving west. There is a bitter, acrid smell in the air here.

Anyone with Wilderness Lore/Survival skills can roll a DC 10 check to notice that the path has been beaten down by innumerable tiny footsteps that leave no impression.

This is the path to the black ant colony north of here. The acrid smell is formic acid which was recently exuded by a soldier ant to mark this entry point. Four soldier ants have sensed the party's approach and are waiting two on each side of the grass path in the jungle, unless the party has already encountered the ant mounds in Area #4.

Giant Ants, Soldier (4): Large Vermin; CR 5; HD 6d8+18; hp 45; Init +0; Spd 50 ft., climb 20 ft.; AC 17; Atks bite +9 (2d6+6); Face/Reach 5x10 ft./5 ft.; SA Improved grab, acid sting; SQ Vermin; AL N; SV Fort +8, Ref +1, Will +3; Str 22, Dex 8, Con 17, Int -, Wis 13, Cha 11.

Skills and Feats: Climb +14, Listen +6, Spot +6.

Acid Sting (Ex): Against a grabbed opponent, the soldier ant can make a sting attack: +9 melee (1d6+3 and 1d6 acid).

4. Ant Mounds (EL 14)

There are six massive, conical dirt mounds in this grassy area, each several feet taller than you. You're not surprised to note that there are gigantic ants coming out of several of these. A small grass path leads out of the northern end of this glade.

Two ants come forth from each of 1d4 mounds (out of the six) as the characters watch. Note that in this garden, the insects have grown to sizes exceptional even for "giant" ants, up to Large. If the characters already battled the guardian ants in Area #3, then the new ants are all additional soldiers coming to inspect that disturbance. If the characters entered this area first, then the ants coming forth are workers en route to the river to acquire seeds for the nest. The seeds are saturated with the river water and are used by the colony for nutriment. If these workers are attacked or deterred in their mission, twice the number of additional workers plus 1d4+1 soldier ants come out in search of them.

The colony is not deep in the ground, nothing below 20 feet. Each mound has a hole 2-3 feet across, wide enough for brave adventurers to enter. Each hole drops straight down to an antechamber that has a four foot high ceiling, just enough to fight in from a crouched stance. Each antechamber is 20 feet across, and 2-3 short passages connect it to the nearby ones (depending on which one they dropped into). Five of the mounds house 4 workers and 3 soldiers each (minus the ones who have attacked above), while the last mound (the most northern) shelters the queen and 6 more soldier ants.

The ants have also captured many aphids that they keep at Area #5.

Giant Ants, Worker (24): Medium Vermin; CR 3; HD 4d8; hp 18; Init +0; Spd 50 ft., climb 20 ft.; AC 17; Atks bite +1 (1d6); SA Improved grab; SQ Vermin; AL N; SV Fort +3, Ref +0, Will +0; Str 10, Dex 10, Con 10, Int -, Wis 11, Cha 9.

Skills and Feats: Climb +8, Listen +5, Spot +5.

Giant Ants, Soldier (18): Large Vermin; CR 5; HD 6d8+18; hp 45; Init +0; Spd 50 ft., climb 20 ft.; AC 17; Atks bite +9 (2d6+6); Face/Reach 5x10 ft./5 ft.; SA Improved grab, acid sting; SQ Vermin; AL N; SV Fort +8, Ref +1, Will +3; Str 22, Dex 8, Con 17, Int -, Wis 13, Cha 11.

Skills and Feats: Climb +14, Listen +6, Spot +6.

Acid Sting (Ex): Against a grabbed opponent, a soldier ant can make a sting attack: +9 melee (1d6+3 and 1d6 acid).

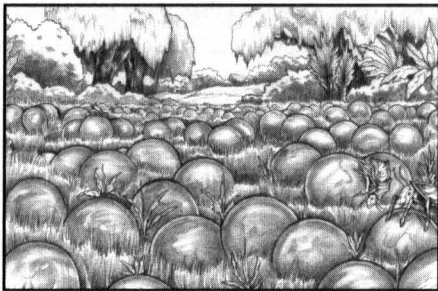
Giant Ant, Queen: Huge Vermin; CR 4; HD 8d8+24; hp 60; Init -1; Spd 40 ft.; AC 18; Atks bite +11 (2d8+7); Face/Reach 10x20 ft./10 ft.; SA Improved grab; SQ Vermin; AL N; SV Fort +9, Ref +0, Will +3; Str 24, Dex 7, Con 17, Int -, Wis 13, Cha 11.

Skills and Feats: Listen +7, Spot +7.

5. Sweet-Smelling Glade with Golden Globes (EL 9)

You come upon a grassy clearing where several hundred organic, golden-colored globes about two feet tall are spread about. The ground here is sticky, and the air is thick with a sweet smell. As you stand there you see movement among the globes.

DISPLAY ILLUSTRATION 1 ON PAGE 1Q 1.



If the characters enter the area they may inspect these "globes," which are honeydew drops produced by the aphids that live here. These globes are 1 1/2 ft. in circumference and are sticky like honey, though much more solid. The movements are aphids, green bugs about a foot long, busily creating these drops. As the characters come closer to the glade's far side they see the following:

To the east and wedged into some dead, black trees is a nest of green bugs. They do not seem disturbed by your presence and continue with what they are doing - adding to the nearby honey-smelling drops.

If the characters attack the aphids they defend, while emitting a shrill screaming sound. This attracts nearby ants that rush to defend the place (if the PCs have left any alive in Area #4) and in 1-3 rounds 1-6 soldier ants appear and attack until all intruders are killed or driven from this glade (see Area #4 above for statistics).

Giant Aphids (30): Small Vermin; CR 1; HD 2d8; hp 9; Init +0; Spd 20 ft., climb 10 ft.; AC 14; Atks bite +1 (1d4); SQ Vermin, adhesive; AL N; SV Fort +3, Ref +0, Will +0; Str 10, Dex 10, Con 10, Int -, Wis 11, Cha 9.

Skills and Feats: Climb +8, Listen +5, Spot +5.

Adhesive (Ex): Anyone striking a giant aphid in melee must make a Reflex save (DC 10) or have their weapon stuck fast to

the insect's honeydew sac. A Strength check (DC 10) can pry it out again.

6. Large Area with Paths North and South (EL 5)

You note that this cobbled area is still clean but slightly more damp, as if water is present just beneath the ground. Other than noting this, you see nothing but branching paths north and south, and a wall of jungle ahead.

There are a few spiders living above that derive their sustenance from a small rivulet passing beneath the stone path by extending their proboscis into the ground next to it and drawing forth the water. The characters will likely not note their presence, as they are excellent at hiding themselves, until the spiders attack. There is a 50% chance of them attacking the first instant that something enters the area, increasing 10% per minute spent here. Thus these creatures automatically attack on the 6th consecutive minute that something remains here.

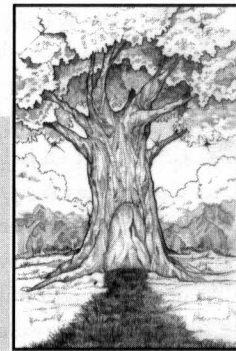
Monstrous Spiders, Large (4): Large Vermin; CR 2; HD 4d8+4; hp 24, 27, 31; Init +3; Spd 30 ft., climb 20 ft.; AC 14; Atks bite +4 (1d8+3 and poison); Face/Reach 10x10 ft./5 ft.; SA Poison (Fort DC 16, 1d6 Str), web (Esc DC 26, Break DC 32, hp 12); SQ Vermin; AL N; SV Fort +5, Ref +4, Will +1; Str 15, Dex 17, Con 12, Int -, Wis 10, Cha 2.

Skills and Feats: Climb +6, Hide +14, Jump +8*, Spot +15*.

7. Golden Tree (EL 10)

DISPLAY ILLUSTRATION 2 ON PAGE 1Q 1.

There is a golden tree about 10 feet off the path to the south here. Its hue is radiant, as if the sun strikes it with full force, though the sun is currently hidden behind overhanging branches. As you stare at it transfixed a branch bends towards the party and a voice-like tinkling winds chimes - sounds: "Come, all of you, to the trunk and open the door, for I am trapped within and need your succor to escape. Without me, the doom of the garden will befall you, all of you."



The branch then withdraws and a thin line is seen to form upon the trunk, giving the indication of a door's outline, though no handle is seen. The grass before the tree that leads up to its trunk turns a scarlet hue, and this seems to form a strange carpet of sorts, leading towards the door. A bird above screeches and flies away.

The bird was a rockstun, that has detected the evil presence near the doorway and flown away. An evil, bat-winged, half-nymph waits to grab anyone wandering within a few feet of the doorway. She attacks by making a grappling attack against the flat-footed victim, and simultaneously allowing her blinding beauty ability to do its work, and then closes the door with victim inside. The grass-path turns black and pointed, and anyone stepping upon it suffers the effects of the *spike growth* spell. The tree then turns pitch black in color (as though burnt) and the limbs now sway aggressively towards the party and attack if they do not move out of their range. If the tree is killed the captured character is expelled from it and the nymph is driven off. If a character spends 3 or more hours in the tree, he or she becomes the nymph's servant until either: 1) The nymph is killed, thus rendering her special power over servants negated, or 2) The tree is killed, and then the charmed character must make Will save (DC 16), with a successful check meaning that the urge to follow after the half-nymph fails and that the character is returned to normal.

Animated Black Tree, Huge: Huge Plant (Fire); CR 8; HD 8d8+40; hp 88; Init -1; Spd 0 ft.; AC 20; Atks 2 slams +13 (2d6+9); Face/Reach 10x10 ft./15 ft.; SA Double damage against objects; SQ Plant, fire subtype, half damage from piercing, damage reduction 10/+1; AL N; SV Fort +11, Ref +1, Will +2; Str 29, Dex 8, Con 21, Int -, Wis 10, Cha 6.

Fire Subtype (Ex): Fire immunity, double damage from cold except on a successful save.

Half-Fiend Nymph: Medium Outsider; CR 8; HD 3d6+3; hp 17; Init +1; Spd 30 ft., fly 30 ft. (average), swim 20 ft.; AC 14; Atks 2 claws +3 (1d4+2), bite -2 (1d6+1); SA Blinding beauty, unearthly beauty; SQ Spell-like abilities, darkvision 60 ft., poison immunity, acid, cold, electricity, and fire resistance 20; AL CE; SV Fort +2, Ref +6, Will +8; Str 14, Dex 17, Con 12, Int 20, Wis 17, Cha 21.

Skills and Feats: Knowledge (nature) +10, Escape Artist +8, Hide +9, Listen +9, Move Silently +9, Sense Motive +8, Spot +9; Ability Focus (unearthly beauty), Alertness, Dodge, Iron Will.

Blinding Beauty (Su): Any humanoid in 60 ft. looking at the nymph must make a Fortitude save (DC 16) or suffer permanent blindness. This operates continuously, as a free action.

Unearthly Beauty (Su): All those within 30 ft. looking at the nymph must make a Will save (DC 18) or die. This ability is usable once every 10 minutes.

Spell-Like Abilities: 3/day - darkness. 1/day - desecrate and dimension door. The nymph may also use druid spells as a 7th-level caster, as noted below.

Spells Prepared (6/5/4/3/2; base DC 13 + spell level): 0 - create water, detect magic (2), flare (2), resistance; 1st - cure light wounds, detect animals or plants, entangle, faerie fire, pass without trace; 2nd - flame blade, heat metal (2), warp wood; 3rd - dominate animal, poison, spike growth; 4th - dispel magic, summon nature's

ally IV (prefers to summon a small arrowhawk or 1d3 small air elementals, as needed).

Possessions: This particular half-fiend nymph carries an *amulet against persons and animals* (17 charges, see Appendix C for details).

8. Holes to the North (EL 6)

Two large holes are seen near the north-east side of the path here - there is a faint sound when you near these, but then the noise ceases. There is also a branch in the path here - you can head either north or continue west.

The two holes are two snake holes. These snakes have excellent camouflage skill - they can slither along an underground tunnel to the south side of the path where they can come out another hole, more disguised than these immediate ones. This action requires one minute, and if the characters have moved off by then these snakes follow the party as long as they can still sense them. If the players camp, the snakes wait until activity ceases, then they move in - silently. One attacks any guards, while the other chooses the weakest among the others to attack. Captured prey is swallowed whole. This snake's skin is valued by the Oowahs (all twelve tribes) for it makes good armor if cured properly. Characters could exchange skin for information or protection with the Oowahs. Also, the mere fact that they slew one of these fearsome snakes earns the "heroes" the respect of any Oowah who is informed of this accomplishment.

Snake, Constrictors (2): Large Animal; CR 4; HD 5d8+5; hp 29, 18; Init +3; Spd 20 ft., climb 20 ft., swim 20 ft.; AC 15; Atks bite +7 (1d4+5); Face/Reach 10x10 ft. (coiled)/10 ft.; SA Improved grab, constrict 1d4+5; SQ Scent; AL N; SV Fort +5, Ref +7, Will +2; Str 21, Dex 17, Con 13, Int 1, Wis 12, Cha 2.

Skills and Feats: Balance +8, Climb +13, Hide +14, Listen +8, Move Silently +8, Spot +8.

9. Flower Paths (EL 12)

The area comprising Area #9 is teeming with flower-life, most of it deadly. The DM should roll for three types of flowers that are prevalent here - there are about 100 total mutated flowers of three varieties present (note the DM's Information Section under Flowers). Read the following paragraph to the characters when they enter:

This is the most beautiful area you have seen yet! All around the outside of the path, the harsh jungle gradually gives way to fields of over-sized flowers, assaulting the senses from every direction. In the center of the path is what must have once been a building, but is now a wildflower garden of sorts, about 40 by 30 feet. The many flowers are distinct and colorful and grow

together in large patches. Multiple fragrances compete for your attention, all of them pleasant.

After a few moments of inactivity, the characters get the feeling that they are being watched, and if they inquire about this merely tell them that it is an uneasy feeling only, and nothing is visible, only the field of flowers.

If they succeed at a Spot check (DC 15), they notice there are no animals or insects present inside that small garden, either.

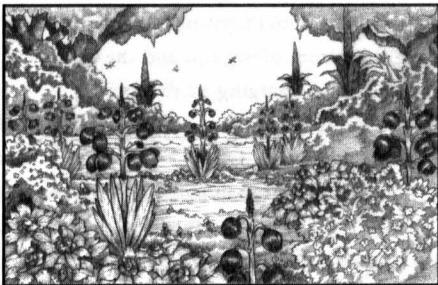
If the characters proceed on the path next to this, the flowers in the center attack - many are horrible and all fight to the death. The place could be fired, but this - as noted in the DM INFORMATION section under Setting Fire to the Foliage - causes a gas-cloud effect, and in this case this gas is poisonous due to the high concentrations of spores and resins present (treat exactly as per a *cloudkill* spell, instead of *stinking cloud*).

Flowers (3 types): Roll 1d8 three times and consult the Flower Quality chart - and other information therein - in the DM's Information Section.

9a. Flower Fields (EL 13)

If the players travel along the western branch of the path after encountering Area #9, they see the following.

DISPLAY ILLUSTRATION 3 ON PAGE IQ 2.



You note that these fields are filled with small bitter orange plants in full blossom at least two feet high. Flowers sprout everywhere around, some coming up to your waist and brushing against your legs as you walk next to them. As you gaze upon the field's expanse you note a small movement - an arm coming up from the ground, just breaking the surface of the plant's canopies - but then you see no more as the arm has disappeared out of sight into the masses of flowers. The distance to that spot must be short - maybe 20-30 ft.

If the characters go set foot in the fields, they note a bit of sleepiness and almost eerie tranquility overcoming them, but feel confident that this condition is so gradual that there is no danger in it for a while. Upon coming to the area in which they noticed the hand the characters discover the following:

You see a woman - just rising, as if from sleep - stretching her arms out and yawning. She appears sleepy-eyed at first but then her manner changes to one of interest, though clouded by sleepiness. She doesn't say anything immediately, looks at you and blinks, and then volunteers: "Other humans - when?" She seems perplexed, but with growing excitement.

The woman, who is known as Neroli, then inquires about the party's adventure, attempting to lull them into a false sense of security. She does not answer any questions about who she is or how she got there. She cannot directly charm the PCs, but her powerful Charisma has a similar effect in conjunction with the mildly hallucinogenic flowers. Those affected by it are unaware until she is confronted or attacked, at which time charmed individuals react in a most hateful way against her attackers, defending her against them as best as they can. During their "chat" with Neroli, she yawns and lies down, inviting the characters to rest. If they do, the smell of flowers around them stimulates the mind and opens it - to her *charm monster* ability (one attempt made each round).

When and if Neroli is attacked, or if the characters enter and then decide to evacuate the area, she triggers the charm on those who took deep wafts of the blossoms, and at that time all those who failed a secret Will save (DC 20) come under her charm. Neroli attempts to avoid the characters in melee combat, but if she is successfully hit she whirls about and a transformation immediately occurs. Instead of a lovely lady before them, the PCs suddenly see a 3-headed demonic plant rooted in her place - all heads being the same "type" of facial structure as Neroli's, but hideous in aspect, and quite threatening:

The beautiful woman before you undergoes a startling transformation. Her feet sink into the earth, her fingers lengthen and combine, and her skin takes on a greenish hue. In a few seconds, you see a 7 ft. high plant where she was with three heads protruding from long neck-stalks. All the maws are filled with razor-sharp teeth, and they all scream their rage in unison as the thing shambles towards you!

The demonic-plant, Neroli, attacks without concern for itself, for while in this form it is not aware of anything other than killing sentient beings around it. Any PCs under her control instantly snap out of it, as her charisma no longer has any effect. The plant attacks until all are driven from the fields. Her scream is a telepathic alarm, alerting the other flowers - smaller orange blossoms - to awake and defend the field from the intruders.

As the hideous thing first attacks, its scream permeates the place and pierces your mind like the screams of those dying in agony. You suddenly notice the surrounding bitter orange blossoms rise to upright

positions. Their once weak, stilted forms seem fortified with vigor and petals bloom to twice their former sizes. Many have opened up to reveal tiny faces, like demonic children with evil, amused grins looking right at you.

The orange blossoms giggle, and then this stops and they moan as they unleash a highly potent sleep pollen across the whole field. Note their special attack below. Characters left asleep and undefended are consumed by Neroli in 2d10 rounds. Otherwise, characters suggesting retreat from the field on the initial round of pollen spraying should be allowed to back-pedal out of the field. However, those less unfortunate ones who miss both saving throws will at best stagger back 10 ft. and collapse.

Neroli, Half-Fiend Plant: Medium Outsider; CR 9; HD 7d8+21; hp 67; Init +2; Spd 30 ft.; AC 17; Atks 3 bites +12 (1d6+5); SA Heads, spell-like abilities; SQ Plant qualities, telepathy, darkvision 60 ft., acid, cold, electricity and fire resistance 20; AL CE; SV Fort +8, Ref +4, Will +5; Str 20, Dex 14, Con 16, Int 16, Wis 16, Cha 21.

Skills and Feats: Bluff +15, Concentration +13, Sense Motive +11, Wilderness Lore/Survival +13; Power Attack.

Heads (Ex): Each of Neroli's three separate heads can attack at no penalty every round (even if she moves or charges in the round), or use its individual extraordinary ability, as noted below.

1st Head - Acid Bite: Every successful bite by the first head does the listed damage, plus 1d10 points of acid damage.

2nd Head - Sonic Scream: Every 1d4 rounds the second head may make a sonic scream in a 5-ft. radius emanation from itself. This does 2d6 points of sonic damage to all non-plants in the area (Reflex half DC 15).

3rd Head - Choking Pollen: Every 2d4 rounds the third head can cough pollen up to 10 ft. away, in a 5-ft. radius spread. Those in the cloud must make a Fortitude save (DC 18) or suffer 1d6 points of temporary Constitution damage. The save and damage must be repeated one minute later, as well.

Spell-Like Abilities: At will - *charm monster* (once per target each day). 3/day - *darkness*, *poison*, *polymorph self* (female humanoid only). 1/day - *desecrate*, *unholy blight*. All of these abilities are as by a 7th-level caster (DC 15 + spell level).

Plant Qualities (Ex): This demon possesses all the qualities normally associated with creatures of "plant" type. She is immune to poison, sleep, paralysis, stunning, and polymorphing. She is not subject to critical hits or any mind-influencing effects.

Telepathy (Su): Neroli can communicate telepathically with any creature within 100 feet that has a language.

Orange Blossom "Children": Tiny Plant; CR 1; HD 1d8; hp 4; Init +2; Spd 0 ft.; AC 12; Atks slam +1 (1d3-1); Face/Reach 2 1/2x2 1/2 ft./0 ft.; SA Pollen; SQ Plant; AL NE; SV Fort +2, Ref +2, Will +1; Str 8, Dex 14, Con 10, Int 2, Wis 12, Cha 14.

Pollen (Ex): Sleep - every 2d4 rounds the orange blossoms can fill this entire encounter area with pollen. All creatures in the cloud must make Fortitude saves (DC 15) or be slowed. Those who fail must immediately make a second Fortitude save (DC 15) or suffer the effects of the *sleep* spell (regardless of Hit Dice). In either case the effect lasts for 1d4 minutes, unless the victim is completely immersed in water, which washes the pollen from them and speeds the metabolic rate again.

10. Oowah Encampment (Eap Tribe) (EL 10)

You come to a dead-end area which is ringed with thick foliage that seems purposely piled there. The area is very still and nothing can be heard.

There is a tribe of Oowahs residing beyond the foliage, and their piling of branches, leaves, and refuse is an indication of their borders - borders that other intelligent garden inhabitants respect because of the dire consequences if they do not. This tribe - the Eap (EE-App) - is prepared for any eventuality - scouts and sentinels report movements along the paths, and in the case of attacks all but the men and older women take to the "ints" - their tree houses. See the appendices for more detailed information on the Oowahs.

If the characters attempt to approach and breach the foliage wall, they will be attacked by the foremost group of Oowahs, which represent the better fighting men present. First poisoned needles are fired from blowguns, and then Oowahs jump and dive from the trees, charging to the attack. Afterwards they attempt to tumble past their opponents, flank them, and overwhelm them. Other Oowahs follow once this group is fighting, until the all the inhabitants are actively involved in the fight. Women fight as well as the men, and the elders of the tribe hurl rocks (1d4 damage, 10 ft. range increment) in addition. These tactics are common to all Oowahs in the garden.

If the characters are beaten, they are taken to the camp (north of Area #10, between the large mushrooms) and held as slave labor until the Great Feast of the Creator (about a week away) unless they can convince the Oowahs of their sincerity and willingness to help. The Oowahs are concerned with the chanterelle fields (edible mushrooms the size of trees, thus they are called chanterelle trees). When no other flesh is available, they eat steaks prepared from these, and some of their armor is created from them as well, so this is a commodity they always want. The Cosyf tribe has the monopoly on the chanterelle groves, and the Eaps (who know a smattering of the Merchant's Tongue from previous captives) convince the PC prisoners that they'll be freed if they join them to war upon this dominant tribe. If the characters say no, then they are kept as prisoners, and eaten a week later unless they can escape. They are fed food permeated with the river water (see Purple River of Lamash in the DM's Information Section). This could be a dismal end to a promising start.

Oowahs, Eap (10 plus leaders): initial attackers.

Oowahs, Eap (40 plus leaders): others in encampment. (For details on the Oowahs, read the appropriate entry in Appendix A: New Monsters.)

11. Nest in the Trees (EL 2)

You come to a crossroad in the cobble-stoned path. You suddenly realize there is a nest above in the trees - a large nest, as it overlaps more than three branches. You see and hear nothing otherwise.

This is a red hawk's nest, noticeable because the parents keep the area cleared of foliage. The two hawks are currently out hunting, but return in 1d6 rounds. If there are characters in the area at this time, the hawks attack. They are aggressive since their brood is present, but they are not overpowering fighters. Their activity - screeching, flapping, and fighting - attracts a wandering encounter, however, for many scavengers rely upon the carcasses of the hawks' victims. Roll on the random land encounter table in the DM information section to find the type of creatures that show up 1d8 rounds after the initial screech.

Red Hawks, Adults (2): Tiny Animal; CR 1; HD 1d8; hp 6; Init +3; Spd 10 ft., fly 60 ft. (average); AC 17; Atks claws +5 (1d4-2); Face/Reach 2 1/2x2 1/2 ft./o ft.; SA Scream; AL N; SV Fort +2, Ref +5, Will +2; Str 6, Dex 17, Con 10, Int 2, Wis 14, Cha 6.

Skills and Feats: Listen +6, Spot +8*; Weapon Finesse (claws).

Scream (Ex): Any round an enemy hears a red hawk scream, they must make a Will save (DC 12) or suffer a -1 morale penalty to attacks, damage, saves, and checks in the next round.

Red Hawks, Hatchlings (2): Diminutive Animal; CR 1/6; HD 1/2 d8; hp 3; Init +4; Spd 10 ft.; AC 15; Atks bite +4 (1d2-4); Face/Reach 1x1 ft./o ft.; AL N; SV Fort +2, Ref +6, Will +0; Str 2, Dex 19, Con 10, Int 1, Wis 10, Cha 4.

Skills and Feats: Listen +5, Spot +8*; Weapon Finesse (bite).

12. Hidden Flowers (EL 7)

The path dead ends here into the jungle. Colorful flowers hang from vines and thick canopies of moss ahead of you.

There is a patch of flowers hidden just inside the jungle at the east end of this area, and they are aware of beings entering here and they wait until they are within range and then attack. The flowers are spore shooters, but with twice the range as those listed in the DM's Information Section. In addition, three

ambush bugs are present - and these two groups support each other through symbiosis. The bugs sometimes providing carrion to fertilize the plants, and vice versa.

The characters are usually attacked by the flower spores first - and while occupied, the ambush bugs drop on them from above.

Flowers, Spore Shooters (3): Large Plant; CR 3; HD 4d8+8; hp 28; Init +0; Spd 0 ft.; AC 14; Atks 4 spores +2 (1d10 and oil); Face/Reach 5x5 ft./o ft.; SA Spores; SQ Plant; AL N; SV Fort +6, Ref +1, Will +1; Str 16, Dex 10, Con 14, Int -, Wis 10, Cha 14.

Spores (Ex): Rectangular/oily - each of these flowers can shoot 4 spores per round as a standard action up to 40 ft. (no range increment). These strike the target for 1d10 points of bludgeoning damage and then skid off. These spores are flammable, and when lit they burst in a 5 ft. diameter area, causing 4 points fire of damage.

Ambush Bugs (3): Small Vermin; CR 1/2; HD 1d8+1; hp 6; Init +4; Spd 20 ft., fly 40 ft. (average); AC 15; Atks bite +2 (1d4+1); Face/Reach 2 1/2x2 1/2 ft./o ft.; SA Attach; SQ Vermin; AL N; SV Fort +3, Ref +0, Will +2; Str 12, Dex 11, Con 12, Int -, Wis 14, Cha 9.

Skills and Feats: Hide +8*, Listen +6, Spot +6.

Skills: *Because of its camouflage, an ambush bug surrounded by foliage receives an additional +8 racial bonus to Hide checks.

13. Oowah Encampment (Storop Tribe) (EL 11)

You note a bridge over a slow-moving river with the purplish tint. On the other side is a piling of plant matter, off the path and forming a wall of sorts running north. You see some movement beyond this makeshift wall - the head of a figure disappearing behind it, and the fleeting glimpse of a strangely attired human peering around the side and then disappearing back into the foliage - and then you hear a sounding, like a large reed being blown.

This is the Storop encampment. Note the appendices under Oowahs for statistics and numbers of leader-types and noncombatants. Also see Area #10 for a feel for the Oowah's strategies in general, and their obsession with the chanterelle groves (Area #20) and the predicament with the dominant Cosyf tribe.

The Storop tend the bridge here - and they are among the richest of the Oowahs present (riches being measured in pounds of chanterelle procured per day). They charge a toll in chanterelle flesh to any other tribe that crosses the bridge to hunt or fish on the extreme south side of the garden (near Areas #11 and #58). Their area is not as overgrown with foliage or as infested with creatures as others are, and their life by the stream in their lower leveled ints is relatively peaceful compared to the

other warring and involved factions north and northeast of them. If the party looks at all aggressive and has no other Oowahs with them, the Storop generally let the party pass right across the bridge without incident.

Oowahs, Storop (60 plus leaders): total in encampment. (For details on the Oowahs, read the appropriate entry in Appendix A.)

14. Oowah Encampment (Floax Tribe) (EL 10)

There is a pile of foliage on the edge of this clearing - and you definitely see activity beyond this in a thicket ringed with many trees. Something whizzes past you - you think it's a bee but then you see the long, thin dart sticking out of a nearby tree trunk!

This is the Floax encampment, and they are on generally neutral terms with every one except the Storop's who make them pay extra chanterelle flesh for passing over the bridge. This was in answer to the Floax demanding "intersection fees" from everyone since their camp is right at an N-S-E path area conjunction. The tribes in Areas #19, #16, and #15 do not allow the Floax to travel through their foliage on their way to the chanterelle groves, and the Floax have had to use the Storop's bridge and take the long way around.

The Oowahs here have set off a warning shot in an attempt to scare the intruders into one of the other nearby encampments (N or E), and if a battle ensues with any of these, the Floax arrive soon after to raid rival Oowahs of their chanterelle flesh. They do nothing otherwise unless their camp is assaulted behind their mulch wall.

Oowahs, Floax (40 plus leaders): total in encampment. (For details on the Oowahs, read the appropriate entry in Appendix A, and also read Area #10.)

15. Oowah Encampment (Erth Tribe) (EL 11)

DISPLAY ILLUSTRATION 4 ON PAGE IQ 2.

You see an empty glade before you, and you can't help but notice a large wooden totem of some sort sticking out from a confused mass of foliage. It seems to be a primitive wall running east and west on the northern part of this area, covered in shaggy moss.



If the characters enter the glade the totem's topmost head emits a whistling sound - and within 1d3 rounds 20 of the Oowah warriors (note total numbers of the camp below) are summoned here. They are of neutral demeanor, attempting to drive off creatures by posturing and threatening rather than lose their numbers in a direct confrontation. However, these particular Oowahs have had ill times with the purple nyx's (see Area #31), who have "done in" several of their number - so any association or even non-lethal contact between the adventurers and the nyxs is reacted to violently by this particular clan.

The totem is the "scrying god" which was formed and positioned here by the Erth Oowahs to watch over their area. When any intruder enters the glade area next to the path, the topmost head - an ugly humanoid with a mushroom-tipped tongue - sounds a shrill, high-pitched whistling. This alerts the camp, and also unintentionally terrifies other Oowah clans, for they believe this is a spirit of Lamash sent to protect the Erth clan. In fact, there is simply a 'sentinel' (a dwarf even among Oowahs) who is present in the hollow head and sounds the whistle. At nighttime he climbs out of the totem and returns to the camp. The Erth are currently working on a larger totem, for the other Oowahs have come to the conclusion that the spirit in the totem sleeps at night since it doesn't "scream" when they pass there. The larger totem can fit other Oowah and ensures that the "spirit" can work in shifts, thus keeping unwanted Oowahs from trespassing during those times.

Oowahs, Erth (60 plus leaders): total in encampment. (For details on the Oowahs, read the appropriate entry in Appendix A, and also read Area #10.)

16. Oowah Encampment (Yres Tribe) (EL 10)

This encampment cannot be seen from the path. Viewers must be right upon it in the foliage, for it is cleverly made to look like nothing more than a few collapsed tress. A Spot (DC 15) check is required when passing by to notice something odd about the trees in this part of the jungle. The Yres are secluded here, but they are also warlike, and they raid those receiving their chanterelle, and in the past used to ambush those passing near their encampment. The Eap avoid them by slowly crossing north to Area #21, then west to the groves. On occasion the Floax have had run-ins with this tribe.

The Yres worship an imaginary god which could be a personification of Lamash. Supposedly, though no being other than them have lived to see it, the wall-vines on the east part of the camp form the likeness of Lamash's head. The Yres' have built a shrine around this spot, and their priests say that the vines talk to them and inform them of countless victories for their tribe. Prisoners are thrown to the vines, and in actuality the largest are strangling assassin vines.

Oowahs, Yres (40 plus leaders): total in encampment. (For details on the Oowahs, read the appropriate entry in Appendix A, and also read Area #10.)

17. Divergent Paths/Moldy Areas

The path widens into an open area with several paths leading out. There is a grassy path heading east, and two distant paths across a giant open area, northwest and northeast respectively. The open area to your north and west is covered in mold, so thick that you can't tell where the path begins and where the jungle floor ends in many places. There are no trees or grass here, though a few withered skeletons of trees survive. The mold is in sections, so with some careful stepping you could get around many of the obvious blockages, though it is hard to tell just how far back these extend in either direction. Some mold formations, possibly coating the ruins of buildings, are as high as ogres are tall and block further view.

Those flying above find that the paths are consistent with their beginnings - dense but not impassible, though one must pass close to the unknown mold formations, and step on low-lying mold in many places. See Area #22 for more information on the molds if they choose this route. The path to the east leads to a glade occupied by phase spiders.

18. Webbed Glade (EL 9)

DISPLAY ILLUSTRATION 5 ON PAGE IQ 3.



As you enter this glade, you notice many thin, filamentary strands connecting the trees to the ground and vice-versa. In one is a giant grasshopper which struggles to free itself. Large spiders appear out of nowhere - as if turning visible in an instant - and wrap more webbing around it. These then scuttle back to a larger mass of webs to the south where they wait. During this time the grasshopper spews forth obviously strong stomach acids while chewing on the strands - and this seems to be burning the webbing. But when it stops, the spiders, obviously intent upon keeping their prey, begin the wrapping process once again.

This scene has been repeating itself for many hours now. The grasshopper was caught, but due to its mutation, it has not fallen a total victim as yet. Its ability to spew forth stomach acid continues to weaken the webs, and its exoskeleton is mutated to a hardness comparable to full plate - which makes it a not-so-easy-target to latch onto. The spiders have tried to administer a few stings too boot, but they seem ineffectual.

The webs seem very thick on the south side of the glade, for reasons obvious to anyone with a good direction sense. The ant colony in Area #4 often forays in this direction, breaking into the phase spider's area through jungle and rotten trees on the south end of the glade. The spiders have concentrated their web-spinning efforts there lately, and the ants have mostly ceased their wanderings.

Large Spider Webs: CR 1; no attack roll needed; Escape Artist (DC 26); Break (DC 32); hp 12 (per 5 ft. sq.); damage reduction 5/fire. Note: Most of these webs (those more than 2 hours old) are not that sticky, but are strong enough to walk over. Doing so requires a Balance check (DC 10) each round, with the usual penalties for moving over half speed or being attacked. Those who fall become entangled in the webs as usual, and spellcasting then requires a Concentration check (DC 20). Applying any water makes the webs entirely sticky again.

Phase Spiders (3): Large Magical Beast; CR 5; HD 5d10+15; hp 44, 47, 53; Init +7; Spd 40 ft., climb 20 ft.; AC 15; Atks bite +7 (1d6+4 and poison); Face/Reach 10x10 ft./5 ft.; SA Ethereal jaunt, poison (Fort DC 15, 2d6 Con); AL N; SV Fort +7, Ref +7, Will +2; Str 17, Dex 17, Con 16, Int 7, Wis 13, Cha 10.

Skills and Feats: Climb +12, Move Silently +11, Spot +9; Improved Initiative.

Ethereal Jaunt (Su): A phase spider can shift from the Ethereal to the Prime Material Plane as a free action, and shift back as move-equivalent (move action in revised rules) action. See also the spell *ethereal jaunt*.

Giant Grasshopper: Medium Vermin; CR 2; HD 2d8+2; hp 16; Init +0; Spd 10 ft.; AC 18; Atks bite +2 (1d6+1); SA Spit acid; SQ Vermin, immunity to poison; AL N; SV Fort +4, Ref +0, Will +2; Str 12, Dex 10, Con 12, Int -, Wis 14, Cha 10.

Skills and Feats: Jump +14, Listen +5, Spot +5.

Spit Acid (Ex): Stream of acid 5 ft. by 5 ft. by 20 ft. long, every 1d4 rounds; damage 2d4, Reflex save (DC 12) for half damage.

19. Oowah Encampment (Frittal Tribe) (EL 11)

The party sees a familiar type of foliage wall extending north along this dead-end area. Over the top of the wall you can just see a human-sized hut, and what looks like a man's head coming out of it.

Keyed Encounters

If the party calls out to the man, he comes over and peers over the top of the wall and calls out to them in Merchant's Tongue, and invites them to come over the wall. The wall is about 5 1/2 feet high, and any party members can climb it without much difficulty (DC 10). The wall was primarily built to defend the camp against other Oowah. Regardless of how they get over the wall, they see the following when they get to the other side:

Across from you is a large wooden hut, the largest you have seen so far, built into a series of low-lying trees. Standing by the hut's door is a man, somewhat discolored, though with mutation or forest grime it's impossible to say. But he's a human, no doubt about it. He is surrounded on three sides by about 20 determined Oowah warriors brandishing spears and knives. He himself is carrying a two-handed sword. He says, slowly and deliberately, "Welcome to my village, strangers. What business have you here?" Before you can answer, three black-headed and gray-bodied dogs bolt from behind the structure - and there is a sound, like a horn being blown. The man and Oowahs stand their ground, and the dogs heel on their own just a few feet in front of him.

This is Fargan, one of the three "humans" still here. Unbeknownst to him, he is actually a lycanthrope, which explains his coloration and longevity. Originally, this man was an official emissary to the Plantmaster, part of the group attempting to burn down the garden before all were sickened. When he saw Elder Ahlziz cross the circle and run into the garden, and the garden throw the hurled torches back, he ran as far as he could, blindly, into the jungle outside the city. After several days spent lost and starving, he was attacked by a weretigress who was looking for a mate. After becoming infected, he blanked out for days at a time, but would always awake full and rested, though sometimes with a strange taste in his mouth. Before the weretigress could teach him her ways, she was slain and he was alone. After several months, Fargan found the city again and became involved with the newly-created Oowahs, while staying away from the central garden. He has actually lived with practically every tribe at different times and been married to fourteen different Oowah women over the past six centuries. Eating and drinking the mutated food has played havoc with both his memory and longevity because of his strange were-form, which he still doesn't know about. The Oowahs, who always appreciate his abilities (and armor and sword), let him build his own hut and live with them, and try and direct him to enemy camps on nights of the full moon. Everyone in this camp knows to hide in the trees on such days.

Fargan has adopted this camp and defends it from all intruders. He is soon to be the leader of the Frittal tribe by marriage to Owaeh, an Oowah woman who sounded the horn upon the character's approach and who is now hidden in the hut with a blow gun. If the characters attack, the Oowahs respond,

and others now lying in wait in the eastern foliage ambush them. However, the Frittal are basically peaceful. Fargan has guided them in their ways, for he sees the folly in depleting the camp when danger lurks everywhere. He has negotiated for peaceful relations with the Cosyf, the dominant tribe here, but they have ignored his request for an alliance since this would include sharing the tending of the chanterelles, which the Cosyf enjoy a monopoly on.

If the adventurers do not come in and start swinging, he politely answers their questions, though without letting his guard down. Fargan's first reaction to the adventurers is one of surprise, for he cannot imagine how anyone else could make it to, let alone survive in this place. His next guess is that this is a trick of the demon, Lamash, but as he stands there, his dogs' placidity reassures him these are living beings in front of him. He answers any of the party's questions about his past rather blithely. "It's been how long? You don't say. Doesn't seem like that long, and I had to live through it all." He doesn't remember the specifics of the Plantmaster's last stand, nor does he recall the other tribes he has lived with. If they ask about Lamash or a "demon", he becomes suspicious and orders them to leave. But if the party mentions the Plantmaster or Clahz, he offers to lead them to his garden tomorrow, if the adventurers agree to stay the night and feast with them.

If the adventurers refuse to stay the night, he lets them depart peacefully, after giving a rambling and generally useless description of where the Plantmaster is, though the party should be able to learn that he is "north and across the river". If they do stay the night, they find the food and drink is just as tainted as anything else in the garden, though it doesn't affect the Oowah, and they are not offended if the PCs refuse it.

The PCs are free to camp anywhere inside the tiny Oowah enclave. If they make a Spot (DC 10) check, they notice the Oowahs all clamber into the trees above to sleep despite having houses on the ground, and that one of the Oowahs is motioning to the PCs. If they investigate, he tells them the ground is "not safe" but won't tell them anything else.

Approximately 3 hours after the Oowahs crawl into their makeshift beds, the full moon comes out, (though barely visible through the trees), and the PCs begin to hear strange, growling noises from Fargan's hut. A moment later, a half-man/half-beast lunges out of the doorway and slams into the PCs, unless they were in the trees. Both versions of Fargan are listed below.

Fargan, Colonel of the Guard, Human Ftr8: Medium Humanoid; CR 8; HD 8d10+24; hp 85; Init +6; Spd 20 ft.; AC 21; Atks +1 greatsword +12/+7 (2d6+6); AL N; SV Fort +9, Ref +4, Will +3; Str 15, Dex 14, Con 17, Int 11, Wis 12, Cha 10.

Skills and Feats: Climb +4, Handle Animal +7, Jump +4, Listen +3, Ride +8, Search +4, Spot +7, Listen +5, Wilderness Lore/Survival +4; Alertness, Cleave, Combat Reflexes, Great Cleave, Improved Initiative, Leadership, Power Attack, Weapon Focus (greatsword), Weapon Specialization (greatsword).

Possessions: +2 full plate, +1 greatsword

Fargan, Weretiger Hybrid: Medium Humanoid; CR 10; HD 8d10+48; hp 109; Init +8; Spd 40 ft.; AC 19; Atks 2 claws +12 melee (1d8+8), bite +10 melee (2d6+3); AL N; SV Fort +14, Ref +6, Will +5; Str 27, Dex 18, Con 23, Int 11, Wis 12, Cha 10.

Skills and Feats: Move Silently +4, Balance +4, and Hide +4 Alertness, Combat Reflexes, Improved Initiative, Power Attack, Multiattack, Blind-Fight

Pounce (Ex): If a weretiger leaps upon a foe during the first round of combat, it can make a full attack even if it has already taken a move action.

Improved Grab (Ex): To use this ability, the weretiger must hit with a claw or bite attack. If it gets a hold, it can rake.

Rake (Ex): The weretiger that grabs its prey can make two rake attacks (+9 melee) with its hind legs for 1d8+3 damage each. If the weretiger pounces on an opponent, it can also rake.

(see Monster Manual Appendix 3 for further description of weretigers.)

Ooweah, Oowah Ftr3/Rog2: Medium Fey; CR 5; HD 3d10+2d6; hp 30; Init +8; Spd 30 ft.; AC 17; Atks dagger +5 (1d4+1), blowgun +8 (1 and poison); SA Poison needles (Fort DC 13, 1/1d2 Con); SQ Immunity to mind-affecting spells; AL CN; SV Fort +3, Ref +8, Will +0; Str 13, Dex 19, Con 11, Int 8, Wis 8, Cha 11.

Skills and Feats: Hide +12*, Listen +6, Spot +6, Tumble +11, Wilderness Lore/Survival +3; Dodge, Improved Initiative.

Skills: *Receives +5 racial bonus to Hide checks in overgrown forest setting.

Possessions: Kunet barkskin armor (as masterwork studded leather), Fargan's dagger, blowgun, 10 poison needles, horn.

Dogs (3): Medium Magical Beast; CR 1; HD 2d10+4; hp 15, 17, 18; Init +2; Spd 40 ft.; AC 16; Atks bite +4 (1d6+3); SQ Scent, telepathy; AL N; SV Fort +5, Ref +5, Will +1; Str 15, Dex 15, Con 15, Int 2, Wis 12, Cha 6.

Skills and Feats: Listen +5, Spot +5, Swim +5, Wilderness Lore/Survival +1*.

Skills: *Receives +8 racial bonus to Wilderness Lore/Survival checks when tracking by scent.

Telepathy (Su): These dogs have a supernatural telepathic link with their master, enabling them to mentally communicate with him (as a free action) as long as they are within 100 ft.

Oowahs, Frittal (30 plus leaders): band lying in ambush.

Oowahs, Frittal (20 plus leaders): others in encampment. (For details on the Oowahs, read the appropriate entry in Appendix A, and also read Area #10.)

20. Chanterelle Groves/Oowah Encampment (Cosyf Tribe) (EL 10 or 13)

Stretching before your eyes are several rows of large fungi, wide stalked and reddish brown in color, with their tops more brim-like and flat. A pungent aroma is given off by these "trees," which you find attractive. The large field is ringed by the usual dense jungle, though much of it seems to be dead or dying. At the back end of the field you see an encampment, unprotected by walls. There is also a path continuing east.

If the characters arrive here during the day, they see many Cosyf Oowahs tending the chanterelle fields. To do this, they make shallow punctures in a row on the skin of these giant mushrooms, then stick sharpened sticks into the punctures and skim off the outer bark. They then apply juices distilled from its roots to the exposed underbark, which promotes plant growth. The characters are inspected from a distance by the Oowahs, who suspect their complicity with other Oowahs trying to gain the groves, or at least to steal some of the mushroom "flesh". If any characters injure a mushroom in any way, the whole tribe attacks, and they are taken to the river and thrown into it (at Area #31).

If the characters attempt to cross the fields during nighttime, they are attacked by giant snakes. This alerts the camp inhabitants along the northern face of the area, but they do not investigate until morning since they are sure that the snakes can handle all types of intruders.

The chanterelle groves are held by the Oowahs to be the most important commodity in the garden. The Cosyf, a large tribe with double the numbers usually found in other Oowah encampments, are the dominant clan here for this reason. They tend to the chanterelle fields, taking nearly 50% of its cultivatable flesh in return. The remaining is split between the 11 tribes. None of the tribes to date have united in breaking the Cosyf's monopoly on the groves. They are either too close to the Cosyf to attempt such a thing without incurring the wrath of the others, or too far away, making holding the ground difficult. In addition, with foraging, weapon-making, hunting, defending, concocting, scouting, food preparation, and rearing children taking up their time, the concept of a war over however an important commodity seems absurd to most except the elders.

The Cosyf are self-assured that their position is unalterable. They daily tend the fields, and at night they let the giant snakes out to guard the area. The snakes are mutated, and their favorite dish is a small beetle that feeds on the chanterelle bark. When the Cosyf settled here they noted this arrangement and quickly ascertained the snake's weakness. The snakes are lured back into the many cages ringed the area through the use of these bugs as bait. The snakes have grown accustomed to this arrangement in an odd sort of way and rarely attack the Oowahs at this time. However, this changes at night when they become insanely voracious and attack anything that moves in the groves. All

Cosyf stay away from the groves until morning. Early on, chanterelle raiders were taught costly lessons when trying to steal their "fair share" from the groves during these times, but now that all are "informed," there has been little raiding.

Snakes (20): Medium Animal; CR 2; HD 5d8+5; hp 27; Init +3; Spd 20 ft., climb 20 ft., swim 20 ft.; AC 15; Atks bite +7 (1d3+4); Face/Reach 5x5 ft. (coiled)/5 ft.; SQ Scent, light sensitivity; AL N; SV Fort +5, Ref +7, Will +2; Str 19, Dex 17, Con 13, Int 1, Wis 12, Cha 2.

Skills and Feats: Balance +11, Climb +10, Hide +15, Listen +9, Spot +9.

Light Sensitivity (Ex): These snakes suffer a -1 morale penalty to all attacks, damage, saves, and checks during the daytime.

Oowahs, Cosyf (120 plus leaders): total in encampment. (For details on the Oowahs, read the appropriate entry in Appendix A, and also read Area #10.)

21. Oowah Encampment (Faix Tribe) (EL 8)

If the party continues east from Area #20, they encounter the Faix.

There is a circle of live trees in this almost treeless area, grouped inside stacked piles of dead timber which encircles them like fortification walls.

If the characters have seen Oowah camps before, they note that the live trees are the ints where they live. This camp is wholly unlike others of its kind - the whole place seems desolate and run-down. There are few Oowahs walking about, and the few that are take no heed of the party unless the latter cross the dead timber walls, at which time a horn is sounded from within the complex and the place comes more alive.

This is the Faix encampment. They are the poorest of the Oowahs though they are next to the chanterelle groves. Their history is as bleak as the woods they subsist in. One night their tribe was virtually annihilated by an incursion of a horrific flesh-eating mold from the east - the woods were laid low, the chanterelle they had was destroyed, and about half of them died. The Cosyf, not understanding or caring about the Faix' predicament, cut them off from chanterelle for some time until they could be proven to not be sick. Lacking for their staple food, the tribe descended into cannibalism, or departed alone and were killed in various areas of the garden. Some are still wandering, and others are rumored to be prisoners of Lamash, who delights in their torture.

The Faix have rebuilt since then, though ways are so bad of late, that they have accepted semi-servitude under the Cosyf just to procure the food they need. The camp itself is populated by 1/2 normal numbers (see below). There are no leaders here,

for those that did exist tried unsuccessfully to establish encampments north of the river near Area #45. They were never heard from afterwards.

Oowahs, Faix (20, no leaders): total in encampment. (For details on the Oowahs, read the appropriate entry in Appendix A, and also read Area #10.)

22. Mold Infested Areas (EL 6)

This field of mold is astonishing. It grows out of the path, across the path, and infests many dead trees that at one time comprised a larger wooded area perhaps extending further west. To your east is a field of grass, seemingly untouched by the mold. But near you there are trees bursting forth with the stuff, some completely covered as if with a light snow fall, while others are a blossom-puffball of mold, as if recently exploded due to some internal pressures. The air is alive with spores, and some almost seem sentient as they land on your shoulder, or seek your nostrils.

If there is a danger to the entire population here, this is it, for it crosses almost all boundaries, and kills every living being as it did the Faix tribe (see Area #21). The stuff is dangerous if breathed, but if a cloth is used to cover breathing orifices, characters may pass through here freely. Roll 1d4 for each character who doesn't - on a 4, they have breathed in live spores and must make the check below.

Infesting Mold: CR 6; Anyone breathing this mold must make a Fortitude save (DC 18) or be infested, as with a disease. Each subsequent day the victim must make another save or suffer 1d3 Constitution and 1d6 Wisdom damage (temporary). Since the mold is resistant to magic, a *remove disease* spell (or more powerful aid) only allows the victim another saving throw for that day. The mold can be attacked by (non-magical) fire and magical fire for half damage, and it is not connected to Lamash via his roots. This is one of the few garden inhabitants not created by Lamash, and can freely conceal the path. Each square foot of mold has AC 10 and 1 hp.

23. Dull Green Field (EL 8)

You see a rough, green field of tall, rolling grass ahead of you. It looks strangely shiny, though perhaps its just a trick of the light. You can also tell mold may once have attacked this place - there are a few spores visible - but failed to infest it for some reason.

DISPLAY ILLUSTRATION 6 ON PAGE IQ 3.



The reason for the field's continued existence is that - it isn't a real field! There is a grotto - approximately 2 ft. deep and as wide as the field - under this area. In it are black jelly oysters, whose tops form the rough grey-green area which appears to the players as grass. The mold attempted infestation here, but the black jelly oysters have mutated to an acid base, so mold always dissolves upon landing. Any inspection of the field within 20 feet reveals its nature.

If the characters say that they'll watch the field for a while (at least 10 minutes), roll 1d10: On a roll of 6-10 a piece of mold spore floats by and lands upon the field. The oyster below it explodes in a spray of acid, dissolving the particle. The same holds true for objects thrown onto the field - they trigger explosions from the oysters. There are approximately 15 black jelly oysters per 10 sq. feet of area. See Appendix A for more information on these fungi.

Black Jelly Oysters (500): Tiny Plant; CR 1; HD 1d8+1; hp 5; Init +0; Spd 0 ft.; AC 14; Atks touch +2 (1d6+1 acid); Face/Reach 2 1/2x2 1/2 ft./0 ft.; SA Lichen acid; SQ Plant, camouflage; AL N; SV Fort +2, Ref -, Will -2; Str -, Dex -, Con 13, Int -, Wis 6, Cha 4.

Lichen Acid (Ex): One round after a successful touch attack, an acid explosion goes off (2 ft. radius per cap) for 1d6+1 acid damage. Reflex save (DC 10) for half damage. Plant is then dormant for 1d4+1 rounds.

Camouflage (Ex): Requires Spot, Wilderness Lore/Survival, or Knowledge (nature) check (DC 20) to recognize as dangerous.

24. Fallen Trees (EL 6)

Several tree trunks block your path, but you can easily go around, or over them if this is your desire. The nearby woods are particularly peaceful.

There are red tree brains inside the trunk's mutated fungi. As the characters pass within arm's reach of these, the "brains" swell to their full size (note their special quality, and Appendix A) and attack. The brains attempt to paralyze victims, and they then infest and dissolve the meal, absorbing everything into the mass. The red tree brains are semi-intelligent, so they will shrink back into the logs if the fight goes against them.

The woods are empty in this area due to the many headed slime's (see Area #25) proximity. Thus "peacefulness" abounds.

Red Tree Brains (3): Small Plant; CR 3; HD 4d8+8; hp 25, 22, 22; Init +1; Spd 5 ft.; AC 16; Atks tentacle +5 (1d6+1 and 1d6 acid and poison); Face/Reach 5x5 ft./special; SA Short reach, acid, poison (Fort DC 14, 1d6 Str); SQ Plant, shrinking (+8 to Hide); AL N; SV Fort +5, Ref +2, Will -1; Str 12, Dex 13, Con 14, Int 3, Wis 7, Cha 4.

Skills and Feats: Hide +6*.

Skills: *When using its shrinking power, the red tree brain receives an additional +8 size bonus to Hide checks..

Short Reach (Ex): Each round, roll 1d6: 1-4 = Reach 0 ft.; 5-6 = Reach 5 ft.

25. Surprise Attack! (EL 8)

The path diverges in front of the PCs after Area #24. If they go south, they encounter a dead end and the many headed slime.

You end up following a narrow cobbled path that ends in a small glade. The moment you are all in the glade, something foul-smelling lurches onto the path behind you, effectively cutting you off. The sight behind you is something out of a horrendous nightmare. As you get a good look at the beast, you realize it is a gelatinous slime with thick multiple tentacles. As one of them swings near you, you see a piteous, horrific human face on the tentacle's end.

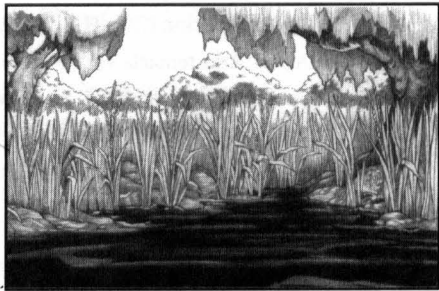
The many headed slime that exists here launches two attacks - one comes in the form of a psychic/psionic attack of some sort; and then it projects its selected head to bash opponents; its attack/movements are always aimed at blocking retreats.

The slime is desperately hungry, for all life, except the trees, has fled the area due to the various infestations (molds, et al.). If possible, it will attempt to immobilize the weakest (damaged) being present, using psionics and its acid attack to do so. It then feeds upon the victim until the remains are assimilated. The slime then rests for an hour, during which time (on this occasion) it may (35%) remain psionically inactive.

Many-Headed Slime: Huge Plant; CR 8; HD 10d8+50; hp 100; Init +4; Spd 10 ft.; AC 11; Atks stalk +9 (1d8+6 acid and disease); Face/Reach 20x20 ft./10 ft.; SA Disease (Fort DC 14, slimy doom), psionics (id insinuation, mental barrier); SQ Plant; AL N; SV Fort +10, Ref +2, Will +4; Str 19, Dex 11, Con 20, Int 9, Wis 11, Cha 9.

26. Strange Black Water and Grass (EL 7)

DISPLAY ILLUSTRATION 7 ON PAGE IQ 4.



You look past what appears to be a small channel of brackish black water next to the path to a wavy and twisted grass island beyond. There is a dull moaning sound coming from the grass, though this must be made by something small or laying flat in the grass, for you see nothing. The water is still and much darker than other water you've seen, reflecting the light brightly.

Characters tossing or prodding something into the water find nothing unusual, though they can't hit the bottom, as it is at least 50 feet deep. The "moaning" is made by several giant toads whose vocal organs have been mutated. The toads are in the "grass island" 10 feet away from the path. The island is actually a type of quicksand, though parts of it are solid enough to stand on. The toad's wide feet allow them to float on top of the quicksand. They attack anything climbing onto the grass island.

If characters closely examine the "grass island" from shore, they notice that there is a mixture of sand and grass on the bank of the channel on that side, but not this one. Characters getting across the channel somehow and stepping on the other side must check to see if they fall into the muck (see below). The toads scavenge any bodies left here. The water is stagnant and has the same effect as the Purple River of Lamash if consumed, but only 25% as often.

Quicksand Pit, 10 ft. Deep: CR 3; no attack roll required; Reflex save (DC 15) negates; Search (DC 20). Note: Roll d% for each character falling into the quicksand. On 01-70, they sink hip- to chest-deep (speed reduced to 5 ft., -2 penalty to attacks and AC); on 71-100, they are entirely immersed (use normal drowning rules). Trapped characters may free themselves with a successful Escape Artist check (DC 25); spells and items that confer freedom of movement are also useful here.

Giant Toads (3): Large Animal; CR 3; HD 5d8+15; hp 35; Init +1; Spd 20 ft.; AC 12; Atks bite +6 (1d6+4); Face/Reach 5x10 ft./5 ft.; SA Poison; AL N; SV Fort +7, Ref +2, Will +2; Str 18, Dex 12, Con 16, Int 1, Wis 14, Cha 4.

Skills and Feats: Hide +8, Jump +11.

Poison (Ex): One of these giant toads has a poison bite - Fortitude save (DC 15); initial damage 1d6 Constitution, secondary damage 2d6 Constitution (temporary).

27. Black Water (EL 8)

There is a large rectangular pool of brackish black water here. Large bubbles filter up at an alarming rate. You see definite movement under its surface!

An immensely gigantic frog will shoot its tongue out at PCs within 10 feet of the water's edge. When it first sees prey it moves towards the shore to do this, and if this fails it jumps forth into combat. This frog has been mutated into a meat eater, and its appetite is always keen.

Gigantic Frog: Huge Animal; CR 8; HD 8d8+40; hp 80; Init +1; Spd 20 ft.; AC 15; Atks tongue +5 (attach), or bite +12 (2d6+8), 2 claws +7 (2d4+4); Face/Reach 10x20 ft./10 ft. (20 ft. with tongue); SA Tongue, attach, improved grab, swallow whole; AL N; SV Fort +11, Ref +3, Will +4; Str 26, Dex 12, Con 20, Int 1, Wis 14, Cha 6.

Skills and Feats: Hide +5, Jump +15.

Tongue (Ex): This frog can shoot its tongue up to 20 ft. away (no range increment).

Attach (Ex): If the frog's tongue hits, it latches onto the opponent's body, automatically drawing it 10 ft. closer each round. The frog gets a +4 circumstance bonus to bite those attached to its tongue. Breaking free requires an Escape Artist check (DC 32), Strength check (DC 22), or a successful slashing attack against the tongue (AC 20; 15 hp).

Swallow Whole (Ex): After a bite, the frog may swallow up to a Medium-sized opponent with a successful grapple check. Internal damage is 2d6+8 and 8 points of acid damage. The victim can cut his way out with a light slashing or piercing weapon (AC 20; 25 hp).

28. Round Black Pool (EL 7)

You come upon an almost perfectly circular pond of black water, not visibly connected to any other water systems. The pool seems surprisingly clean despite its stagnant nature. Suddenly a delicate face appears just under the surface, the eyes wide open!

DISPLAY ILLUSTRATION 8 ON PAGE IQ 4.



The face is that of a dead female Oowah from the Faix clan. She was recently dragged into this hole by an aquatic red creeper that lives partially in the pool and partly on land - under it in fact, up to a 5 ft. radius around the pool. Any being coming within this distance is attacked - vines whip up and entangle victims - and they are then dragged into the pool to meet a watery death. The creeper feeds upon the body at its leisure, with its mouth in the pool.

Though regular red creepers are known for their strengths, this one seems to have outdone its brothers in this regard, for it possesses the strength of a giant. This creeper has a purple tincture to it, reminiscent of the river's own, and its flowers are more burgundy than red. Its flowers can be consumed and bestow strength - roll 1d4: 1=+4 Str, 2=+6 Str, 3=+8 Str, 4=+10 Str. This lasts one round per petal eaten, and there are 20-80 petals present. Any druid, or character who can make a Wilderness Lore/Survival check (DC 15), knows that this plant is not toxic - but an examination must be undertaken. Casual observation does not reveal this!

Large Red Creeper: Large Plant; CR 7; HD 7d8+7; hp 37; Init +4; Spd 5 ft.; AC 14; Atks 6 vines +4 (1d2+1 and poison); Face/Reach 10x10 ft. (coiled)/20 ft. (with vine); SA Stun gas (15 ft., Fort DC 13, stun 1d3 rounds), poison (Fort DC 13, 1d3 Dex); SQ Plant, camouflage, cold resistance 20; AL N; SV Fort +5, Ref +1, Will +1; Str 13, Dex 11, Con 13, Int 1, Wis 10, Cha 9.

Camouflage (Ex): Requires Spot, Wilderness Lore/Survival, or Knowledge (nature) check (DC 20) to recognize as dangerous.

29. Strange Plants in Dead End/River Area (EL 8)

You see about four 5 ft. high plants that remind one of vase-like cups. Each is rather scaly-looking for a plant and has prickly bases. The river is beyond these, and there are reeds poking out of the still water there, and possibly movement of some type - a bird, or perhaps a river animal, but you're not sure.

These plants are yet another type of mutant fungi - quite dangerous - called vase thelephores (see Appendix A). As soon as the characters step beyond the initial entry point to this area, or come within 10 ft. of the plant in any case, it shoots its spores at them. The foliage to either side of the thelephores is overgrown with vines (Balloon and Cypress Vines - one on either side (E + W), extending the length indicated - see the listing for Vines under the DM's Information Section). If the characters attempt to avoid the thelephores by plunging into the jungle this way they are attacked by the vines. During melee there is a chance that the characters wander back into the thelephore's spore range.

See Area #R5 for the possible movement, if the characters choose to enter the river.

Vase Thelephores (4): Medium Plant; CR 1; HD 3d8+3; hp 20; Init +0; Spd 0 ft.; AC 15; Atks 5 spores -2 ranged (1); Face/Reach 5x5 ft./0 ft.; SA Spores; SQ Plant, tremorsense; AL N; SV Fort +4, Ref -4, Will +0; Str 13, Dex 2, Con 13, Int 2, Wis 11, Cha 5.

Skills and Feats: Listen +5, Spot +5, Improved Initiative

Spores (Ex): Range 10 ft., cause 1 point of damage if removed. Maximum 20 spores per combat.

Balloon Vine: Large Plant; CR 5; HD 6d8+18; hp 42; Init +2; Spd 15 ft.; AC 16; Atks 4 seeds +5 (1d6+2); Face/Reach 5x5 ft./0 ft.; SA Seeds; SQ Plant; AL N; SV Fort +8, Ref +4, Will +1; Str 15, Dex 15, Con 16, Int -, Wis 8, Cha 8.

Seeds (Ex): As a standard action, the balloon vine can fire 4 seeds up to 10 ft. away (no range increment). The plant can fire 80 seeds before exhausting its supply (which must be re-grown over a period of one week).

Cypress Vine: Large Plant; CR 5; HD 7d8+21; hp 50; Init +0; Spd 10 ft.; AC 15; Atks touch +9 (2d8 electricity); Face/Reach 5x5 ft./10 ft.; SA Electricity touch; SQ Plant; AL N; SV Fort +8, Ref +2, Will +1; Str 21, Dex 10, Con 17, Int -, Wis 8, Cha 8.

30. Noisy Area with Black Birds (EL 7)

The foliage south of the path and to the east side of the river's branch is filled with screeching black birds. There is a bench to the north of the path on this side. A decayed body is on it - and it looks to have been picked apart some time ago, almost a skeleton now. As you come over the bridge and inspect this area, the birds start flapping their wings and screeching even louder.

If the party numbers 3 or less they are attacked by the birds. If they are comprised of four or more members, the birds fly about them, screeching and making aggressive dives in their directions aiming for the characters' heads.

If the characters inspect the dead body, they will observe that it was an Oowah. They will also find a pouch containing spices, herbs and a ruby ring. These are curing herbs (about three mouthfuls of 1d8+1 points of healing potency each) and the ring is a *ring of safety* (see Appendix C).

A traveler was waylaid many years ago and consumed by On-nuhweh, a chieftain of the Faix tribe. On-nuhweh subsequently met his end after a slow acting sleep pollen was sprayed on him in Area #39 while he was gathering haliz, the healing herb in the bag. He managed to make it back to the bench where he fell asleep, but in doing so he fell easy prey to the birds, which ate him alive.

Black Birds (60): Diminutive Animal; CR 1/6; HD 1/4 d8; hp 1; Init +4; Spd 5 ft., fly 40 ft. (average); AC 18; Atks claws +4 (1d2-5); Face/Reach 1x1 ft./0 ft.; AL N; SV Fort +2, Ref +6, Will +2; Str 1, Dex 19, Con 10, Int 1, Wis 14, Cha 7.

Skills and Feats: Listen +7, Spot +7.

31. Nyx Ambush/Worm Area (EL 11)

You note that there is a well-maintained stone bridge ahead of you, perhaps 30 ft. across and spanning the river. Immediately before you the path also branches east and northwest, while the area on the other side is a large open cobble-stoned area. The place seems quiet and tranquil.

Those inspecting the path and surrounding foliage note that the bridge seems little used - that is, the wear and tear seems less than that of the other two paths.

There are purple nyx, small aquatic fey, living under the bridge, and there is a 40% chance that their "pet," a lashenza of fantastic size is also there. If it isn't, roll a 1d10 - this is the number of rounds the lashenza is away from the bridge, heading towards it. The worm is controlled by herbs grown near the riverside here. It is fed these, which it craves, and in return for this favor it bestows its "friendship" upon the nyx, and always does their bidding.

The nyx themselves are spread throughout the garden, with this group being the most prevalent. Their change to evil tendencies has brought out their worst features. Their bodies have mutated to a purple hue, and they are now covered in small scales. They detest life and are one of the Oowah's greatest enemies. Due to their proximity here, all intelligent life that knows of them avoids the use of the bridge - although of course there are some things that the nyx do not mess with.

If the worm is here, it rises up out of the water just after the nyx begin their charms, and any being held motionless by the nyx magic is consumed alive by the lashenza. This creature does not wander onto land, but if it is here there isn't a very good chance of the whole party making it across intact. If the nyx are killed, the worm wanders off - but if they flee, they order it to continue the attack if it is not on the threshold of death, for the nyx enjoy the security it provides them and would mourn its death. If the worm is killed here before being encountered at Area #R1, then it isn't encountered there (and vice-versa).

Purple Nyx (7): Small Fey (Aquatic); CR 1; HD 1d6; hp 4; Init +7; Spd 20 ft., swim 30 ft.; AC 14; Atks short sword +0 (1d6-2); SA Charm person (3/day, Will DC 14, 24 hours); SR 18; AL NE; SV Fort +0, Ref +5, Will +3; Str 6, Dex 17, Con 10, Int 15, Wis 13, Cha 18.

Skills and Feats: Animal Empathy +10, Bluff +8, Handle Animal +10, Hide +14*, Listen +8, Spot +8, Wilderness

Lore/Survival +9; Combat Reflexes, Improved Initiative, Weapon Focus (short sword).

Skills: *Receive +5 racial bonus to Hide checks in water.

Lashenza: Huge Animal (Aquatic); CR 6; HD 14d8+42; hp 105; Init +4; Spd Swim 40 ft.; AC 17; Atks bite +16 (2d6+8); Face/Reach 15x15 ft. (coiled)/10 ft.; SA Improved grab, swallow whole; AL N; SV Fort +12, Ref +9, Will +4; Str 26, Dex 11, Con 17, Int 1, Wis 10, Cha 8.

Skills and Feats: Hide +12, Listen +11, Spot +11.

Swallow Whole (Ex): A lashenza can try to swallow a grabbed opponent of Large or smaller size by making a successful grappling check. Once inside, the opponent takes 2d8+8 points of crushing damage plus 8 points of acid damage per round from the lashenza's gizzard. A swallowed creature can cut its way out by using a light slashing or piercing weapon to deal 25 points of damage to the lashenza's gut (AC 20). Once the creature exits, muscular action closes the hole; another swallowed opponent must cut its own way out. The lashenza's interior can hold one Large, two Medium, eight Small, or sixteen Tiny or smaller opponents.

32. Oowah Encampment (Ragen Tribe) (EL 9 or 11)

You find that the path dead ends here. A foliage wall encloses you on three sides. There is the sound of whistling; and then answering hoots. You hear movement behind you in the foliage - and you realize what a perfect ambush you've walked into.

The Ragen surround the adventurers and attack, and unlike many of the tribes, they do not believe in taking prisoners (or saving meals).

The Ragen are armed with blowguns and a poison which is stronger than most (see below), extracted from an oil they travel to the east end of the valley to acquire. They hunt and battle and seek better poisons to the exclusion of all else, which has an adverse affect on their food supplies. Many of the elders of the tribe have died due to severe shortages. The leader of the Ragen - a swaggering bloated old fool with a red leaf bandanna, and a skinny Oowah "lady" painted with the gaudiest pigments on his ample belly - does not care about their tribe's plight overmuch, as he (and his cronies) eat well enough.

The Ragen have spies of dubious quality in many of the other Oowah camps. They are the northern-most tribe.

Oowahs, Ragen (30 plus leaders): band lying in ambush. Their blowgun needle's poison is unusually strong - Fortitude save (DC 17), initial damage 1d2 Constitution, secondary damage 1d4 Constitution (temporary).

Oowahs, Ragen (60 plus leaders): total in encampment. (For details on the Oowahs, read the appropriate entry in Appendix A, and also read Area #10.)

33. Oowah Encampment (Redeas Tribe) (EL 11)

The dead trees to the east across the bridge are strung with thick, if primitive, ropes, wound to form a squarish area approximately 40 ft. in circumference, extending east and north. Hanging from these are hide and plant skin sections, forming a continuous wall of sorts, suspended between the trees. Inside this odd formation you can just see the tops of separate living structures made from wood - and through the open entrance flap, you see many Oowahs standing about. They are obviously interested in your arrival here for the younger Oowahs are sent into the tents and the older ones - both male and female - grab weapons and walk to the entrance of the 6 ft. high leather wall.



DISPLAY ILLUSTRATION 9 ON PAGE IQ 5.

The Redeas is probably the most peaceful of Oowah tribes, and it is the only one which doesn't use ints (note Appendix A). They do not attack unless attacked first, and they invite the adventurers into their camp. They do not assist otherwise, though they give the party directions to the nyx bridge if they have not discovered this yet. They know of the nyx who guard the bridge across the river of the demon. They also know of the demon Lamash (actually, his form - "a 60 ft. green giant with 20 arms"), but not his name. They tell the characters that he lives everywhere, and that his "roots touch all". They also warn them of the purple birds saying, "Do not kill them, for this risks the green one's rage."

Oowahs, Redeas (70 plus leaders): total in encampment. (For details on the Oowahs, read the appropriate entry in Appendix A, and also read Area #10.)

34. Two Large Birds in a Tree (EL 3)

As you pass here you see two strange but pretty birds - one has just alighted on a branch where another perches. It has something shiny and red in its beak, but there is no way you can ascertain what it is at this distance.

The archaeopteryx above has found a metallic scroll painted with red pigments: It has 4 arcane spells on it (*flaming sphere*, *sleet storm*, *major image* and *sending*). If the characters approach and intentionally scare the bird, it drops the scroll. If they ignore it for more than 3 minutes, or leave and return after that time period, the bird shreds the scroll with its saw-tooth beak, destroying it.

The birds attempt to flee from humans, but if caught or cornered, they can be rather nasty!

Archaeopteryx (2): Small animal; CR 1; HD 2d8; hp 9, 12; Init +3; Spd 15 ft., fly 50 ft. (poor); AC 17; Atks 2 claws +1 (1d3-1) or 1 bite -4 (1d3-1); AL N; SV Fort +3, Ref +6, Will +1; Str 8, Dex 16, Con 11, Int 2, Wis 12, Cha 10.

Skills and Feats: Climb +4, Listen +4, Spot +4.

35. Tall Grass with Wavy Features (EL 7)

As you approach this area you see a strange sight. The tall grass before you waves and ripples like an ocean, and after a minute of this you hear buzzing - giant flies coming to land in this field. As they do so the grass seems to "relax," it's continuous motion. As the flies crawl about the grass area, the long stalks begin to stroke them - more specifically, stroke their wings in tender fashion, and the flies do not seem to mind the attention. After a few minutes of this association, the flies depart and the grass begins its undulating wave-like motions again.

This is a type of symbiosis. The grass lives off a pollen that naturally collects on the flies' wings in this garden. This pollen irritates the flies so they periodically land and allow the grass to clean them.

The flies might sense the party's proximity, especially if any have eaten anything in the past hour. They then attack the character(s) who ate most recently.

The grass does not molest the characters unless they step directly upon it; it then attempts to grapple the trespasser and pin them down - but it is weak, so most characters will be able to break free of this grip (Strength check DC 10). Those who cannot free themselves can elect to slash the stuff - this frees them, but the grass emits a psychic scream, which attracts the flies and one other wandering encounter.

Black Flies, Giant (14): Small Vermin; CR 1/2; HD 1d8; hp 4; Init +0; Spd 15 ft., fly 50 ft. (poor); AC 14; Atks bite +1 (2d4 and blindness); SA Cause blindness (Fort DC 10, 3d4 rounds); SQ Vermin; AL N; SV Fort +2, Ref +0, Will +0; Str 10, Dex 11, Con 11, Int -, Wis 10, Cha 7.

Skills and Feats: Listen +5, Spot +5.

Grass (per 5 ft.): Medium Plant; CR 4; HD 2d8+2; hp 11; Init +0; Spd 0 ft.; AC 10; Atks touch +2 (grapple); SA Psychic scream (attracts monsters); SQ Plant; AL N; SV Fort +4, Ref +0, Will -4; Str 12, Dex 10, Con 12, Int -, Wis 2, Cha 2.

Wandering Encounter: Roll for one land encounter.

36. Evil Pixies (EL 10)

TRAP: Unless the characters have pre-arranged a system of detecting small traps, the following trap is sprung. Once sprung, the pixies wait to the party's rear to ambush those retreating. Note that pixies pick off stragglers first, then those retreating.

As you reach this dead end area, logs crash down out of the jungle to your front and behind you. They shatter as they hit the path, sending out a stream of dust which is roiling, shifting, and breaking up, then crawling towards you.

The dust is alive, a mutation of bees that have been shrunk beyond recognition. Collectively they sting their prey. This feels like a prickling sensation. Their attack mode is less physical in this sense, for the bees cause no damage with their stingers. Their poison, however, is injected into the body when the bees sting and has a cumulative affect upon the recipients causing lung mucus to form at a rapid rate.

The pixies then use an illusion to disguise the actual path. While characters are confused because of the path's disappearance ahead of them, one of them who possesses powerful memory loss arrows shoots into the party. Any creature hit is memory-drained and will be told that their greatest pleasure is in finding more hollow logs to set as bee traps! They guard the pixies thereafter, until cured.

Plague of Bees Trap: CR 6; those in the area of the "dust" suffer exactly as though in an *insect plague* spell, although the effect is extraordinary and non-magical; Search (23); Disable Device (23). Note: In addition to the base effect, those taking damage must also make a Fortitude save (DC 13) or suffer the horrible congestive ailment (mucus forms at 8 times the usual rate and does not subside) - every 1d6 minutes they will need to make another Fortitude save (DC 13) or take 1d3 points of temporary Constitution damage. This malady can be cleared up with a *remove disease*, *neutralize poison*, *heal* or an excellent Heal check (DC 23).

Evil Sprites, Pixies (6): Small Fey; CR 4; HD 1d6; hp 4; Init +4; Spd 20 ft., fly 60 ft. (good); AC 16; Atks dagger +5 (1d4-2), composite shortbow +6 (1d6); SA Spell-like abilities, special arrows; SQ Natural invisibility; SR 16; AL NE; SV Fort +0, Ref +6, Will +4; Str 7, Dex 18, Con 11, Int 16, Wis 15, Cha 16.

Skills and Feats: Bluff +7, Concentration +4, Craft (any one) +7, Escape Artist +8, Heal +6, Hide +12, Listen +8, Move Silently +8, Ride +8, Search +9, Sense Motive +6, Spot +8; Dodge, Point Blank Shot, Rapid Shot, Weapon Finesse (dagger), Weapon Focus (shortbow).

Spell-Like Abilities: 1/day - *confusion* (the pixie must touch the target), *dancing lights*, *detect chaos*, *detect good*, *detect evil*, *detect law*, *detect thoughts*, *dispel magic*, *entangle*, *permanent image* (visual and auditory elements only), and *polymorph self*. These abilities are as the spells cast by an 8th-level sorcerer (save DC 13 + spell level).

Special Arrows (Ex): Memory Loss - one of these evil pixies has a quiver with 20 memory loss arrows. Anyone hit by such an arrow must make a Will save (DC 15) or lose all memory until they receive a heal spell or a restorative *limited wish*, *wish*, or *miracle*.

37. An Orchard (EL 9)

You see sumptuous trees before you, forming what appears to be a well tended orchard with familiar, fruit-bearing trees. There is no one in sight at this time, but whoever tends the place can't be far away for they left a hatchet next to an apple tree, right along side a primitive wicker-type basket filled with apples - and one apple seems to have recently had a bite taken out of it.

There are several evil trees at the east end of the grove, now standing quite still and undetectable. They were warned of the character's advance to this place, and they have set out the usual trap that they set for Oowahs. The basket is indeed filled with apples - poisonous ones. Worse yet, a large clapodee (see Appendix A and note below) is in a hole in the ground beneath the basket, and it will attack all those reaching for an apple. All of the trees have poisonous fruit, and these cause death or internal damage (roll 1d4+4 on the Food table in the DM's Information Section) if consumed by humans. One apple tree is of a good heart, but it is kept a prisoner here, and its thoughts are tortured and confused by the other mutated tress, so it has only a 20% chance of wiggling its branches as the PCs approach - this causes its acid-base apples to fall to the ground where they sizzle the grass beneath it. The tree feels that this might serve as a warning to the party.

The evil trees wait for the characters to eat the apples, or to be attacked by the clapodee - they then attack. Prisoners are fed apples until they die. The trespassers (see Appendix A) have destroyed a large majority of this grove (the evil trees used to stretch to the river), but they are very few in number and cannot stop all of these trees.

Clapodee: Large Magical Beast; CR 4; HD 7d10+21; hp 63; Init +5; Spd 30 ft., burrow 5 ft.; AC 18; Atks bite +11 (1d8+5); Face/Reach 5x10 ft./5 ft. and 2 claws +7 (2d4+2); SA Crush attack (Ref DC 18 half, 2d8+7); SQ Immunity to illusions and light; AL N; SV Fort +8, Ref +6, Will +3; Str 21, Dex 13, Con 17, Int 2, Wis 12, Cha 8.

Skills and Feats: Hide +3, Jump +13, Spot +6, Listen +6; Improved Bull Rush, Improved Initiative, Power Attack.

Evil Animated Trees, Large (5): Large Plant; CR 4; HD 4d8+12; hp 30; Init +0; Spd 20 ft.; AC 19; Atks 2 slams +7 (1d8+5); Face/Reach 5x5 ft./10 ft.; SA Trample (Ref DC 15 half, 2d8+2), double damage against objects; SQ Plant, fire vulnerability, half damage from piercing; AL NE; SV Fort +7, Ref +1, Will +1; Str 21, Dex 10, Con 17, Int -, Wis 10, Cha 6.

38. Spikes! (EL 14)

Yet another form of strangeness confronts you - you see things best described as 1 ft. high by 1 ft. wide by 2 ft. ugly, porcupine-like creatures. They are massed in a large, random pile together near the dead trees here just off the path. As you stand there, they screech noticeably, and a few roll off in your direction. This seems basically harmless, but certainly odd, even given the other sights in the garden.

These creatures are deaglu. They inhabit the cave-like areas - including dead, hollow trees - in this section of woods. The deaglu have screeched to alert their brothers that prey is near at hand (spike?). The creatures infest the trees all the way back to the entry way to this area, and all the surrounding dead wood up to and including Area #38a, where various treasures are stored at.

Characters must retreat from this area quickly if they are to avoid the deaglu attack. The deaglu move slowly, but due to their numbers - roughly 300 all told - they can attack with some regularity. Dead trees have fallen onto each other and some of these support each other across the pathway. These tree arrangements make for excellent vantage points from where the deaglu attempt to drop on creatures passing below.

Any character who succeeds at a Spot check (DC 25) sees these things scuttling ahead, to their sides, and behind them - and most immediately, on the branches above them! Characters specifically noting that they avoid these "drop attacks" as best as possible gain one-quarter cover as they duck and weave beneath intervening branches (+2 cover bonus to AC). Deaglu drop in bundles of 1-3, but can choose different targets. Some have learned to drop ahead of fleeing opponents and wait to be stepped on, while others will lay in the dirt, flattening themselves out, and then roll onto the feet of passing creatures.

Deaglu (300): Tiny Magical Beast; CR 1; HD 1d10; hp 5; Init +3; Spd 10 ft.; AC 18; Atks 1d4 quills +5 (1d2 and poison); Face/Reach 2 1/2x2 1/2 ft./0 ft.; SA Quills, poison (Fort DC 11, 1 Str); AL N; SV Fort +2, Ref +5, Will +1; Str 6, Dex 17, Con 11, Int 2, Wis 12, Cha 6.

Skills and Feats: Hide +5, Listen +3, Spot +3; Weapon Finesse (quills).

38A. DEAGLU TREASURE TROVE

You see a hollow log at the end of the path brimming over with various objects. Many of them glint and sparkle as you move closer to them.

If the deaglu are still in these woods, read #38 to the characters. As noted there, these things will begin their drop-attacks, and there are about 300 of them present!

This is not a true treasure trove, for the deaglu it was just a place to put things they couldn't eat. They have an organizational attitude, though perhaps traces of intelligence are starting to manifest with the things due to the river's mutational influences. Whatever the case, the following items are present:

- 3 Oowah blowguns
- 3 poisonous needles (normal Oowah poison; see Appendix A).
- 6 Oowah shields (small, wooden)

1 suit of kunet armor (bark armor without juices cannot be donned because it is not malleable enough to slip into); no kunet root bulbs (which contain the juices that soften the bark) are present here. DMs must ascertain availability of these. The armor is equivalent to masterwork studded leather armor.

1 bag of healing herbs (10 large handfuls which cure 2d8+3 points of damage each).

1 bag of dried mushrooms (eating these bestows *detect thoughts* for 10 minutes). There are two handfuls of mushrooms (halve duration if these are consumed in fourths, and they are useless if divided further).

1 bag with dried flower petals. If consumed, these function as does a *heal* spell. There are three petals, and each one equals a dose.

39. Flowers Fields with Thick Roots

You note a field of flowers extending to the west and north, ringed by jungle on the far side. Among these are thick purple roots that break through the ground in many places.

This field is filled with healing flowers whose vapors are soothing to Lamash, otherwise he would have destroyed them some time ago. In fact, Lamash's roots are apparent here, and can be seen massing near the highest concentration of these flowers.

Keyed Encounters

If the characters view the roots, they seem to quiver every so often, as if their very nerves were reacting to some stimuli. If the characters attack these, they withdraw into the ground and are thereafter inaccessible. This matters little, for Lamash has ascertained the party's presence by now and is waiting for them inside the circle - he will not risk driving them off if he can help it, until they free him.

FLOWERS: Roll for healing potency 10 times. See the Flower section in the DM's Information Section.

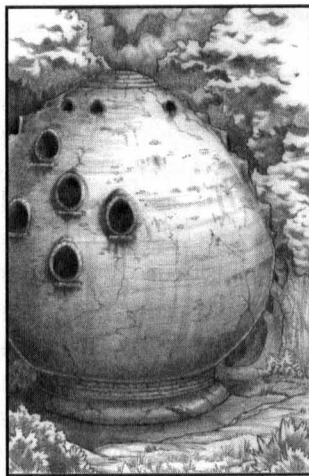
40. Path Heading North (EL 11)

The woods along these two paths are filled with giant hornet nests. All the nests are set back into the foliage at least 10 feet and camouflaged, but if the party wanders off the path at all between Area #39 and Area #42, they are attacked by 1-4 of these insects. The hornets' numbers grow by 1d4 for each of 6 rounds, or until 20 are present. The hornets continue to attack without fear, and their agitation alerts Barhest and the renegade Oowahs in Area #42, who use hornets from this nest as flying mounts.

DISPLAY ILLUSTRATION 10 ON PAGE IQ 5 IF THE PLAYERS WANDER OFF THE PATH IN THIS AREA.

Giant Hornets (20): Large Vermin; CR 3; HD 5d8+15; hp 37; Init +1; Spd 20 ft., fly 60 ft. (good); AC 15; Atks sting +6 (1d3+6 and poison); Face/Reach 5x10 ft./5 ft.; SA Poison (Fort DC 19, 1d6 Dex and 1d3 Con); SQ Vermin; AL N; SV Fort +7, Ref +2, Will +2; Str 18, Dex 10, Con 16, Int -, Wis 13, Cha 11.

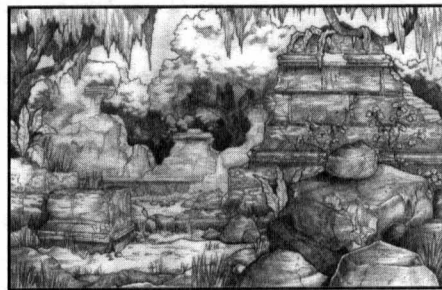
Skills and Feats: Intuit Direction +8 (Survival +8 for revised rules), Spot +8.



41. Ruins: Council's Former Residence (EL 9)

You see vine and moss covered blocks before you, obviously the remains of a large one-story structure stretching north and east. The blocks seem pulverized, as if some massive creature smashed them with massive hands, or some instrument of the gods were brought to bear against the very stone, rending it horribly, to the point where no reconstruction would be possible. It probably was once the largest building in the valley. The stones are completely covered in thin, twisting vines. The sight of this strange place sends a shiver up your spine.

DISPLAY ILLUSTRATION 11 ON PAGE IQ 6.



There is nothing else of interest - everything has long since rotted away. If the characters proceed past this place, read the following:

You pass the rocks easily, and the vines seem of the harmless variety, even upon the closest inspection. A few shards of pottery are scattered about.

Have the PCs make a Spot check (DC 15) or allow a Search check (DC 10) if they are searching. If they succeed, read the following:

You notice a glinting of light off what once probably was a wooden chest banded with iron. It lies underneath a thick growth of vines and the metal has rusted away to the point where pulling the vines away collapses the metal skeleton. In a heap underneath it you find a large pile of gems - the secret treasury of the once-rich city!

The elders left their treasury well-concealed in their building when they left the city, planning on returning for it once they had destroyed the central garden. The risk of taking it outside where it would be discovered by raiding tribes was too great. Between the neighboring tribes angry about years of domination killing most of the elders, and the others trying to fight through the garden with 500 men, no one reclaimed it.

The pile includes the following: 3 clear-cut emeralds (5,000 gp each), 2 pink diamonds (5,000 gp each), 1 blue diamond (5,000 gp), 1 jacinth (5,000 gp), 3 black opals (1,000 gp each), 2 yellow conundrums (1,000 gp each), 1 purple conundrum (1,000 gp), and 1 star sapphire (1,000 gp).

There is a cobblestoned pathway proceeding east out of this area.

42. One-Story Structure with Buzzing Noise (EL 9)

The path leads into a squat stone structure. It is the first "intact" building you have seen, though no roof hangs above it. A low humming noise is emanating from it, increasing as you approach.

Barhest leads the ambush group here. He was the leader of the group sent out to burn down the garden originally. Fate was not as kind to him as it was to Fargan, still living in blissful ignorance of his condition. After he fled the scene of the demon's summoning, he was sent back the next day with the unfortunate 500 who crossed into the circle, and was killed by assassin vines after trying to flee again. He was demonically reanimated by Lamash as a guraah (greater ghoul - see pg. 142 of the *Kingdoms of Kalamar Villain Design Handbook* for more information). Lamash thought it amusing to watch him eat all of his old comrades (too long dead to become ghouls themselves) over the space of several months of ghoulish hunger. He then lost interest and let him wander off.

Barhest and his troop attack when the characters approach within 10 feet of the building. He has several renegade Oowah followers, and they are mounted on their giant hornet steeds and ready to attack. If Barhest perceives that he is losing the ensuing combat, he retreats into the jungle south of him.

Barhest, Guraah Human Rog5: Medium Humanoid; CR 6; HD 5d12; hp 33; Init +7; Spd 30 ft. (mounted fly 40 ft.); AC 19; Atks +1 longsword +6 (1d8+4 and poison), 2 claw +5 (1d4+3), bite +6 (1d8+3); SA Sneak attack +3d6, poison use, create spawn, paralysis; SQ Evasion, uncanny dodge (Dex bonus to AC), turn resistance +4, Undead, trap sense +1 (revised edition only); AL CE; SV Fort +1, Ref +7, Will +1; Str 16, Dex 16, Con 12, Int 12, Wis 10, Cha 9.

Skills and Feats: Appraise +7, Diplomacy +5, Disguise +9, Escape Artist +13, Hide +13, Jump +3, Listen +10, Move Silently +13, Ride +8, Spot +10, Tumble +13; Combat Reflexes, Improved Initiative, Martial Weapon Proficiency (longsword), Multiattack, Weapon Finesse (bite)

Poison Use (Ex): Barhest has smeared his longsword with giant hornet poison, which affects the first target he successfully hits with it (see below for effect).

Create Spawn (Su): Humanoids killed by a guraah (and not consumed) rise as normal ghouls in 1d12 hours. Casting protection from evil or similar spells on the body will prevent this.

Paralysis (Ex): Those hit by a guraah's bite or claw attack must make a Fortitude save (DC 15) or be paralyzed for 1d6+2 minutes. Elves are immune to this.

Possessions: leather armor, +1 longsword, *potion of glibness*.

Renegades, Oowah Rgr5 (3): Medium Fey; CR 5; HD 5d10; hp 27, 29, 33; Init +1; Spd 30 ft. (mounted fly 40 ft.); AC 14; Atks heavy lance +6 (1d8+1), battleaxe +6 (1d8+1); SA Favored enemy (+2 vs. fey, +1 vs. plants), spells; SQ Immunity to mind-affecting spells; AL CE; SV Fort +4, Ref +2, Will +2; Str 12, Dex 12, Con 11, Int 8, Wis 12, Cha 11.

Skills and Feats: Hide +5*, Knowledge (nature) +3, Listen +5, Ride +5, Spot +5, Wilderness Lore/Survival +5; Ambidexterity, Mounted Combat, Ride-By Attack, Track, Two-Weapon Fighting.

Skills: *Receive +5 racial bonus to Hide checks in overgrown forest setting.

Spells Prepared (1; DC 12): 1st - *magic fang*.

Revised Edition

Renegades, Oowah Rgr5 (3): Medium Fey; CR 5; HD 5d8; hp 21, 22, 23; Init +1; Spd 30 ft. (mounted fly 40 ft.); AC 14; Atks lance +6 (1d8+1), battleaxe +6 (1d8+1); SA Favored enemy (+4 vs. fey, +2 vs. plants), spells; SQ Immunity to mind-affecting spells, wild empathy; AL CE; SV Fort +4, Ref +5, Will +2; Str 12, Dex 12, Con 11, Int 8, Wis 12, Cha 11.

Skills and Feats: Climb +9, Hide +5*, Jump +3, Knowledge (nature) +3, Listen +5, Ride +5, Spot +5, Survival +5; Endurance, Mounted Combat, Ride-By Attack, Track, Two-Weapon Fighting.

Skills: *Receive +5 racial bonus to Hide checks in overgrown forest setting.

Spells Prepared (1; DC 12): 1st - *magic fang*.

Giant Hornets (4): Large Vermin; CR 3; HD 5d8+15; hp 37; Init +1; Spd 20 ft., fly 40 ft. (average, base fly 60 ft.); AC 15; Atks sting +6 (1d3+6 and poison); Face/Reach 5x10 ft./5 ft.; SA Poison (Fort DC 19, 1d6 Dex and 1d3 Con); SQ Vermin; AL N; SV Fort +7, Ref +2, Will +2; Str 18, Dex 10, Con 16, Int -, Wis 13, Cha 11.

Skills and Feats: Intuit Direction +8 (Survival +8 for revised rules), Spot +8.

43. The Wondrous Cobblestones

It's very quiet along this path. You see a clearing ahead, and step out into it. As you stand blinking in the sunlight, a fantastic sight greets your eyes. There is a low circular wall about 30 feet ahead of you, curving away and enclosing an island of wild flora inside it. Separating it from you is the most wondrous cobblestones you have ever seen. Gemstones as large as bricks form intricate patterns of color within the pavement. There's a row of what looks like onyx to your left, and a group of blue gemstones that could be lapis lazuli set on your right. As far as you can see, the entire circular plaza is covered with gemstones in twisting patterns. There must be hundreds of them!

Jasper, onyx, lapis lazuli, malachite, amethyst, jade, garnet, turquoise can all be identified by those who make Appraise checks (DC 5 to identify, 12 to estimate value). Once they get close to them, they can see some of them have grooves carved in them that continue in the neighboring gems. Any PC can make a Spellcraft check if they possess such a skill at DC 25. Those succeeding realize that this is a magical circle or some kind, formed by grooves on the gems and their color patterns.

The PCs can cross the road and enter the garden's circle without any difficulty, and then should skip ahead to Area #44.

Keyed Encounters

However, if the PCs try to pry one of the gemstone pieces up, they are able to do so easily, but not without the following consequences.

The moment you free one of the pieces from its place in the pavement, a startling effect occurs. Several small blue sparks shoot out from the piece you freed, and connect with other pavement pieces. Each one leaps from one brick to another in a random fashion, creating more and more sparks every time it connects.

Everyone standing on the pavement takes 1d8 points of electrical damage. The person who pried out the stone takes an additional 1d6.

Once your eyes recover from the blinding flash, you are dismayed to note the gemstone in your hand has crumpled into dust, and you realize so have all the others. At that moment, several things happen - a massive roar comes from the central garden, ash-dry and delirious. An illusory face appears before you - that of Clahz the Plantmaster, who you have seen in your visions before. "NO! He will kill us all now!" he cries out before fading from view. And then you hear the unmistakable scream of a man in pain coming from the circular garden ahead of you.

The characters have just broken the binding circle that holds Lamash captive. Lamash is now free, but he won't leave the valley until he has dealt with the PCs.

44. Inside the Central Garden

This encounter only takes place if the PCs enter the central garden area without trying to remove any of the paving stones outside, an unlikely but possible occurrence for highly lawful or cautious PCs.

You move amongst many tall, black trees that have large roots winding around them. In fact, some of these roots send out tendril feelers, like slender fingers as you pass by. In the midst of them, you see a metal tube sealed with wax, and a skeletal hand clutching it, leading into the ground.

The tendrils are connected directly to Lamash, and they reach out to grapple the PCs as they pass by. The tendrils have nearly ogre strength, and are not easily broken - 20 attack at once, though if the PCs manage to kill 10 of them, Lamash withdraws them, for they are costing him too much energy to maintain. Lamash is aware if the tendrils are defeated, and then begins heading towards the PCs himself, though he reaches them after they find the Plantmaster.

Tendrils (20): Large Plant; CR 1; HD 3d8+6; hp 19; Init +0; Spd 0 ft.; AC 16; Atks tendril +5 (1d6+4); Face/Reach 5x5 ft./10 ft.; SQ Plant; AL N; SV Fort +5, Ref +1, Will -3; Str 19, Dex 10, Con 15, Int -, Wis 2, Cha 2.

The skeleton is the remains of Ahlziz, who died to save the lives of countless others in the city (though most of them died shortly after - it's the thought that counts). He was reaching for a case of scrolls when he was struck down, and Lamash left it there to bait in unwary travelers.

Opening the scroll case will reveal the following scrolls (see the Campaign Resource Section for information on unusual scroll materials):

- 1) Leaf scroll of *identify*
- 2) Bark scroll of *locate object*
- 3) Leathery hide scroll of *flame arrow*
- 4) Plant fiber with moss inscription scroll of *domination*
- 5) Bronze scroll of *acid fog*
- 6) stalk/limb scroll of *barkskin*
- 7) Papyrus scroll of *remove curse*

45. Glade Surrounded by Vine-Trees (EL 7)

You see a thick grove of dark ropy trees ahead of you. They are ghastly looking - serrated leaves wind about prehensile vines with tooth-cup endings, all hanging down from the branches. As you view these, they seem aware of a presence, and the vine stalks casually turn in your directions. One of the cups open and a feeler - a tiny serrated tendril - flails about and then is withdrawn into the cup. The gesture reminds you uncomfortably of an animal baring its teeth. Suddenly, you hear a human scream and see flashes of movement from the glade just on the other side of these trees.

The glade beyond the vine-trees is where the Plantmaster is held prisoner. The characters must defeat the vine-tree guardians before they can gain entrance to the glade.

Vine-Trees (3): Huge Plant; CR 7; HD 8d8+40; hp 90; Init -1; Spd 10 ft.; AC 17; Atks 3 bites +13 (1d6+9); Face/Reach 10x20 ft./15 ft.; SQ Plant; AL N; SV Fort +11, Ref +1, Will +4; Str 28, Dex 8, Con 20, Int -, Wis 14, Cha 6.

Once the attack against this commences, the Plantmaster is aware of the party. He cries out to them, and those characters hearing him know that it is the voice they heard within the vision.

Upon breaking through to the other side (which requires defeating at least one of the vine-trees), display **Illustration 12** on page **IQ 6**.

He is holed up in a disgusting area, where he must have lived for some time. Amongst the filth is a pool filled with river

water. A wooden bucket sits next to this.

Though the Plantmaster has obviously been mutated and is delirious, he has retained an inkling of sanity. He offers no explanation beyond "I am Clahz, the Plantmaster! It is all dangerous now! We must escape. No questions! No questions! Not yet. Follow me. We must destroy what we can. Quickly." The PCs can escape without defeating all three vine-trees if they wish, though they provoke attacks of opportunity.



If the PCs have pulled up a paving stone, thereby freeing Lamash, the Plantmaster leads them directly north to Area #45a, and a confrontation with Lamash. He knows there is not time to waste if they are to have any chance of stopping the demon, before he regains his former mobility and begins taking control of all the inhabitants in the garden. He tells them they must defeat Lamash quickly or all hope is lost for this world.

If the PCs did not pull up a paving stone, he leads them to the glade more cautiously. He explains that they will never leave alive, for if the roots of Lamash survive, his minions will surely kill them before they can escape the valley. They must burn the roots, and hope he is too far away to come back before they can start it. In this case, also go to the Area #45a encounter.

Clahz the Plantmaster, Human Drd 11/Wiz 1: Medium Humanoid; CR 12, HD 11d8+1d4+12; hp 40; Init +5; Spd 30 ft.; AC 11; Atks: unarmed +7/+2 (1d3-1 subdual); SA Spells; SQ Nature sense, woodland stride, trackless step, resist nature's lure (revised edition only), wild shape (large to tiny 4/day), venom immunity; AL N; SV Fort +6, Ref +4, Will +13; Str 9, Dex 12, Con 8, Int 15, Wis 19, Cha 10.

Skills and Feats: Appraise +2, Balance +1, Climb -1, Concentration +14, Diplomacy +12, Escape Artist +2, Forgery +2, Handle Animal +15, Heal +19, Hide +2, Jump -1, Knowledge (arcana) +3, Knowledge (local) +3, Knowledge (nature) +17, Knowledge (planes) +3, Listen +4, Move Silently +2, Ride +2, Search +2, Sense Motive +4, Spellcraft +15, Spot +4, Swim +0, Use Rope +2, Wilderness Lore / Survival +19, Brew Potion, Empower Spell, Heighten Spell, Improved Initiative, Maximize Spell, Scribe Scroll, Spell Penetration.

Druid Spells Prepared (6/5+1/4+1/4+1/3+1/2/1): oth: create water, cure minor wounds, guidance, know direction, light, mending; 1st: calm animals, cure light wounds, endure elements, entangle, invisibility to animals, obscuring mist; 2nd: barkskin, delay poison, hold animal, lesser restoration, warp wood; 3rd: cure moderate wounds, neutralize poison x3, remove disease; 4th: control plants, cure serious wounds, repel vermin, reincarnate; 5th: awaken, cure critical wounds; 6th: healing circle.

Wizard Spells Prepared: None (his spellbook has long been lost)

Sub-race / Place of Origin: Deji / Svimohzia

Languages Spoken: Ancient Deji, Merchant's Tongue (learned from previous adventurers), Druidic

Deity worshipped: Bylenyr the Bear

Possessions: None

45A. SEE LAMASH IN APPENDIX B

46. Giant Worm in Tree (EL 14)

The path seems to dead end in a small paved area where a house likely once stood. You see a medium-sized green worm wrapped about a tree here. It seems unconcerned with you and continues ingesting a sticky substance flowing from a hole in the tree's trunk.

This is a *major image* generated by a mutated worm that is now spinning thin and almost invisible, but sturdy, webs between the two sides of the path behind the characters. The worm can make itself temporarily *invisible* via these illusions. Once they are trapped the worm attacks at its leisure. The web is steel-tough, and requires titanic strength to allow damage to it through the use of normal weapons. The webs stop normal movement through them, and these are also spread throughout the foliage surrounding this encounter area, denying even a retreat into the jungle.

The worm's illusory capabilities are somewhat limited, but it is developing a higher brain which has pre-neophyte psionic powers (like a mage learning new spells). And as with the several mutated forms of fungi present, this creature is learning, slowly yet steadily.

Giant Psionic Worm: Huge Magical Beast; CR 14; HD 14d10+70; hp 160; Init -1; Spd 20 ft.; AC 19; Atks bite +20 (2d6+8), sting +18 (1d8+4 and poison); Face/Reach 15x15 ft./10 ft.; SA Improved grab, swallow whole, poison (Fort DC 22, 1d4/2d4 Str), web, psionics; SQ Tremorsense; AL N; SV Fort +14, Ref +8, Will +3; Str 27, Dex 8, Con 21, Int 8, Wis 8, Cha 8.

Skills and Feats: Climb +16, Listen +8, Spot +8; Improved Critical (sting), Multiattack.

Swallow Whole (Ex): After a bite, the worm may swallow up to a Medium-sized opponent with a successful grapple check. Internal damage is 2d6+8 and 8 points of acid damage. The victim can cut his way out with a light slashing or piercing weapon (AC 20; 25 hp).

Web (Ex): The worm's web is not sticky, but creatures must make a Spot check (DC 20) to notice it before making contact. The web has Break DC 34, 14 hp per 5 ft. section, and damage reduction 20/+2.

Keyed Encounters

Psionics (Sp): 2/day - *invisibility, major image*. These abilities are as the spells cast by a 4th-level sorcerer (save DC 9 + spell level).

Tremorsense (Ex): This worm can automatically sense the location of anything within 60 ft. that is in contact with the ground.

47. Oowah Encampment (Coneas Tribe) (EL 9 or 12)

This appears as a tiny encampment maybe 20 yards in radius, and there are several Oowahs engaged in mending armor and burying things. Behind them and some distance away, you can see a larger Oowah camp.

The main village is just south of here near the bend in the river. This encampment is a burial site and repair center - and a warning station. Approximately 25 Oowahs are present here currently, and there are 55 back at the main camp. The Coneas are the craftsmen among the Oowah - they repair armor and weapons of the tribe for a price and bury the dead. The population of this particular encampment depends upon the number of deaths or woundings that take place during a given week.

This tribe is fairly peaceful unless provoked, and will let the PCs pass through freely.

Oowahs, Coneas (25 plus leaders): in forward camp.

Oowahs, Coneas (55 plus leaders): in main camp. (For details on the Oowahs, read the appropriate entry in Appendix A, and also read Area #10.)

48. Oowah Encampment (Queas Tribe) (EL 11)

You see a medium-sized Oowah encampment near the river. Several Oowahs are at this time moving towards the river's edge with a large net. Other tribespeople - including the young ones - rush to see the obvious spectacle that is taking place. The village sentinels must have noted your approach up the path, for they are positioned before the entrance - a clump of bushes between a wall made of stacked logs.

The Queas are the fishermen of the Oowah, who do eat some fish along with flesh and the chanterelle mushrooms. If the characters have had bad run-ins with other Oowahs (killed entire tribes or something similar), the news of this has reached this village, and the villagers are moving off to lure the giant snapping turtle to them, in the hope that his will scare the adventurers away. The net holds a giant fish that hides under

the river bank, and the fishes' thrashing about and screams attract the turtle. The Oowahs are not worried about driving the turtle away from their village after it has defeated the PCs, for another group of them will cross the river at Area #R2 when the turtle is at the village. The turtle's hatchlings will be prodded with sticks, and their screams of distress recall the snapping turtle. A signal (a horn blown thrice) informs that group when to begin prodding the hatchlings, after the camp is safe from intruders.

If the adventurers have not been cruel to the other Oowah encampments, this tribe pulls in the fish for a banquet for their guests, though the Oowahs will not be insulted if the characters decline the repast due to the toxins in the fish.

Giant Snapping Turtle: Huge Animal (Aquatic); CR 8; HD 11d8+55; hp 110; Init +1; Spd 10 ft, swim 20 ft; AC 20; Atks bite +15 (2d8+9); Face/Reach 20x20 ft./10 ft.; SA Improved grab; AL N; SV Fort +12, Ref +4, Will +2; Str 28, Dex 12, Con 20, Int 1, Wis 8, Cha 8.

Skills and Feats: Hide +8.

Oowahs, Queas (70 plus leaders): total in encampment. (For details on the Oowahs, read the appropriate entry in Appendix A, and also read Area #10.)

49. Large Gap in the Foliage - South (EL 4)

There is a 6 ft. high by 8 ft. wide gap in the foliage to the south, and you note an obvious path worn into the ground here, apparently created by something that passes by this area quite frequently.

A larger than normal bombardier beetle lies in wait here. It rushes out at passing creatures, but does not travel too far afield in search of prey. If the PCs get within 10 feet of the edge of the foliage, it attacks.

Giant Beetle, Bombardier: Large Vermin; CR 4; HD 5d8+20; hp 49; Init -1; Spd 30 ft.; AC 16; Atks bite +7 (1d6+5); Face/Reach 5x10 ft./5 ft.; SA Acid spray; SQ Vermin; AL N; SV Fort +8, Ref +0, Will +1; Str 21, Dex 8, Con 18, Int -, Wis 10, Cha 9.

Skills and Feats: Listen +5, Spot +5.

Acid Spray (Ex): Once per round this beetle can release a 15-foot cone of acidic vapor - those within must make a Fortitude save (DC 16) or take 1d6+4 points of damage.

50. Tree Clumps (EL 8)

This dead end area is filled with clumps of vegetation hanging from trees. The clumps appear round and reminiscent of squirrel's nests, but larger. A hole near

each of the clump's bottoms might be an entrance point for some type of creature.

Dire bats reside here. These creatures are nocturnal. During the day they doze in a paralytic kind of stasis. If one of the bush clumps is wiggled, a bat falls to the ground where it can easily be dispatched. During nighttime, however, these things attack without fear to life or wing; and they are particularly well suited for attacking slow moving or less dexterous opponents (see below), since their speed is great.

Dire Bats (10): Large Animal; CR 2; HD 4d8+12; hp 30; Init +6; Spd 20 ft., fly 60 ft. (good); AC 20; Atks bite +5 (1d8+4); Face/Reach 10x5 ft./5 ft.; SQ Blindsight, nocturnal; AL N; SV Fort +7, Ref +10, Will +6; Str 17, Dex 22, Con 17, Int 2, Wis 14, Cha 6.

Skills and Feats: Listen +11*, Move Silently +11, Spot +11*, Flyby Attack.

Skills: *Dire bats receive a +4 racial bonus to Spot and Listen checks. These bonuses are lost if blindsight is negated.

Nocturnal (Ex): These dire bats are effectively paralyzed and helpless during daytime hours.

51. Flowery Area with Bright Green Shrubbery (EL 9)

The party is astounded to note that this area is green beyond normal pigments, and that the flowers grow large here as if they had been planted in the richest soil. The shrubbery is particularly green - almost phosphorescent!

The shrubbery is laced with an edible sleep pollen placed on these by the conniving sprites nearby. The sprites hide about 10 feet into the foliage. The flowers, if smelled, may stun the explorer (see below). Anyone stunned has a 50% chance of pitching forward into the foliage, and nearby sprites attempt to drag the sleeping body away from anyone before it recovers. Stunned characters begin seeing strange things dancing around and tugging at them, toads with wings, tiny humans with antlers, etc. These are the actual sprites. Other characters are targeted by the sprites with their confusion ability, with those succumbing ultimately taking flight in a random direction.

The sprites are quite malicious. Characters abandoned to them die a slow death - they are routed through many circular paths about 3 ft. tall, through the foliage, crawling or crouching while scrambling about, trying to find a respite from the chase, the snickering, and the laughter. There is only a 30% chance (roll d%) that the sprites actually allow a trapped individual to leave their woods alive, ever, and only after he has been played with for at least a day.

Bright Green Shrubbery: CR 2; no damage; Search (DC 20), Note: Those eating any of this plant must make a Fortitude save (DC 15) or be affected as though by a *sleep* spell, regardless of Hit Dice. Those smelling the plant must make a Fortitude save (DC 15) or be stunned for 1d3 rounds.

Evil Mutated Sprites, Pixies (6): Small Fey; CR 4; HD 2d6; hp 9; Init +4; Spd 20 ft., fly 60 ft. (good); AC 16; Atks dagger +6 (1d4-2), composite shortbow +7 (1d6); SA Spell-like abilities, special arrows; SQ Natural invisibility; SR 16; AL NE; SV Fort +0, Ref +7, Will +5; Str 7, Dex 18, Con 11, Int 16, Wis 15, Cha 16.

Skills and Feats: Bluff +8, Concentration +4, Craft (any one) +7, Escape Artist +9, Heal +6, Hide +12, Listen +8, Move Silently +8, Ride +8, Search +9, Sense Motive +6, Spot +8; Dodge, Point Blank Shot, Rapid Shot, Weapon Finesse (dagger - specific weapon applicable to 3rd edition rules only), Weapon Focus (shortbow).

Spell-Like Abilities: 1/day - *confusion* (the pixie must touch the target), *dancing lights*, *detect chaos*, *detect good*, *detect evil*, *detect law*, *detect thoughts*, *dispel magic*, *entangle*, *permanent image* (visual and auditory elements only), and *polymorph self*. These abilities are as the spells cast by an 8th-level sorcerer (save DC 13 + spell level).

52. Large Area with Dirt Pile (EL 6)

Centered in this otherwise obscure area is a large pile of dirt and dung. As you draw closer a sound - like digging - is heard, and the ground groans and buckles outwards as a large bug breaks out of a newly dug tunnel just feet from you!

This is the lair of two stag beetles. One of the beetles has just sensed the party's approach - vibrations made by their footsteps - and has moved to attack.

Two to four (1d3+1) rounds after the first beetle appears the second comes forth from the same hole, unless it is blocked, in which case it digs out another tunnel (which takes another two rounds). As with other garden inhabitants, these beetles' appetites are keen, and food is not always readily available. This fact is reflected in the way they attack: Aggressively moving forward, and savage as they finish the kill. Blood incites them and their mandibles start working faster when it is spilled.

The beetle's lair is about 10 ft. below ground. In it are the skeletal remains of an Oowah. Next to it is a roll of material - apparently a cotton fabric. This is actually a *bag of holding* (bag 1, see DMG) that the Oowah took off an unlucky lost traveler many years ago.

Giant Beetles, Stag (2): Large Vermin; CR 4; HD 7d8+21; hp 63; Init +0; Spd 20 ft.; AC 19; Atks bite +10 (4d6+9); Face/Reach 5x10 ft./5 ft.; SA Trample 2d8+3; SQ Vermin; AL N; SV Fort +8, Ref +2, Will +2; Str 23, Dex 10, Con 17, Int -, Wis 10, Cha 9.

Skills and Feats: Listen +8, Spot +7.

Trample (Ex): These beetles can trample up to Medium-sized creatures for 2d8+3 points of damage. Opponents can either make attacks of opportunity, or else Reflex saves (DC 19) for half damage.

53. (Surprise Encounter!) Hidden Vine, Above (EL 5)

A canary nasturtium vine drops on unsuspecting characters in this dead end area. The plant cuts all those in its range (10 ft. from center of its drop point), and thereafter it continues its attack, lashing out at any bystander. There is a 50% chance that the vine drops behind the party, thus making their only possibility of escape directly through the foliage. Characters note that they move less than the vine can crawl under those circumstances.

Canary Nasturtium: Large Plant; CR 5; HD 5d8+20; hp 51; Init +0; Spd 10 ft.; AC 15; Atks leaves +6 (2d6+4); Face/Reach 5x5 ft./10 ft. (20 ft. with vine); SA Spikes; SQ Plant, camouflage, blindsight (30 ft.); AL N; SV Fort +8, Ref +1, Will +2; Str 18, Dex 10, Con 18, Int -, Wis 12, Cha 8.

Spikes (Ex): The leaves of this plant are so sharp that on its turn, anyone within its base range of reach automatically suffers 1d4 points of slashing damage, similar to the spike growth spell.

Camouflage (Ex): Requires Spot, Wilderness Lore/Survival, or Knowledge (nature) check (DC 20) to recognize as dangerous.

54. Oowah Encampment (Wandering Faix) (EL 7)

There are several Oowahs camped around a solitary leather-like tent here. When they see you they wave in a friendly manner, inviting you into the campsite.

These Oowahs are unabashed cannibals. While other Oowah may eat the PCs on feast days, these Oowah have no compunctions about eating anything, anytime, including other Oowah. Their adept is in the tent, and as the party approaches, he darts out and throws a sleeping potion at them - a smoking mass bubbling over in half a seed pod. This lands and bursts, emitting smoke in a 20 ft. radius area for 2d4 rounds. The Oowahs are immune to the smoke for they daily ingest seeds from the plant that provides the components for the potion. Many creatures have succumbed to this trickery, and Oowah hunting party deaths that were blamed on the Nyxs at Area #31 by many of the tribes, can actually be attributed to this group. A splinter group from this one is the one that inhabited the Cave of Falls and took Rugarzh's arm. The shaman is wearing Rugarzh's silver ring that he took from this other group, and if the PCs return it, they

become favorites in the town of Emosvom. They receive free stays at the inns and discounts from merchants, and invitations to dine with nobles, for Rugarzh is one of the most popular people in town.

Characters in the area of the smoke must make Fortitude saves (DC 15) or be affected as though by a *sleep* spell, regardless of Hit Dice. Victims are dined upon while in this state.

Oowahs (12): Medium Fey; CR 1/2; HD 1d6; hp 5; Init +1; Spd 30 ft.; AC 14; Atks halfspear +0 (1d6); SQ Immunity to mind-affecting spells; AL CE; SV Fort +0, Ref +3, Will +3; Str 11, Dex 12, Con 11, Int 8, Wis 12, Cha 11.

Skills and Feats: Hide +5*, Knowledge (nature) +3, Listen +5, Spot +5, Tumble +5, Wilderness Lore +5; Dodge.

Skills: *Receive +5 racial bonus to Hide checks in overgrown forest setting.

Shaman, Oowah Adp5: Medium Fey; CR 4; HD 5d6+5; hp 25; Init +2; Spd 30 ft.; AC 15; Atks club +3 (1d6+1), bomb touch +4 (*sleep*); SA Sleep bombs (3); SQ Immunity to mind-affecting spells; AL CE; SV Fort +2, Ref +3, Will +7; Str 12, Dex 14, Con 12, Int 10, Wis 17, Cha 8.

Skills and Feats: Alchemy/Craft (alchemy) +4, Knowledge (nature) +4, Knowledge (religion) +4, Wilderness Lore/Survival +7; Dodge, Brew Potion.

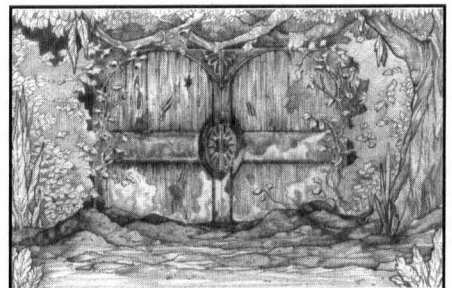
Spells Prepared (3/3/2; base DC 13 + spell level): 0 - *detect magic, ghost sound, guidance*; 1st - *cause fear, cure light wounds, sleep*; 2nd - *cat's grace, see invisibility*.

55. The Twin Doors

You see two double doors - wooden made and iron bound, and appearing quite sturdy. Various plants and mosses have grown upon these, and dirt is piled near their base. There are bloodstains and scratches upon the door's surfaces, but these appear old. You can see two enormous cliff faces, one on each side of you, and note with a relief that you are in the gap between them, about 100 feet wide. Finally, at long last, you can escape from the valley.

DISPLAY ILLUSTRATION 14 ON PAGE IQ 7.

The doors are preserved by virtue of their connection to the path, and used to be the main exit into and out of the city. It also



marks the end of the path. It once was set in a wall, but an exploration of the jungle around it shows the wall collapses only a few feet out from it on each side. The PCs can cross through the jungle in this gap, though that is as slow as ever. The jungle on the other side is already smaller, and after two hours is no worse than any normal jungle. The PCs can reach the Izhoven river branch within 4 days of leaving the valley.

If the Plantmaster is still alive, he will not want to leave the garden. He will direct the PCs to the city treasury (Area #41) if they have not already found it, in gratitude for their saving him, and banishing the demon. He is a quite a bit insane, but wants to stay and live out the rest of his days trying to undo what had been done to his dream. If the PCs inquire, he tells them the story of what happened to the city in fragments. Feel free to adapt the introductory story as you see fit.

However, if the PCs have not defeated Lamash when they reach this place, he sends every plant minion in the valley he can after them, and they block the PC's progress any way they can and force them back into the city. Roll on the Land Random encounters, and find 100 HD worth of plants. You can also cherry pick them from Appendix A or the Flower or Vine sections. The PCs should really defeat Lamash and free the Plantmaster, since he is the one who summoned them.

56. Grassy Area with Strange Bushes (EL 8)

You see many oddly shaped bushes growing here. They appear to have several spikes near their crowns.

These are jelly tooth fungi, not bushes. The jelly teeth attempt to strike those coming in range of them. A clear gel oozes from their crowns, immobilizing the victim.

Jelly Tooth (8): Small Plant; CR 2; HD 2d8; hp 12; Init +1; Spd 5 ft.; AC 15; Atks teeth +3 (1d6+1 and adhesive gel); SA Adhesive gel; SQ Plant; AL N; SV Fort +3, Ref +1, Will -2; Str 12, Dex 12, Con 10, Int 1, Wis 6, Cha 6.

Adhesive Gel (Ex): On a hit, make a Reflex save (DC 12) or be automatically grappled. Teeth damage is automatic every round after. Then every round make a Reflex save (DC 12), first failure indicates *slowed*, second failure paralysis.

57. Wasp Nest (EL 9)

A perceptible buzzing sound is heard as you enter this area, and then you see a giant wasp carrying a viscous black ooze up into the trees. You see the nest built high in the foliage above.

The viscous jelly is a combination of detritus, river water, and dirt that the wasps use to build their nests. The wasps react to the characters entry to their area with great ferocity, if the PCs do not leave immediately. In 2-5 rounds after their arrival, they are beset by three giant wasps attacking from above. The wasps swoop down to sting and wing away back up, but never near the ground. One more wasp joins the attack each round until all 7 are engaged. If the party retreats from the area, the wasps cease attacking.

Giant Wasps (7): Large Vermin; CR 3; HD 5d8+10; hp 30; Init +1; Spd 20 ft., fly 60 ft. (good); AC 14; Atks sting +6 (1d3+6 and poison); Face/Reach 5x10 ft./5 ft.; SA Poison (Fort DC 18, 1d6 Dex); SQ Vermin; AL N; SV Fort +6, Ref +2, Will +2; Str 18, Dex 12, Con 14, Int -, Wis 13, Cha 11.

Skills and Feats: Intuit Direction +7 (Survival +7 for revised rules), Spot +9.

58. Slime Path off to the Northeast (EL 9)

A path of slime coats the cobblestones and leads off to the northeast - a small trail of the stuff, as if a creature spread it here as it walked or crawled.

This slime was left by the giant garden slug. If the characters bypass the area, they can leave unmolested, but if they stay here beyond 3 rounds investigating the trail, or pass by more than twice, a giant slug returns from the river. This thing is very happy (in a sluggish way) to see such small but delicious looking prey, and it immediately starts spitting and biting.

Giant Slug: Huge Vermin; CR 9; HD 10d8+40; hp 100; Init -1; Spd 20 ft.; AC 15; Atks bite +12 (2d6+7); Face/Reach 10x20 ft./10 ft.; SA Spit acid; SQ Vermin, improved grab, swallow whole, immune to blunt weapons, blindsight; AL N; SV Fort +11, Ref +2, Will +3; Str 24, Dex 8, Con 18, Int -, Wis 10, Cha 2.

Skills and Feats: Listen +5, Spot +5.

Spit Acid (Ex): Stream of acid 5 ft. by 5 ft. by 30 ft. long, every 1d4 rounds; damage 2d4, Reflex save (DC 14) for half damage.

Swallow Whole (Ex): After a bite, the slug may swallow up to a Medium-sized opponent with a successful grapple check. Internal damage is 2d8+7 and 8 points of acid damage. The victim can cut his way out with a light slashing or piercing weapon (AC 20; 25 hp).

59. The Bear's Flower

Besides the pool at Area #1, this is the only water not affected by Lamash's river.

You see a single flower - as blue as the sky - growing amongst other dead flowers of its type. Next to it is a pool filled with still, clear water that seems different

from the nearby river water. A feeling of peace and comfort hangs over the scene.

The Bear, god of nature, is deeply upset about Lamash's twistings of nature and has influenced several people to come here, including the party. He unknowingly aided the Plantmaster by sending the vision to you. While codes of conduct among the gods prevent him from directly interfering, he has placed this flower to aid PCs and kept the water here pure and drinkable.

The water has minor healing properties, and restores 1d4 hit points for each full draught taken (the equivalent of one waterskin.) The party can fill their waterskins with this water, and it retains its healing properties as long as it remains in the garden. It can only restore the hit points once a day - after that, it has no effect until the next day except to reduce thirst.

When the characters approach the flower, it merely falls off of its stem.

Blue Flower: If taken, this flower radiates an enhanced *bless* effect. All allies of the person carrying it within a 20-ft. radius gain a +2 morale bonus to attack rolls, damage, and saving throws, while all enemies in the area suffer a -2 morale penalty to attack rolls, damage, and saving throws. Allied elves, rangers, and druids receive 10 temporary hit points each morning if they sleep within its radius. Its magic cannot be dispelled until the PCs leave the garden, after which it becomes a normal flower forever.

60. Large Shadow Above (EL 7)

A large shadow crosses the path before you and you look up to see a figure diving, heading straight towards you. With a long harsh screech the giant eagle, ash-black, swoops in for the kill.

This creature (like most others in the garden) is a voracious meat-eater and attacks anything that moves - usually. This particular eagle (note Random Encounters - Flying Encounters in the DM's Information Section for regular Black Eagles) has a mutation which allows it to ignore damage from non-magical or lightly-enchanted weapons. If it fails to grab a PC within 5 rounds, it flies off.

Giant Black Eagle: Huge Magical Beast; CR 5; HD 6d10+18; hp 58, 62; Init +2; Spd 10 ft., fly 100 ft. (average); AC 16; Atks 2 claws +12 (1d8+8), bite +7 (1d8+4); Face/Reach 10x10 ft./10 ft.; SQ Evasion, improved grab, damage reduction 5/+1; AL NE; SV Fort +5, Ref +7, Will +4; Str 26, Dex 15, Con 16, Int 10, Wis 14, Cha 10.

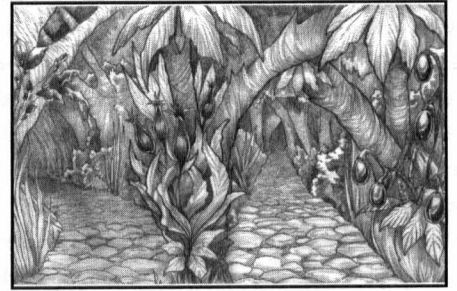
Skills and Feats: Knowledge (nature) +2, Listen +6, Sense Motive +8, Spot +12*, Wilderness Lore/Survival +8; Alertness.

Skills: *Eagles receive a +8 racial bonus to Spot checks during daylight.

61. Vine Ambush (EL 9)

This is a normal path area, except there is a gigantic version (90 ft. long) of the cup and saucer vine in the canopy overhead. When characters enter here, it drops down to encircle this area, and its 3-4 foot width makes it difficult to escape indeed. The cup and saucer vine attacks with fully 10 cups (not 5) at a time, and its movement is sufficient to make it formidable in melee.

DISPLAY ILLUSTRATION 15 ON PAGE IQ 8.



Huge Cup and Saucer Vine: Huge Plant; CR 9; HD 10d8+50; hp 97; Init +1; Spd 15 ft.; AC 17; Atks 10 cups +6 (1d4); Face/Reach 15x15 ft./15 ft. (60 ft. with cup); SA Cups, attach; SQ Plant; AL N; SV Fort +12, Ref +4, Will +3; Str 24, Dex 12, Con 20, Int -, Wis 10, Cha 6.

Cups (Ex): As a standard action, this vine can shoot 10 small cups, attached by thin but sturdy fuzz-covered strands, for a ranged attack, with no range increment. It can only shoot 40 total cups per encounter (it takes the plant an hour to retract a dropped cup).

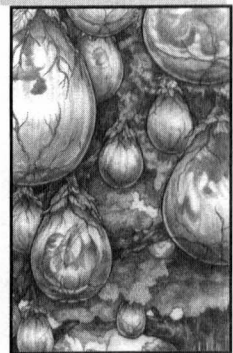
Attach (Ex): The cups are leathery with many fine teeth around the inside edges; on any hit, the cup attaches itself and automatically does damage in each subsequent round. The strand will keep the victim from fleeing more than 60 ft. away. Detaching a cup requires an Escape Artist check (DC 32), Strength check (DC 22), or an attack with a slashing weapon (AC 17; hp 10).

62. Bulbs Above

The low hanging canopy in this area contains something you haven't seen before - what looks like seed pods hang down in front of you. They are mainly teardrop shaped and are many brightly colors.

DISPLAY ILLUSTRATION 16 ON PAGE IQ 8.

These are mutated seed pods. Roll a d8 to see what is inside each one. Their shells are tough, requiring a dagger or other sharp instrument to cut them open.



Seed Pod Contents

- 1) Yellow with greenish tint - Pod is empty.
- 2) Orange with red speckles - Pod contains an insect (smaller version, harmless).
- 3) Dark blue - Pod releases a gas (1-8 harmless, 9-10 poisonous: Fort DC 15 initial and secondary damage 1d6 Constitution).
- 4) Mottled red and white - Pod contains an acidic substance that sticks to the body and burns for 1-20 rounds, 1 point of acid damage/round.
- 5) Dark green, rough exterior - Pod explodes in a 5 ft. radius for 1d6 points of fire damage to each being within range (Reflex save DC 15 for half).
- 6) Lime green, smooth exterior - Pod excretes a sap that can be ingested safely and immediately cures hunger, and any other ailments or diseases the PCs suffer from (except thirst). It only works when freshly extruded from the seed.
- 7) Violet - Pod loses a gas which has an energy drain effect - closest humanoid receives one negative level for one week; Fortitude save to negate the drain has a DC of 15.
- 8) Brown, fuzzy exterior - Pod is an egg, which when exposed to air grows into a random plant or animal of gigantic size (DM's choice).

There are 1-10 of each type of pod present.

63. Flowering Root (EL 6)

A thick root is suspended 2 ft. above the path here. It is almost three feet around, and a greenish-white color. Pink flowers spring forth from many different spots on the root's surface - it's impossible to tell if they are part of the root, or merely attached to the top of it.

The root has multiple hazardous functions, as detailed below:

Rooter: Large Plant; CR 6; HD 7d8+14; hp 54; Init +0; Spd 20 ft.; AC 14; Atks melee +8 (1d8+4 and poison); Face/Reach 5x5 ft./10 ft.; SA Poison, implant; SQ Plant; AL N; SV Fort +7, Ref +2, Will +3; Str 19, Dex 10, Con 15, Int -, Wis 12, Cha 6.

Poison (Ex): This rooter latches onto creatures, injecting them with sap just near the base of the flower. This requires a Fortitude save (DC 15) or paralysis results for 1d10 minutes (there is no secondary damage).

Implant (Ex): With those it paralyzes, the root enters the victim's mouth and deposits an egg-pollen there. In 1d3+1 days the pollen grows into tubers and wind about the victim's insides (a *remove disease* spell will be useful in this time period); 1d4 days later (during which *heal*, *wish* or *miracle* might be used against the infestation) they burst out in all directions, taking root in the ground. The victim is killed by this action.

In addition, during this parasitic gestation period, the parent plant normally nurses the "rooter" by injecting more sap into

the host body, which the new root feeds upon. If the rooter is improperly fed, it will attempt to sustain itself by drawing upon the body fluids of its host. In this case, the infestation also acts as a disease - the victim must make a Fortitude save (DC 15) each day or suffer 1d6 temporary Constitution damage (two successful saves in a row indicate the new rooter has expired). *Restoration*-type spells only repair this damage if the victim makes another Fortitude save (DC 15).

65. Black Flowers

As you come to this dead end, you find a clump of black flowers with spiny stems, right on the edge of the jungle.

These are healing flowers, despite their fearsome appearance. Each petal (8 per flower, and 20 flowers present) heals those ingesting it by 2 points. The ingestion of more than four petals in a 24 hour period, however, causes insect attraction (roll for a random insect every 2 hour period).

66. Petrified Log with Dunnish Slime (EL 3)

You stop short as you see a glob of dunnish slime as big as you sitting atop a solid-looking log. As you watch, the slime sends out several pseudopods in a rapid motion that probe the area about it. When nothing is contacted, it withdraws the pseudopods and continues to rest there. You notice the remains of several trees behind it, oddly reflective and half-chipped away.

This slime petrifies wooden substances upon contact. However, it generally stays put until something interacts with it, feeding off of the petrified wood it rests on. It is sensitive to its surroundings, and is aware of the party, which is why it sent out the pseudopods. The logs behind it have been previously petrified and half-eaten, before it moved on.

Dunnish Slime: Medium Ooze; CR 3; HD 2d10; hp 10; Init +0; Spd 0 ft.; AC 10; Atks 4 touches +2 (petrification); SA Petrification; SQ Blindsight (60 ft.), ooze; AL N; SV Fort +0, Ref +0, Will -5; Str 13, Dex 11, Con 11, Int -, Wis 1, Cha 1.

Petrification (Su): The dunnish slime's touch turns wooden objects to stone, permanently. Normal objects are petrified automatically. Magical objects, and wood-based creatures (such as treants and animated shrubs and trees) get a Reflex save (DC 20) to avoid the effect.

RIVER ENCOUNTERS (#R1-#R5)

R1. Disturbance in the Water (EL 6)

You see a disturbance in the water - a large rippling effect spreads out, as if something large has moved just beneath the river's surface.

Read Area #31 for more detail on the area. A lashenza is in the water and has just arrived here or is proceeding away from this area. It is a pet of the nyx near the bridge, and it does their bidding.

Note that characters staying overlong in this area could attract the garns, as it is a favorite roosting spot of theirs. Every five minutes, there is a 1 in 4 chance of 1 garn stopping there. See garns in Appendix A.

Lashenza: Huge Animal (Aquatic); CR 6; HD 14d8+42; hp 105; Init +4; Spd Swim 40 ft.; AC 17; Atks bite +16 (2d6+8); Face/Reach 15x15 ft. (coiled)/10 ft.; SA Improved grab, swallow whole; AL N; SV Fort +12, Ref +9, Will +4; Str 26, Dex 11, Con 17, Int 1, Wis 10, Cha 8.

Skills and Feats: Hide +12, Listen +11, Spot +11.

Swallow Whole (Ex): A lashenza can try to swallow a grabbed opponent of Large or smaller size by making a successful grappling check. Once inside, the opponent takes 2d8+8 points of crushing damage plus 8 points of acid damage per round from the lashenza's gizzard. A swallowed creature can cut its way out by using a light slashing or piercing weapon to deal 25 points of damage to the lashenza's gut (AC 20). Once the creature exits, muscular action closes the hole; another swallowed opponent must cut its own way out. The lashenza's interior can hold one Large, two Medium, eight Small, or sixteen Tiny or smaller opponents.

R2. Embankment Area (EL 8)

The river winds here, creating a large embankment. You note that there is little activity anywhere nearby.

A huge snapping turtle is wedged into the embankment, covered in brown mud. It requires a Spot (DC 15) check to notice it before approaching within its range. It attacks when beings come too close (within 5 ft.) of its lair where its hatchlings (3) are located (a branch-covered dug-out in the embankment).

Giant Snapping Turtle: Huge Animal (Aquatic); CR 8; HD 11d8+55; hp 110; Init +1; Spd 10 ft, swim 20 ft.; AC 20; Atks bite +15 (2d8+9); Face/Reach 20x20 ft./10 ft.; SA Improved grab; AL N; SV Fort +12, Ref +4, Will +2; Str 28, Dex 12, Con 20, Int 1, Wis 8, Cha 8.

Skills and Feats: Hide +8.

NOTE: The Oowahs at Area #48 might lure this snapper to them if they fear the adventurers' approach at their campsite.

R3. Thrashing Noise from the Water (EL 8)

You note that something is thrashing about in the water - it's a fairly normal looking fish with something digging into its side, which it is trying to dislodge by jumping in and out of the water. On one of these leaps, it catches your eye, and you realize with a start that it has a look of intelligent fear and desperation in them. You can't quite make out what is attached to it, other than it is transparent and worm-like.

The wormish thing is a giant wasp larva, which has just caught its supper, a fish akin to the trout, yet slightly larger. The fish has a mutated brain that is just now starting to allow it to think in the abstract - about the intelligence of a 3 year old. Its instinct have failed it here, allowing it to be seized. The larva will not let go, for its mandibles have a firm hold on the fish.

Other larva are about 2 ft. in front of the characters at this point, hidden in narrow holes on the embankment. Anyone stepping over them to the river's edge is attacked. The larva whip out of the holes and latch on, attempting to drag the prey down into separate holes. The larva's backside has two prehensile hooks that lock it in the hole - it would require an extreme Strength check (DC 25) to remove it, and then only with 1d8 points of rending damage being dealt to the one held. There is a 10% chance per round that the party remains here that a wasp from Area #57 will arrive and defend the larva.

Giant Wasp Larva (8): Medium Vermin (Aquatic); CR 1; HD 2d8; hp 11; Init +1; Spd 10 ft.; AC 14; Atks bite +2 (1d6+1); SA Attach; SQ Vermin; AL N; SV Fort +3, Ref +1, Will -1; Str 12, Dex 12, Con 10, Int -, Wis 8, Cha 6.

Skills and Feats: Hide +10, Jump +4.

Attach (Ex): A wasp larva that hits with its bite attack latches onto the opponent, cannot be removed until killed, and does automatic bite damage each round thereafter.

R4. Swirling Motions in the Water (EL 9)

You note swirling motions in the muck below the waterline. You see many medium-sized wakes moving rapidly towards the shoreline.

There are many larger Wunamzi here which have sensed the characters due to the reflections or shadows thrown by them upon the river's surface. The Wunamzi surface and attack voraciously.

Wunamzi (15): Medium Magical Beast (Aquatic); CR 1; HD 2d10+2; hp 16; Init +3; Spd 10 ft., swim 30 ft.; AC 16; Atks bite +1 (1d6+1); Face/Reach 5x5 ft. (coiled)/5 ft.; SA Improved grab, constrict 1d8+1; AL N; SV Fort +3, Ref +5, Will +1; Str 12, Dex 16, Con 12, Int 5, Wis 12, Cha 9.

Skills and Feats: Balance +8, Listen +6, Spot +6, Weapon Finesse (bite).

R5. Wide Part of River - Other Side (EL 3)

The banks here are very gradual and the river seems shallower at this point. You can see a path continuing on the other side of the river.

A giant eel lives under the embankments here. Half the time it is under the bank closest to the party, and half the time it spends under the embankment on the opposite side. When and if the adventurers attempt to cross the river the eel attacks.

Giant Eel: Large Animal (Aquatic); CR 3; HD 5d8+10; hp 32; Init +2; Spd swim 20 ft.; AC 14; Atks bite +5 (2d6+3); Face/Reach 5x15 ft./5 ft.; SA Improved grab; AL N; SV Fort +6, Ref +3, Will +2; Str 16, Dex 14, Con 14, Int 1, Wis 12, Cha 8.

Skills and Feats: Hide +3, Listen +6, Spot +6.

APPENDIX A: NEW MONSTERS

Note on Plants: Remember to enforce the special qualities of plant-type monsters wherever they are encountered throughout the garden! As a reminder, all plants are immune to poison, sleep, paralysis, stunning, and polymorphing. They are not subject to critical hits or mind-influencing effects (charms, compulsions, phantasms, patterns, and morale effects). Finally, all motive plants have low-light vision unless otherwise indicated.

AMBUSH BUG

Small Vermin

Hit Dice: 1d8+1 (5 hp)

Initiative: +4

Speed: 20 ft., fly 40 ft. (average)

AC: 15 (+1 size, +4 natural)

Full Attack: Bite +2 melee

Damage: Bite 1d4+1

Face/Reach: 2 1/2 ft./0 ft.

Special Attacks: Attach

Special Qualities: Vermin

Saves: Fort +3, Ref +0, Will +2

Abilities: Str 12, Dex 11, Con 12, Int -, Wis 14, Cha 9

Skills: Hide +8*, Listen +6, Spot +6

Feats: Improved Initiative

Climate/Terrain: Temperate and warm forest and underground

Organization: Swarm (5-16)

Challenge Rating: 1/2

Treasure: None

Alignment: Always neutral

Advancement: 2-3 HD (Small)

Description: These yellow and brown bugs are very predatory and can be found awaiting other insects - even bees and spiders! - on flowers, where their natural camouflage allows them to frequently attack with surprise.

Combat:

Attach (Ex): If an ambush bug hits with its bite attack, it uses its raptorial (see glossary) front legs to latch onto the opponent's body and automatically deal bite damage each round it remains attached. Held prey can only return attack with a light weapon, and any spellcasting requires a Concentration check for continuous damage (DC 10 + half bite damage + spell level).

Skills: *Because of its camouflage, an ambush bug surrounded by foliage receives an additional +8 racial bonus to Hide checks.

ARCHAEOPTERYX

Small Animal

Hit Dice: 2d8 (9 hp)

Initiative: +3 (Dex)

Speed: 15 ft., fly 50 ft. (poor)

AC: 17 (+1 size, +3 Dex, +3 natural), touch 14, flat-footed 14

Full Attack: 2 claws +1 melee, or bite -1 melee

Damage: Claw 1d3-1, bite 1d3-1

Face/Reach: 5 ft./5 ft.

Saves: Fort +3, Ref +6, Will +1

Abilities: Str 8, Dex 16, Con 11, Int 2, Wis 12, Cha 10

Skills: Climb +3, Listen +4, Spot +4

Feats: Multiattack

Climate/Terrain: Warm forest, plains and marsh

Organization: Solitary or flock (2-8)

Challenge Rating: 1

Treasure: Gems only

Alignment: Always neutral

Advancement: 3-6 HD (Medium)

Description: A small creature with both bird and reptile features, the archaeopteryx (or "ancient wing") is a predatory creature found only in areas isolated from civilization.

The ancient wing appears part avian and part reptilian, and is rumored to be a bizarre mutation. Other sages believe it is a direct descendent of the dinosaurs. Like common birds, it has

feathers, a lightly built body, and small talons. Unlike other feathered birds, this strange creature has teeth, stiff-shafted feathers, three claws on each wing, and a long, bony tail. The archaeopteryx uses its claws and tail for climbing. This creature has other distinctive features similar to dinosaurs, such as its skull shape and the presence of pointy teeth. From beak to tail, the ancient wing is 2 feet long, with a total wingspan of 3 feet. It weighs slightly less than 2 pounds.

It can fly, though not very far or very well. The structure of the wing means that it cannot achieve flapping flight at low speeds like many birds. However, with a long running takeoff, it is able to flap enough to keep it cruising aloft for short distances (typically 1/2 mile).

The archaeopteryx make their nests in tall trees, and favor collecting shiny gems and rocks with which they line their nests. Up to eight archaeopteryx may share the same nest.

Combat:

The ancient wing is extremely fierce when defending its territory, combining both sets of claws into a single attack. It silently glides out of the trees and gently alights on its unsuspecting victim, at which time it begins its attack.

BAKKAS

Small Magical Beast

Hit Dice: 1d10 (5 hp)

Initiative: +4 (Dex)

Speed: 10 ft, fly 50 ft. (average)

AC: 15 (+1 size, +4 Dex), touch 15, flat-footed 11

Full Attack: 2 bites +6 melee

Damage: Bite 1d4-2 plus disease

Face/Reach: 5 ft./5 ft.

Special Attacks: Disease

Special Qualities: Blindsight, see invisibility

Saves: Fort +2, Ref +6, Will +2

Abilities: Str 6, Dex 18, Con 11, Int 2, Wis 14, Cha 6

Skills: Jump +4*, Listen +9*, Spot +9*

Feats: Weapon Finesse (bite)

Climate/Terrain: Temperate and warm forest, hill and underground

Organization: Solitary, pair, bunch (3-6) or colony (12-20)

Challenge Rating: 1

Treasure: None

Alignment: Always neutral

Advancement: 2-3 HD (Small)

Description: These two-headed bats are quick, agile flyers. Originally encountered only in tropical caves, these disease-carriers can now be found in colder areas as well.

The average bakkas is 9 to 12 inches long with a wingspan of 2 to 3 feet. Like a normal bat, it is nocturnal and has a body resembling a winged rodent. Their bodies are covered with dark brown fur, though their wings are deep black and hairless. Strangely, their legs resemble those of a primate more than the

standard bat. They use these powerful and versatile legs for leaping into the air or for grabbing prey.

Bakkas typically feed on insects or fruit, though some of them also have a taste for flesh. Most often, this flesh comes from the corpses of those who died of starvation or accidental death after becoming delirious from a bakkas bite.

Combat:

Bakkas defend their territory with a ferocity uncommon to most bats. They adopt the land surrounding their lair for about a league in each direction as their own. Any creature venturing into their lands at night will certainly be attacked. Once the intruder has been bitten, the bakkas flies away, though they try to keep their victim in sight, and use their ultrasonic cries to summon other bakkas. When the intruder succumbs to the delirium caused by the bite, the bakkas attack en masse.

Disease (Ex): Bakkas bites are infectious, carrying a particularly nasty disease known to some as "bakkas delirium." This disease requires a Fortitude save (DC 13), with no incubation period. Those who fail their save suffer a loss of 1d6 Constitution and 1d6 Intelligence damage (temporary). Anyone who loses half his or her Intelligence to this disease experiences weird delusions and loses touch with reality, effectively becoming confused until full intelligence is regained.

Blindsight (Ex): Bakkas can "see" via the sonar-like ability of echolocation, just like normal bats (and twilight dragons). This allows them to locate objects and creatures within 120 feet in any light condition.

See Invisibility (Ex): Bakkas continuously see invisibility as the spell of the same name, with a range of 120 feet.

Skills: *Bakkas receive a +4 racial bonus to Jump, Spot and Listen checks. These bonuses are lost if blindsight is negated.

BIRD

Diminutive Animal

Hit Dice: 1/4 d8 (1 hp)

Initiative: +4 (Dex)

Speed: 5 ft., fly 40 ft. (average)

AC: 18 (+4 size, +4 Dex)

Full Attack: Claws +4 melee

Damage: Claws 1d2-5

Face/Reach: 1 ft./0 ft.

Special Attacks: -

Special Qualities: -

Saves: Fort +2, Ref +6, Will +2

Abilities: Str 1, Dex 19, Con 10, Int 1, Wis 14, Cha 7

Skills: Listen +7, Spot +7

Feats: -

Climate/Terrain: Any forest, hill, plains, and mountains

Organization: Clutch (2-4), host (7-18), or flock (10-40)

Challenge Rating: 1/6

Treasure: None

Alignment: Always neutral

Advancement: -

ANIMATED SHRUB

Tiny Animated Shrub

Hit Dice: 1/2 d8 (2 hp)
Initiative: +2 (Dex)
Speed: 10 ft.
AC: 15 (+2 size, +2 Dex, +1 natural)
Full Attack: 1 slam +1 melee
Damage: Slam 1d3-1
Face/Reach: 2 1/2 ft./0 ft.
Special Attacks: —
Special Qualities: Plant, fire vulnerability
 half damage from piercing
Saves: Fort +2, Ref +2, Will +0
Abilities: Str 9, Dex 14, Con 11
 Int -, Wis 10, Cha 6
Skills: —
Feats: —
Climate/Terrain: Any land
Organization: Row (4-7)
Challenge Rating: 1/4
Treasure: None
Alignment: Always neutral
Advancement: none

Small Animated Shrub

Hit Dice: 1d8 (4 hp)
Initiative: +1 (Dex)
Speed: 10 ft.
AC: 16 (+1 size, +1 Dex, +4 natural)
Full Attack: 1 slam +1 melee
Damage: Slam 1d4
Face/Reach: 5 ft./5 ft.
Special Attacks: —
Special Qualities: Plant, fire vulnerability
 half damage from piercing
Saves: Fort +2, Ref +1, Will +0
Abilities: Str 11, Dex 12, Con 11
 Int -, Wis 10, Cha 6
Skills: —
Feats: —
Climate/Terrain: Any land
Organization: Row (4-7)
Challenge Rating: 1/2
Treasure: None
Alignment: Always neutral
Advancement: none

Medium Animated Shrub

Hit Dice: d8+2 (11 hp)
Initiative: +0
Speed: 10 ft.
AC: 17 (+7 natural)
Full Attack: 2 slams +2 melee
Damage: Slam 1d6+1
Face/Reach: 5 ft./5 ft.
Special Attacks: —
Special Qualities: Plant, fire vulnerability
 half damage from piercing
Saves: Fort +4, Ref +0, Will +0
Abilities: Str 13, Dex 10, Con 13
 Int -, Wis 10, Cha 6
Skills: —
Feats: —
Climate/Terrain: Any land
Organization: Row (4-7)
Challenge Rating: 1
Treasure: None
Alignment: Always neutral
Advancement: 3 HD (Medium-size)

Description: Animated shrubs can come into existence due to a variety of magical effects and supernatural powers. The statistics here can be used for particularly small targets of the druid spell *liveoak*, treant animation ability, or trespass possession (see this Appendix for information on trespassers).

Combat

Fire Vulnerability (Ex): An animated shrub normally takes double damage from fire attacks. If a save is allowed, the shrub takes double damage on a failure, and half damage on a success.

Half Damage from Piercing (Ex): Piercing weapons only do half damage to animated shrubs (with a minimum of 1 point of damage).

ANIMATED TREE

Large Animated Tree

Hit Dice: 4d8+12 (30 hp)
Initiative: +0
Speed: 10 ft.
AC: 19 (-1 size, +10 natural)
Full Attack: 2 slams +7 melee
Damage: Slam 1d8+5
Face/Reach: 5 ft./10 ft.
Special Attacks: Trample, double damage
 against objects
Special Qualities: Plant, fire vulnerability
 half damage from piercing
Saves: Fort +7, Ref +1, Will +1
Abilities: Str 21, Dex 10, Con 17
 Int -, Wis 10, Cha 6
Skills: —
Feats: Multiattack
Climate/Terrain: Any land
Organization: Solitary or grove (4-7)
Challenge Rating: 4
Treasure: None
Alignment: Always neutral
Advancement: 5-7 HD (Large)

Huge Animated Tree

Hit Dice: 8d8+40 (76 hp)
Initiative: -1 (Dex)
Speed: 10 ft.
AC: 20 (-4 size, -2 Dex, +13 natural)
Full Attack: 2 slams +13 melee
Damage: Slam 2d6+9
Face/Reach: 10 ft./15 ft.
Special Attacks: Trample, double damage
 against objects
Special Qualities: Plant, fire vulnerability
 half damage from piercing
Saves: Fort +11, Ref +1, Will +2
Abilities: Str 29, Dex 8, Con 21
 Int -, Wis 10, Cha 6
Skills: —
Feats: Multiattack
Climate/Terrain: Any land
Organization: Solitary or grove (4-7)
Challenge Rating: 7
Treasure: None
Alignment: Always neutral
Advancement: 9-15 HD (Huge)

Gargantuan Animated Tree

Hit Dice: 16d8+112 (184 hp)
Initiative: -2 (Dex)
Speed: 10 ft.
AC: 21 (+16 natural)
Full Attack: 2 slams +19 melee
Damage: Slam 2d8+11
Face/Reach: 20 ft./20 ft.
Special Attacks: Trample, double damage
 against objects
Special Qualities: Plant, fire vulnerability
 half damage from piercing
Saves: Fort +17, Ref +3, Will +5
Abilities: Str 33, Dex 6, Con 25
 Int -, Wis 10, Cha 6
Skills: —
Feats: Multiattack
Climate/Terrain: Any land
Organization: Solitary or grove (4-7)
Challenge Rating: 15
Treasure: None
Alignment: Always neutral
Advancement: 17-31 HD (Gargantuan)

Description: Much like animated shrubs (see above), animated trees are not so rare amidst magical forests and druids' groves. Any of the statistics above can be used for recipients of the *liveoak* spell (smaller than usual in the Large case, bigger in the Gargantuan case) or treant/trespass animation abilities (see this Appendix for information on trespassers).

Combat

Trample (Ex): Animated trees can trample creatures of at least two size categories less than themselves. Any opponent can either make an attack of opportunity against the trampling tree (at a -4 penalty), or

succeed at a Reflex save for half damage (DC 15 for large, DC 21 for huge, or DC 27 for gargantuan trees), or else suffer the full damage score (respectively 2d8+2, 2d10+4, or 2d12+5 for each size of tree).

Double Damage against Objects (Ex): An animated tree that makes a full attack against an object or structure deals double damage.

Fire Vulnerability (Ex): An animated tree normally takes double damage from fire attacks. If a save is allowed, the tree takes double damage on a failure, and half damage on a success.

Half Damage from Piercing (Ex): Piercing weapons only do half damage to animated trees (with a minimum of 1 point of damage).

Appendicies

Description: Birds are everywhere to be found in the garden. Among the types present are black birds, purple birds (a form of blue bird), rockstins (gray robins) and cardinals. All have formed communities according to their kinds. Black birds prefer the lower trees where they are closer to scavenge; rockstins have sought what high ground is available, and they tend to shy away from the river areas near nighttime; purple birds live, and are bred, at and near Lamash's glade (see Area #45); and the cardinals, least represented among the four groups, reside in the highest branches of the largest trees; and some have been known to live near a garn nest above Area #26.

For more information, read *Birds* in the DM Information section.

Combat: All the birds in the garden are voracious, and will attack en masse if a likely target is available. When attacking, 1-10 birds fly into the prey's facial area, scratching and pecking, while the others concentrate on the legs and backs.

BLACK FLY, GIANT

Small Vermin

Hit Dice: 1d8 (4 hp)

Initiative: +0

Speed: 15 ft., fly 50 ft. (poor)

AC: 14 (+1 size, +3 natural)

Full Attack: Bite +1 melee

Damage: Bite 2d4 and blindness

Face/Reach: 5 ft. /5 ft.

Special Attacks: Cause blindness

Special Qualities: Vermin

Saves: Fort +2, Ref +0, Will +0

Abilities: Str 10, Dex 11, Con 11, Int -, Wis 10, Cha 7

Skills: Listen +5, Spot +5

Feats: -

Climate/Terrain: Temperate and warm land and underground

Organization: Swarm (1-20)

Challenge Rating: 1/2

Treasure: None

Alignment: Always neutral

Advancement: 2 HD (Small); 3-5 HD (Medium-size); 6-8 HD (Large)

Description: This is a normal fly, with a somewhat enlarged abdomen. Their larvae are aquatic and carnivorous, though this fact carries less weight with the many predators common to the river areas here. The black fly has barely manage to adapt to its surroundings; and it is one of the favorite meals of larger flyers (garns and hawks especially).

Combat:

Cause Blindness (Ex): The black fly's bite causes temporary blindness, as though it carried a fast-acting disease; if the victim fails a Fortitude save (DC 10), he is blinded for 3d4 rounds. Failing this save three times in a 24-hour period indicates permanent blindness. Spells and items that normally cure this

only allow a new Fortitude save (DC 10), and only one attempt per spell type is allowed. Some sages believe it is this creature's larvae that cause the common waterborne disease of "blinding sickness", and that eating this creature's entrails will cure any such blindness (DM's choice).

BLACK JELLY OYSTER

Tiny Plant

Hit Dice: 1d8+1 (5 hp)

Initiative: +0

Speed: 0 ft.

AC: 14 (+2 size, +2 natural)

Full Attack: Touch +2 melee

Damage: Touch 1d6+1 acid

Face/Reach: 2 1/2 ft./0 ft.

Special Attacks: Lichen acid

Special Qualities: Plant, camouflage

Saves: Fort +2, Ref -, Will -2

Abilities: Str -, Dex -, Con 13, Int -, Wis 6, Cha 4

Skills: -

Feats: -

Climate/Terrain: Temperate and warm forest

Organization: Patch (1-6)

Challenge Rating: 1

Treasure: None

Alignment: Always neutral

Advancement: 2-3 HD (Small)

Description: These appear as tough, cross-veined caps of brown to pink on curved stalks.

This mutated form of black jelly oyster has adapted to the garden by learning camouflage; these appear in depressions where their stalks cannot be seen. At a distance their caps appear as part of the ground, though rough.

Combat:

Lichen Acid (Ex): When anyone moves into a space with black jelly oysters, each may make a touch attack against the passerby. Any hit indicates that the plants have been stepped on, so they immediately release a burning substance for 1d6+1 points of acid damage.

One round later, the caps emit an explosion for an additional 1d6+1 points of acid damage to all within the area (2 ft. radius accumulative per cap exploding), with a Reflex save (DC 10) indicating half damage. After each attack they then remain dormant for 1d4+1 rounds, replenishing their acids; the fungus can be attacked during these dormant periods without harm to assailants.

Camouflage (Ex): A Spot check (DC 20) is required to recognize a black jelly oyster as something other than a harmless plant. Anyone with Wilderness Lore/Survival or Knowledge (nature) may use those skills instead of Spot to notice the plant.

BLACK TRUMPET

Small Plant

Hit Dice: 1d8 (4 hp)

Initiative: +0

Speed: 0 ft.

AC: 11 (+1 size)

Full Attack: -

Damage: -

Face/Reach: 5 ft./0 ft.

Special Attacks: Odor

Special Qualities: Plant

Saves: Fort +2, Ref -, Will -5

Abilities: Str -, Dex -, Con 10, Int -, Wis 1, Cha 1

Skills: -

Feats: -

Climate/Terrain: Temperate and warm forest

Organization: Patch (1-4)

Challenge Rating: 1/10

Treasure: None

Alignment: Always neutral

Advancement: -

Description: The outer area of these vase shaped mushrooms are smooth and wrinkled, with coloration varying from light grey to black. Brown scales can be seen within the trumpet proper.

These types are found near trees, where they feed off of decaying matter. This fungus is edible, but prolonged ingestion for over 6 days will impart its odor (see below) to the consumer for a full month, or until a fast of like duration consisting of nothing but water rinses the affected character's insides clean.

Combat:

Odor (Ex): Black trumpets release a powerful fragrance that is transmitted to anyone who moves within 15 ft. The odor, once imparted, will last for 1d20 rounds and attract any insects within the area (the DM must determine exact types and numbers).

CINNABAR RED CHANTERELLE

Small Plant

Hit Dice: 2d8 (9 hp)

Initiative: +0

Speed: 0 ft.

AC: 11 (+1 size)

Full Attack: -

Damage: -

Face/Reach: 5 ft./0 ft.

Special Attacks: Infestation

Special Qualities: Plant

Saves: Fort +3, Ref -, Will -5

Abilities: Str -, Dex -, Con 10, Int -, Wis 1, Cha 1

Skills: -

Feats: -

Climate/Terrain: Temperate and warm forest

Organization: Patch (1-10)

Challenge Rating: 1/10

Treasure: None

Alignment: Always neutral

Advancement: 3-4 HD (Medium-size)

Description: The cinnabar red chanterelle's cap is reddish-orange and ridged, descending to a dullish red, fibrous stalk. Its fruity spores are oblong and colorless. Its fragrance can be smelled for long distances on windy days.

The red chanterelle is an edible variety of fungi. Its flesh and wood is used by the Oowahs.

Combat:

Infestation (Ex): Although not dangerous by itself, there is a 10% chance for any given chanterelle to have some sort of special insect or other vermin hidden inside it (DM's choice as to exact type).

CLAPODEE

Large Magical Beast

Hit Dice: 7d10+21 (59 hp)

Initiative: +5 (+1 Dex, +4 Improved Initiative)

Speed: 30 ft., burrow 5 ft.

AC: 18 (-1 size, +1 Dex, +8 natural), touch 10, flat-footed 17

Full Attack: Bite +11 melee and 2 claws +7

Damage: Bite 1d8+5, claw 2d4+2

Face/Reach: 10 ft./5 ft.

Special Attacks: Crush

Special Qualities: Immunities

Saves: Fort +8, Ref +6, Will +3

Abilities: Str 21, Dex 13, Con 17, Int 2, Wis 12, Cha 8

Skills: Hide +3, Jump +13*, Spot +6, Listen +6

Feats: Improved Bull Rush, Improved Initiative, Power Attack

Climate/Terrain: Temperate and warm forest, hill or plains

Organization: Solitary or cluster (2-6)

Challenge Rating: 4

Treasure: None

Alignment: Always neutral

Advancement: 8-14 HD (Large); 15-21 HD (Huge)

Description: Clapodee are primeval, nocturnal creatures native to tropical jungles, though they are also occasionally found in the surrounding areas.

A clapodee resembles no single creature, but its hide is similar to that of a rhino, while its head and tail are closer to a lion's. It stands about 9 feet tall at the shoulder, and has large, powerful claws like those of a mole suited for digging or ripping apart an opponent.

The clapodee has adapted well to its jungle surroundings. It is one of the few large creatures that can effectively burrow, and thus can avoid the few creatures that prey on it. It is fierce in combat, for its natural armor and aggressiveness give it an edge on most creatures. The clapodee seems to be respected by the other jungle animals, who give it a wide berth.

The clapodee's eyes also provide it with a special defense against light-based attacks. While they are alive, the clapodee's eyes appear normal enough. Beginning soon after death and for the 24 hours after, its dead eyes become saturated with swirling colors. This strange, normally invisible pigmentation automatically shields the living clapodee from visual phenomenon that would otherwise deceive or injure it. It is thought that the creature does not use normal, visual light to see, but uses other wavelengths, like a heightened form of darkvision. Some sages point to the fact that clapodee are most often seen during the night hours as supposed proof of this theory.

Combat:

If clapodee are confronted with an obviously superior threat, they will run away, and attempt to hide in a nearby cave or brush-covered area. Of course, this rarely fools sentient beings.

Crush (Ex): The clapodee can jump on top of an opponent at least two size categories smaller than itself, and crush the victim against the ground for 2d8+7 points of damage. The target may make a Reflex save (DC 18) for half damage.

Immunities (Ex): The clapodee is immune to all illusions and any light-based attacks. Because of the construction of its eyes, the clapodee is treated as having automatic disbelief versus any visual illusion (that is, any spell or ability noted as being a figment, glamor, pattern, or shadow). Only illusions of the "phantasm" type (which are purely mental) can affect the clapodee. In addition, the clapodee is also immune to any spell or effect that is given the "light" descriptor, including all magical light and darkness spells.

Skills: *The clapodee receives a +8 racial bonus to Jump checks.

DEAGLU

Tiny Magical Beast

Hit Dice: 1d10 (5 hp)

Initiative: +3 (Dex)

Speed: 10 ft.

AC: 18 (+2 size, +3 Dex, +3 natural), touch 15, flat-footed 15

Full Attack: 1d4 quills +6 ranged

Damage: Quill 1d2 and poison

Face/Reach: 2 1/2 ft./0 ft.

Special Attacks: Poison, quills

Special Qualities: Fast healing 1, scent

Saves: Fort +2, Ref +5, Will +1

Abilities: Str 6, Dex 17, Con 11, Int 2, Wis 12, Cha 6

Skills: Hide +5, Listen +3, Spot +3

Feats: Weapon Finesse (quills)

Climate/Terrain: Temperate and warm forest, hill and plains

Organization: Solitary, pair, bunch (3-10) or nest (11-20)

Challenge Rating: 1

Treasure: None

Alignment: Always neutral

Advancement: 2 HD (Small), 3-4 HD (Medium)

Description: Deaglu are ugly, porcupine-like creatures that dwell in and around wooded areas. Constantly hungry for the taste of flesh, the deaglu is a menace to all humanoid creatures.

Deaglu look most like a small piglet with a lizard-like head and a back covered by a thick coat of dark brown or black hair and thousands of pointy quills.

The deaglu travels in herds to protect its young. While traveling, the male deaglu surround the childbearing females as best as possible. Once the offspring have been born and matured enough to walk, both males and females walk surrounding the children.

Deaglu in temperate areas do not migrate during the cold season. They find an unoccupied cave, avoiding bears and similar creatures, and the entire nest hibernates together, their bodies side by side to help maintain body temperature. If the cave's size is accommodating, it is possible to find multiple packs hibernating in the same location.

Larger creatures that do not sleep during the cold months have learned of this and will often scour caves attempting to find a deaglu haven. Because of this, each year, one male from the pack stands watch at the front of the hibernating herd. Its job is to alert the pack if danger encroaches and to defend the herd with its life. Very few predators would choose to fight the deaglu in a small, enclosed space and this one-guard tactic has proved effective. That male typically dies from starvation or exhaustion by the end of the winter.

In the absence of the deaglu itself, a deaglu den is recognizable by the layers upon layers of droppings lining the bottom. Because deaglu were once herbivores, before mysteriously turning carnivorous, they still find flesh difficult to digest. As such, they leave some 75 to 200 droppings per day.

Though tiny in size, deaglu are very deadly when encountered in mass (as in their den). No one knows how the deaglu developed a voracious taste for flesh that outstrips many other, larger animals. It is said to crave the saltiness of the meat, and will even chew on objects (leather and wood, particularly) that has been touched by humanoid hands.

Combat:

Deaglu are cowardly, and one to two deaglu will only attack a creature of Small or smaller size. Deaglu only attack Medium or larger creatures in bunches.

Poison (Ex): Quills, Fortitude save (DC 11); initial damage 1 temporary Strength per quill. No secondary poison damage.

Quills (Ex): Although its bite is not effective in combat, a deaglu will batter itself against an opponent, striking with 1d4 of its quills in any round. Every hit delivers poison into the wound. The opponent must also succeed at a Reflex save (DC 16) per quill, or have the quill break off in the flesh. Removing each quill deals 1 additional point of damage.

JELLY TOOTH

Small Plant

Hit Dice: 2d8 (9 hp)

GARN

Yellow Garn

Medium Magical Beast

Hit Dice: 6d10+12 (45 hp)
Initiative: +2 (Dex)
Speed: 20 ft., fly 40 ft. (average)
AC: 17 (+2 Dex, +5 natural)
Attacks: 2 claws +7 melee
Damage: Claws 1d4+1 and poison
Face/Reach: 5 ft./5 ft.
Special Attacks: Poison
Special Qualities: Darkvision 90 ft.
Saves: Fort +7, Ref +7, Will +2
Abilities: Str 12, Dex 15, Con 14
 Int 5, Wis 10, Cha 6
Skills: Listen +5, Spot +5
Feats: Dodge, Mobility
Climate/Terrain: Any land and underground
Organization: Cluster (1-4)
Challenge Rating: 5
Treasure: Standard
Alignment: Always chaotic evil
Advancement: 7 HD (Medium-size)

Blue Garn

Medium Magical Beast

Hit Dice: 8d10+24 (68 hp)
Initiative: +2 (Dex)
Speed: 30 ft., fly 50 ft. (average)
AC: 18 (+2 Dex, +6 natural)
Attacks: 2 claws +10 melee
Damage: Claws 1d4+2 and poison
Face/Reach: 5 ft./5 ft.
Special Attacks: Poison
Special Qualities: Darkvision 90 ft.
Saves: Fort +9, Ref +8, Will +2
Abilities: Str 15, Dex 14, Con 16
 Int 7, Wis 11, Cha 6
Skills: Listen +7, Spot +7
Feats: Dodge, Mobility
Climate/Terrain: Any land and underground
Organization: Cluster (1-4)
Challenge Rating: 7
Treasure: Standard
Alignment: Always chaotic evil
Advancement: 9 HD (Medium-size)

Brown Garn

Large Magical Beast

Hit Dice: 10d10+40 (95 hp)
Initiative: +1 (Dex)
Speed: 30 ft., fly 50 ft. (average)
AC: 18 (-1 size, +1 Dex, +8 natural)
Attacks: 2 claws +13 melee
Damage: Claws 1d6+4 and poison
Face/Reach: 5 ft./10 ft.
Special Attacks: Poison
Special Qualities: Darkvision 90 ft., SR 15
Saves: Fort +11, Ref +8, Will +4
Abilities: Str 18, Dex 13, Con 18
 Int 9, Wis 12, Cha 6
Skills: Listen +9, Spot +9
Feats: Dodge, Mobility, Spring Attack
Climate/Terrain: Any land and underground
Organization: Cluster (1-4)
Challenge Rating: 9
Treasure: Standard
Alignment: Always chaotic evil
Advancement: 11-14 HD (Large)

Description: These creatures remind the casual viewer of the gargoyle, but that is where the comparison ends. The garns are composed of many different features: Scale-like skin, mottled wings, misshapen horns, oppositely colored eyes (white and red, tan and black, etc.), and prehensile barbed tails. Their teeth are as long, as their tempers are short, and they are one of the garden inhabitants' worst enemies. They are ferocious, armed and armored, have mobility, and a great appetite for blood: All contributing factors to their almost god-like mastery of the air, and to the fear instilled in the hearts of those hearing their screaming approach - which usually means death.

Garns reside in the higher places - there is, in fact, a nest of them among the cliffs in the area.

It is not known how garns reproduce; and since the garden was polluted they have produced no offspring - but neither have they lost even one of their kind! It is not known what the garn mutated from. It could have been a servant the Plantmaster had summoned - as was the case with Lamash.

Combat: Garns have poisonous claws; they also have exceptional darkvision.

Poison (Ex): Claws, Fortitude save (DC 15 for yellow, DC 17 for blue, and DC 19 for brown); initial and secondary damage 1d6 temporary Constitution.

Garns frequently have other special attack abilities, as well. Roll on the table below for every garn encountered.

Garn Variations

d%	Variation	Effect
01-15	No extra ability	-
16-65	Tail stinger	Poison, save as above. Initial and secondary damage 1d6 temporary Strength
66-85	Fuming breath	Stench, save as above. Any non-garn in 10 ft. suffers -2 morale penalty to attacks, saves and checks for 10 rounds
86-100	Both tail stinger and fuming breath	See above

IN THE GARDEN: The garns are the de-facto rulers of the garden outside of Lamash, who at times finds it difficult to control these creatures. Garns are feared by all sentient life here - and for good reasons. First, the garns do not fight amongst themselves like many of the other inhabitants of the garden. Secondly, the garns have a low mortality rate - in fact none have died to date, and they are extremely long-lived. Finally, the garns are fearsome in combat, with their poisonous breath, poisonous tails, mobility, strength, cunning and the inaccessibility of their nests, on narrow crags and ledges in the cliffs surrounding the valley. Many intelligent inhabitants (such as the Oowahs) refer to them as evil gods. Even the animal life is aware of their telling cries, and the normally fierce eagles do not dare a confrontation with the garns. All of the garn types patrol all of the valley, but a party will never encounter more than 2 together, and they will always be the same type.

Initiative: +1 (Dex)
Speed: 5 ft.
AC: 15 (+1 size, +1 Dex, +3 natural)
Full Attack: Teeth +3 melee
Damage: Teeth 1d6+1 and adhesive gel
Face/Reach: 5 ft./5 ft.
Special Attacks: Adhesive gel
Special Qualities: Plant
Saves: Fort +3, Ref +1, Will -2
Abilities: Str 12, Dex 12, Con 10, Int 1, Wis 6, Cha 6
Skills: -
Feats: -
Climate/Terrain: Temperate and warm forest
Organization: Patch (2-7)
Challenge Rating: 2
Treasure: None
Alignment: Always neutral
Advancement: 3-4 HD (Medium-size)

Description: These abominations are parasitic offshoots of normal jelly teeth, appearing as white, translucent jelly stalks with gelatinous flesh and many aquiline teeth. Jelly teeth react to noise within 20 feet of them. Their bulk shakes when they "zone in" on their prey.

Combat: When attacking, a jelly tooth's the serrated heads lash out, dealing damage as noted above.

Adhesive Gel (Ex): Any successful hit by this plant releases a jelly-like substance onto the target. The target must make a Reflex save (DC 12) or be held fast to it - they are considered grappled, and cannot break they grapple except by the means noted below. The top of the fungus grows and forms into a mouth with teeth, which thereafter attacks its stuck prey for automatic damage each round. During this time more gel is released - each round, the stuck victim must make another Reflex save (DC 16). The first such failure indicates that the victim is slowed; the second failure indicates that he is paralyzed and thus an easy meal for the jelly tooth.

Fire of any type (which deals at least 4 points of damage) will burn the gel away, but also causes damage (half or none, if a save is allowed and successful) to those immersed and trapped within it. If the jelly tooth is killed then the gel crystallizes and can be easily broken away.

LASHENZA

Huge Animal (Aquatic)
Hit Dice: 14d8+42 (105 hp)
Initiative: +4 (Improved Initiative)
Speed: Swim 40 ft.
AC: 17 (-2 size, +9 natural), touch 8, flat-footed 17
Full Attack: Bite +16 melee
Damage: Bite 2d6+8
Face/Reach: 15 ft. (coiled)/10 ft.
Special Attacks: Improved grab, swallow whole
Saves: Fort +12, Ref +9, Will +4

Abilities: Str 26, Dex 11, Con 17, Int 1, Wis 10, Cha 8
Skills: Hide +12, Listen +11, Spot +11
Feats: Blind-Fight, Cleave, Great Cleave, Improved Initiative, Power Attack
Climate/Terrain: Temperate and warm aquatic
Organization: Solitary
Challenge Rating: 6
Treasure: 1/10th coins; 50% goods; 50% items
Alignment: Always neutral
Advancement: 15-21 HD (Huge); 22-28 HD (Gargantuan)

Description: A voracious hunter, this nocturnal water worm attacks any object moving through the water or (if it is extremely hungry) even on the nearby shore.

Lashenza appear as a large (25 feet long), mutated version of a river worm, in dark colors ranging from brown to purple to black. The lashenza has no problem eating virtually any substance, organic or inorganic, though they prefer flesh. Most inorganic substances pass right through their system without harm, though small stones and pebbles collect in the lashenza's digestive tract and serve to grind food as it passes through.

This creature always hunts at night, staying in dark places (such as under plants or weeds) during the daytime. Lashenza reproduce sexually, and mate twice per year. The larvae are a fraction of the size of an adult water worm, and move about in the daytime or nighttime.

Combat:

The lashenza will instantly attack any prey it desires, and flee only if the odds turn against it.

Improved Grab (Ex): To use this ability, the lashenza must hit with its bite attack. If it gets a hold, it can attempt to swallow the target.

Swallow Whole (Ex): A lashenza can try to swallow a grabbed opponent of Large or smaller size by making a successful grappling check. Once inside, the opponent takes 2d8+8 points of crushing damage plus 8 points of acid damage per round from the lashenza's gizzard. A swallowed creature can cut its way out by using a light slashing or piercing weapon to deal 25 points of damage to the lashenza's gut (AC 20). Once the creature exits, muscular action closes the hole; another swallowed opponent must cut its own way out. The lashenza's interior can hold one Large, two Medium, eight Small, or sixteen Tiny or smaller opponents.

MANY-HEADED FUNGUS

Huge Plant
Hit Dice: 7d8+35 (66 hp)
Initiative: +4 (Improved Initiative)
Speed: 10 ft.
AC: 11 (-2 size, +3 natural), touch 8, flat-footed 11
Full Attack: Stalk +7 melee
Damage: Stalk 1d8+6 acid
Face/Reach: 15 ft./10 ft.
Special Attacks: Disease, psionics

Special Qualities: Plant traits, regeneration 5, tremorsense

Saves: Fort +10, Ref +2, Will +4

Abilities: Str 19, Dex 11, Con 20, Int 9, Wis 11, Cha 9

Skills: Hide +4, Listen +10, Spot +10

Feats: Alertness, Improved Initiative, Iron Will

Climate/Terrain: Warm forest and underground

Organization: Solitary

Challenge Rating: 5

Treasure: None

Alignment: Always neutral

Advancement: 8-14 HD (Huge); 15-21 HD (Gargantuan)

Description: The many-headed fungus lurks in deep jungles and forests, devouring inhabitants of local tribes as well as foolish adventurers who come seeking trophies and other glories.

This slimy plant creature is massive, standing some 7 feet tall (not including the stalks) and weighing approximately 400 pounds. From the trunk sprout 30-40 thick, yellowish stalks that the plant sends forth to attack its victims, each almost a foot in diameter. Bizarrely, most of these stalks are topped with replicas of bestial and humanoid heads! Made of the same putrid, yellow, rubbery material as the rest of the plant, these heads represent the number of sentient victims this bizarre plant creature has claimed. On some of these fungi, tiny vines even grow to give the appearance of hair. The heads appear to be nothing more than decorative; they cannot talk or see, they do not have minds of their own and they provide no special attacks. Each stalk averages about 3 feet long, though they can be extended up to 7 feet when attacking. Like other fungi, it can propel itself, but only very slowly. It apparently forms small pseudopods on its underside to move its huge mass in a jerky, halting motion.

The fungus cannot grow new stalks – it can regenerate those severed or damaged, but begins life with the same number it always possesses. Once every stalk has the head of a sentient creature formed on it, these heads serve as buds that the many-headed fungus sheds. After dropping its buds in the form of these lifeless, distorted heads, the many-headed fungus resembles a large, yellow, slimy, knobby tree trunk with many smooth stalks. It can reproduce again as soon as it has absorbed enough sentients such that all of its stalks have heads.

The "heads" sprout small stalks of their own and begin to assume the appearance of the parent. The face dissolves after a month, and it takes anywhere from 4 to 8 months for a bud to grow into a fully formed version of its parent. By the time it is fully grown, it may have several heads already – mostly from small forest dwellers.

It is thought that the psionic receptivity of the fungus reacts with the brain of a devoured sentient. As it devours a victim, the fungus finds the strong self-image hidden in the brain. Apparently, sentient brains are necessary to the budding process of this unique creature.

Combat:

Many-headed fungi attack by projecting slimy, expandable stalks towards their victims. Hits cause acid damage, and living creatures killed by this fungus are then assimilated into the mass. The face of the creature killed appears 1-2 days later on the end of a stalk.

Disease (Ex): Any character hit by a many-headed fungus contracts the "slimy doom" disease. This disease immediately causes 1d4 points of temporary Constitution damage unless a successful Fortitude save (DC 14) is made. The afflicted character must succeed at this Fortitude save each day until the disease is finally removed or suffer 1d4 points of temporary Constitution damage per day. Failing the Fortitude save twice in a row causes the character to permanently lose 1 point of Constitution.

Psionics (Sp): A many-headed fungus has minimal psionic awareness. It can use the attack mode of Id Insinuation, and the defense mode of Mental Barrier, but it has no power resistance or other psionic powers. Ignore this ability if your campaign does not use psionics.

Plant Traits (Ex): Many-headed fungi are immune to paralysis, poison, polymorphing, sleep and stunning. They are also not subject to critical hits or mind-influencing effects.

Regeneration (Ex): Bludgeoning weapons deal normal damage to a many-headed fungus. A many-headed fungus that loses a stalk can regrow it in 1d6 days. Should someone hold the severed stalk to the trunk, the plant can reattach it instantly.

Tremorsense (Ex): The many-headed fungus can sense the location of anything within 30 feet, providing it is in contact with the ground.

OOWAH

Medium-Size Fey

Hit Dice: 1d6 (3 hp)

Initiative: +1 (Dex)

Speed: 30 ft.

AC: 14 (+1 Dex, +3 natural)

Full Attack: Club +0 melee, or blowgun +1 ranged

Damage: Club 1d6, or blowgun 1 and poison

Face/Reach: 5 ft./5 ft.

Special Attacks: Poison needles

Special Qualities: Immunity to mind-affecting spells

Saves: Fort +0, Ref +3, Will +3

Abilities: Str 11, Dex 12, Con 11, Int 8, Wis 12, Cha 11

Skills: Hide +5*, Knowledge (nature) +3, Listen +5, Spot +5, Tumble +5, Wilderness Lore/Survival +5

Feats: Dodge

Climate/Terrain: Temperate and warm forest

Organization: Band (10-40 plus 2 2nd-level warriors and 1 4th-level leader), or tribe (30-80 plus 10% noncombatants plus 1 2nd-level warrior per 10 adults, 5-8 4th-level elders, and 1 8th-level leader)

Challenge Rating: 1/2

Treasure: No coins; standard goods and items

Alignment: Usually chaotic neutral

Advancement: By character class

Description: The Oowah (also called "The Flower People"), are a mutated form of sylvan-folk which were helping the Plantmaster tend the garden. Their appearance is striking - green skin, flowery hair, green or yellow eyes, and heights of no more than 5 ft. The Oowahs have formed 12 different tribes, some of which war amongst each other (see below for tribes). Most have adapted well to the environment. To get away from the ground, they utilized the trees. In them they built their ints, or tree houses. Daily life revolves around the family - providing food and shelter for the young ones (recent additions) are the tribes foremost concern - and the females easily share the burden of fighting, guarding and building, as well as hunting. Food is commonly procured from the cinnabar red chanterelle, and mushroom steaks are a staple amongst the Oowahs.

Oowahs speak Sylvan and sometimes Elven or Common.

Combat: Oowah weapons are not too varied: Forms of clubs are used, usually the simple kind (but rarely one will be seen with a spiked greatclub). The wood is taken from the chanterelle plant. About 75% of all Oowahs are armed with blowguns (10 ft. range increment, 30 needles per Oowah); the needles are poisonous, this being procured from dipping them in a certain type of frog's back.

Tribal leaders use chanterelle bark armor (treat as hide armor) and wear thorn crowns to indicate their status. They often wield shortspears, as well.

Poison Needles: The poison on the Oowah's blowgun needles is kept very weak, since it is used for hunting. It is equivalent to "greenblood oil" - Fortitude save (DC 13); initial damage 1 Constitution, secondary damage 1d2 Constitution.

Immunity to Mind-Affecting Spells (Ex): Oowah are completely immune to any magic or special abilities that replicate mind-affecting spells such as charms or compulsions.

Skills: *Oowah receive a +5 racial bonus to Hide checks when in an overgrown forest setting.

Oowah Society

Each Oowah tribe has adopted their own symbol - this devolved upon them as the groups split for various reasons, both egotistical and geographical. On occasion they will war with each other over the rights for the chanterelle fields, which many sides attempt to control. Oowahs know much about herb-lore. Their adepts make and use potions and philters without qualm. Many of the older Oowahs know how to treat poisons and diseases with available concoctions (assume each tribe has a few members with the Heal skill at a bonus of +10). The elders of each camp (about 2%) know the garden paths by heart.

If a lair encounter is indicated, then there will be one noncombatant child per ten adults. Roll 1d12 when an Oowah encounter is indicated, and consult the following table.

Tribe Encountered (and Pronunciation)

1. Cosyf (CO-sif)
2. Storop (sto-Rup)
3. Floax (Flokes)
4. Erth (Earth)
5. Yres (e-Rez)
6. Frittal (Fri-tahl)
7. Faix (fakes)
8. Ragen (Ra-gehn)
9. Eap (EE-app)
10. Redeas (Reh-de-az)
11. Coneus (Ko-nees)
12. Queas (Kweez)

Oowah Characters

The Oowah's favored class is ranger. Most Oowah religious leaders are adepts, but druids are not entirely uncommon.

PURPLE NYX

Small Fey (Aquatic)

Hit Dice: 1d6 (3 hp)

Initiative: +7 (+3 Dex, +4 Improved Initiative)

Speed: 20 ft., swim 30 ft.

AC: 14 (+1 size, +3 Dex)

Full Attack: Short sword +0 melee

Damage: Short sword 1d6-2

Face/Reach: 5 ft./5 ft.

Special Attacks: Charm person

Special Qualities: SR 18

Saves: Fort +0, Ref +5, Will +3

Abilities: Str 6, Dex 17, Con 10, Int 15, Wis 13, Cha 18

Skills: Animal Empathy +10, Bluff +8, Handle Animal +10, Hide +14*, Listen +8, Spot +8, Wilderness Lore/Survival +9

Feats: Combat Reflexes, Improved Initiative, Weapon Focus (short sword)

Climate/Terrain: Temperate and warm aquatic

Organization: Band (1-10)

Challenge Rating: 1

Treasure: No coins; standard goods and items

Alignment: Always neutral evil

Advancement: 2-3 HD (Small)

Description: The purple nyx's are mutated nixies that the Plantmaster summoned to reside here. Unfortunately, they too have become Lamashes' victims - and now their thoughts have turned to degenerate ways, and they use every stratagem to survive. They are on bad terms with the Oowahs, whom have lost many of their kind to the nyx's trickeries.

The nyx's have very little community, for their numbers have become increasingly depleted over the months. Some (bands numbering at least 10) have formed a tribe-like enclave on the order of the Oowahs. The more organized groups, such as these, have sometimes mastered the control of the Lashenza through use of the Fugern herb (see appendices). The process by which

they control these voracious worms is somewhat a mystery; but it is known that they lure the worms to the surface where they feed them the herb - and then it is surmised that the worms come under their charm influence, though it is not known how.

Nyx rarely use the lashenza for raids, preferring to nurture a long-lasting relationship in which the worm guards their growing community. Not many nyx groups have been successful with this strategy to date.

Combat:

Charm Person (Sp): Any purple nyx can *charm person* three times per day as the spell cast by a 4th-level sorcerer. Those affected must succeed at a Will save (DC 14) or be charmed for 24 hours. The purple nyx's will usually force a charmed creature to do their difficult labor until it is exhausted, and then slay and make a feast of their victim.

Skills: *Purple nyx receive a +5 racial bonus to Hide checks when in the water.

RED CREEPER

Medium-Size Plant

Hit Dice: 5d8+5 (27 hp)

Initiative: +0

Speed: 5 ft.

AC: 14 (+4 natural)

Full Attack: 6 vines +4 melee

Damage: Vine 1d2+1 and poison

Face/Reach: 5 ft. (coiled)/15 ft. (with vine)

Special Attacks: Stun gas, poison

Special Qualities: Plant, camouflage, cold resistance 20

Saves: Fort +5, Ref +1, Will +1

Abilities: Str 13, Dex 11, Con 13, Int 1, Wis 10, Cha 9

Skills: Climb +14, Listen +2, Spot +2,

Feats: Alertness, Improved Initiative

Climate/Terrain: Temperate and warm forest

Organization: Patch (1-3)

Challenge Rating: 4

Treasure: 1/10th coins; 50% goods; 50% items

Alignment: Always neutral

Advancement: 5 HD (Medium-size); 6-10 HD (Large)

Description: The red creeper appears as a flowering red vine which intertwines about low lying plants. The vine started its mutated existence by feeding upon the smaller insects and rodents here; and within a very short time it grew from 5 feet long to 15 feet, which is now its normal size. When smaller prey became sparse, it attacked larger and larger opponents; and in order to immobilize these superior creatures the creeper emitted a vapor and resin sap which temporarily stunned them. The vine then injected pollen from its flowers into the bloodstream; this weakened the vitality of the creature, causing a pseudo-sleepiness akin to the stunning affect. To date this tactic seems to have worked.

Red creepers' favorite spots are low-lying areas near water, where they wait for smaller creatures to pass over it.

Combat:

Stun Gas (Ex): The red creeper constantly exudes a stunning vapor into the air around itself. Anyone approaching within 10 feet must make a Fortitude save (DC 13) or be stunned for 1d3 rounds. Once combat begins with the plant, the gas is dispersed and it cannot affect opponents until an hour has passed without molestation.

Poison (Ex): Vines, Fortitude save (DC 13); initial and secondary damage 1d3 temporary Dexterity. A red creeper can only inject its poison once per round, regardless of how many successful hits it makes.

Camouflage (Ex): A Spot check (DC 20) is required to recognize a red creeper as something other than a harmless plant. Anyone with Wilderness Lore/Survival or Knowledge (nature) may use those skills instead of Spot to notice the plant.

RED TREE BRAIN

Small Plant

Hit Dice: 4d8+8 (26 hp)

Initiative: +1 (Dex)

Speed: 5 ft.

AC: 16 (+1 size, +1 Dex, +4 natural armor)

Full Attack: Tentacle +5 melee

Damage: Tentacle 1d6+1 and 1d6 acid and poison

Face/Reach: 5 ft./special

Special Attacks: Short reach, acid, poison

Special Qualities: Plant, shrinking

Saves: Fort +5, Ref +2, Will -1

Abilities: Str 12, Dex 13, Con 14, Int 3, Wis 7, Cha 4

Skills: Hide +6*

Feats: -

Climate/Terrain: Temperate and warm forest

Organization: Patch (1-8)

Challenge Rating: 3

Treasure: None

Alignment: Always neutral

Advancement: -

Description: These appear as reddish, deformed ears set upright. They grow in clusters and will usually attack as a group if one is disturbed.

As with many of the fungi types present, red tree brains have adapted to the stringent environment by use of a prehensile attack form, which allows it to elongate parts of itself (like tentacles) to gain food (usually any living thing within range).

Combat:

Short Reach (Ex): The tree brain is at a disadvantage because of size, so its reach is shorter (1-6 feet), and it has no real conception of distance due to its mutated, low intelligence. Each round, roll 1d6: on a 1-4, the plant has a Reach of 0 feet (and so must move into an opponent's space to grapple, provoking an attack of opportunity); on a 5-6 the plant has a Reach of 5 feet (and so may strike normally).

Appendicies

Poison (Ex): Tentacle, Fortitude save (DC 14); initial and secondary damage 1d6 temporary Strength.

Shrinking (Ex): This fungus has a special disguise - the ability to collapse its structure down to Diminutive size. When sensing food within range, it inflates itself (as a move-equivalent action), and then attacks.

Skills: *When using its shrinking power, the red tree brain receives an additional +8 size bonus to Hide checks.

TRESPER

Small Outsider (Good)

Hit Dice: 2d8 (9 hp)

Initiative: +6 (+2 Dex, +4 Improved Initiative)

Speed: Fly 40 ft. (perfect)

AC: 21 (+1 size, +2 Dex, +8 natural)

Full Attack: Slam +3 melee

Damage: Slam 1d4

Face/Reach: 5 ft./5 ft.

Special Attacks: Animate tree

Special Qualities: Etherealness, damage reduction 10/+1,

SR 16, rejuvenation

Saves: Fort +3, Ref +5, Will +5

Abilities: Str 10, Dex 14, Con 10, Int 14, Wis 15, Cha 14

Skills: Knowledge (nature) +7, Listen +7, Spot +7, Wilderness

Lore/Survival +7

Feats: Improved Initiative

Climate/Terrain: Any forest

Organization: Band (1-6)

Challenge Rating: 4

Treasure: None

Alignment: Always neutral good

Advancement: -

Description: Trespers are transparent tree spirits, approximately 2 ft. in height. They cannot be killed in the Prime Material Plane - for they are like demi-angels; but their reasons for being "earth-bound" are very specific - to tend to the plants and trees of nature. Trespers can be banished from the material plane of existence by magical means such as *dismissal* or *banishment*.

When the garden was mutated, the trespers remained unaffected, but their purpose did not change, and to this date they still attempt to fulfil their purpose. They attempt to ward off those that would destroy the still unaffected foliage (i.e., that which has not mutated to the point of decay, or which has gathered a malign intelligence), and they destroy true "evil" specimens of fauna.

Trespers accomplish much of their work by inhabiting the piece of fauna in question. Thus when an animal, for example, attempts to destroy a fruit bearing bush, the tresper could inhabit the bush and shake it, thus scaring the animal away. Trespers can adopt this limited form of possession/animation as many times as possible during a given day (note the determination method for "animated" fauna, below).

Combat: Trespers really do not wish to harm any living thing, but if intruders press the issue they can become incensed to the point of attack - and at these times they inhabit and then animate the largest piece of fauna available. Trespers then move to eliminate intruders, though they will rarely move beyond what they consider their own territory - a completely arbitrary area determined by the number and extent of the fauna they protect.

Animate Tree (Su): A tresper can take possession of, and thereby animate, any normal foliage within 200 feet of itself at will. If the largest tree nearby is not otherwise specified, roll 1d20 and divide by two (rounding down unless the roll was "1"); the result is the number of Hit Dice of the plant taken over by a given tresper to deal with intruders. For combat, use the statistics of the appropriately-sized "Animated Shrub" or "Animated Tree", preceding in this Appendix.

Etherealness (Su): Trespers have permanent etherealness functioning as if they were 20th-level sorcerers. Normally they cannot be affected by anything in the material world, nor can they use their slam attack on non-ethereal creatures.

Rejuvenation (Su): Trespers cannot be truly killed on the Prime Material Plane. Even if some way is found to effect and destroy one in combat, a tresper will restore itself in the same place in 1d4 days.

WUNAMZI

Medium Magical Beast (Aquatic)

Hit Dice: 1d10+1 (6 hp)

Initiative: +3 (Dex)

Speed: 10 ft., swim 30 ft.

AC: 16 (+3 Dex, +3 natural), touch 13, flat-footed 13

Full Attack: Bite +4 melee

Damage: Bite 1d6+1

Face/Reach: 5 ft.(coiled)/5 ft.

Special Attacks: Constrict 1d8+1, improved grab

Special Qualities: Charm person, keen sight

Saves: Fort +3, Ref +5, Will +1

Abilities: Str 12, Dex 16, Con 12, Int 5, Wis 12, Cha 9

Skills: Balance +8, Listen +6, Spot +6

Feats: Weapon Finesse (bite)

Climate/Terrain: Warm forest, marsh and aquatic

Organization: Solitary, pair or nest (3-24)

Challenge Rating: 1

Treasure: None

Alignment: Always neutral

Advancement: 2-3 HD (Medium)

Description: This bizarre amalgamation of snake and fish lurks near water, its mean-tempered spirit driving it to attack anything that comes near.

The Wunamzi is python-like in appearance, with the notable exceptions of large fish-like eyes, enclosed gills, a prehensile forked tail and rudimentary "foot fins." These are little more

than a claw of cartilage tipped with bone, and are used to grapple during mating. However, they do also help the Wunamzi to move on land with an awkward, shambling slide. Female Wunamzi have larger heads than males, and all Wunamzi are green with light blue bellies. A Wunamzi can grow up to 8 feet long, and weighs around 150 pounds. Wunamzi do not speak.

Combat:

After successfully charming its victim, the Wunamzi attacks from behind with a bite attack, then constricts until the prey escapes (or dies). Afterwards, the Wunamzi eats the remains. Like pythons, the Wunamzi is able to widen its jaw, enabling it to eat prey larger than its body. If its charming gaze is unsuccessful, it generally flees the area.

Constrict (Ex): A Wunamzi deals 1d8+1 points of damage with a successful grapple check against Medium or smaller creatures.

Improved Grab (Ex): To use this ability, the Wunamzi must hit with a bite attack. If it gets a hold, it can attempt to constrict the opponent.

Charm Person (Sp): A Wunamzi can charm person once per day as the spell cast by a 4th-level sorcerer. The Wunamzi uses this ability to calm its victim before it attacks. If the charm is unsuccessful, the Wunamzi tries to flee. This power can be used underwater, as well as on dry land.

Keen Sight (Ex): Due to their magical eyesight, a Wunamzi can spot a moving creature or object even if it is astral, ethereal, or invisible. The only way to avoid the notice of a Wunamzi is to remain perfectly still.

VASE THELEPHONE

Small Plant

Hit Dice: 2d8+2 (11 hp)

Initiative: +0 (-4 Dex, +4 Improved Initiative)

Speed: 0 ft.

AC: 16 (+1 size, +5 natural), touch 11, flat-footed 16

Full Attack: 5 spores -2 ranged

Damage: Spore 1

Face/Reach: 5 ft./2 1/2 ft.

Special Attacks: Spores

Special Qualities: Plant traits, tremorsense

Saves: Fort +4, Ref -4, Will +0

Abilities: Str 13, Dex 2, Con 13, Int 2, Wis 11, Cha 5

Skills: Listen +5, Spot +5

Feats: Improved Initiative

Climate/Terrain: Temperate and warm forest

Organization: Patch (2-7)

Challenge Rating: 1

Treasure: None

Alignment: Always neutral

Advancement: 3-5 HD (Medium-size); 6-8 HD (Large)

Description: These dangerous fungi reproduce rapidly, using the bodies of animals and humanoids to carry their life-draining spores to distant regions.

This fungus appears as a vase-like cup. It is scaly and hairy near its base. In tropical regions, the vase thelephore can produce spores year-round, while in temperate regions, these plants are inactive and safe to approach during the winter months. Its numerous spores are olive-colored and spiny, each about half an inch across.

The vase thelephore's shape provides food, shelter, and a breeding place for the humming beetle (a small, hard-shelled insect so named because of the shrill hum its wings make). Though the plants slowly absorb approximately one-fourth of the beetle's eggs, the beetles continue to make the vase their home. Strangely, it is this beetle that is the primary cause of death for unwary adventurers. The humming of their wings draws curious persons (or animals) to the plant, where they too become dusted with spores. Unfortunately, this attack is rather more fatal for other creatures than for the immune beetles.

Combat:

If anyone gets within 10 feet of a vase thelephore, it attacks by directing its spores at its target. Of course, to the plant this is simply a means of reproduction. It has no hostile motives.

Spores (Ex): Any vase can emit 5 spores per round as a full attack action. These attacks have a range of 10 feet with no range increment, and embed into the target's flesh on a hit. Removing the spore from the flesh causes 1 point of damage.

A character wounded by a spore must make an immediate Fortitude save (DC 13). A failed save indicates that the spore's genetic material has worked its way into the bloodstream. The incubation period of the spores lasts for 24 hours, after which time the character takes 1 point of temporary Constitution damage. Each day thereafter, the character must make another Fortitude save (DC 13) or temporarily lose 1 point each of Strength and Constitution as his body slowly transforms into a walking mass of spores. The character who fails his save for that day develops boils on his hands and arms in the morning that late in the day burst to release 2d6 spores, which can infect other people. Three successful saves in a row indicate the character has fought off the disease. After the character dies, if he did not fight the disease off, the body is completely consumed by the spores within 1d3 days.

Once it has taken root in fertile ground, a spore can become a full-grown vase thelephore within 1d3 weeks. The vase thelephore can release up to 20 spores per day, afterwards regenerating at a rate of two spores per hour.

Plant Traits (Ex): Vase thelephores are immune to paralysis, poison, polymorphing, sleep and stunning. They are also not subject to critical hits or mind-influencing effects.

Tremorsense (Ex): The vase thelephore can sense the location of anything within 10 feet, providing it is in contact with the ground.

APPENDIX B: LAMASH THE WOOD DEMON

The information presented here details Lamash the Wood Demon, his Glade, Drone Control, and that Wood Demon's Servants.

LAMASH

Large Outsider (Chaotic, Evil)

Hit Dice: 12d8+60 (114 hp)

Initiative: +0

Speed: 30 ft.

AC: 26 (-1 size, +17 natural)

Full Attack: 4 slams +20 melee, bite +15 melee

Damage: Slam 1d8+8, bite 2d6+4

Face/Reach: 5 ft./10 ft.

Special Attacks: Spell-like abilities, improved grab, drone control

Special Qualities: Plant qualities, entangle, woodland stride, fire vulnerability, resistances, +6 dismissal resistance, telepathy, damage reduction 20/+2, SR 20

Saves: Fort +13, Ref +8, Will +14

Abilities: Str 27, Dex 11, Con 20, Int 16, Wis 18, Cha 14

Skills: Bluff +12, Concentration +20, Hide +11*, Knowledge (nature) +18, Knowledge (the planes) +13, Listen +21, Move Silently +12, Sense Motive +14, Spot +21, Wilderness Lore/Survival +19

Feats: Alertness, Cleave, Iron Will, Power Attack

Climate/Terrain: Temperate and warm forest

Organization: Solitary (plus many servants: see below)

Challenge Rating: 14

Treasure: Special

Alignment: Always chaotic evil

Advancement: -

Description: Lamash appears as a 15 ft. tall green-barked tree with four trunk-arms. His eyes are black and evil and his maw sports many needle sharp teeth.

Lamash the Wood Demon is the undisputed ruler of the garden, though most of its inhabitants have never seen him. He was summoned to aid the Plantmaster twice, but his magical resistance overcame the power of the summons the second time, though he could not break free from the circle. Thus the Plantmaster's hopes of using Lamash's great powers to restore his beautiful garden were dashed, and the Plantmaster was captured and imprisoned by the wood demon.

Since that time Lamash has concentrated on befouling the place, and creating a hideous army worthy of a Prince of the Abyss. Although his intention is always to break out of the containment, he is satisfied to wait and let his manifestations grow and become stronger. Lamash's roots are sunk into the

ground and have grown to encompass every plant in the garden. When a plant dies, Lamash knows it (also see Killing the Foliage).

Lamash must disconnect himself from the extensive root system before he is mobile. It takes at least 10 minutes for him to uproot himself, though he is unlikely to be found in this state, because he knows when the PCs are coming, through the plants and birds in the garden.

If the PCs somehow manage to break contact between Lamash and the ground, he loses half of his hit points until he reestablishes contact (but not if he dies mid-air), and cannot attack except with his drones. The air is a very unnatural element for him, as a wood demon.

Combat:

Spell-Like Abilities: At will - *bestow curse, contagion, curse water*; 2/day - *control plants, dominate animal, summon nature's ally V*. These abilities are as the spells cast by an 18th-level cleric or druid (save DC 14 + spell level).

Improved Grab (Ex): To use this ability, Lamash must hit with one of his slam attacks.

Drone Control (Su): This is a form of the spell *dominate monster* and anyone drinking from the river can be affected by it. Once those beings come within 50 ft. of the demon, they must make Will saves (DC 15) or fall under the demon's power (some drinkers are especially affected and save at a -4 profane penalty - see The Purple River of Lamash). Controlled beings come under the demon's mental influence and behave as the demon wishes for as long as they stay within 100 ft. of him. Affected beings remain stationary for the first round of control. At those times they appear as zombies, with glazed looks and open mouths. In the second round they begin functioning for the demon if they are within his range of control still, and do not exceed the number of Hit Dice Lamash may control during that round. Lamash can control up to 100 Hit Dice of creatures total in any round, though he may not exceed this limit at any time. The demon can perceive the inner strength/power/will (i.e. Hit Dice) of those beings around him, and release the least useful from his control. Lamash may switch control at any time as a free action, gaining equivalent/more/less Hit Dice, but the total can never surpass 100, and each new creature requires a round to become active.

Plant Qualities (Ex): This demon possesses all the qualities normally associated with creatures of "plant" type. He is immune to poison, sleep, paralysis, stunning, and polymorphing. He is not subject to critical hits or any mind-influencing effects.

Woodland Stride (Ex): As the druid ability, Lamash may move through overgrown areas (such as the jungle) at his normal speed without suffering damage or other impairment. Due to his extensive roots, he suffers no movement penalty in the garden for reduced visibility. Thorns, briars, and overgrown areas that are enchanted or magically manipulated to impede motion can still affect him.

Fire Vulnerability (Ex): Lamash normally takes double damage from fire attacks. If a save is allowed, then he takes double damage on a failure, and half damage on a success.

Resistances (Ex): This demon has cold, electricity, and acid resistance 20.

Dismissal Resistance (Su): Due to his long stay in the garden, and his transformation of it to suit his ends, Lamash receives a +6 profane bonus to any saving throw or Spell Resistance check against the effects of *dismissal* or *banishment*. (If he were to ever leave the garden, this bonus would be reduced to +2.)

Telepathy (Su): The demon can communicate telepathically with any creature within 100 feet that has a language.

Entangle (Su): Lamash can animate plants within 30 feet as a free action. The effect lasts until he decides to end it (also a free action). The ability is otherwise similar to *entangle* as cast by a fourth level druid (save DC 13).

Skills: *Lamash receives a +16 racial bonus to Hide checks made in a forested area (such as the garden).

THE GLADE OF LAMASH (AREA #45a)

This encounter is placed here, beneath the statistics of Lamash for convenience.

After freeing the Plantmaster in Area #45, he leads you north to this glade.

You enter a large glade, approximately 40 ft. across. The ground here is covered with thick roots coming up from all directions, and forming a "nest" of sorts in the middle of the roots. The nest, mercifully, is empty. A hush seems to have fallen over the garden in this area.

PCs standing on the edge of the glade can make a Spot check to see Lamash on the opposite side in the jungle, though it is opposed by his high Hide skill. As soon as they approach the



roots, he rushes forth to crush them, attempting to get in range to use his Drone Control.

DISPLAY ILLUSTRATION 13 ON PAGE IQ 7.

His servants (see below), move up to flank and block the party's retreat. Controlled fighter characters are ordered to engage other fighter types while the servants engage any wizards present in melee. Lamash moves towards any available target and attacks everything, and will fight to the death.

Servants of Lamash: Use the Land and Flying encounter charts to determine the demon's servants randomly. These are all controlled by the Drone Control power. When encountered, Lamash has 30 Hit Dice already under control.

BIRD SERVANTS

He has 20-40 purple birds present. These act as his eyes, and secondarily, attack those entering the glade, but only as a last resort, and only upon the demon's command (which takes a round of no combat for him to issue). See the Appendices and the section, Birds in DM information for more about these creatures.

APPENDIX C: NEW MAGIC ITEMS

AMULET AGAINST PERSONS AND ANIMALS

This potent magic item bestows a +3 resistance bonus to all saving throws (Fortitude, Reflex, Will) against the abilities of persons or animals. (Any humanoid of Medium-size or smaller counts as a "person".) In addition, the wearer can use it to cast an extended, heightened *charm person or animal* spell (Will save DC 16, duration 24 hours). This second ability has 50 charges maximum, and 17 currently.

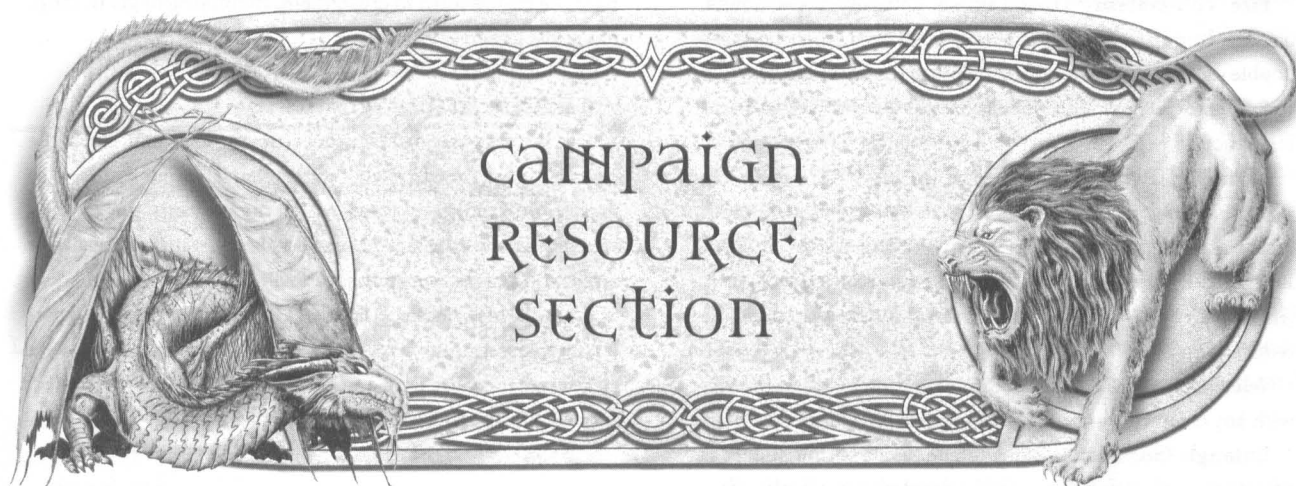
This magic amulet is commonly carried by shamen, Druids, and Clerics of The Bear.

Caster Level: 12th; **Prerequisites:** Craft Wondrous Item, Extend Spell, Heighten Spell, resistance, *charm person or animal*; **Market Price:** 64,000 gp; **Weight:** -.

RING OF SAFETY

This magic ring provides a continual +3 deflection bonus to AC, and also a +3 resistance saving throw bonus against poisons of any sort.

Caster Level: 9th; **Prerequisites:** Forge Ring, *shield of faith*, *neutralize poison*; **Market Price:** 20,000 gp.



GARDEN DRESSING

There is a lot of information contained in the following sections to create a custom garden with customized inhabitants with customized effects. To make use of these, DMs will want to read them carefully and then choose what is fitting for their own purposes or scenarios.

FLORA ATTRIBUTES CHART

- | | | |
|---|--|--|
| 01 +1 inherent bonus to Strength | 23 Collapse dead if this is the second time this is rolled; otherwise nothing happens | 38 Lose darkvision (if you have it), or become temporarily blind, for the next 1-20 minutes |
| 02 +1 inherent bonus to Dexterity | 24 Gain +10 enhancement bonus to Strength (for 1-20 minutes) | 39 Skin becomes greasy; weapons drop from grasp on any attack unless a Reflex save is made (DC 10), but gain +4 circumstance bonus to Escape Artist checks |
| 03 +1 inherent bonus to Constitution | 25 Gain the ability to distinguish odors given off by flowers | 40 Acts as a cursed delusion potion (roll for type), lasting 1d20+20 rounds |
| 04 +1 inherent bonus to Intelligence | 26 Lose one sense for 1d12+12 hours; if any two abilities are below 9, loss is permanent | 41 Gain immunity to illusions for hours equal to your Intelligence |
| 05 +1 inherent bonus to Wisdom | 27 Feet grow moss on them which allows +10 circumstance bonus to Move Silently checks | 42 Gain resistance to fire 5 for the next 1d20 rounds |
| 06 +1 inherent bonus to Charisma | 28 Gain the ability to <i>mass charm</i> once per day, of duration equal to your Intelligence score, against vermin only | 43 Take +1 damage/die of electrical and cold damage dealt for the next week |
| 07 -1 inherent penalty to Strength | 29 Gain immunity to paralysis for one day | 44 Sustain -1 point of damage from edged weapons for the next day |
| 08 -1 inherent penalty to Dexterity | 30 Lose your highest level; each day a Fortitude save (DC 20) is allowed to regain it. | 45 Gain the ability to identify edible substances (includes potions) by taste - lasts 1d12+3 days |
| 09 -1 inherent penalty to Constitution | 31 Gain +1 competence bonus to all attack rolls, saves, and checks, for as many hours as your combined Intelligence and Wisdom | 46 Lose all of your teeth |
| 10 -1 inherent penalty to Intelligence | 32 Lose 1d10 hit points permanently | 47 Gain the ability to use <i>detect thoughts</i> on plants and animals (no other creature types) |
| 11 -1 inherent penalty to Wisdom | 33 Repelling odor gives -4 morale penalty to all vermin attacks against you | 48 Skin turns blue |
| 12 -1 inherent penalty to Charisma | 34 Go on an <i>ethereal jaunt</i> for 1-10 rounds | 49 Eyes gain another screen allowing recipient to ignore the effects of blinding light |
| 13 +1 luck bonus to poison saves for next three hours | 35 Lose the ability to heal all damage for 1-10 hours | 50 Lose 2d6 hit points permanently |
| 14 Acts as antitoxin | 36 Take +1 point of damage on any attacks - lasts for 1-20 hours | 51 Poison, Fortitude save (DC 20) - initial and secondary damage unconsciousness for 1-8 minutes. |
| 15 Highly toxic poison, Fortitude save (DC 18) - initial and secondary damage 2d6 temporary Constitution. | 37 Gain darkvision for the next 10 hours | |
| 16 Grow permanent fur (roll % for thickness and amount) | | |
| 17 Grow thorny skin (all grappling damage becomes normal, not subdual) | | |
| 18 Gain one level of the psion class for 1d12+12 hours (ignore if your campaign does not use psionics). | | |
| 19 Lose all psionic abilities for 1d12+12 hours (ignore if your campaign does not use psionics). | | |
| 20 Grow weed-like hairs which attract ants (lichen that they eat) | | |
| 21 Lose three random spells for 1-3 days | | |
| 22 Gain an odor that attracts succubi | | |

SECTION 1: ATTRIBUTES

Though this seems an all too simple a way to generate effects imparted from eating or drinking something, or for assigning traits to flora, I do so anyway. This no way discludes or limits you, the DM, from re-assigning attributes as you see fit!

Roll on the table below (d%) whenever an unknown but mutated piece of flora is discovered and consumed; it will have the primary attribute as listed. Note that some are benign, some malign. Eating the same piece of flora or fauna within a 12 hour span either has (1-25%) no effect, or (26-100%) produces a mild poisonous reaction (as "striped toadstool" poison) and cancels the stated effect(s).

- 52 Gain immunity to sleep effects for 2 days; is wide awake during those times but then sleeps for 15 hours straight afterwards
- 53 Odor attracts carnivorous fauna within a 100 ft. radius
- 54 Random body part becomes bulbous (up to 3 ft.)
- 55 All veins become green and come to the skin's surface
- 56 Suffer a 1d6 inherent penalty to Charisma, and gain a 1d3 inherent bonus to Strength
- 57 Gain 1 foot in height permanently (once only)
- 58 Lose 2 feet in height permanently (once only)
- 59 Gain low-light vision for days equal to your Constitution
- 60 Suffer a -10 competence penalty to Search checks (a mental aberration that works upon the subconscious)
- 61 Gain the ability to eat more than two flora/fauna substances in a 12 hour period without ill effects
- 62 One bite of this provides sustenance for a 16 hour period
- 63 Ears become enlarged permanently
- 64 Take 1-20 points of subdual damage, as though from thirst/starvation
- 65 Poison, Fortitude save (DC 16) - initial damage 2d6 hp, secondary damage 1d6 temporary Constitution. Those with elven blood are immune; dwarves sustain double damage.
- 66 Hair turns into feathers (20% chance that these are from a rare type of bird and could command a sum of not exceeding 1-10 gold/feather)
- 67 Nails become iron hard; gain natural claw weapons which do 1d4 points of damage
- 68 Skin sprouts warts (suffer a -2 circumstance penalty to all Charisma-based checks)
- 69 Breath becomes poisonous (5 ft. cone area), Fortitude save (DC 18) - initial damage 1 permanent Constitution, secondary damage 3d6 Constitution; recipient suffers the same effect immediately
- 70 Insides eaten for 10-30 points of acid damage
- 71 Skin becomes fragrant (+1 inherent bonus to Charisma)
- 72 Contract the "filth fever" disease
- 73 Gain the ability to see twice normal distances; +4 competence bonus to Spot checks - lasts for 1-10 days
- 74 Gain empathy with flora at a 50 ft. range
- 75 Nightmares cause sleeplessness; suffer fatigue and a -2 penalty to Strength and Dexterity for the next 1d4+1 days
- 76 Gain the ability to breathe gases of any sort for one hour
- 77 Contract the "mummy rot" disease
- 78 Gain immunity to enchantments for a number of rounds equal to one's Intelligence
- 79 Body becomes covered with fuzz (actually, this stuff makes a healing elixir if shaved off, steeped in water and drunk, for 1d8 hit points; there is enough fuzz regenerated each day to make 3 elixirs)
- 80 Hands and feet become webbed (lends a +6 racial bonus to Swim checks)
- 81 Salt-depleting poison, Fortitude save (DC 20) - initial damage 2d6 temporary Constitution, secondary damage 3d6 temporary Constitution.
- 82 Hands enlarge to twice normal sizes for one week
- 83 Legs become rubbery; victim is unable to stand for 1d10 hours. If Constitution is less than 7 this condition is permanent
- 84 Gain free use of the *augury* spell for a number of minutes equal to your combined ability scores
- 85 Lose the ability to know proper directions (-10 competence penalty on all Wilderness Lore and Intuit Direction checks - this condition lasts for 1d20 days)
- 86 Gain 1d4 hit points permanently
- 87 Become apathetic for 1d3 rounds and do nothing
- 88 Become excited (adrenaline rush) and run off in a random direction for 1d4 minutes
- 89 Eyes become filmed over - blindness for 1d20+20 days
- 90 Throat muscles contract for 1d12+12 rounds (suffer as though drowning)
- 91 Become confused for 1d20 rounds
- 92 Dirt becomes protein rich for 1d10 days; but at the end of that time suffer 1 point internal damage for every ounce consumed. Other foods are poisonous during that span of time, as arsenic
- 93 Gain 2d10 temporary hit points for as many days
- 94 Lose 10-30% of all memory; spells and information are affected. This can be cured by *heal*, *limited wish*, or more powerful magic
- 95 Become *feebleminded* for 1-10 rounds
- 96 Gain 1d4 free uses of the animal friendship spell (usable any time); any creatures who make their saves attack with a +2 morale bonus
- 97 Gain the ability to prepare a 1st-6th level spell, no limitations (class or level) - once used, this particular attribute is no longer acquirable
- 98 Gain immunity to demonic attacks (roll 1d6: 1-3 physical; 4-6 magical) for 10 rounds
- 99 Make or lose all saves versus paralysis, poison, and polymorph powers for the next month (Flip a coin; this is usable/edible once/single character only)
- 00 No effect!

Note: The following sections list, among other things, a range of floras and faunas which may be encountered in this scenario. It is by no means exhaustive. The lines preceding each entry are for DM use - to record attribute numbers there (from section 1) for easy reference, or make other pertinent notes.

SECTION 2: VINES

Roll 1d20 to determine vine type

- 01 _____ Balloon Vine*; 8-10 ft. long (Medium), small white flowers, balloon-like seed pods.
- 02 _____ Balsam Apple; 15-20 ft. long (Large); good foliage, warty, apple-shaped fruit.
- 03 _____ Balsam Pear; 10 ft. long (Medium); as #2, above, but with pear-shaped fruit.
- 04 _____ Canary Nasturtium*; 15 ft. long (Medium); dainty vine with finely cut leaves, small yellow flowers.
- 05 _____ Cardinal Climber; 10-20 ft. long (Medium), bright red flowers, resembles a morning glory.
- 06 _____ Cup and Saucer*; 30 ft. long (Large); grows rapidly, large bell-shaped pink and purple flowers, plum-shaped fruits.
- 07 _____ Cypress*; 15-20 ft. (Medium); very finely cut leaves and a large number of orange/scarlet/white flowers.
- 08 _____ Gourds; 8-20 ft. long (Medium); with odd shaped fruits of green to orange colorations.

- 09 _____ Hyacinth Bean; 15 ft. long (Large); rapidly growing, good foliage, many white flowers.
- 10 _____ Assassin Vine*; 20 ft. long (Large); twisting, found in moist woodland areas.
- 11 _____ Engleman Creeper; 10-15 ft. long (Medium); gnarly, twisted, found in dark and moist areas.
- 12 _____ Scarlet Fruited Evergreen Ivy; 10 ft. long (Medium); 50% shrub, 50% vine, glossy green with red berries.
- 13 _____ Evergreen Vine; 3-10 ft. long (Small); grows in semi-shade-like areas.
- 14 _____ Spurge; 3-15 ft. long (Small to Medium); found in shady places, used to border walks.
- 15 _____ Running Myrtle; 5-20 ft. long (Small to Medium); lilac blue and white flowering, grows in shady areas.
- 16 _____ Clematis; 3-15 ft. long (Small to Medium); white with purples and blues.
- 17 _____ Morning Glory; 15-25 ft. long (Large); does well in a warm climate, white/pink and true moon flowers; fragrant 6 inch white flowers or huge pale blue (i.e., Heavenly Blue Morning Glory)
- 18 _____ Nasturtium; 8-15 ft. long (Medium); gaudy climber.
- 19 _____ Fire Bean*; 7-15 ft. long (Medium); mass of brilliant scarlet flowers entwining about the vine.
- 20 _____ Black Eyed Susan; 3 ft.-5 ft. (Tiny); distinguished by white or orange flowers with black throats.

*These particular varieties are described in the DM's Information Section under Vines.

SECTION 3: FLOWERS AND THEIR MEANINGS

What follows is a list flowers and their symbolic uses. As with the vines, I have included lines before each flower so that DMs can list additional attributes, if this is desired. DMs may wish to re-assign the symbols and their meanings to make their own flowers one-of-a-kind.

Roll 1d20 and 1d8 [(d8-1 x 20) + d20], rolling over on 152-160

- | | | |
|-----|-------|--|
| 01 | _____ | Açacia (friendship, platonic love) |
| 02 | _____ | Aconite (false security) |
| 03 | _____ | Adonis (sad memories) |
| 04 | _____ | Almond, flowering (hope) |
| 05 | _____ | Aloe (grief, misplaced devotion) |
| 06 | _____ | Amaranth (immortality) |
| 07 | _____ | Amaryllis (beautiful but reserved) |
| 08 | _____ | Anemone (anticipation) |
| 09 | _____ | Agelica (inspiration, magic) |
| 10 | _____ | Appleblossom (admiration) |
| 11 | _____ | Aborvitae (never changing, live for self) |
| 12 | _____ | Aspen Leaf (fear) |
| 13 | _____ | Asphodel (memorial sorrow) |
| 14 | _____ | Azalea (temperance) |
| 15 | _____ | Bachelor's-button (celibacy, hope in love) |
| 16 | _____ | Balsam (impatience) |
| 17 | _____ | Barberry (sharpness of temper) |
| 18 | _____ | Basil, sweet (good wishes) |
| 19 | _____ | Bayberry (instruction, discipline) |
| 20 | _____ | Begonia (deformity) |
| 21 | _____ | Bellflower (constancy, gratitude) |
| 22 | _____ | Bittersweet (truth) |
| 23 | _____ | Blackthorn (difficulty) |
| 24 | _____ | Bluebell (sorrowful regret) |
| 25 | _____ | Bluet (timidity) |
| 26 | _____ | Bramble (lowliness, remorse) |
| 27 | _____ | Burdock (importunity) |
| 28 | _____ | Buttercup (wealth) |
| 29 | _____ | Cactus (grandeur, warmth) |
| 30 | _____ | Calla Lilly (beauty, maidenly modesty) |
| 31 | _____ | Calycanthus (benevolence) |
| 32 | _____ | Camellia, red (innate worth) |
| 33 | _____ | Camellia, white (perfected loveliness) |
| 34 | _____ | Catalpa (beware of the coquette) |
| 35 | _____ | Cedar (think of me) |
| 36 | _____ | Cherryblossom (spiritual beauty) |
| 37 | _____ | Chrysanthemum, Chin. (loveliness and cheerfulness) |
| 38 | _____ | Chrysanthemum, red (I love) |
| 39 | _____ | Chrysanthemum, white (truth) |
| 40 | _____ | Chrysanthemum, yellow (dejection) |
| 41 | _____ | Cineraria (always delightful) |
| 42 | _____ | Clematis (mental beauty) |
| 43 | _____ | Clianthus (worldliness) |
| 44 | _____ | Clover, four-leaf (good luck) |
| 45 | _____ | Clover, red (industry) |
| 46 | _____ | Columbine (desertion, folly, inconstancy) |
| 47 | _____ | Convolvulus (uncertainty) |
| 48 | _____ | Cowslip (youthful beauty) |
| 49 | _____ | Crocus (gladness) |
| 50 | _____ | Cyclamen (diffidence) |
| 51 | _____ | Daffodil (deceitful hope, unrequited love) |
| 52 | _____ | Dahlia (elegance and dignity) |
| 53 | _____ | Daisy (innocence) |
| 54 | _____ | Dandelion (coquetry) |
| 55 | _____ | Dock (patience) |
| 56 | _____ | Dogrose (pleasure and pain) |
| 57 | _____ | Dogwood (love undiminished by adversity) |
| 58 | _____ | Edelweiss (noble memories) |
| 59 | _____ | Eglantine (poetry, talent) |
| 60 | _____ | Everlasting (always, remembered) |
| 61 | _____ | Fern (fascination, sincerity) |
| 62 | _____ | Fir (time) |
| 63 | _____ | Forget-me-not (true love) |
| 64 | _____ | Four-o'clock (timidity) |
| 65 | _____ | Foxglove (youth, insincerity) |
| 66 | _____ | Fuchsia (confiding love, taste) |
| 67 | _____ | Gardenia (refinement) |
| 68 | _____ | Gentian, closed (undisturbed, gentle dreams) |
| 69 | _____ | Geranium (gentility) |
| 70 | _____ | Gladiolus (ready-armed) |
| 71 | _____ | Goldenrod (encouragement, precaution) |
| 72 | _____ | Hawthorn (hope) |
| 73 | _____ | Heliotrope (devotion, eagerness) |
| 74 | _____ | Hibiscus (delicate beauty) |
| 75 | _____ | Holly (domestic happiness) |
| 76 | _____ | Hollyhock (ambition, fruitfulness) |
| 77 | _____ | Honeysuckle (bonds of love, fidelity) |
| 78 | _____ | Hyacinth, blue (constancy) |
| 79 | _____ | Hyacinth, purple (jealousy, sorrow) |
| 80 | _____ | Hydrangea (a boaster, heartlessness) |
| 81 | _____ | Iris (a message) |
| 82 | _____ | Ivy (fidelity, wedded love) |
| 83 | _____ | Laburnum (pensive beauty, forsaken) |
| 84 | _____ | Larkspur, pink (fickleness) |
| 85 | _____ | Larkspur, purple (haughtiness) |
| 86 | _____ | Lavender (distrust) |
| 87 | _____ | Lilac, purple (first love, fastidiousness) |
| 88 | _____ | Lilac, white (youthful innocence) |
| 89 | _____ | Lily of the valley (perfect purity) |
| 90 | _____ | Lobelia (arrogance, malevolence) |
| 91 | _____ | Lotus (forgetfulness) |
| 92 | _____ | Madder (backbiting) |
| 93 | _____ | Magnolia (high-souled) |
| 94 | _____ | Mallow (mildness) |
| 95 | _____ | Marigold (cruelty in love, contempt) |
| 96 | _____ | Mimosa (exquisite) |
| 97 | _____ | Moss (ennui, old age) |
| 98 | _____ | Moss rose (superior merit) |
| 99 | _____ | Myrtle (wedded bliss) |
| 100 | _____ | Narcissus (egotism, vanity) |
| 101 | _____ | Nasturtium (patriotism) |
| 102 | _____ | Night-blooming cereus (transient beauty) |
| 103 | _____ | Orange blossom (you are pure and worthy) |
| 104 | _____ | Orchid (you are a belle) |
| 105 | _____ | Palm leaf (victory) |
| 106 | _____ | Pansy (thoughts) |
| 107 | _____ | Passionflower (holy love, religious fervor) |
| 108 | _____ | Pennyroyal (you had better go) |
| 109 | _____ | Petunia (you soothe me) |
| 110 | _____ | Phlox (unanimity) |
| 111 | _____ | Pimpernel (assignment) |
| 112 | _____ | Poppy, red (consolation, oblivion) |
| 113 | _____ | Primrose (believe me, youth and sadness) |
| 114 | _____ | Privet (prohibition) |
| 115 | _____ | Rhododendron (I am dangerous, beware) |
| 116 | _____ | Rose, deep-red (admiration, bashful embarrassment) |
| 117 | _____ | Rose, full-blown (engagement) |
| 118 | _____ | Rose, half-blown (timid love) |
| 119 | _____ | Rose, white (I am worthy of you) |
| 120 | _____ | Rosebud, red (inclined to love) |
| 121 | _____ | Rosebud, white (too young to love) |
| 122 | _____ | Rosemary (remembrance) |
| 123 | _____ | Rue (repentance) |
| 124 | _____ | Sage (domestic virtues) |
| 125 | _____ | Shamrock (loyalty) |
| 126 | _____ | Snapdragon (presumption) |
| 127 | _____ | Snowdrop (friendship in trouble) |
| 128 | _____ | Star-of-Bethlehem (atonement) |
| 129 | _____ | Stephanotis (come to me) |
| 130 | _____ | Stock (lasting beauty) |

- 131 ___ Sumac (I shall survive the change)
- 132 ___ Sweet pea (false modesty)
- 133 ___ Sweet William (grant me one smile)
- 134 ___ Syringa (you will be happy yet)
- 135 ___ Tansy (resistance)
- 136 ___ Teasel (misanthropy)
- 137 ___ Thistle (austerity)
- 138 ___ Thyme (courage)
- 139 ___ Tiger lily (I dare you to love (me))
- 140 ___ Trillium (modest ambition)
- 141 ___ Tuberosa (bereavement)
- 142 ___ Tulip (boldness)
- 143 ___ Valerian (accommodating disposition)
- 144 ___ Verbena (tender and quick emotion)
- 145 ___ Violet (modesty)
- 146 ___ Virgin's-bower (filial love)
- 147 ___ Wallflower (fidelity in misfortune)
- 148 ___ Water lily (purity of heart)
- 149 ___ Wistaria (cordial welcome)
- 150 ___ Yarrow (cure for heartache)
- 151 ___ Zinnia (thoughts of absent friends)

Suggested Uses: Well! There are varied uses for these; many are suggested by the symbols themselves (love, a message, etc.) - could these be spell components or ingredients for potions? As far as daily life goes in a fantasy/medieval world, these flowers could be used for showing ones' intentions/thoughts without speaking, or on coats-of-arms in order to reveal ones' purpose or temperament. Names can be derived from these, also. It wasn't an accident that J.R.R. Tolkien named one of his malevolent and arrogant hobbits "Lobelia," after the flower, above. I am confident that the prospective DM will find many uses for this list.

SECTION 4, INSECTIVOROUS PLANTS

No garden is complete without a few man-eating plants, which is what the following plants would be if they were "blown up to size" like the other mutated forms described herein. Since no names were listed for the man-eaters, you might want to assign them from the simple list below.

Insectivorous Plant Types (roll 1d10)

- | | |
|----------------------|--------------------------|
| 1. Trumpets | 6 Pitcher plant |
| 2. Northern Pitcher | 7. Parrot headed pitcher |
| 3. Red Trumpet Leaf | 8. Venus Fly Trap |
| 4. Sundew | 9. Mindoroan Pitcher |
| 5. Yellow Butterwort | 10. Bladderwort |

Notes: A table for generating standard challenges of this category is given below. All these plants excrete a sticky substance which holds prey fast - then digestive juices do the rest. Some have sticky hairs that secrete a glutinous liquor (like the Y. Butterwort), or a ranged attack of up to 20 feet which attaches and drags the victim to the maw, or which causes damage from a distance. Therefore, feel free to add special attacks and qualities of the following types: Improved grab,

constrict, acid excretion, immobilizing saps, and/or paralyzing liquors.

INSECTIVOROUS PLANTS

d4 Roll	1	2	3	4
Size	Tiny	Small	Medium	Large
HD	1/2d8 - 1d8	1d8 - 2d8	2d8 - 4d8	5d8 - 8d8
AC	12	13	15	15
Attacks	1	1	2	3
Range	5 ft.	10 ft.	15 ft.	20 ft.
Damage	1d3-1	1d4	1d6+1	1d8+5
Str	8	10	12	20
Dex	14	12	10	10
Con	10	10	12	16

SECTION 5, SHRUBS

This section, like that dealing with vines and flowers, should be used in connection with the Attributes list, given previously (see that). Notes and recommendations follow this list.

Roll 1d20 and 1d6 (1-40)

- 01 ___ White fringe tree
- 02 ___ Dogwood
- 03 ___ Quince
- 04 ___ Deutzia
- 05 ___ Pearl Bush
- 06 ___ Golden Bell (Forsythia)
- 07 ___ Kerria
- 08 ___ Iboya Privet
- 09 ___ Fragrant Honeysuckle
- 10 ___ Standish Honeysuckle
- 11 ___ Magnolia
- 12 ___ Flowering Crab
- 13 ___ Tree Peony
- 14 ___ Mock Orange
- 15 ___ Flowering Plum
- 16 ___ Flowering Peach
- 17 ___ Bird Cherry
- 18 ___ Jetbead
- 19 ___ Slender Golden Current
- 20 ___ Billardi Spirea
- 21 ___ Bridal Wreath
- 22 ___ Van Houttei Spirea
- 23 ___ Common Lilac
- 24 ___ Persian Lilac
- 25 ___ Indigo Bush
- 26 ___ Butterfly Bush
- 27 ___ Shrub Althea
- 28 ___ Hydrangeas
- 29 ___ Royal Privet
- 30 ___ Fruited Honeysuckles
- 31 ___ Sweet Briar
- 32 ___ Anthony Water Spirea
- 33 ___ Snowberry
- 34 ___ Coralberry
- 35 ___ Flowering Viburnum
- 36 ___ Weigelia
- 37 ___ Tamarix
- 38 ___ Gooseberry
- 39 ___ Bilberry
- 40 ___ Whortleberry

Notes: Though it is beyond the scope (and size) of this work to discuss each shrub or bush in detail, some helpful notes might help. Size is from 1 to 8 feet, and these have not mutated as much as the other plants, so actual movement by these, or other signs of intelligent thought processes should be kept to a minimum. Some will hurl their fruits, others shoot spores (see the Flowers heading in the DM's Information Section), and some will merely shake and/or make noises. It is hazardous to consume parts of these things (note the DM's Information Section, and/or assign attributes from above). An easy method for creating random shrubbery is to roll 1d8, divide by 2, and select the appropriate Animated Shrub (see the preceding section with new monster detail) with that number of Hit Dice. Feel free to add any ranged or special attacks, special qualities, and the like which strike your fancy.

SECTION 6: FUNGI

No garden would be complete without fungi! The DM's Information Section detailed some attributes of fungi. The following list of descriptions includes lines preceding each entry where the DM can place an attribute (see above). Or, by using the information provided in the aforementioned DM information, the DM can create and then note his or her own special power, effect, etc. The following list is in no way exhaustive. Thousands of fungi exist (and they're probably finding more right now!)

Roll 1d20 to determine Fungi type

- 01* ____ Apricot Jelly: Apricot-colored, funnel-shaped jelly with off-center stalk.
- 02* ____ Fragrant Chanterelle: Large, clustered, bouquet-shaped; fragrant.
- 03† ____ Lilac Fiber Head: Dry, bell to conical-shaped, silk-like pale lilac-brown stalk and cap, whitish gills becoming gray/brown.
- 04† ____ Blushing Fiber Head: Small, white mushroom, bruised orange-red, gills becoming brown.
- 05† ____ White Disc Fiber Head: Gray-brown cap with creamy knobbed center, white gills becoming grayish-brown, and gray stalk.
- 06† ____ White Fiber Head: Small, dry, silk/glossy, white cap with white to gray gills and stalk.
- 07∞ ____ Bluish Psilocybe: Wavy brown cap, fading to yellowish, with brown gills and white stalk; bruising blue.
- 08† ____ Deadly Lawn Galerina: Small with moist, red-brown cap, fading to buff.
- 09∞ ____ Conifer Psilocybe: Sticky, dark brown, conical cap with brown gills, off-white hairy stalk.
- 10† ____ Sulfur Tuft: Yellowish, convex to flat cap with greenish-yellow gills; appears in clusters in woods.
- 11† ____ Witch's Hat: Somewhat sticky, reddish-orange conical cap with paler stalk, bruising black.
- 12∞ ____ Bog Conocybe: Brown cap with cinnamon gills, long, thin stalk; appears on moss in bogs.
- 13† ____ Deadly Conocybe: Brown and gills, with large ring midway down long, thin stalk.
- 14∞ ____ Liberty Cap: Slimy, narrow/conical, brown/tan cap with brown gills and smooth off-white stalk.

- 15† ____ Death Cap: Smooth greenish cap, skirtlike ring at top of stalk, and saclike cup about the stalk's base.
- 16† ____ Cleft Foot Amanita: Brownish cap, whitish patches, large vertically split basal bulb; bruising red-brown.
- 17* ____ Pig's Ear Gomphus: Violet to buff, smooth to scaly with wavy margin; wrinkled and ridged underneath.
- 18† ____ Destroying Angel: White mushroom with flaring to ragged ring on stalk and saclike cup about base.
- 19* ____ Jellied False Coral: Small, whitish, leathery, coral-like jelly.
- 20† ____ Yellow-tipped Coral: Large, branched, orange-red coral with yellow tips; bruising brownish.

* Edible type

† Poisonous

∞ Hallucinogenic

SECTION 7: SOME TERMS/WORDS COMMON TO FLORA

What follows is a non-alphabetical listing of some words and terms that could strike creative cords in the DM. These could be used to enhance your own vocabulary in a given encounter and lend spice to the adventure; or, these point towards more creative ends, where description and encounters become one through their inherent indications and qualities. In explanation, oil drops suggests that the oil drops from somewhere, drops onto something, etc.; lichen acids suggests some highly potent acid, and the lichens then become dangerous in ones' mind, etc., etc. Additional words terms and words are listed in the glossaries.

Some things a character could do with a plant

- Eat
- Smell
- Taste
- Suck on
- Swallow Whole
- Burn
- Mix with another
- Powder
- Dry
- Crush
- Blow
- Snort
- Sprinkle
- Throw
- Put in Liquid
- Hold

SECTION 8: SCROLLS

Scrolls: The list below can be used by the prospective DM to generate unique scrolls for any kind of adventure.

Roll 1d8 to determine unique scroll type

1. Leaf Scroll: This appears fashioned from a long, broad and thick leaf. The leaves' veins form the magical words or inscriptions. Once read, the leaves' veins turn dark black.

2. Bark Scroll: This is wrought from inner tree bark. The inscription consist of a combination of tiny hollow areas created by small insects and/or worms which have eaten into the bark. Once read, the inscriptions (spells) turn dark gray.

3. Leathery Hide Scroll: This is made from animal hide. The inscriptions have been accomplished by a burning process, possibly by the application of acid. When a spell is read, that particular part sizzles, and a wisp of blue smoke rises from it.

4. Flower Petal Scroll: These wide, long but short petals are strange looking indeed! Wisps of actual fragrance (appearing as small streams of mist), form the script for this scroll. The wisps of fragrance disappear after the particular inscription is read.

5. Plant Fiber Scroll: This appears as interwoven plant fiber. Roll 1d6 for the make of inscription:

1-2. Moss

3-4. Pigmentation (yellows, reds, blues)

5-6. Bugs: A most interesting composition is noted. Small bugs (possible mites) link together to form the inscription. When a spell is read, the bugs forming that part merely hop or fly from the scroll!

6. Metallic Scroll: These are foil scrolls. Roll 1d6 to determine type and worth.

1. *Bronze Roll*; worth 1 gp

2. *Copper Roll*; worth 5 gp

3. *Silver Roll*; worth 20 gp

4. *Gold Roll*; worth 100 gp.

5. *Platinum Roll*; worth 300 gp

6. *Strange metal roll (perhaps silverish adamantine)*; of unknown worth (platinum-smiths will bid up to 1,000 gp for a roll). Each metal roll is written in ointments, saps, and syrups. When a spell is read, that part either melts, crystallizes, or hardens, and then falls from the scroll.

7. Stalk/Limb Scroll: These consist of 1 ft. high by 1/4 ft. wide plant stalks or tree limbs. The inscriptions have been placed through carving in the woody substance. When read, that particular inscription flames, and chars the spot where the spell was.

8. Regular Papyrus Scroll: The black ink forming these inscriptions appear luminous. When a spell is used, that particular part no longer shines, but is dull.

selection was presented in the DM's Information Section. Notes about these creatures follow the listing. DMs are encouraged to research into the different habits and ways of the listed insects.

Roll 1d8 and 1d6 (1-3 = d8 score, 4-6 = 8+d8 score)

1. Ants*: These common insects tend to cluster about flower beds but do no harm there, merely sucking up the sweet secretions of plants.

2. Aphids: These smaller insects are often herded by ants, for produce reactions with certain plants which generate sweet saps treasured by their captors. Their colors range from apple-green to reddish brown.

3. White Grubs: Many of these are beetle larvae. Some hornets seek these and bury them in the ground after parasitizing (laying eggs in them) them. The hornet's eggs hatch and feed off the larvae.

4. Grasshoppers: There are many types of grasshoppers; several species have adapted to their surroundings by being able to camouflage themselves (i.e., blending). Some types lay their eggs in late fall and these over-winter and hatch in the spring. Most types excrete stomach acid to defend themselves (i.e., "tobacco juice").

5. Splendid Tiger Beetle: These are found near evergreens; their carnivorous larvae bury themselves in their holes (usually in sandier areas) and await insects passing over them; they then grasp them and struggle, attempting to pull their prey into the hole. Their rear legs have hooks which keep them lodged in the tunnel - so these can wrestle with insects many times their own weight and mass and win.

6. Leaf Hoppers: These small yellowish-green or greenish-white bugs suck sap from under surface leaves. They are easily intimidated, and fly away at the slightest disturbance (they are not easily surprised). Their young run sideways across leaves. Bites by these insects have been known to cause disease.

7. Mealy Bug: White to gray bug with body covered in wax-like secretions. These bugs occur in great numbers and are not affected by chemicals to the degree that other bugs are.

8. Leafcutting Bee: This stout bee with transparent wings makes its home in a tunnel bored from a log or in the ground. They then cut pieces of flower petals, or leaves, and take these back to the tunnel where they are utilized as a cradle for their young.

9. Japanese Beetle: These mid-size, coppery red beetles are very destructive of flora. They can be found near roses.

10. Rabbit Bot Fly: These can be found near rabbit lairs, where it attempts to lay eggs on these animals; the larvae hatch and burrow into the skin where they become infectious, dropping out after they have matured. Humans, horses, cattle, etc. are also susceptible to these flies.

11. Clio Moth: These large white moths are avoided by some birds and animals, who find these poisonous.

SECTION 9: INSECTS

With the thousands of insects possible to a garden setting it was quite difficult to choose which ones to include here. A general smattering is offered - and those presented have the fact in common that they are the usual types one would espy in a garden, chewing, burrowing, or what not. A small but detailed

12. Scorpionfly: These reddish brown flies resemble scorpions because of their pose. Their hind legs are raptorial, used for capturing and holding prey as they feed off these with their long proboscis.

13. Webspinner: These are elongated, wormlike, short legged insects. These insects live in colonies, though they have no caste system like ants. Their tunnels are made of silk which they spin. They feed off of moss and other dead plant matter.

14. Spined Stink Bug: These light brown bugs have a sharp spine on either side; the odor emitted is inoffensive (though in gigantic sizes, this could very well mean the opposite).

15. Dung Fly: This grayish brown fly resembles the house fly. Their larvae live in dung, but some are aquatic; some are parasitic; others bore into plants.

16. Yellow Plant Bug: These are non-offensive bugs with a long range and many species, green to yellow in color. They are common to shady areas where they feed on flowers.

* These are detailed in the DM's Information Section under the Insects heading.

Notes: Insects naturally range from the tiniest (scale-like) to the largest (Rhinceros Beetles) - all of which fall into the "Fine" size category. In general, any such common insect should have no more than 1-2 hp (1/8 d8 or 1/4 d8 Hit Dice maximum), and do at most 1 point of damage with a bite, gore, or boring attack (typical abilities would be: Str 1, Dex 12, Con 10); many vermin will only be able to accomplish even this in a swarm such as that detailed for the insect plague and creeping doom spells. With regard to special attacks and qualities, use the DM INFORMATION as a guideline, read up on your prospective insect and lastly think logically while applying the statistics. Obviously a mealy bug, as above, would not take a lot of damage, nor would it inflict much, except maybe in some sort of mass attack. Its AC would be low, and it could possibly be susceptible to fire attacks (c.f., its waxiness), though this could be straining the point. By means of another example, the clio moth, though larger, might well be inoffensive unless disturbed; its defensive poison, which is usually effective against those eating it, might well be more potent in its giant size - Fortitude saves versus poison might be required of those touching or striking the moth. Use common sense in any case; but remember that this is fantasy - so let's get those 40 foot high thrips rolling!

SECTION 10: TERMS OF THE MULTITUDE

- A colony of ants
- A swarm of bees
- An army of caterpillars
- A cluster of grasshoppers
- A cast of hawks
- A congregation of plovers
- A muster of peacocks

- A brood of hens
- A swarm of insects
- A wisp of snipe
- A tidings of magpie
- A bevy of larks
- A watch of nightingales
- A nest of mice
- A bed of snakes
- A covey of quail
- A nest of vipers (or wasps)
- A host of sparrows
- A knot of toads
- A murmuration of starlings

SECTION 11: GLOSSARIES

- A: FUNGI
- B: TREES AND SHRUBS
- C: INSECTS

A: FUNGI

- Agaric:** Mushroom bearing gills on the undersurface of its cap.
- Ascus:** The sacklike cell where spores are produced by mushrooms of asci-types.
- Bolete:** A fleshy mushroom with a tubelike layer on the undersurface of its cap.
- Bruising:** Changing color when handled or damaged.
- Button:** The immature stage of (usually) an amanita.
- Cap:** The top (head) of a mushroom.
- Capillitium:** Sterile threads mixed with spores in the cases of several puffballs and slime molds.
- Cluster:** A group of mushrooms rising together, often attached at the base.
- Coniferous:** Cone-bearing
- Conk:** A large, woody, polypore growing on woods.
- Cuticle:** The surface cell layer of a mushroom.
- Deciduous:** Shedding leaves annually.
- Depressed:** Sunken
- Descending:** Running down the stalk (c.f., gills or pores)
- Disc:** Central portion of the cap
- Evanescent:** Disappearing quickly.
- Fairy Circle:** Arc or circle of gilled mushrooms or puffballs, expanding from a mycelium outwards.
- Fertile Surface:** Spore-bearing surface.
- Flesh:** Interior tissue of a mushroom.
- Free:** Not attached to the stalk (i.e., the gills)
- Fungus:** An organism that lacks chlorophyll and possess spores.
- Hypae:** Filamentous threads that make up the fungus body.
- Incurved:** Rolled or bent inward.
- Lateral:** Attached at the edge (stalks to caps).
- Margin:** Edge of the cap.

Mushroom: Fruiting body of the mushroom.
Mycelium: Vegetative portion of a fungus.
Mycorrhiza: Symbiotic attachment to a flower by a fungus.
Ornamented: With warts, ridges, wrinkles or net-surfaces (c.f., spores).
Parasitic: Living on (or in) another plant or animal and deriving sustenance therefrom.
Revive: To resume an earlier shape and/or function when exposed to water.
Scale: A torn piece of cap or stalk surface.
Shelflike: Stalkless (common to woodgrowers).
Solid: Filled with dense flesh.
Spore: The reproductive unit in a fungus.
Spore mass: Portion of the gasteromycete containing the spores.
Stalk: The portion supporting the mushroom cap.
Stuffed: Filled with loose flesh.
Symbiont: A mutually beneficial symbiotic relationship.
Zoned: With distinct bands.

Lenticel: Corky spot on bark; a breathing pore, somewhat round and stripelike.
Long-pointed: The tip of a leaf tapering to a point.
Node: A place on a twig or stem, sometimes swollen, where the leaf attaches.
Ovary: Egg-bearing part of the flower.
Parasitic: Growing on, or deriving food from, another plant.
Petal: One of a circle of circular leaves outside the reproductive organs of the plant.
Pith: Spongy or hollow center in twigs and some stems.
Pod: Dry fruit of some plants.
Prickle: A sharp outgrowth; more slender than a thorn.
Resin-dot: Tiny, roundish/globular, yellow spots, usually not visible to the human eye.
Runner: A lower branch that takes root.
Seed: The embryonic portion of a ripened fruit.
Sepal: One of the outermost flowers of leaves surrounding the reproductive organs of a flower.
Shrub: A woody plant usually less than 12 ft.-15 ft. in height.
Spine: A thorn.
Spur branch: a branchlet with crowded leaves, usually stubby.
Straggling: Semi-upright.
Tendrils: A slender outgrowth of a stem that clasps and winds.
Tree: A woody plant usually with a main (single) stem; 20+ feet in size.
Tundra: In vegetation, lichens, sedges, mosses, low woody plants, and grasses in permafrost climate.
Whorled: Corky, flat outgrowths of leaves.

B: TREES AND SHRUBS

Angled: Not opposite, but arranged singly at intervals (twigs and buds).
Base: The lower portion of the leaf near the leafstalk.
Berry: Fleshy fruit that contains small seeds (like a grape).
Blade: Broad, expanded portion of a leaf.
Bract: A leaflike (or petal-like) woody structure occurring beneath a flower/fruit or their clusters.
Branchlet: The youngest and smallest division of a branch, except for the twig.
Bristle: Stiff hair.
Bundle Scars: Tiny, somewhat circular dots in the leaf scar, caused by the breaking of ducts leading to the leafstalk. Elongated or curved.
Capsule: A dry fruit which splits open at maturity.
Catkin: A cluster of small flowers/fruits, fuzzy and worm-shaped, often drooping, occurring in willow-type trees.
Coarse-toothed: Serrate teeth on a leaf edge.
Deciduous: Falling off seasonally (leaf), in autumn (usually).
Double-toothed: Each tooth bearing smaller teeth (on a leaf edge).
Egg-shaped: A leaf broader near its base than at the tip; ovate.
Fine-toothed: A leaf edge which is serrulate.
Gland: A surface protuberance that secretes a substance; any small knob-like wart on a plant that has no known function.
Hairy: Covered with hairs.
Hollow: A twig without pith (see that) but with space.
Hybrid: The offspring of a cross between two species.
Involucre: A circle of bracts.
Leafstalk: A stalk supporting the leaf.
Leathery: A leaf with that texture.
Legume: A pea-family plant with 1 to many seeded pod-like fruits.

C: INSECTS

Abdomen: The posterior section of the insect.
Antenna: A pair of appendages located on the insect's head and used as sensory organs.
Apterous: Wingless.
Aquatic: Living in the water.
Arista: Large bristle found on some antennae.
Basal: Base; point of attachment.
Beak: The proboscis; protruding mouthparts of piercing/sucking insects (see Scorpionfly, above).
Brackish water: Salt- and fresh- water mixed together, usually near rivers/streams emptying into a sea.
Camouflage: To disguise/conceal.
Catharidin: A material secreted by some beetles which can cause blisters.
Carnivorous: Feeding on the flesh of other animals.
Caste: Form or type of insect individual (reproductives, workers, soldiers); ants, many types of bees and termites are organized according to the caste system.
Caterpillar: Larval stage of butterfly or moth.
Caudal: Posterior end of the abdomen.
Cephalothorax: A body area with head/thorax joined.

Chelicera: Anterior claw-, pincer-like paired appendages of Arachnids.

Chitin: A hard chemical substance forming the main skeletons of arthropods.

Clavate: Refers to a gradually enlarged tip.

Cleptoparasite: A parasite that feeds on food stored for the host larva.

Cocoon: A silken case wherein the pupa is formed.

Communal: Colonies of insects which members share all duties except the caring for the young.

Complete metamorphosis: Life cycle (egg-larva-pupa-adult), in a majority of insects.

Compound eye: The major insect eye made up of individual facets.

Corbicula: The pollen basket located on a bee's hind tibia, bordered by long hairs.

Crochets: Small, hooked spines at the tips of pro-legs on butterfly and moth larvae.

Cutworms: Larval stage of many moths.

Deflexed: Bent downward.

Dermatosis: Inflammation of the skin caused by lice, bed bugs, etc.

Diurnal: Active during the daytime

Dorsum: Back or top side.

Drone: A male bee.

Ectoparasite: A parasite living and feeding on the skin of its host (as in lice).

Ensorial: Insect colonies displaying a caste system (see caste) with a division of labor and overlapping generations.

Exoskeleton: A skeleton or supporting structure on the outside of the body.

Fauna: The animal species of any given region.

Feign (death): to pretend death (as some beetles do to avoid capture).

Filament: Slender threadlike matter.

Filiform: Hairlike/Threadlike.

Flora: Plant species of any given region.

Furcula: On springtails, a forked springing appendage.

Gall: An abnormal growth of plant tissue caused by the action (stimulus) of a fungus, insect, or bacteria.

Gregarious: Living in groups.

Hematophagous: Feeding on blood.

Herbivorous: Feeding on plants.

Host: The plant or animal harboring/infected with disease.

Invertebrates: Animals without internal skeleton, bones or cartilage.

Larva: The immature stage between the egg and the pupa.

Leaf miner: An insect that lives and feeds upon leaf cells (upper and lower surfaces).

Looper: A caterpillar that moves by looping its body.

Luminescent: Producing light (some insects attract prey or mates this way).

Maggot: A legless larva.

Mandible: Jaws. One of the anterior mouthparts.

Mimic: Insects which imitate others in form/color.

Naiad: An aquatic nymph.

Nasutue: Soldier in the the termite caste system able to project its head forward to spray fluid on its enemies.

Nocturnal: Active at night.

Nymph: Non-pupal stage insects; wingless stage following hatching.

Omnivorous: Eating plant and/or animal life.

Oviposit: Laying eggs.

Pheromones: A substance given off by an animal that causes specific reactions in the same species (sex attraction, alarm, trail substances).

Phytophagous: Feeding on plants.

Predaceous: Feeding on other animals.

Proboscis: Extending beaklike mouthparts.

Quasisocial: In insect colonies; those members of the same generation using the same nest and cooperating in care of the young ones.

Raptorial: Legs fitted for grasping and holding prey.

Recurved: Curved upward or backward.

Reticulate: Like a net.

Saprophagous: Feeding upon dead/decaying plant/animal matter (dung, leaves, carrion, etc.).

Siphon: A breathing tube located on some aquatic insects (mosquito larva, for one).

Soldiers: These protect the colony from invasion (ants and termites and some nonreproductives).

Stridulate: To make noise by rubbing two surfaces together (as the grasshopper rubs its wings).

Symbiosis: Two species living in close association of each other's benefit.

Terrestrial: Living on land.

Thorax: Body region between the head and abdomen which bears the legs and wings (in most cases).

SECTION 12: USES FOR HERBS (ETC.)

The following section is by no means ultra-detailed, but what remains might generate some interesting alternatives in your own campaign. From this list many things can flow: What? Here are some examples: Lists of herbs and other ingredients needed for potions, etc. (and perhaps the locale apothecary or herbalist will hire out adventurers to acquire some of the rarer types); characters might quest after some of these things to complete their own ends, such as beautifying themselves (raising Beauty or Appeal) or to find the curative agent for a stricken fellow. DMs will find this list as handy as they like. Perhaps they can flesh out those areas left to a random determination. Now cures, anti-toxins, insect repellants, etc., etc., are at your fingertips. Have fun!

ABCESS

carrot poultice
charcoal
lobelia
melilot
mugwort
slippery elm

ALTERATIVE

colchicum
echinacea
ginseng
golden seal
sassafras
stillingia
tuberose

ANAPHRODISIAC

belladonna
camphor
coriander
cucumber
lettuce
mint vinegar
tobacco
valerian
verbena
water lily seed (and root)

ANESTHETIC

belladonna
mandrake
white willow bark
wintergreen

ANODYNE

belladonna
birch bark
coca leaves
hops
white willow bark
wintergreen

ANTICOAGULANT

coumarin
melilot
woodruff

ANTEMETIC

clove
frankincense
lavender
phenol
spearmint

ANTIHEMORRHAGIC

alum
ergot
lemon
tannin
witch hazel
yarrow

ANTIHYDROTIC

belladonna
strychnine

ANTIPERIODIC

arsenic
eucalyptus

ANTIPYRETIC

aconite
agrimony
birch bark
cinchona
dandelion
feverfew
frankincense
strawberry
wintergreen

ANTISEPTIC

bay laurel
myrrh
thyme

ANTISPASMODIC

camomile
mandrake
musk

APHRODISIAC

ambergis
anemone
cactus flowers
celery
clove
damiana
dragon's blood
ginger
ginseng
guarana
jasmine
lady's mantle
laurel
male fern
mandrake
musk
pansy
periwinkle
prickly asparagus
spreading hogweed
valerian
wild poppy

APPETITE STIMULANTS

alfalfa
calamus
chamomile
ginseng
golden seal
hops
marjoram
parsley
watercress

ASTHMA

amber
burdock
comfrey
hogs fennel
honeysuckle
lobelia
mallows

nettles
watercress

ASTRINGENT

agrimony
bayberry bark
comfrey
dragon's blood
geranium
myrrh
rose
tannin
white oak bark

BEAUTY

cowslips
teasel

BITES, INSECT

basil
marigold
oil of cade

BLOOD (CLEANERS)

dandelion
elder
hyssop
kelp
lemon
nettles
red clover

BODY (STRENGTHENING)

alfalfa
parsley
watercress

BOILS

elm
lovage
onions

BONES

yarrow

BRAIN

chamomile
lettuce
parsley
rosemary
thyme

BRUISES OR CUTS

briony
elder
giant Solomon's seal
hyssop
mugwort
pennyroyal
primrose
violet

BURNS

calamus
comfrey
elder

CEREBRAL STIMULANTS

asafetida
 caffeine
 camphor
 valerian

CHASTITY

camphor
 lavender

COUGHS

comfrey
 horehound
 horseradish
 hyssop
 mallows
 marjoram
 mullien
 peenyroyal
 saffron
 turnips
 vervain

DIAPHORETIC

angelica
 borage
 elder
 pimpernel
 senega
 thyme
 viper's grass

DIGESTION

centaury
 hyssop
 lettuce
 lovage
 mint
 parsley
 rosemary
 sage

DISINFECTANTS

air
 fire
 lime
 myrrh
 sunlight
 water

DREAMS

anise
 cloves
 ginseng
 mint
 mugwort
 peony
 rose
 rosemary

DYES

agrimony-yellow
 alum-mordant
 annatto-red
 blue malva-blue
 chlorophyll-green
 gamboge-orange
 juniper-brown

logwood-purple red
 marigold-reddish
 saffron-yellow
 sumac-black
 tumeric-yellow

DYSENTERY

blackberries
 frankincense
 meadowsweet
 mullien
 strawberry

EMBALMING

bog asphodel
 cinnamon
 frakincense
 myrrh

EMETIC

foxglove
 hellebore
 hyssop
 mustard

EXPECTORANT

acacia
 garlic
 hyssop
 nettles
 onions
 pine tar

EYES

agrimony
 cabbage
 chamomile
 carrot
 clove
 lady-slipper
 lettuce
 pears
 rue
 savory
 trefoil

FEET

red clover
 wormwood
 yerba mansa

FUNGUS/MOLD INHIBITORS

buttercup juice
 cranberry
 dragon's blood
 garlic

HEADACHE

angelica tea
 cowslip
 crowfoot
 fennel
 feverfew
 garden clary
 ginger
 lily of the valley
 pennyroyal

peony dwarf
 dage
 thyme
 valerian
 violet
 wintergreen

HEMORRHAGE

grindelia
 rose

HYPNOTICS

hops
 neroli (orange blossom oil)

INSECT REPELLANTS

bay laurel
 cedarwood
 feverfew
 mesquite
oil of:
 mint
 pennyroyal
 sassafras
 vetiver
 white alder
 wild onions
 wormwood

LETHARGY (COUNTERACTING)

lavender
 nightshade
 rosemary
 watercress
 winter savory

MEMORY

clove
 hay flowers
 rosemary
 sage tea

MUSCLE RELAXANTS

agrimony
 burdock root
 mugwort
 wintergreen

NERVES

angelica tea
 balm
 chamomile
 comfrey
 lavender
 linden
 valerian

NIGHTMARES (PREVENTING)

betony
 lavender
 rose
 rosemary
 rue
 thyme

PARALYSIS (CURE)

lavender
myrtle
rosemary
thyme

PARASITICIDES

centaury
dittany
germander
larkspur
motherwort

FOR WORMS

alum
rhubarb
mugwort
aspidium
male fern
pomegranate

POISONOUS PLANTS

aconite
foxglove
hellebore
larkspur
lily of the valley
mandrake
mayweed
oleander
tansy

wormwood

REJUVENATES

ambergis
patchouli
rosemary

SEDATIVES

birch leaf
peach

SLEEP

anise seed
bergamot
lettuce
neroli oil
rosemary
valerian tea

STIMULANTS

caraway
cardamon
coffee
fennel
frankincense
horehound
musk
sandalwood
tea

VULNERARY (HEALING)

speedwell

WITCHCRAFT (USED FOR)

cinnamon
elder
mandrake
marigold
mistletoe
mugwort
yarrow

PROTECTION FROM SPELLS/POWERS

amber
bay laurel
bog asphodel
garlic
hyssop
rosemary

WOUNDS

arrowroot
blackberry
comfrey
dandelion
dragon's blood
frankincense
golden seal
plantain
yarrow

CREATING AND STOCKING A (FANTASTIC) GARDEN: SOME THOUGHTS ON WHAT TO ADD AND HOW TO ADD IT

It is not my intention to waste space by such an introduction; and be it far from me to imply that I, lowly writer, can actually give you the whole "ball of wax" when it comes to suggesting how you, the DM, should utilize what information I can possibly detail in such a limited space! But, here goes nuthin'!

Suggestions

1) **Get inspired.** When I conceived of this scenario, I was inspired by an adventure I ran for the participants of the Greyhawk™ campaign years ago. There was a waterfall in it which led to a weird world that had gone amok; the main city had been deserted; there were weird creatures in the streets and even weirder magic afoot. Later, when I had developed this backdrop for my own World of Kalibruhn™ campaign, I added the garden, a history, and it all clicked. Ah! Reverse creation you say! He's not god, but a charlatan! Well, in answer to that I say:

2) **Think backwards and forwards, up and down.** Many DMs complain to me about their inability to create even the simplest things (items, monsters, etc.). It seems that they are stuck on beginnings, and cannot see the woods before the insignificant tree. In creating the garden I called upon a great amount of source material - a lot of it came straight from the

Britannica. But names, colors, sizes, shapes, and smells aside, I had to place numbers and statistics, apportion magical items and somehow "balance" the entire package. Well! I could not have accomplished this as well as I did without a starting point - mine: Creating the monsters (and appendices information) and then working backwards. Afterwards applied some simple questions and answers, and wallah! the garden began to take shape. Besides having the monsters, I had their adversaries (each other), where they abided, habits, haunts, etc. In each situation I asked the five W's: Where? when? why? who? what? (and, the honorary how?). It's not always this simple - and I stray somewhat from the point - but before creating and stocking your own garden, whether this be for an area already in your campaign, or for one forthcoming, you should consider these somewhat vague but inspired points. And remember that groundwork is always the key!

3) **Use the DM Information/Garden Dressing.** There is much ulterior information included in these sections. As far as utilizing this information in the adventure, this is more than possible. Player Characters will want to find edible food, so this will drive you to the appendices on many an occasion; they will need antidotes for the poisons; and you will want to provide a constantly interesting backdrop, that has real qualities like those of a living and breathing garden gone berserk! All of this and more is possible with the information provided. The usefulness of included information sources does not end there. In fact, this is only where it begins. You are the final creator - I only provide the raw sources.

So, how the material is to be used is strictly dependent upon what you plan to develop to utilize it in. Start planning. Think about sizes for a moment. You might want to start with the number of encounters. In my garden there are about 79 encounters, not counting various sub-encounters. If you think that this is too much for your own setting cut the above number by fourths until you arrive at a comfortable figure. Next, what is an average encounter's strength? Is there a pre-set purpose to this place, or is it a romp-area with embodied clues to something more cogent in your campaign? And don't forget these simple questions: Is my garden inside, outdoors, or a combination of both? Is it in a temperate or tropical zone? Or is it somewhere completely alien and different? I fudged by placing my garden in an enclosed (magical) environment - to me a lot more fun, for it allowed me to dicker around with the situations and create sundry thingies and encounters therefrom! But you might find that an open area is more to your liking. If you choose one type of environment over another remember compatability of flora and fauna within the selected range. Certainly polar bears would not be found in tropical conditions; but then, there's the suspended animation pool, and if we placed the bear...uhhh... never mind.

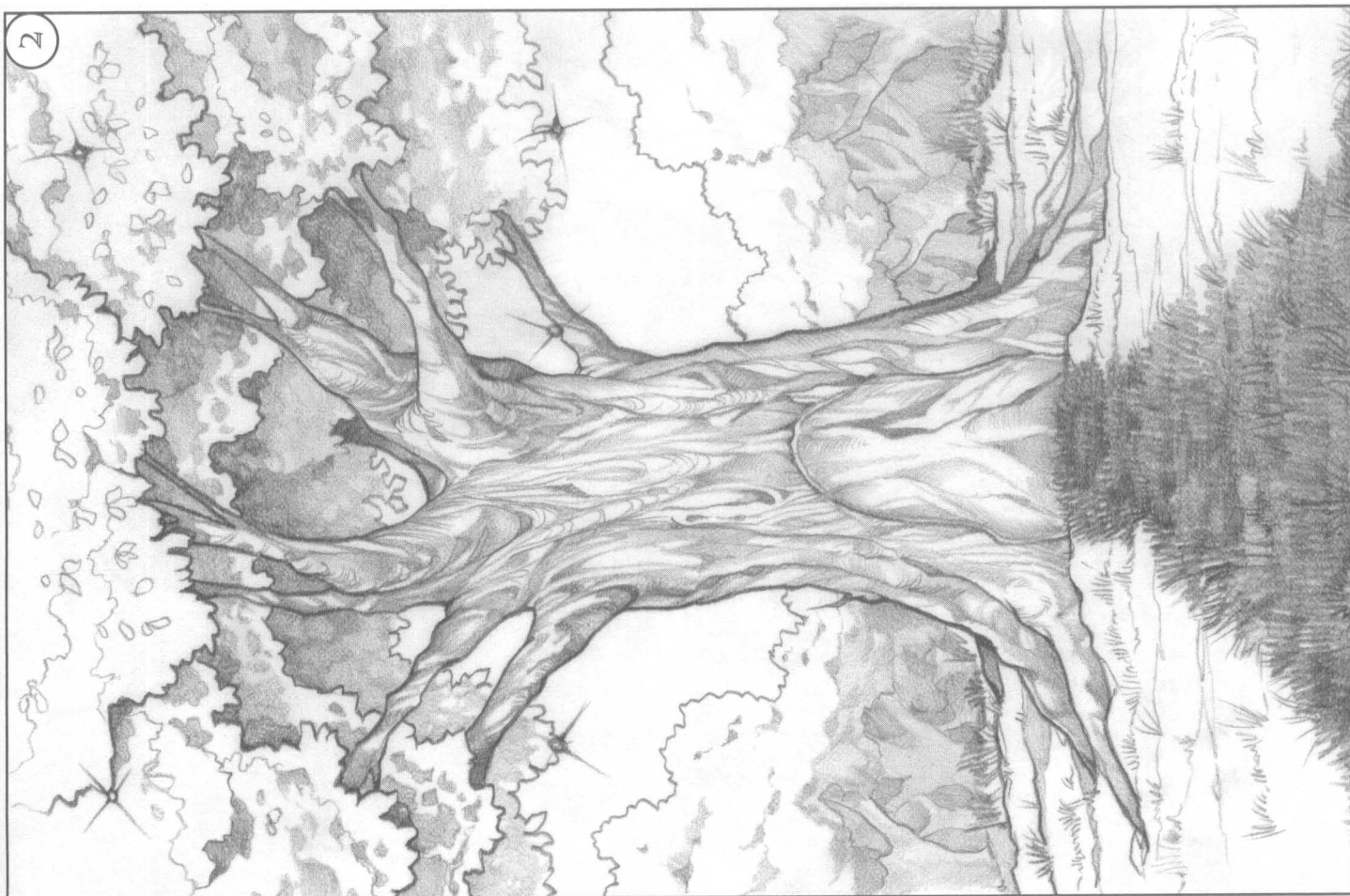
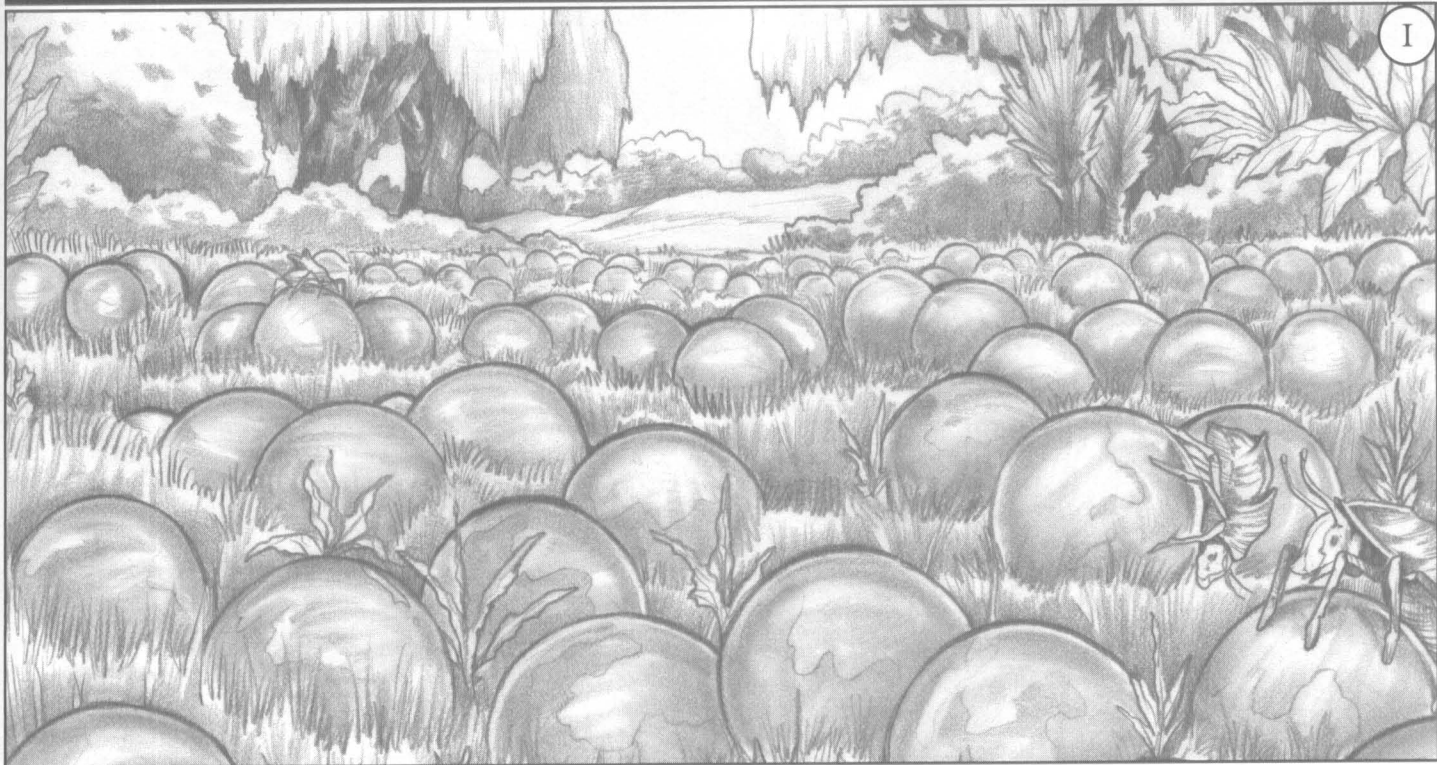
Back to the appendices... There is a lot you can choose from there; and if it is your desire, the information therein can be expanded upon to the point where you have about three times the number of wandering and keyed encounters that I started with. By making tables tailored to your own garden adventure - or for your own outdoor, if it is your desire to use this information as another source to flesh out those out-of-the-way places

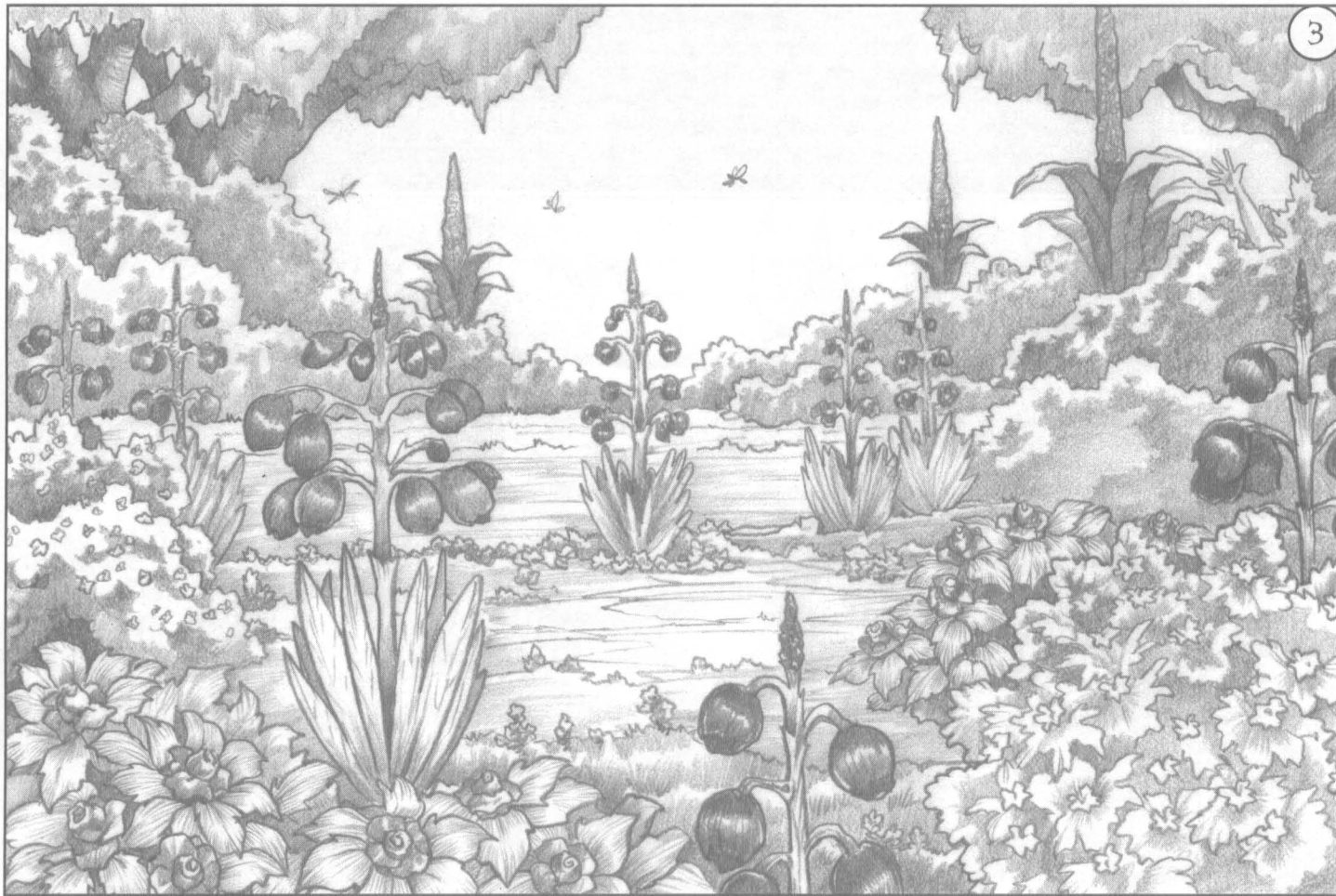
where your parties always skim past for lack of anything to see besides a percentage die roll - you add that singular dimension which becomes your own! Again, in presenting this scenario/aid I was inspired by my own setting, and did not wholly create this offering on the basis of how it would eventually sell - for I think it within the range of salability - so all that remains is its creativity/usability factor.

The main point is, getting back to #1 above, that you the DM must be inspired, know what you want, and where you want it, and at what intensity! The best that I can suggest is that you read the appendices and re-read the DM information sections many times; then start diddling around with the information and extract from it what you think you need. Start small and work up. The garden doesn't have to be as deadly as I have presented; and in fact there is a wide range of creatures - both small- and large-calibers - presented herein. The garden proper certainly doesn't have to be enclosed, though this makes for interesting subject matter in this presentation since this type of scenario keeps the adventurers in cage-like surroundings where they must be careful enough to survive to - to what? Well, to think of an escape of course! I'd want to get the hell out of the place if I were a character - and to hell with the Plantmaster! Erhhh. Not really. (Flash Inspiration: Read "The Garden of Adompha" by Clark Ashton Smith to get another viewpoint of a weird garden!)

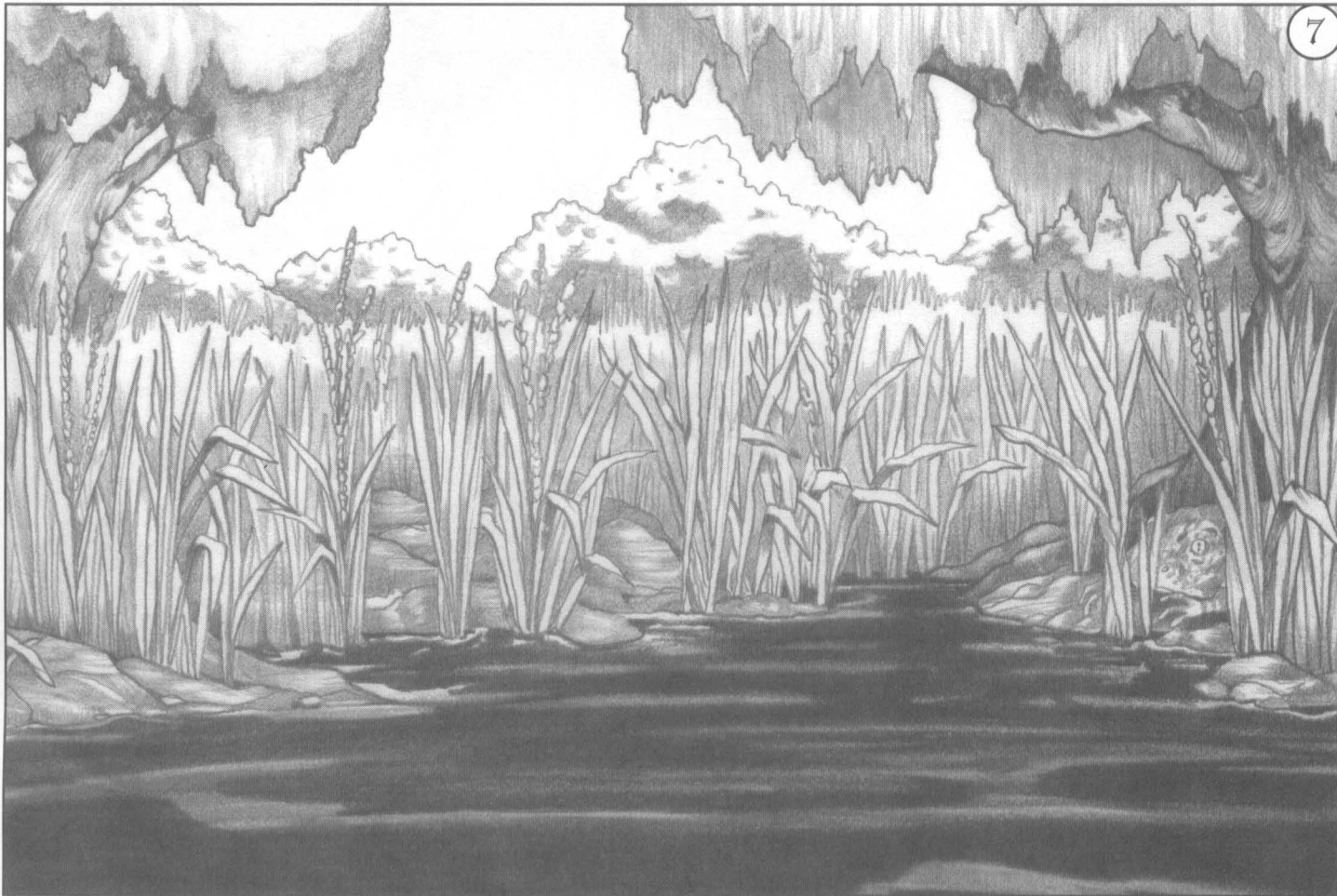
Whether your own endeavor ends up as a Hanging Gardens of Babylon, or just as a herbalist's plot outside a business residence in some city, I wish you luck - and inspiration!

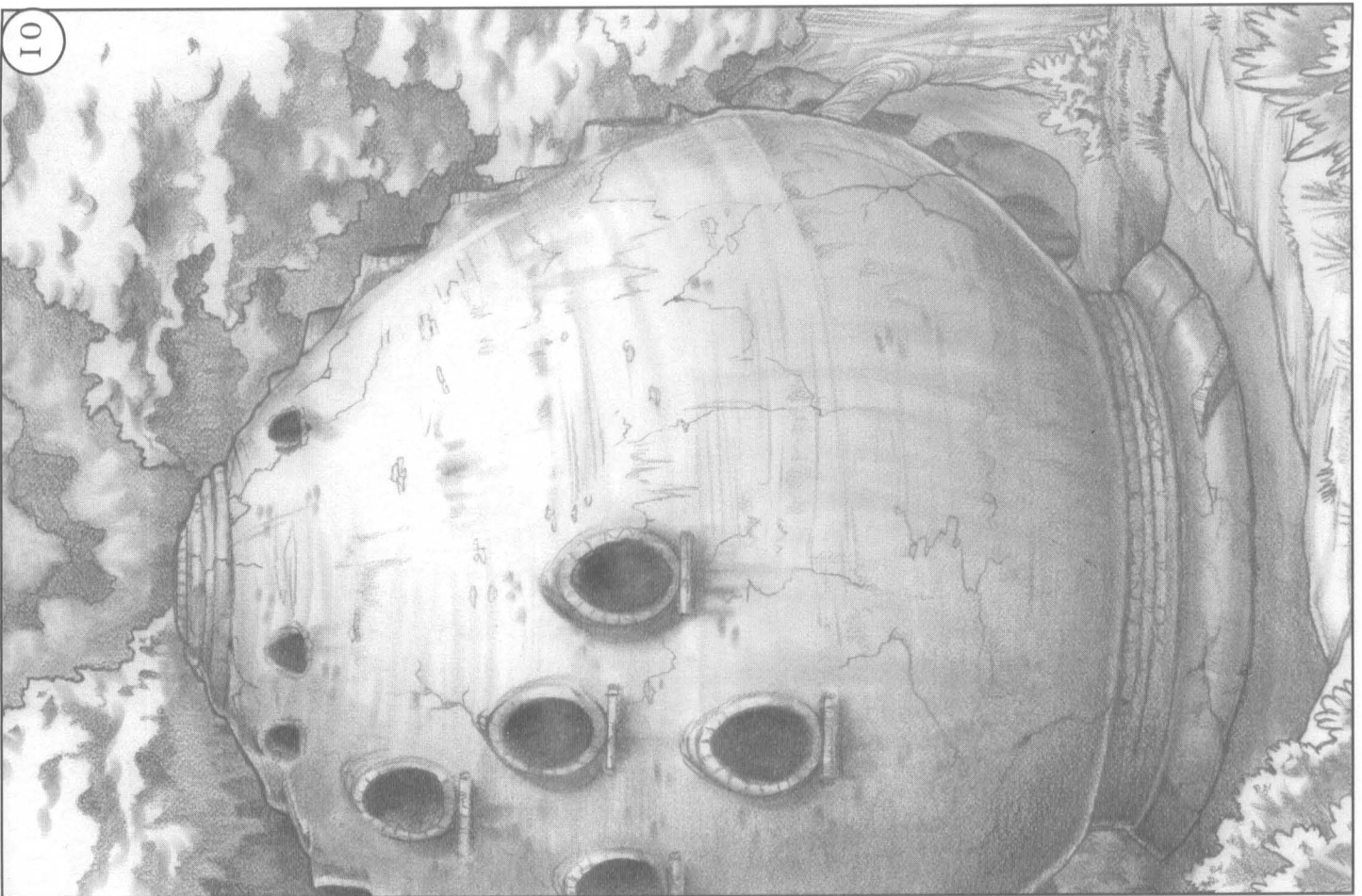
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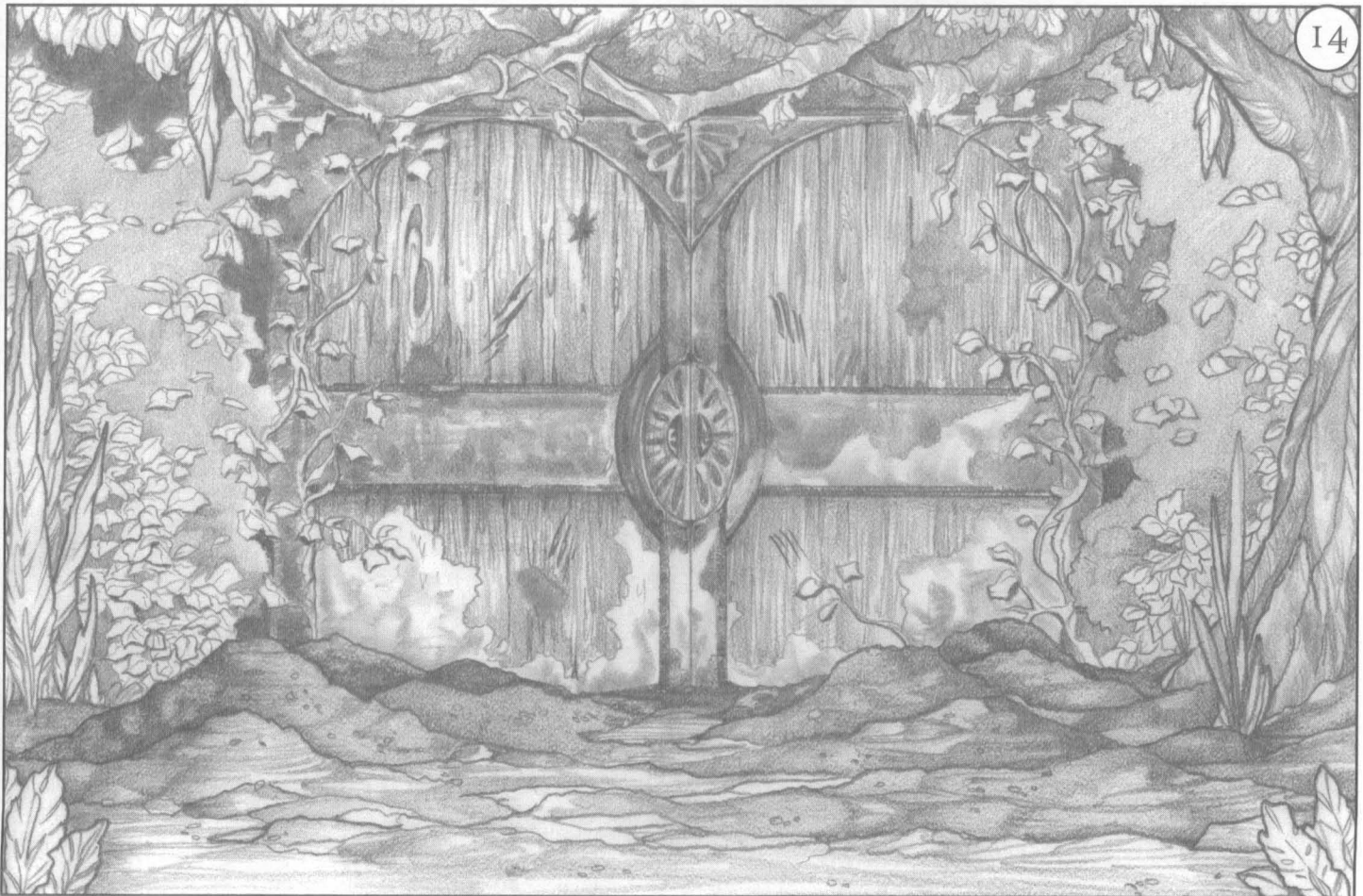
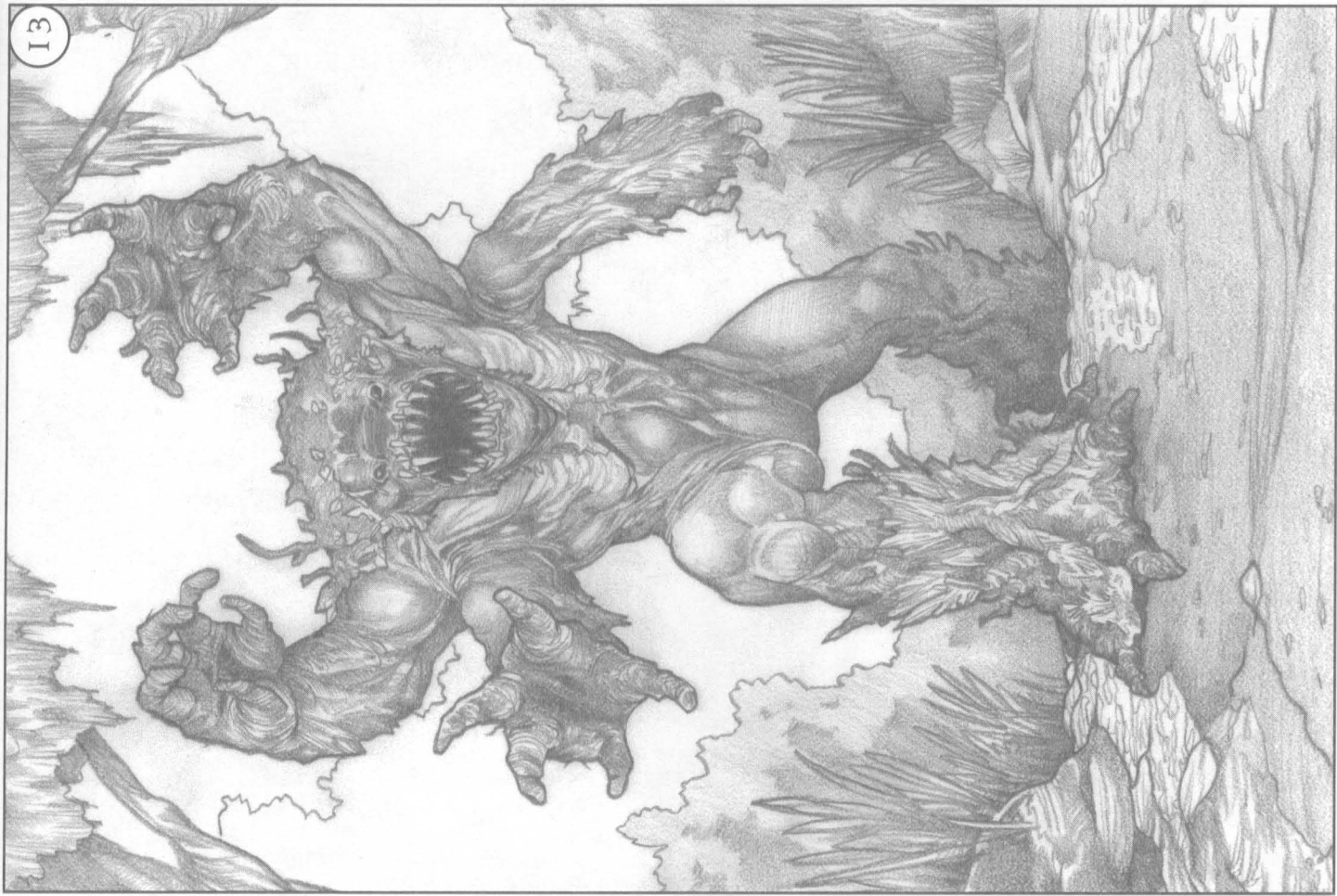


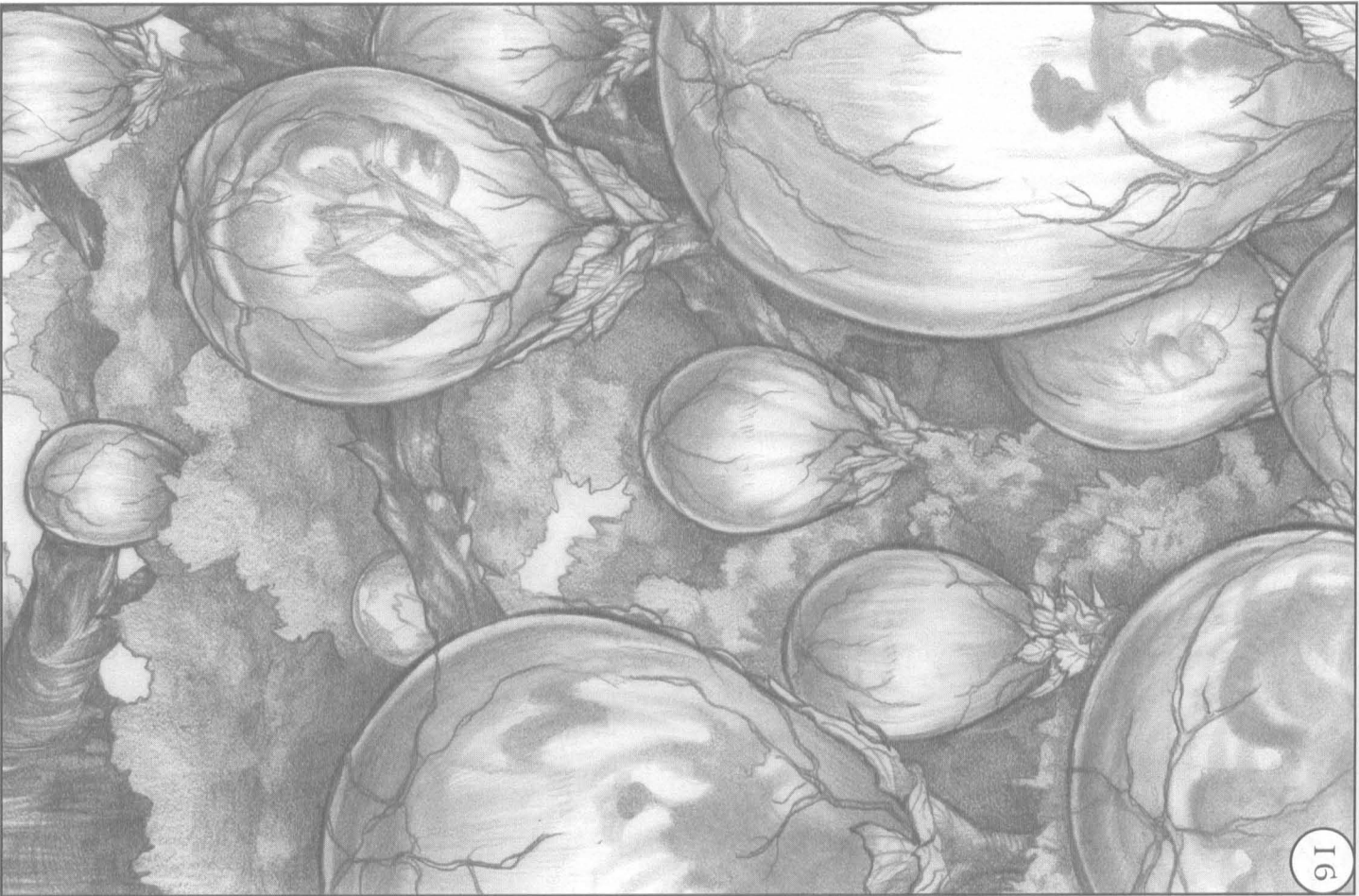




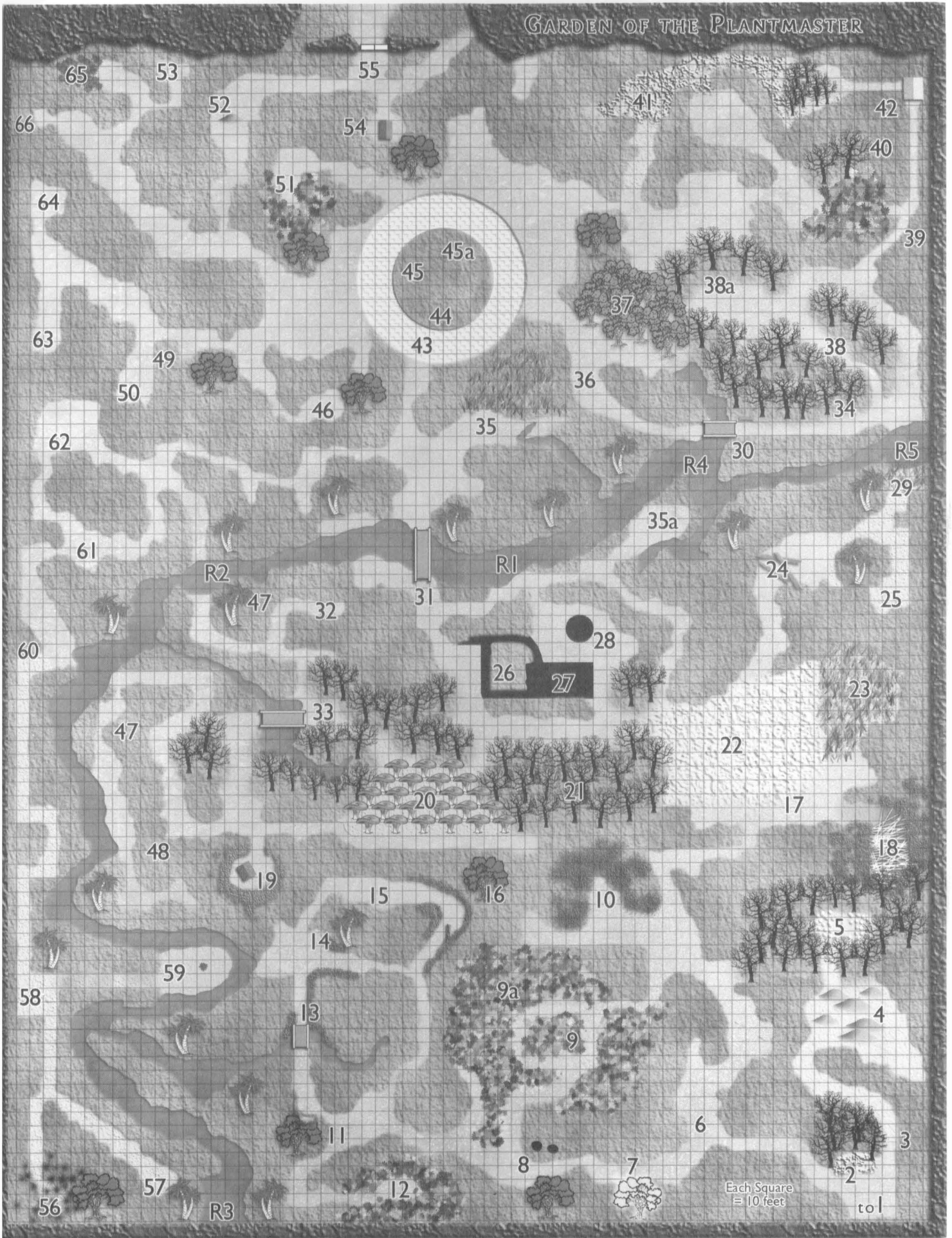








GARDEN OF THE PLANTMASTER



Each Square
= 10 feet

-  Black Water
-  Chanterelle Trees
-  Dead Trees
-  Flower Fields
-  Purple River
-  Jungle Dense
-  Grass Patch
-  Moldy Area
-  Mounds
-  Stone Bench
-  Ruins

Kingdoms of Kalamar[®]

GARDEN OF THE PLANTMASTER

SOMETHING UNNATURAL LURKS IN THE JUNGLE...

Clahz was a simple druid leading a simple life, cultivating his garden within the Vohven Jungle. When this garden was brutally destroyed, he did not feel hatred - only a deep, burning determination. After bargaining with a creature of the lower planes, he secured himself the perfect spot for a new garden - in the center of the now-lost City of the Elders. Years of toil and labor led to the creation of a garden the likes of which the world has never seen, before or since. At the center of its Empire was the City of the Elders, and at the city's center was the Garden of Clahz, now called the Plantmaster - truly one of the wonders of Tellene. But when the crippling Green Rot began to eat away at the garden, and then spread to humans, Clahz was given an ultimatum - find a way to cure the Green Rot within 20 days, or his marvelous garden would be burned to the ground. In desperation, he turned again to the dark powers. Only his screams were ever heard again... and then things began spilling out of the garden.

This adventure supplement takes fantastic jungle and garden settings to a new level. Packed with general information useful for any role-playing game campaign set near a jungle, it includes extensive sections on vines, flowers, fungi, shrubs, insects and herbs, giving the cultural significance and uses of hundreds of types. Create ultra-detailed garden settings of your own with our handy tables provided herein. Also includes a never-before-seen type of elder fiend, ten new types of scrolls, and over fifteen new jungle-dwelling monsters!



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This adventure is designed for use with both the third edition *Dungeons & Dragons* rules system and the revised *Dungeons & Dragons* rules system.

For 8th-9th level Characters



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