

SECOND EDITION  
REMASTER

# PATHFINDER SOCIETY



## YEAR OF IMMORTAL INFLUENCE

Scenario #6-06

Levels 3-6

### Rotten Apples

By Josh Foster



**AUTHOR**  
Josh Foster

**DEVELOPMENT LEAD**  
Shay Snow

**EDITING LEAD**  
Solomon St. John

**EDITORS**  
Zac Moran and Solomon St. John

**COVER ARTISTS**  
María Rosario Arteta Chagüi and Samuel Azeredo

**INTERIOR ARTISTS**  
Samuel Azeredo

**ART DIRECTION AND GRAPHIC DESIGN**  
Emily Crowell and Sonja Morris

**ORGANIZED PLAY COORDINATOR**  
Alex Speidel

**CREATIVE DIRECTOR**  
James Jacobs

**DIRECTOR OF NARRATIVE**  
Adam Daigle

**PUBLISHER**  
Erik Mona

## HOW TO PLAY



**PLAY TIME: 4-5 HOURS**



**LEVELS: 3-6**



**PLAYERS: 3-6**



Paizo Inc.  
15902 Woodinville-Redmond Rd NE,  
Suite B,  
Woodinville, WA 98072-4572

paizo.com

# Rotten Apples

## Table of Contents

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<b>Adventure</b> . . . . .	<b>3</b>
<b>Appendix 1: Level 3-4 Encounters</b> . . . . .	<b>20</b>
<b>Appendix 2: Level 5-6 Encounters</b> . . . . .	<b>37</b>
<b>Appendix 3: Game Aids</b> . . . . .	<b>55</b>
<b>Organized Play</b> . . . . .	<b>58</b>

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## GM Resources

**Campaign Home Page:** [pathfindersociety.club](http://pathfindersociety.club)

**Books:** *Pathfinder Player Core*, *Pathfinder Player Core 2*, *Pathfinder GM Core*, *Pathfinder Monster Core*, *Pathfinder Lost Omens Pathfinder Society Guide*, *Pathfinder Lost Omens World Guide*

**Maps:** *Pathfinder Flip Mat Classics: Bigger Forest*, *Pathfinder Flip Mat Classics: Watch Station*, *Pathfinder Flip-Mat: Ghost Towns*

**Online Resource:** Pathfinder Reference Document at [paizo.com/prd](http://paizo.com/prd)

## Scenario Tags

Scenario tags provide additional information about an adventure's contents. For more information on scenario tags, see the *Guide to Organized Play: Pathfinder Society* at <https://lorespire.paizo.com/>.



**RADIANT OATH**



**VERDANT WHEEL**

## Summary

The PCs are called to check up on a leshy village hidden deep within the Fangwood that's recently sent out a distress signal. Upon arrival, the PCs find that the village, which is surrounded by a private leshy graveyard—the Compost Forest—has been suffering from some sort of void energy upwelling, causing the dead to rise from their resting places and attack. It's up the Pathfinders to travel into the maze of the Compost Forest and put the dead back to rest while saving the remaining leshies!

# Rotten Apples

By Josh Foster

## Adventure Background

Since venture-captain **Oraiah Total** (female halfling cleric) left for her travels, her previous lodge has been without leadership or guidance. The Ashfall Lodge lies within the nation of war-torn Nirmathas, right on the outskirts of the capital city, Tamran. Since Oraiah's departure, it's hosted various travelers and Pathfinders in the middle of missions, but hasn't seen much action. However, recently, a small trio of Pathfinders arrived at the lodge and started to put everything in order. **Anemone** (female ghoran ranger) and her two friends, **Pattypan of Gold Bits** (agender leshy bard) and **Bog's Companion** (male leshy rogue), have been tackling long-overdue paperwork and repairs around the lodge, with most visitors assuming Anemone to be the venture-captain of the area. Though she hasn't yet asked for this responsibility, Anemone did reach out to the Grand Lodge for assistance when she received a distress signal from the Compost Watch, the village at the center of the Compost Forest, a special burial site for deceased leshies. The Compost Forest is a sacred site for leshies, as their spirits live on and continue, but their bodies fail over time. This area provides a place of remembrance and memorialization for the previous lives the spirits led.

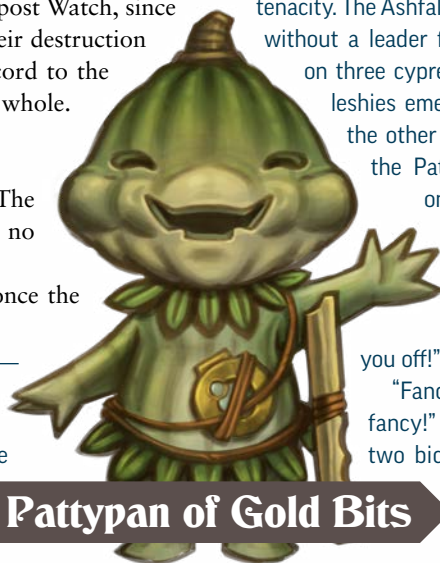
Anemone's very concerned for Compost Watch, since they're a special site for leshies and their destruction could only bring more chaos and discord to the Fangwood Forest, and Nirmathas as a whole.

## Getting Started

The PCs arrive in Tamran by boat. The journey is uneventful, and they have no trouble reaching the Ashfall lodge.

Read or paraphrase the following once the players are settled.

Tamran is a city that can only be described as "ramshackle." Built upon piers and pilings, it overlooks the marshlands where the Marideth River meets Lake Encarthan. While other cities—and even a great many towns—might be



**Pattypan of Gold Bits**

## Where On Golarion?

*Rotten Apples* begins in the Ashfall Lodge in Tamran, Nirmathas. The bulk of the adventure takes place within the Compost Forest, a smaller section of the Fangwood. For more on Nirmathas or the Fangwood, see *Pathfinder Lost Omens World Guide* 40–43.



more impressive in terms of grandeur, Tamran has grit and tenacity. The Ashfall Lodge, too, displays this tenacity; being without a leader for some time, it still stands, balanced on three cypress trees. The doors open and a pair of leshies emerge, one covered in small yellow fruit, the other a lotus root draped in blue leaves. "Ah the Pathfinder agents, I presume," questions one covered in fruit. The other chimes in before anyone can answer. "Of course they are. No one else ever comes here. Come in, you lot, don't let that one's fancy manners put you off!"

"Fancy manners? Basic decency is not fancy!" the first replies, clearly annoyed. The two bicker as only friends can while leading the guests into the lodge. As all arrive at a large office, a third voice, stern and strong silences them.

# Rotten Apples

"Pattypan, Bogs, you're both causing our agents trouble. Set aside your disagreement for now, please." A feminine ghoran, a humanoid seemingly made of plants, stands and waves everyone into her office. She motions to some seats around a large table with a map of Nirmathas rolled out atop it. Once everyone has had a chance to sit, the fruit leshy speaks up. "Oh, we forgot introductions! I'm Pattypan of Gold Bits."

They then point to the other leshy. "That's Bog's Companion," he nods at being introduced. "And that," Pattypan points to the ghoran, "is Venture-Captain—"

Bog's Companion cuts them off "She's not a venture-captain." "She might as well be."

"But she's not." And the bickering begins anew.

The not-venture-captain sighs. "Best to just leave them to it. I'm Anemone. Bog's right, though, I'm no venture-captain, but I'm pretty accomplished in my own right. Enough so that I've been put in charge of this operation anyway." She smiles warmly. "Anyway, we should get down to business. The Fangwood Forest to our west holds within it a leshy graveyard called the Compost Forest, a special burial site for their kind. It's looked over by a small settlement called the Compost Watch. I believe they're in trouble. Serious trouble." She pauses and points to a location within the forest on the map. "We've received a distress signal from them. They wouldn't call upon outsiders unless the need was dire, and with the Gravelands nearby, who knows what terror they might be facing? I'll need you all to find out. Before we proceed do you have any questions?"

**What could be causing this?** "I doubt it's any of the standard forest threats. The Compost Watch is capable of dealing with those without trouble. It's too early to definitively blame it on Tar-Baphon's undead forces, but given that this is a vast graveyard, and the Gravelands already controls the northern Fangwood, it's hard to assume any other threat."

**How do you know about the danger without hearing a direct report?** Anemone gestures at the tree leaves through the nearby window. "Signals sent through root networks, tree pollen, and the like. Excellent for making sure a warning gets out, but also not good for specifics, like the nature of a threat."

**Are those two always like that?** "Basically. They've been through a lot together, but despite the bickering, they're the best allies anyone could want."

Anemone gives the bickering leshies a fond smile, lightly setting her hand on Pattypan's head.

**Are you sending anyone with us?** "Pattypan, Bogs, and I need to hold down the fort in case of other troubles in Nirmathas. Tamran is a strong city, and its people have an iron will, but it seems to be a magnet for trouble. Whatever is happening is the Compost Forest can't be our only focus. I can, however, provide you with some of the supplies Venture-Captain Oraiah left behind."

Once all questions have been answered, the leshies have stopped their bickering. They give the PCs two potential approaches (see the sidebar Two Roads Diverge in the Woods on page 5). Read or paraphrase the following.

Once questions have been answered, Pattypan chimes in "The Compost Forest is an ancient site, and it holds many bodies whose animating spirits have departed."

Bog's Companion adds, "The Compost Watch takes their vigil very seriously, if they've called for help, it's definitely bad. You've got to get there as fast as possible." Pattypan shakes their head "No, you need to move carefully and quietly. Figure out the situation and catch whatever is doing this unawares."

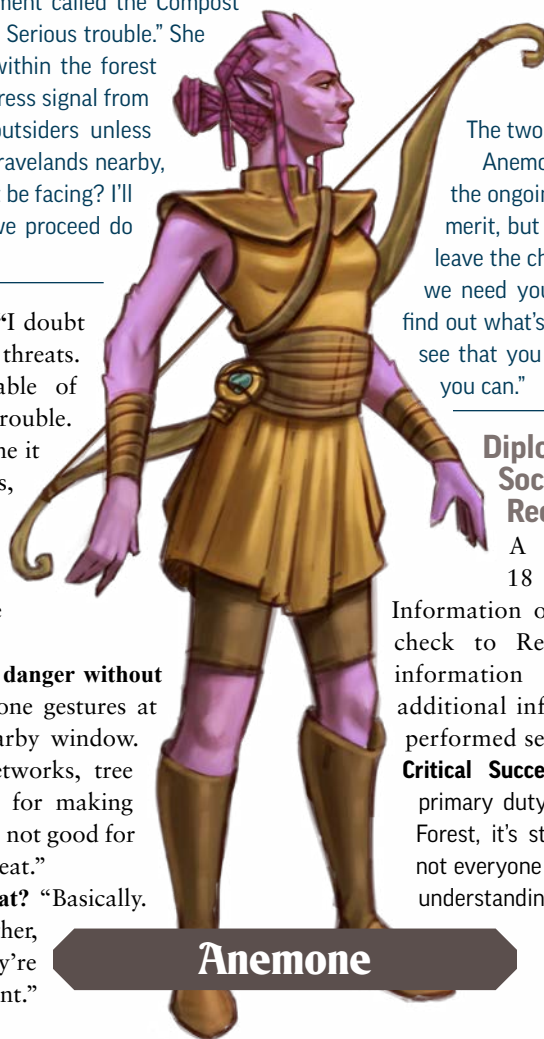
The two descend back into bickering.

Anemone once again does her best to ignore the ongoing argument. "Both approaches have merit, but I fear they're mutually exclusive. I'll leave the choice of approach to you. Regardless, we need you to head into the Compost Forest, find out what's causing trouble, and if they need it, see that you help as many of the residents that you can."

## Diplomacy, Nirmathas Lore, or Society (Gather Information or Recall Knowledge)

A PC who succeeds at a DC 18 Diplomacy check to Gather Information or a Nirmathas Lore or Society check to Recall Knowledge discovers the information below. A failure gains no additional information. This check should be performed secretly.

**Critical Success** While the Compost Watch's primary duty is keeping vigil over the Compost Forest, it's still an entire leshy community, and not everyone is a warrior on guard duty. The PCs' understanding of the village gives them an extra round before the horde breaks down the fortifications on page 12 in part D.



# Rotten Apples

**Success** The Compost Watch is decently famous in leshy circles. Some feel it is every leshy's duty to spend at least a year or two helping protect the sacred burial grounds.

**Critical Failure** The Compost Watch is a hive for leshies fascinated with animating the dead. No doubt this was an inside job.

## Nature or Fangwood Lore (Recall Knowledge)

A PC who succeeds at a DC 20 Nature or Fangwood Lore check to Recall Knowledge discovers the information below. A failure gains no additional information. This check should be performed secretly.

**Critical Success** The Compost Forest, being nourished almost entirely by leshies at this point, shows unusually vibrant plant growth. The branches are stronger, and traveling via canopy is easier than in similar wooded areas. The PCs receive a +1 circumstance bonus on obstacles in the chase or infiltration on page 8 in part B.

**Success** Many leshies who feel their animating spirit's departure coming travel to the sacred grounds of the Compost Forest, in hopes they may help to nourish the incredible trees and other plant life therein.

**Critical Failure** The Compost Forest was created as part of the Whispering Tyrant's plots.

## Religion or Undead Lore (Recall Knowledge)

A PC who succeeds at a DC 16 Religion or Undead Lore check to Recall Knowledge discovers the information below. A failure gains no additional information. This check should be performed secretly.

**Critical Success** The Whispering Way is a secret society that allies with Tar-Baphon. Its agents seek to spread undeath quietly and secretly. Understanding their foes gives the PCs +1 initiative in the fight against The Heartwood Rots in encounter **D2** or **D4** on page 14 and 18, respectively.

**Success** The Whispering Tyrant, Tar-Baphon, controls the Gravelands to Nirmathas' north. He's raising an undead army and conquering nearby lands.

**Critical Failure** Leshies can't become undead. Whatever is attacking the Compost Watch, it isn't void energy animating them.

**Development:** While the leshies bicker behind her, Anemone, with a wry smile, gives the PCs a letter from Urwal, leader of the Verdant Wheel, a letter from Valais, leader of the Radiant Oath, and a map of the Southern Fangwood that shows how to reach the Compost Forest. Give the players **Handout #1: A Letter from Valais Durant** and **Handout #2: A Letter from Urwal**, both found on page 57. She also hands each of them a *moderate ghost charge* (*Pathfinder Player Core* 2 285). For levels 5–6 she instead gives each PC 2 *moderate ghost charges*.

## Two Roads Diverge in the Woods

In this adventure the PCs will need to choose one of two approaches once they reach the Thorned Wall. Both are equally viable, and both can save everyone. There will occasionally be chases or infiltrations on either path. Failing those will place the PCs on a third path, where the downsides of both the others are forced upon them. In that instance, fights will be harder and few, if any, leshies will get rescued. Make sure the players understand they will have to choose an approach and that there isn't a wrong choice, but that the choice will impact the encounters they face and, should they fail certain challenges, they'll lose whatever benefit their choice had.

**Quick but Loud** gets them to leshies in need of rescue more quickly, giving less time for more leshies to animate, but all foes will be on alert, so fights will happen more often. If the undead manage to slow the PCs, then they'll lose any advantage they had making this choice.

**Quiet but Slow** can avoid most combats, but whatever is animating the leshies will have longer to build up more of the attacking forces, making any potential fight more dangerous. If they fail at the quiet approach though, these added foes will leave them facing harder fights.

Challenges beginning at the Thorned Wall will be labeled "Quick" for the Quick but Loud Approach, "Quiet" for the Quiet but Slow approach, "High Alert" for the instance where the PCs have failed a challenge from one of the two paths that dictates such a change, and "All" for something the PCs must deal with no matter their path. Only run encounters for the path the PCs have chosen (or have been forced onto due to failure).

## A. Into the Woods

The map is clear, and there's little trouble following it for the majority of the trip. However, as the site on the map marked the Compost Forest draws closer, the smells of natural woods give way to that of rot.

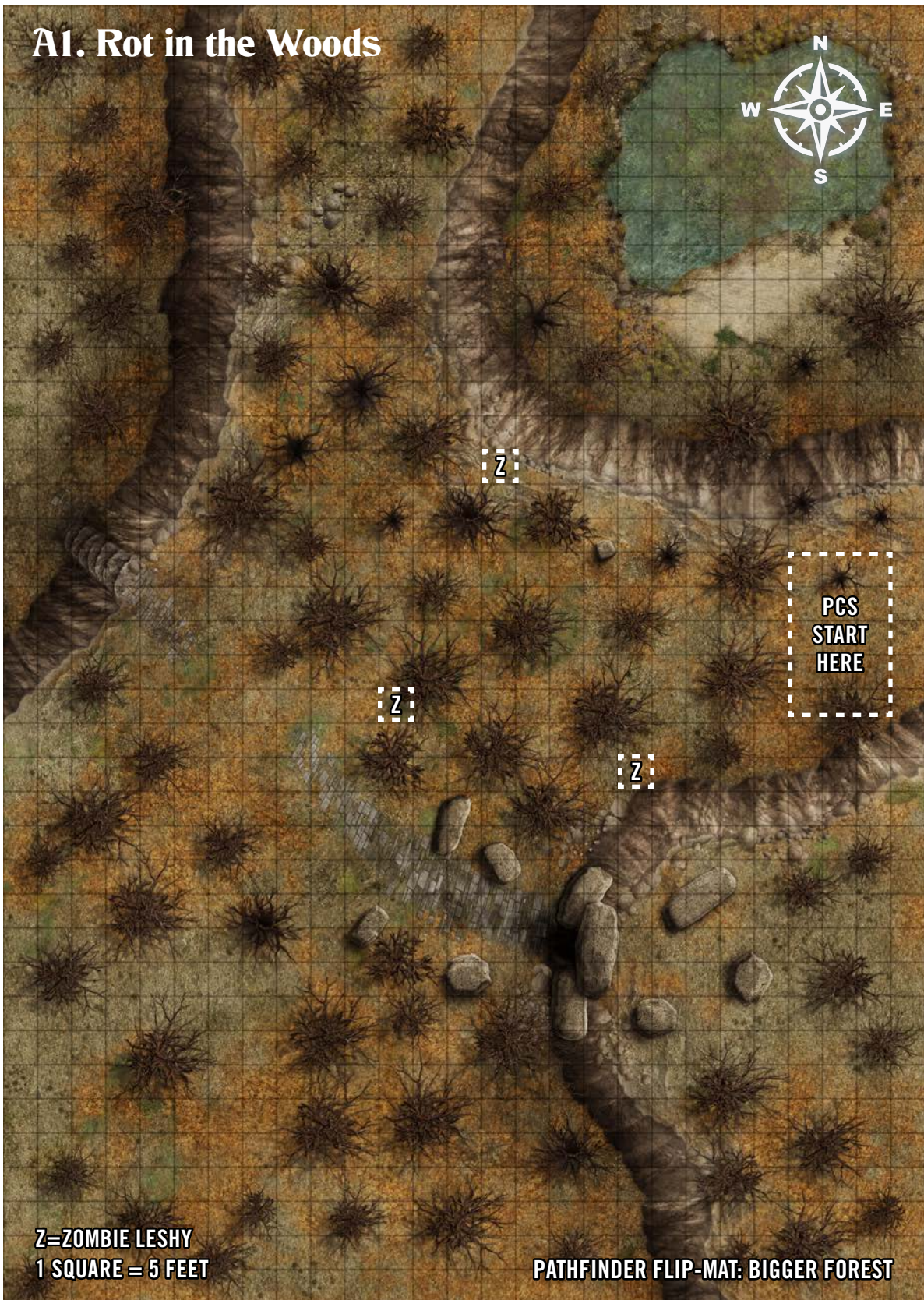
### A1. ROT IN THE WOODS

**LOW**

A few undead leshies had wandered out of the Compost Forest right as The Heartwood Rots recognized the call for help and induced the thorn barrier growth. They



# Rotten Apples



# Rotten Apples

are ravenous for the flesh of the living and fight until destroyed. Use the map on page 6 for this encounter.

## Levels 3–4

### ZOMBIE LESHIES (3)

Page 20, art on page 55

### CREATURE 1

## Levels 5–6

### DREAD ZOMBIE LESHIES (3)

Page 37, art on page 55

### CREATURE 3

## A2. THE THORNED WALL

Where the map shows the Compost Forest, a vast thicket of sickly-looking thorn bushes reaches up to the canopy and beyond. It stretches out in both directions, likely encircling the whole Compost Forest. It's obviously unnatural, as it glows with a nauseating purple light, which seems concentrated on one area. Anemone mentioned choosing either haste or silence. A party could force their way through, but the fragile, hastily-assembled magical energies would be unleashed—it would almost certainly be noticed. Meanwhile there could be ways through or around without disturbing this unnatural wall—but such methods will take time. These choices are mutually exclusive.

The barrier was quickly assembled by The Heartwood Rots, using emergency ritual supplies provided by the Whispering Way. She cannot repeat this act. She hopes the foreboding thorn wall will be enough to dissuade any would-be rescuers.

The PCs should choose one of the options to the right. Do not run both. Give them some time to discuss, but if they reach an impasse, have each side roll a die, highest wins (reroll ties). Regardless, each approach will have each PC make 4 checks from those to the right, though allow creative solutions and approaches if they're appropriate. Such creative solutions should have a DC of 20, unless they seem particularly appropriate, in which case decrease the DC by 2. The outcome of the players' checks are as follows. For levels 5–6, the barrier was erected with more care, increasing all DCs by 2.

**Critical Success** The PCs earn 2 Thorn Points.

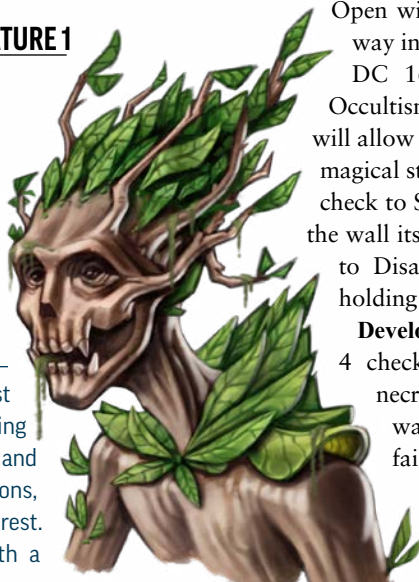
**Success** The PCs earn 1 Thorn Point.

**Critical Failure** The PCs lose 1 Thorn Point.

## Quick but Loud

Should the PCs choose to be Quick but Loud, each round of this challenge will take 6 seconds, as though it were combat. A successful DC 16 Athletics check to Force Open will allow the PCs to begin forcing their way into one of the nexus points. A successful DC 16 Nature check or DC 18 Arcana, Occultism, or Religion check to Identify Magic will allow the PCs to determine weaknesses in the magical structure. A successful DC 20 Perception check to Seek allows a PC to find weak points in the wall itself. A successful DC 20 Thievery check to Disable a Device will weaken the magic holding the barrier together.

**Development:** Once each PC has attempted 4 checks, the barrier shatters, and residual necromantic energy swells up. The barrier was quickly assembled, and so even failures will cause its destruction. If the PCs have fewer TP than double the number of PCs, increase the DC of all obstacles in the chase on page 8 by 1. If the PCs have at least three times the number of TP as there are PCs, decrease those DCs by 1.



Zombie Leshy

## Quiet but Slow

Should the PCs choose to be Quiet but Slow, each round of this challenge will take 10 minutes, as though these were exploration activities. A successful DC 16 Acrobatics check to Squeeze allows a PC to find narrow paths through the thorns, leading the way along routes that won't set off the magic. A successful DC 20 Athletics check to Climb will help find a path over the wall. A successful DC 18 Nature check to Recall Knowledge can grasp the flow of primal magic. A successful DC 16 Survival check to Track can help find game trails that weren't completely blocked.

**Development:** Once each PC has attempted 4 checks, a clear path is available. Even parties with only failures will stumble upon the path accidentally created as the zombies from the previous combat wandered through the wall as it was forming. If the PCs have fewer TP than double the number of PCs, increase the DC of all obstacles in the infiltration on page 8 by 1. If the PCs have at least three times the number of TP as there are PCs, decrease those DCs by 1.

## B. Through the Woods

The peace and tranquility expected of a sacred grave site is completely absent here. All around hangs a feeling of wrongness and vulnerability. The air smells of rot, much



# Rotten Apples

more strongly than outside of the thorned wall. There is an oppressive silence throughout. No natural fauna wanders these woods, though the silence is broken by the distant sounds of shambling.

Only run Quick or Quiet below, depending on the approach the PCs chose. The optional encounter should only be run if the PCs fail the challenge for their path.

## QUICK: B1. AVOID THE PURPLE STUFF

More than the shambling, though, the broken magics let out a deafening roar. The thorn bushes collapse, further adding to the cacophony. The sickly purple energy that had been coursing over the barrier does not dissipate, instead rushing inward. Slowly enough to outpace, but quickly enough that keeping ahead of it will require some effort.

This is a Chase, as explained on pages 192–195 of *Pathfinder GM Core*. The PCs begin on the first obstacle, and each player will have 2 rounds of checks before the wave enters the first obstacle. Thereafter, the wave moves up 1 obstacle at the end of each round of the PCs' checks. The wave is animating weak zombies as it goes.

### Levels 3–4

**WHISPERING WAVE** **CHASE 3**  
Page 22

### Levels 5–6

**WHISPERING VOID WAVE** **CHASE 5**  
Page 39

**Development:** If the wave reaches the PCs before they clear the final obstacles, the half-animated almost-zombies aren't a threat, but they are a significant delay. Run the Horde Assault optional encounter, and the PCs are now on the High Alert path. The energy is stopped by a small stream of somehow pure water. Once the PCs have crossed it, none of the zombies will follow.

## QUIET: B2. SLIP THROUGH UNNOTICED

This is an Infiltration, as explained on pages 196–199 of *GM Core*. If the PCs reach 10 Awareness Points, they fail the infiltration and are caught by a zombie leshy horde.

### Levels 3–4

**SHADOWS IN THE WOODS** **INFILTRATION 3**  
Page 23

### Levels 5–6

**SHADOWS IN THE DEEP WOODS** **INFILTRATION 5**  
Page 40

**Development:** If they fail, run the Horde Assault optional encounter, and the PCs are now on the High Alert path. Success or failure, once the PCs cross the pure stream, they are safe for the moment.

## (OPTIONAL) HIGH ALERT: B3. HORDE ASSAULT SEVERE

The PCs have found themselves moving slowly and loudly. As a consequence, the zombies that have been raised by The Heartwood Rots' twisted ritual are able to reach them. Use the map on page 9 for this encounter.

### Levels 3–4

**ZOMBIE LESHIES (3)** **CREATURE 1**  
Page 24, art on page 55

**ZOMBIE LESHY HORDE (2)** **CREATURE 2**  
Page 24

### Levels 5–6

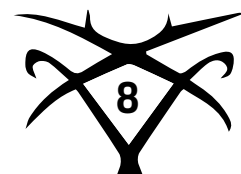
**DREAD ZOMBIE LESHIES (3)** **CREATURE 3**  
Page 41, art on page 55

**DREAD ZOMBIE LESHY HORDE (2)** **CREATURE 4**  
Page 41

## e. Forest Depths

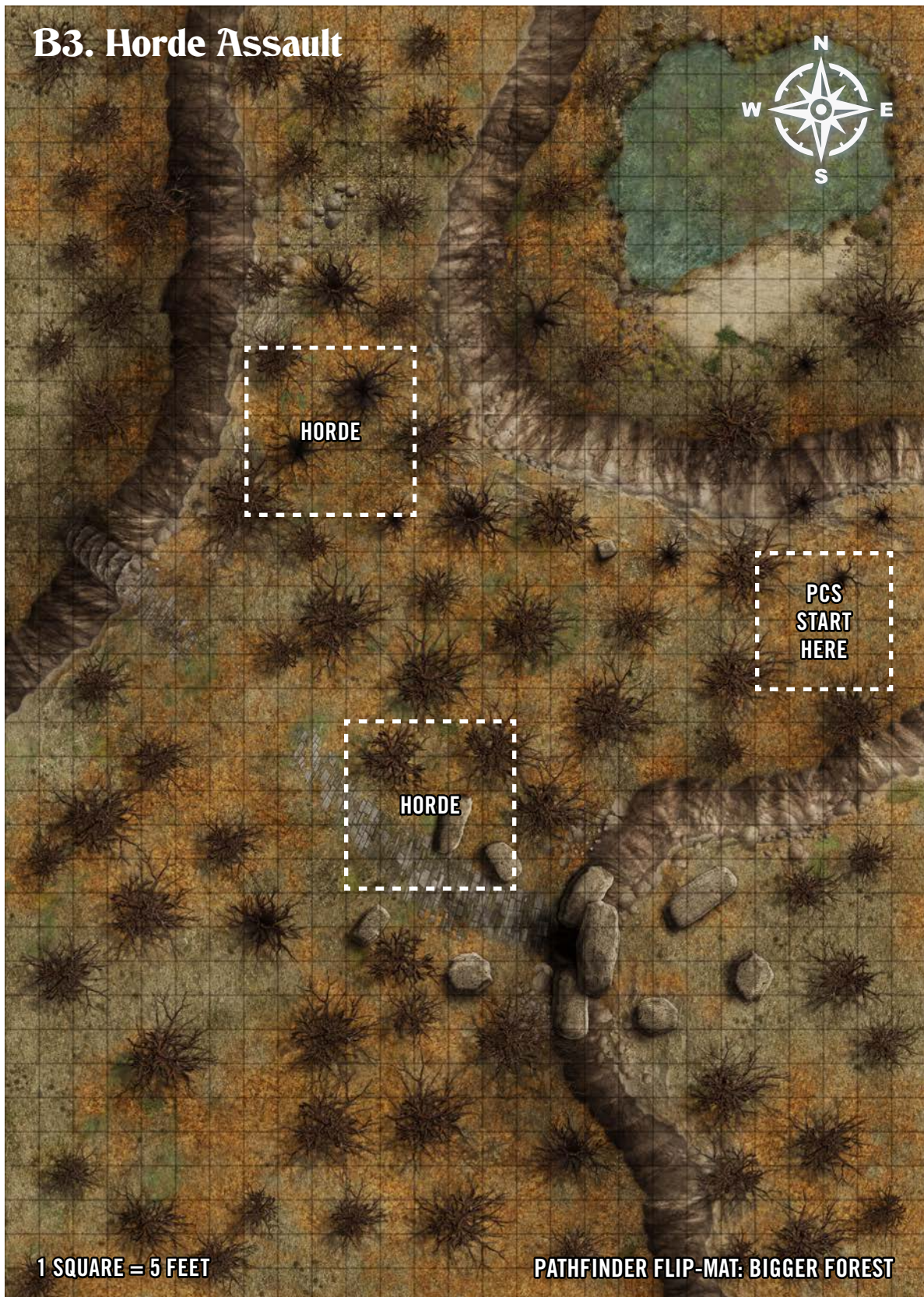
Crossing the stream, the oppressive atmosphere is lessened, but it's still there. Like someone staring from a greater distance. The sounds of the unquiet dead have faded significantly, and so has the stench of rot. A voice from all around, like a gentle breeze, inquires "Who are you to tread in this sacred place?"

The voice belongs to **Leaves on Distant Winds** (worried male leshy spirit watchful guardian), a guardian spirit of the sacred grove in the deepest part of the Compost Forest—a grove in which the PCs find themselves after crossing the stream. Leaves is unable to ascertain exactly what's happening but has a sense of what's wrong. However, he does not know the PCs, knows they're not from the Compost Watch, and is therefore incredibly suspicious. He won't attack the PCs, as they don't seem to be the cause of the foul magic, and they are incapable of hurting him—even weapons with a *ghost touch rune*



# Rotten Apples

## B3. Horde Assault



# Rotten Apples

can't affect him as the form he shows the PCs is merely a projection. He embodies the grove itself. He won't help them either, at least not without some convincing.

## TEAM SPIRIT

Leaves on Distant Winds is suspicious of the PCs, but not hostile. He's willing to hear them out. The fact they were able to enter his grove at all means they're not responsible for the foul magic he senses. He'll tell them he knows a path to the Compost Watch that is both quick and quiet, but he won't share it with those he can't trust. Each PC can make 2 checks to convince Leaves on Distant Winds that they're worth considering as allies. Allow the PCs to use creative solutions, if they seem appropriate, at DC 20. If they're especially appropriate or creative, lower the DC to 18.

For levels 5–6, Leaves is agitated by the greater power of the foul magic, increasing all DCs by 2. Mentioning that they were sent by Anemone grants the PCs a +2 circumstance bonus on all checks for this challenge. The outcome of the players' checks are as follows.

**Critical Success** The PCs earn 2 Spirit Points.

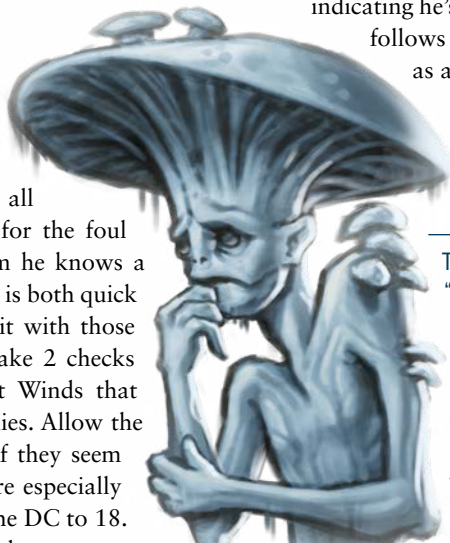
**Success** The PCs earn 1 Spirit Point.

**Critical Failure** The PCs lose 1 Spirit Point.

A successful DC 20 Deception check to Lie allows a PC to exaggerate their capabilities and accomplishments. A successful DC 16 Diplomacy check to Make an Impression will provide calm and reasoned points about the PCs' identities and intentions. A successful DC 20 Intimidate check to Coerce points out that Leaves doesn't have much choice but to trust them, given the forest's situation. A successful DC 16 Nature check to Recall Knowledge demonstrates that the PCs are assessing the threat as well. A successful DC 18 Athletics check to Climb or Survival check to Subsist demonstrate that the PCs are capable in these woods.

**Development:** Once each PC has attempted 2 checks, Leaves considers their words. If the PCs have fewer SP than there are PCs, the PCs receive a –1 circumstance penalty to all checks made during Follow Your Ghost on page 11 by 1. If the PCs have at least double the

number of SP as there are PCs, they instead receive a +1 circumstance bonus to those checks. If they achieved at least as many SP as there are PCs, Leaves nods to them, indicating he's decided to trust them, and the request that follows is given apologetically. Otherwise, it's made as a demand, as he remains suspicious.



## Leaves on Distant Winds

**QUICK/HIGH ALERT:  
C1. SOMETHING ROTTEN  
MODERATE**

The spirit looks everyone over before speaking. "I'm limited in what I can do here. If you want me to lead you to the Compost Watch, I'll need you to clear out some foul things that somehow managed to cross my stream. You'll find them to the south. With this grove secure, I can send part of myself to lead you there."

Some particularly strong magical energy has animated leshy ghouls. They were drawn by all the earlier activity and were able to muster the willpower to cross the stream despite Leaves' protection. If the forest is on High Alert, add one more leshy ghouls, and another at each tier of CP scaling, to a maximum of 4 extra at the highest level of CP. This is in addition to any scaling changes made in the appendices. For levels 5–6 these additions are instead dread leshy ghouls. Use the map on page 11 for this encounter.



## Leshy Ghoul

Levels 3–4

**LESHY GHOULS (2)**

**CREATURE 3**

Page 27, art on page 56

Levels 5–6

**DREAD LESHY GHOULS (2)**

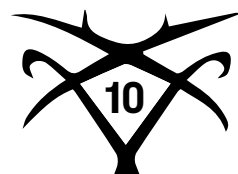
**CREATURE 5**

Page 44, art on page 56

**WATERS**

**QUIET: C2. FOUL  
MODERATE**

The spirit looks everyone over before speaking. "Whoever is behind this knows what they're doing. Something is trying to foul up my waters, and if they succeed, the Compost Watch will be even more vulnerable. I can't leave while that threat remains. If you take care of it, though, I'll show you the way."



# Rotten Apples



The Heartwood Rots has had time to further her ritual, which places a font of fouling energy along one of Leaves on Distant Winds' pure streams. The PCs must remove this font of void energy. Use the map on page 12 for this encounter.

## Levels 3-4

### FOUL FONTS (2)

Page 29

### HAZARD 3

## Levels 5-6

### VOID FONTS (2)

Page 46

### HAZARD 5

## ALL: FOLLOW YOUR GHOST

Upon removing the final threat, Leaves in Distant Winds' ghostly form materializes. "Yes, excellent. I do believe you're exactly the help that the Watch needs." He nods to himself. "I will show you the hidden paths. Don't fall behind."

Leaves is in an immense hurry, and keeping up with him will be a challenge. Each PC must make 4 checks to follow Leaves on Distant Wind. Rather than a chase, this will act as another Victory Point challenge, as Leaves is not intentionally trying to leave them behind. Allow the PCs to use creative solutions, if they seem appropriate, at DC 20. If they're especially appropriate or creative, lower the DC to 18. For levels 5-6, Leaves is still anxious about the greater power of the foul magic, increasing all DCs by 2.

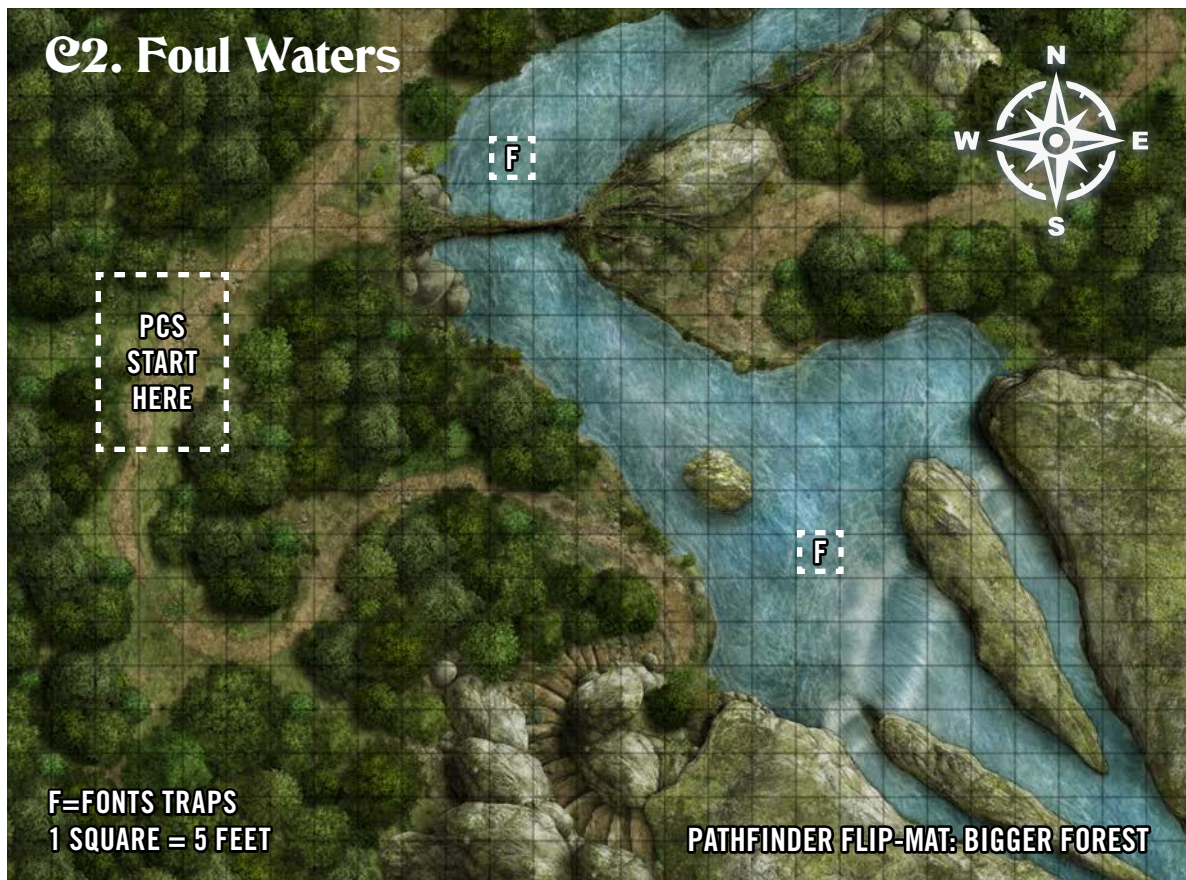
**Critical Success** The PCs earn 2 Path Points.

**Success** The PCs earn 1 Path Point.

**Critical Failure** The PCs lose 1 Path Point.

A successful DC 18 Athletics check to Force Open allows the PC to force their way through thick underbrush that the spirit merely passes through. A successful DC 16 Diplomacy check to Request or Intimidate check to Coerce can convince Leaves that slowing down and making it easier for the PCs to keep up is the best thing for the village. A successful DC 18 Nature check to Identify Magic can follow the primal energies of Leaves, even if he's not in sight. A successful DC 20 Perception

# Rotten Apples



check to Seek can keep sight of the spirit, even as he passes through trees and the like. A successful DC 16 Survival check to Track can allow a PC to note the slight burst of greenery that marks the passage of a nature spirit like Leaves.

**Development:** If the PCs earn fewer PP than twice the number of PCs, they lose track of Leaves and wander for a few hours before reaching the village. This means the rest of the encounters are on High Alert. If the PCs earn at least three times as many PP as there are PCs, they have a +2 status bonus on all Initiative rolls for the rest of the adventure, as they kept up with Leaves so well that his vital energy slightly infused them.

**Rewards:** As he vanishes, Leaves makes sure to leave behind a *wand of heal* (rank 1). For levels 5–6 it is instead a *wand of heal* (rank 2). Even if the PCs lose sight of him, this wand is clearly glowing as the PCs arrive at the Compost Watch, giving them a warning of the eerie events occurring ahead.

## D. The Village

If the party is moving quickly, read or paraphrase the following.

Undead leshies fill the village, but the number is manageable, and most don't pose a threat to seasoned warriors. Signs of panic and destruction are everywhere. Cries for help and the sound of rotten plant matter bashing against wood can be heard from further in the town.

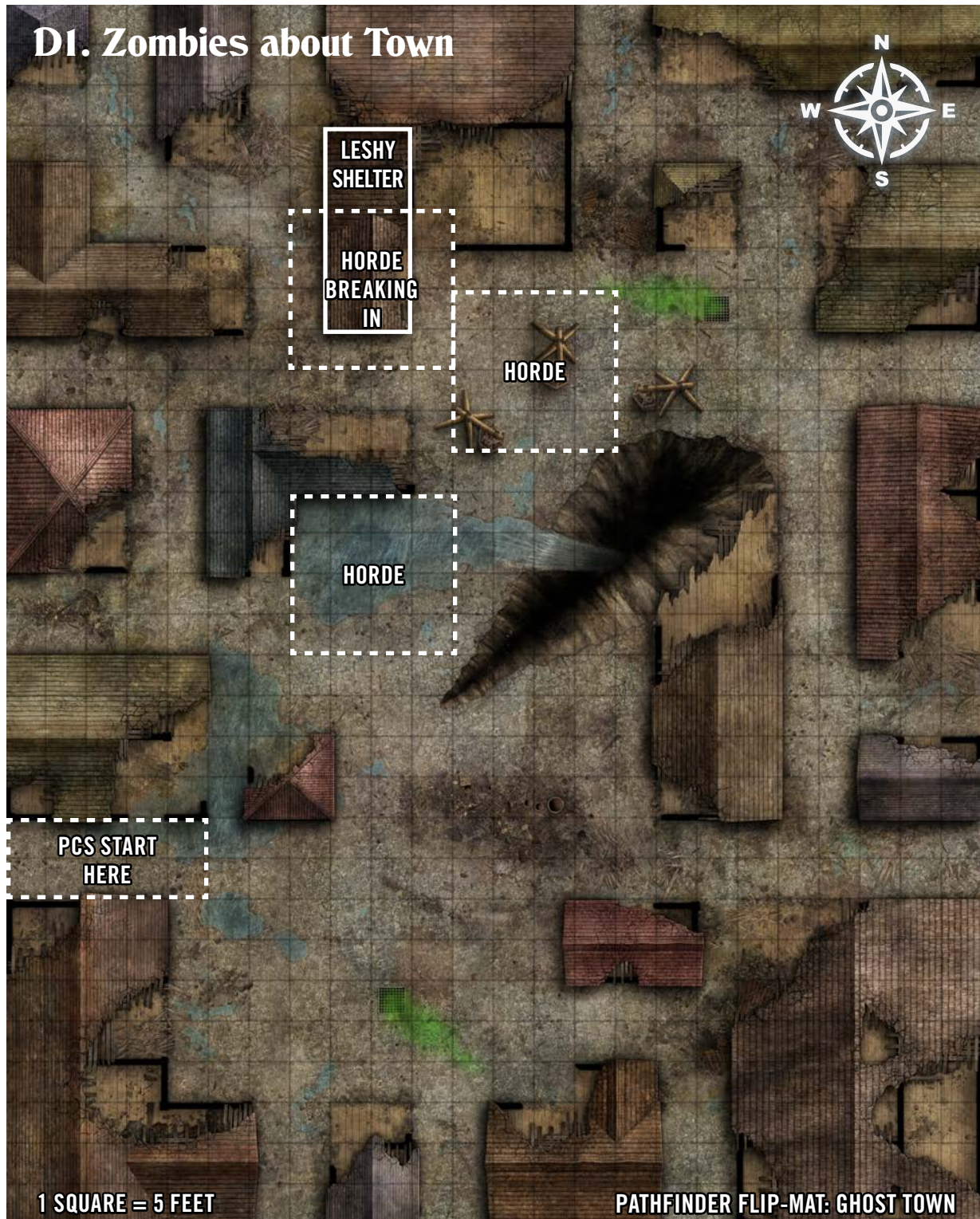
## QUICK: D1. ZOMBIES ABOUT TOWN MODERATE

If the parties have remained on the Quick path without causing High Alert, The Heartwood Rots has not had time to gather many forces. Consequently, the final two encounters are easier.

There are weak zombie leshies throughout the town, but they pose no threat and can easily be dispatched. An incredibly loud sound of plant matter slamming against wood can be heard, and its source is obvious. The zombies have gathered into a horde and are attempting to bash down a makeshift barricade. Frightened voices can be heard within.

**Creatures:** The zombies attempting to break down the barricade are not represented in the encounter, as they will entirely ignore the PCs. The zombies that decide to go after the unprotected meal the PCs represent are

# Rotten Apples



# Rotten Apples

the ones in the encounter below. Should the PCs want to delay the horde at the barricade, an attack dealing at least 15 area or 5 splash damage adds one round to the time it will take to destroy the barricade. No other attack will make a difference against that horde. Use the map on page 13 for this encounter.

## Levels 3–4

### **ELITE ZOMBIE LESHY HORDES (2)** CREATURE 3

Page 30

## Levels 5–6

### **ELITE DREAD ZOMBIE LESHY HORDES (2)** CREATURE 5

Page 47

**Development:** The horde is bearing down on a hastily fortified structure where survivors of the Compost Watch have holed up. The release of void energy agitated the zombies and now they're battering down the walls. The horde bashing the fortifications will break through in 4 rounds. At the start of every round past 4 a leshy dies. Once the enemies that engage the PCs are dealt with, though, these foes are easy to mop up as they're so focused on breaking in they don't defend themselves at all.

**Rewards:** The leshies are incredibly relieved that their calls for help were heard. They reward the party with 4 heirloom woodcarvings, each worth 25gp (50gp for levels 5–6). However, for each leshy killed in the encounter, reduce the number of carvings rewarded by 1 to a minimum of 0 carvings with 4 dead leshies.

## **QUICK: D2. SOURCE OF THE ROT** MODERATE

Assuming the barricade holds, most of the noncombatants in town are safe, along with the warriors defending them. The longer the barricade was down, the more leshies died, and the more shaken up everyone is. The PCs have enough time to patch up their wounds and refocus before Leaves in a Distant Winds suddenly appears.

"I've found it! I've found the, the *thing* that fouled our sacred burial site and turned our departed loved ones into weapons! I can only watch when I'm this far from

my grove, especially with the foulness she's infused into this place. It's up to you." Leaves considers the destruction around him. "Those here are clearly exhausted and barely holding it together. I— we need you to take the fight to this foul creature. I can show you the way."

Leaves does not know the nature of the foe, only that she's a corrupted leshy. He leads the party to an unassuming residence where, beneath the floor, The Heartwood Rots waits. She's prepared for a fight, though, as she noted Leaves' presence before.

The chamber beneath the secret hatch is cold and damp. A leshy, one that seems to be a clump of green stems and leaves growing from a central, gray, dead trunk stands prepared in the center of the chamber. She narrows her glowing red eyes before hissing, "I don't know who sent you meddlers, but the Whispering Way owns this place. Providing this fertile ground for Tar-Baphon's conquest over this pathetic country will cement my rise in the ranks. Perhaps I shall have you join those ranks. Your corpses at least."

Use the map on page 15 for this encounter.

## Levels 3–4

### **THE HEARTWOOD ROTS** CREATURE 4

Page 32, art on page 56

### **ZOMBIE LESHY** CREATURE 1

Page 32, art on page 55

## Levels 5–6

### **THE HEARTWOOD ROTS, ENRAGED** CREATURE 6

Page 49, art on page 56

### **DREAD ZOMBIE LESHY** CREATURE 3

Page 49, art on page 55

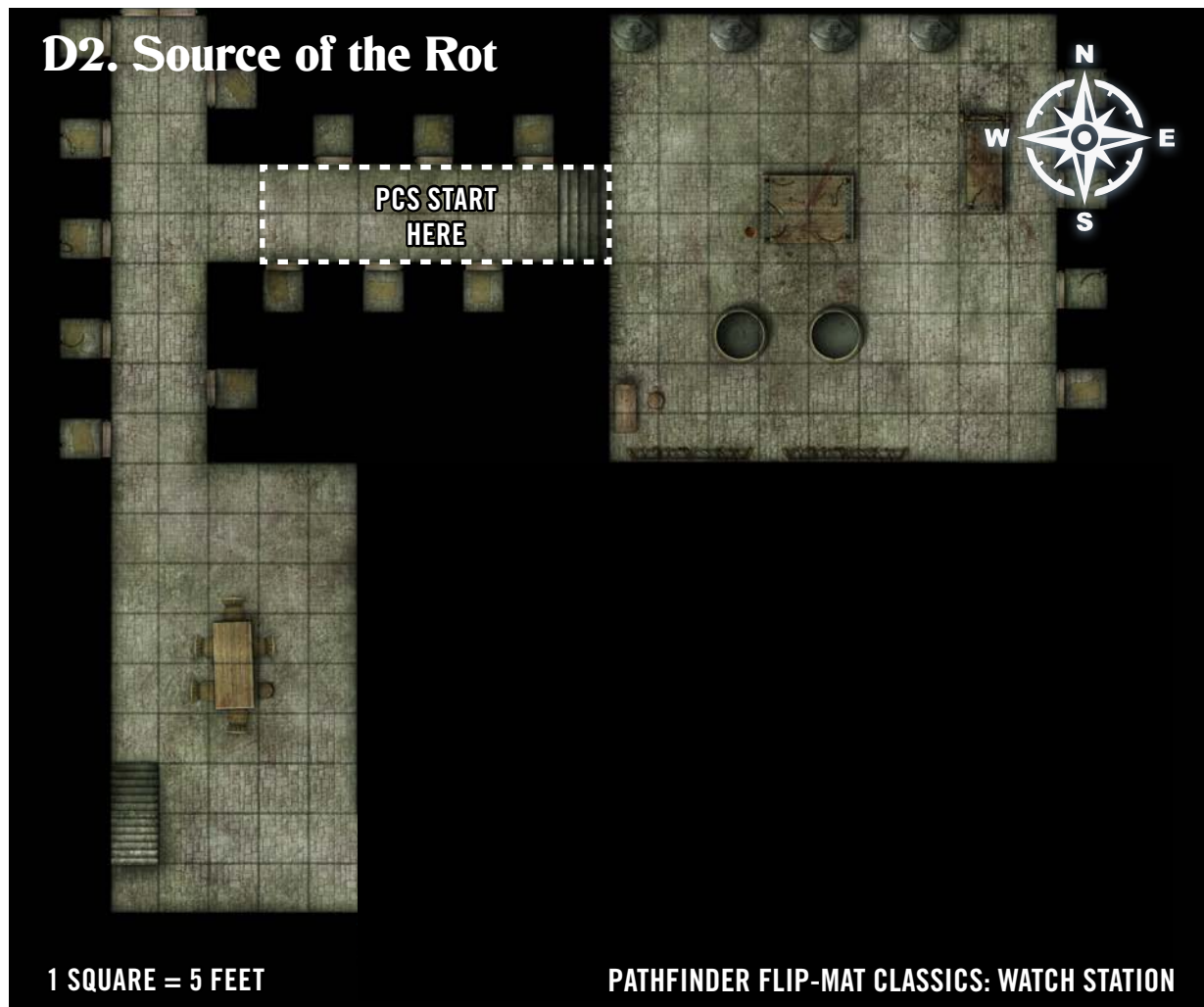
**Development:** The Heartwood Rots assumed this chamber would remain secret and has not hidden her coffin further. Even should she retreat into it as mist after her defeat, she can be easily dispatched by the PCs.

**Rewards:** Heartwood's coffin (a planter box full of fresh soil) contains the *befouling lantern*. While it cannot be used without a specific ritual, Urwal will be very interested in it.



**The Heartwood Rots**

# Rotten Apples



## QUIET/HIGH ALERT: D3. THE ROT, AWARE MODERATE

If the party was detected, or chose to move quietly, instead read or paraphrase the following.

---

Destruction is all around. Signs of panic and death linger wherever gazes are turned. Fires have consumed some buildings. The undead are thick throughout the town. Desperate cries and the sound of rotten plant matter bashing against wood can be heard deeper into the small town.

---

If the parties have remained on the Quiet path without causing High Alert, while The Heartwood Rots has had time to gather more forces, she's unaware of their presence. Consequently, they can sneak up on the zombies. If the PCs are on the High Alert path, though, stealth is not an option. Too many undead have been ordered by Heartwood to vocalize if they glimpse anything living. There are weak zombie leshies

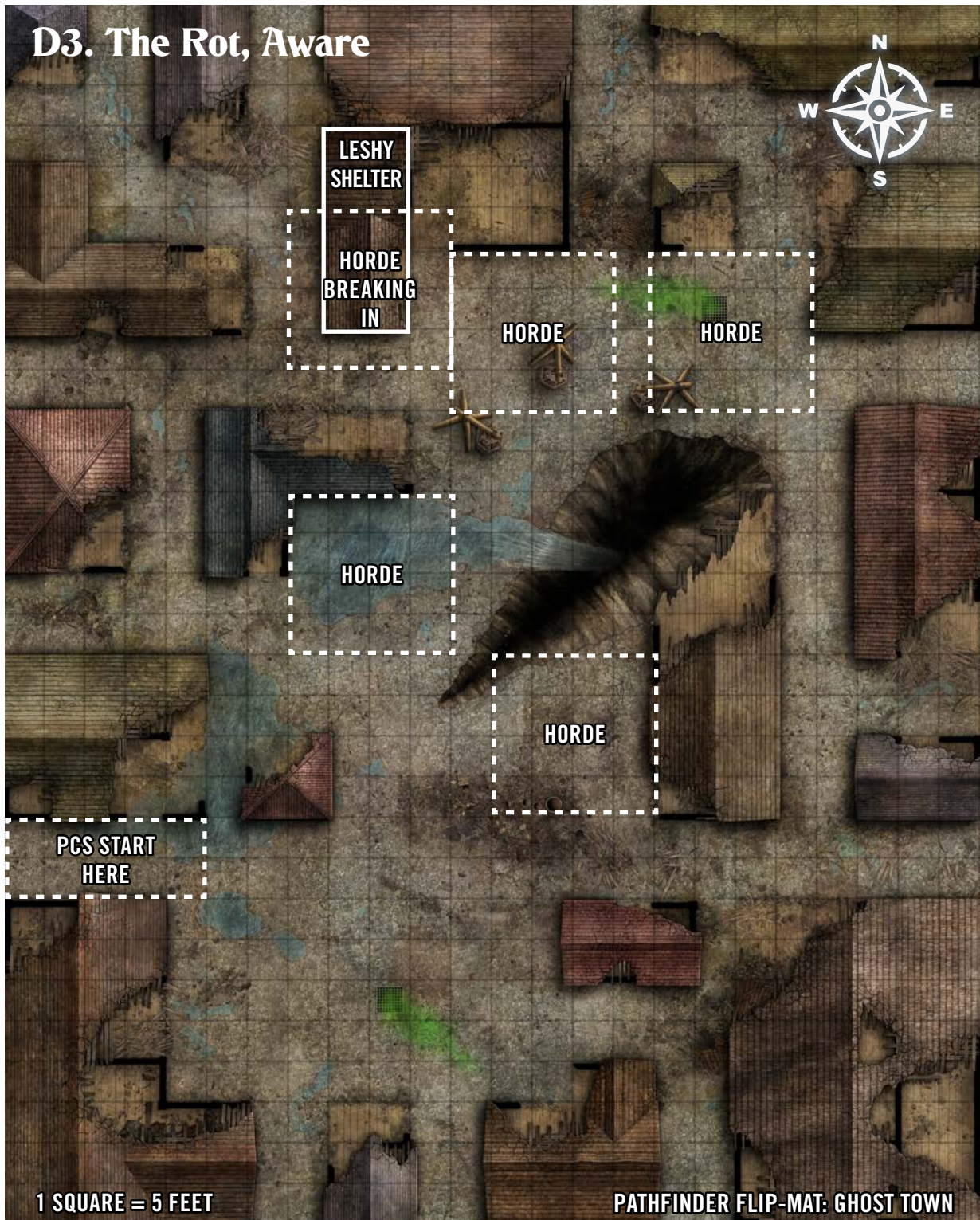
throughout the town, but they pose no threat and can easily be dispatched or avoided by those on the Quiet path. An incredibly loud sound of plant matter slamming against wood can be heard, and its source is obvious. The zombies have gathered into a horde attempting to bash down a makeshift barricade. Frightened voices can be heard within.

**Creatures:** The zombies attempting to break down the barricade are not represented in the encounter, as they will entirely ignore the PCs. The zombies that decide to go after the unprotected meal the PCs represent are the ones in the encounter on page 17. Should the PCs want to delay the horde at the barricade, an attack dealing at least 15 area or 5 splash damage adds one round to the time it will take to destroy the barricade. No other attack will make a difference against that horde.

**Sneaking:** If the PCs attempt a silent approach, which is only possible on the Quiet path, have each PC make

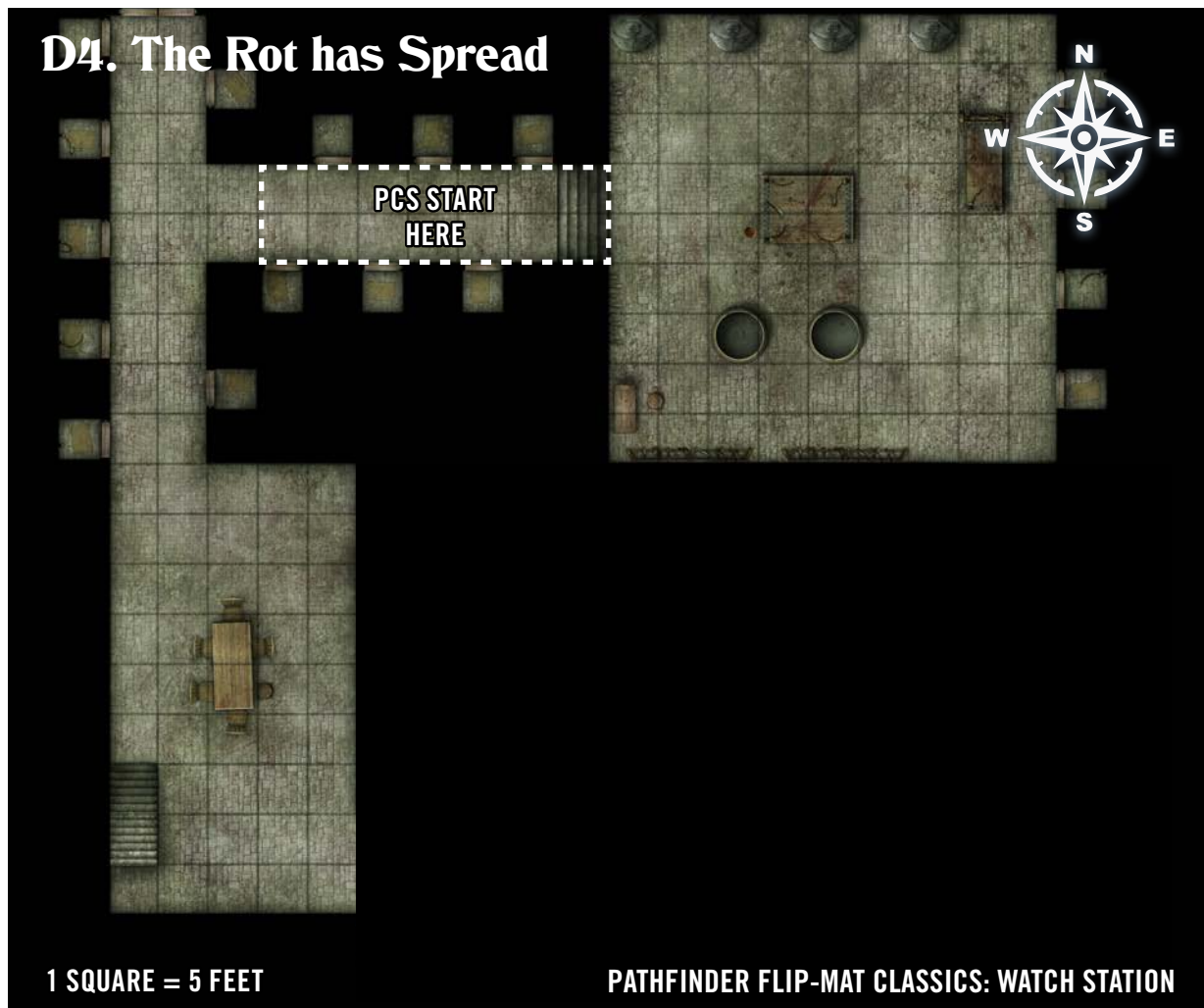
# Rotten Apples

## D3. The Rot, Aware



# Rotten Apples

## D4. The Rot has Spread



a DC 18 Stealth check to Sneak. If fewer succeed than fail, counting critical successes as two successes and critical failures as two failures, then the zombies detect the PCs, and they must fight the encounter as written. Otherwise, they can sneak to a side door and secretly get the surviving leshies out to another building while the zombies continue to try to break into an empty one. Instead of the encounter to the right, run *Zombies about Town* on page 12 to represent the foes preoccupied with breaking into an empty building.

The horde is bearing down on a hastily fortified structure where the survivors have holed up. The release of void energy agitated the zombies and now they're battering down the walls. The horde bashing the fortifications will break through in 4 rounds. At the start of every round past 4 a leshy dies. Once the enemies that engage the PCs are dealt with, though, these foes easy to mop up as they're so focused on breaking in they don't defend themselves at all.

**High Alert:** If the enemies are on High Alert, the barricade is broken. The horde that would be bashing down the barricade has breached the fortifications and is killing those within. Every round the combat lasts, a leshy dies. There is no way to slow the horde except by defeating the foes that target the PCs. In addition, if the PCs failed the infiltration or the chase along with failing to follow *Leaves*, an additional leshy is dead before combat begins. Use the map on page 16 for this encounter.

### Levels 3-4

**WEAK ZOMBIE LESHY HORDES (4) CREATURE 1**

Page 34

### Levels 5-6

**WEAK DREAD ZOMBIE LESHY HORDES (4) CREATURE 3**

Page 51

# Rotten Apples

**Rewards:** The leshies are incredibly relieved that their calls for help were heard and the PCs were willing to help. They reward the party with 4 heirloom woodcarvings, each worth 25 gp (50 gp for levels 5–6). However, for each leshy killed in the encounter, reduce the number of carvings rewarded by 1 to a minimum of 0 carvings with 4 dead leshies.

## QUIET/HIGH ALERT: D4. THE ROT HAS SPREAD SEVERE

Assuming the barricade holds or the party snuck them out, most of the noncombatants in town are safe, along with the warriors defending them. The longer the barricade was down, the more leshies died, and the more shaken up everyone will be. The PCs have enough time to patch up their wounds and refocus before Leaves in a Distant Winds suddenly appears.

“I’ve found it! I’ve found the, the *thing* that fouled our sacred burial site and turned our departed loved ones into weapons! I can only watch when I’m this far from my grove, especially with the foulness she’s infused into this place. It’s up to you.” Leaves considers the destruction around him. “Those here are clearly exhausted and barely holding it together. I– we need you to take the fight to this foul creature. I can show you the way.”

Leaves does not know the nature of the foe, only that she’s a corrupted leshy. He leads the party to an unassuming residence where, beneath the floor, The Heartwood Rots waits. She’s prepared for a fight, though, as she noted Leaves’ presence before.

The chamber beneath the secret hatch is cold and damp. A leshy, one that seems to be a clump of green stems and leaves growing from a central, gray, dead trunk stands prepared in the center of the chamber. She narrows her glowing red eyes before hissing, “I don’t know who sent you meddlers, but the Whispering Way owns this place. Providing this fertile ground for Tar-Baphon’s conquest over this pathetic country will cement my rise in the ranks. Perhaps I shall have you join those ranks. Your corpses at least.”

Use the map on page 17 for this encounter.

### Levels 3–4

#### THE HEARTWOOD ROTS

Page 35, art on page 56

#### CREATURE 4

#### WEAK LESHY GHOULS (2)

Page 35, art on page 56

#### CREATURE 2

### Levels 5–6

#### THE HEARTWOOD ROTS, ENRAGED

Page 52, art on page 56

#### CREATURE 6

#### WEAK DREAD LESHY GHOULS (2)

Page 52, art on page 56

#### CREATURE 4

**Development:** The Heartwood Rots assumed this chamber would remain secret and has not hidden her coffin further. Even should she retreat into it as mist, she can be easily dispatched.

**Rewards:** Heartwood’s coffin (a planter box full of fresh soil) contains the *befouling lantern*. While it cannot be used without a specific ritual, Urwal will be very interested in it.

## Conclusion

With the source of befouling corruption gone, and the threat of the Whispering Way gaining a foothold past, the survivors take a moment to relax and catch their breath. They rally their spirits and let out a cheer.

Upon returning to the lodge, Anemone, Pattypan, and Bogs are shocked to hear what befell the sacred site. They are equally grateful to the party for their part in foiling the vampire’s scheme. Pattypan and Bogs, now doing more administrative work than adventuring, offer several treasures from their adventuring days as thanks, hoping they’ll be put to better use by the PCs.

**Rewards:** Pattypan and Bogs reward the PCs with a *wrist grappler* (*Pathfinder Lost Omens Firebrands* 82) and a *masquerade scarf*. For levels 5–6 these are instead a *clockwork wrist grappler* (*Firebrands* 82) and a *persona mask*.

## REPORTING NOTES

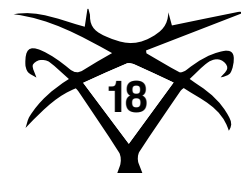
Check Box A if the PCs triggered the High Alert state. Check Box B if 3 or more leshies died in Encounter D1 or D3. Check Box C if the PCs did *not* recover the *befouling lantern*.

## PRIMARY OBJECTIVES

The PCs complete their primary objective if they reach the Compost Watch and defeat The Heartwood Rots. Doing so earns each PC 2 Reputation with their chosen faction.

## SECONDARY OBJECTIVES

The PCs complete their secondary objective if no more than a single leshy dies in encounters D1 or D3. Achieving this earns each PC 2 Reputation with their chosen faction.

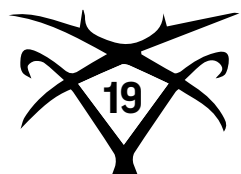


# Rotten Apples

## FACTION NOTES

**Radiant Oath:** Valais wants the Pathfinders to save all leshies possible. If no leshies die in encounters **D1** or **D3**, each PC earns 2 Reputation with the Radiant Oath.

**Verdant Wheel:** Urwal is wary of the *befouling lantern*, and the impact it can have places like the Compost Forest. Retrieving the lantern earns each PC 2 Reputation with the Verdant Wheel.



# Rotten Apples

## Appendix 1: Level 3–4 Encounters

The statistics presented in this appendix include full stat blocks for creatures and hazards appearing in this scenario. These encounters are written for four 3rd-level PCs. If your group has a different composition or size, refer to GM Basics section of the *Guide to Organized Play: Pathfinder Society* for instructions on how to use the scaling sidebars to adjust the encounters for your group.

Some scaling sidebars reference the elite or weak adjustments. Rules for these adjustments appear on page 6–7 of the *Pathfinder Monster Core*. If a creature is marked “(0)”, don’t include it in the encounter unless otherwise specified (likely from the scaling sidebars).

### ENCOUNTER A1: ROT IN THE WOODS (LEVELS 3–4)

#### ZOMBIE LESHIES (3)

#### CREATURE 1

UNCOMMON SMALL LESHY MINDLESS PLANT UNDEAD UNHOLY ZOMBIE

Variant plague zombie (*Monster Core* 356)

**Perception** +3; darkvision

**Skills** Athletics +9

**Str** +4, **Dex** –2, **Con** +3, **Int** –5, **Wis** +0, **Cha** –2

**Slow** A zombie leshy is permanently slowed 1 and can't use reactions

**AC** 13; **Fort** +6, **Ref** +3, **Will** +4

**HP** 50 (void healing); **Immunities** bleed, death effects, disease, mental, paralyzed, poison, unconscious; **Weaknesses** slashing 10, vitality 10

**Rotten Burst** (healing, void) When a zombie leshy dies, a burst of twisted primal void energy explodes from its body, restoring 1d4 Hit Points to each undead fungi or plant creature in a 30-foot emanation and killing all natural plants, though merely causing discomfort to creatures with the plant trait. This area is filled with rotten vegetation, becoming difficult terrain.

**Speed** 25 feet; glide

**Melee** ✦ fist +9, **Damage** 1d8+4 bludgeoning plus Grab and zombie rot

**Glide** ✦ (move) The zombie leshy glides gently through the air, moving 5 feet toward the ground and up to 25 feet forward. As long as the leshy spends at least 1 action gliding each round, it remains in the air at the end of each turn. For the purpose of determining damage from falls, a leaf leshy always treats falls as if they were 20 feet shorter.

**Zombie Bite** ✦ **Requirements** The zombie has a creature grabbed or restrained; **Effect** The zombie makes a jaws unarmed melee Strike against that creature with an attack modifier of +9 that deals 1d12+4 piercing damage and exposes the creature to zombie rot.

### Scaling Encounter A1

To adjust for the PCs' overall strength, use the following Challenge Point adjustments. These adjustments are not cumulative.

**10–11 Challenge Points:** Add one weak zombie leshy.

**12–13 Challenge Points:** Add one elite zombie leshy.

**14–15 Challenge Points:** Add one elite zombie leshy and one weak zombie leshy.

**16–18 Challenge Points (5+ players):** Add two elite zombie leshies.

**Zombie Rot** (disease, divine, void) An infected creature can't heal damage it takes from zombie rot until it has been cured of the disease; **Saving Throw** DC 18 Fortitude; **Stage 1** carrier with no ill effect (1 day); **Stage 2** 1d6 void damage (1 day); **Stage 3** 1d6 void damage (1 day); **Stage 4** 1d6 void damage (1 day); **Stage 5** dead, rising as a plague zombie immediately, or a zombie leshy if the creature had the leshy trait.

#### ELITE ZOMBIE LESHY (0)

#### CREATURE 2

UNCOMMON SMALL LESHY MINDLESS PLANT UNDEAD UNHOLY ZOMBIE

Variant plague zombie (*Monster Core* 356)

**Perception** +5; darkvision

**Skills** Athletics +11

**Str** +4, **Dex** –2, **Con** +3, **Int** –5, **Wis** +0, **Cha** –2

**Slow** A zombie leshy is permanently slowed 1 and can't use reactions

**AC** 15; **Fort** +8, **Ref** +5, **Will** +6

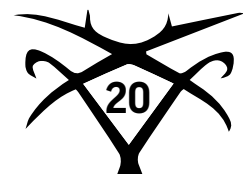
**HP** 60 (void healing); **Immunities** bleed, death effects, disease, mental, paralyzed, poison, unconscious; **Weaknesses** slashing 10, vitality 10

**Rotten Burst** (healing, void) When a zombie leshy dies, a burst of twisted primal void energy explodes from its body, restoring 1d4 Hit Points to each undead fungi or plant creature in a 30-foot emanation and killing all natural plants, though merely causing discomfort to creatures with the plant trait. This area is filled with rotten vegetation, becoming difficult terrain.

**Speed** 25 feet; glide

**Melee** ✦ fist +11, **Damage** 1d8+6 bludgeoning plus Grab and zombie rot

**Glide** ✦ (move) The zombie leshy glides gently through the air, moving 5 feet toward the ground and up to 25 feet forward. As long as the leshy spends at least 1 action gliding each round, it remains in the air at the end of each turn. For the purpose of determining damage from falls, a leaf leshy always treats falls as if they were 20 feet shorter.



# Rotten Apples

**Zombie Bite** ◆ **Requirements** The zombie has a creature grabbed or restrained; **Effect** The zombie makes a jaws unarmed melee Strike against that creature with an attack modifier of +11 that deals 1d12+6 piercing damage and exposes the creature to zombie rot.

**Zombie Rot** (disease, divine, void) An infected creature can't heal damage it takes from zombie rot until it has been cured of the disease; **Saving Throw** DC 20 Fortitude; **Stage 1** carrier with no ill effect (1 day); **Stage 2** 1d6 void damage (1 day); **Stage 3** 1d6 void damage (1 day); **Stage 4** 1d6 void damage (1 day); **Stage 5** dead, rising as a plague zombie immediately, or a zombie leshy if the creature had the leshy trait.

(1 day); **Stage 3** 1d6 void damage (1 day); **Stage 4** 1d6 void damage (1 day); **Stage 5** dead, rising as a plague zombie immediately, or a zombie leshy if the creature had the leshy trait.

## WEAK ZOMBIE LESHY (0)

## CREATURE 0

UNCOMMON SMALL LESHY MINDLESS PLANT UNDEAD UNHOLY ZOMBIE

Variant plague zombie (*Monster Core* 356)

**Perception** +1; darkvision

**Skills** Athletics +7

**Str** +4, **Dex** -2, **Con** +3, **Int** -5, **Wis** +0, **Cha** -2

**Slow** A zombie leshy is permanently slowed 1 and can't use reactions

---

**AC** 11; **Fort** +4, **Ref** +1, **Will** +2

**HP** 40 (void healing); **Immunities** bleed, death effects, disease, mental, paralyzed, poison, unconscious; **Weaknesses** slashing 10, vitality 10

**Rotten Burst** (healing, void) When a leshy ghoul dies, a burst of twisted primal void energy explodes from its body, restoring 1d4 Hit Points to each undead fungi or plant creature in a 30-foot emanation and killing all natural plants, though merely causing discomfort to creatures with the plant trait. This area is filled with rotten vegetation, becoming difficult terrain.

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**Speed** 25 feet; glide

**Melee** ◆ fist +7, **Damage** 1d8+2 bludgeoning plus Grab and zombie rot

**Glide** ◆ (move) The zombie leshy glides gently through the air, moving 5 feet toward the ground and up to 25 feet forward. As long as the leshy spends at least 1 action gliding each round, it remains in the air at the end of each turn. For the purpose of determining damage from falls, a leaf leshy always treats falls as if they were 20 feet shorter.

**Zombie Bite** ◆ **Requirements** The zombie has a creature grabbed or restrained; **Effect** The zombie makes a jaws unarmed melee Strike against that creature with an attack modifier of +7 that deals 1d12+2 piercing damage and exposes the creature to zombie rot.

**Zombie Rot** (disease, divine, void) An infected creature can't heal damage it takes from zombie rot until it has been cured of the disease; **Saving Throw** DC 16 Fortitude; **Stage 1** carrier with no ill effect (1 day); **Stage 2** 1d6 void damage



# Rotten Apples

## ENCOUNTER B1: AVOID THE PURPLE STUFF (LEVELS 3-4)

### BRIAR PATCH

### OBSTACLE 3

**Chase Points 3; Overcome** DC 20 Athletics to leap from bare patch to bare patch, DC 18 Acrobatics to carefully crawl through without getting stuck, DC 16 Fortitude save to ignore the pain and just rush through.

A large thicket of thorn bushes lies directly ahead.

### NECROMANTIC QUAGMIRE

### OBSTACLE 3

**Chase Points 3; Overcome** DC 20 Athletics to swim through the molasses-like sludge, DC 18 Perception or Survival to find bits of solid ground, DC 16 Nature or Religion to quell the foul energies, creating temporary solid ground.

The foul energies throughout the wood have congealed here in a strange stagnant swamp.

### UNDEAD VINES

### OBSTACLE 3

**Chase Points 3; Overcome** DC 18 Acrobatics or Athletics to avoid or rip away the vines as they attempt to wrap around limbs, DC 16 Nature or Religion to notice the foul energies and better avoid the hindering vines.

While not undead creatures, the vines hanging from this tree are infused with those same energies and attempt to grab and hinder everyone's progress.

### DEAD RISING

### OBSTACLE 3

**Chase Points 3; Overcome** DC 20 Athletics to break free of any grasping hands and force a path through, DC 18 Reflex save to avoid the leshy grip entirely, DC 18 Stealth to avoid drawing the risen dead's' notice, DC 16 Perception to note safe areas where corpses are not animating.

Leshy corpses are emerging from the ground all around, grabbing at legs and feet.

### CLIMB THE RIDGE

### OBSTACLE 3

**Chase Points 3; Overcome** DC 20 Perception or Survival to note good paths with natural handholds and footholds. DC 18 Athletics to climb up, DC 16 Craft to set piton and ropes into the cliff face.

The land steeply rises several dozen feet here.

### WINDING GAME TRAIL

### OBSTACLE 3

**Chase Points 3; Overcome** DC 20 Diplomacy or Performance to keep morale up despite the circumstances, DC 18 Nature or Perception to keep the trail in sight and not wander off this beaten path, DC 16 Survival to keep your bearings as you follow the trail.

The brush is denser on the ridge, but there's a game trail with thinner vegetation. It winds through the woods.

## Scaling Encounter B1

To adjust for the PCs' overall strength, use the following Challenge Point adjustment.

**12-15 Challenge Points:** Increase the DCs on all checks by 1.

**16-18 Challenge Points (5+ players):** Add 1 Chase Point to each obstacle.

### SUDDEN DROP

### OBSTACLE 3

**Chase Points 3; Overcome** DC 20 Acrobatics to just jump down and roll with it, DC 18 Athletics to carefully climb down, DC 16 Craft to set pitons and ropes, DC 16 Fortitude to ignore the pain and just rush through.

The ridge's drop is as sudden as its rise, and it drops to the banks of a deep rushing river or creek.

### RUSHING WATERS

### OBSTACLE 4

**Chase Points 3; Overcome** DC 21 Athletics to brave the waters and swim across, DC 19 Craft or Survival to create a makeshift bridge, DC 17 Nature or Perception to find calmer waters to cross.

A large thicket of thorn bushes lies directly ahead.



# Rotten Apples

## ENCOUNTER B2: SLIP THROUGH UNNOTICED (LEVELS 3-4)

### Obstacles

#### **QUIETLY THROUGH THE UNDERBRUSH** OBSTACLE 3

**Infiltration Points** 1 (individual); **Overcome** DC 18 Acrobatics, DC 20 Perception, or DC 16 Stealth.

The area of the forest here is covered in leaf litter and twigs, just waiting to make noise.

#### **AVOID THE ROAMING PATROLS** OBSTACLE 3

**Infiltration Points** 3 (group); **Overcome** DC 20 Athletics, DC 18 Stealth, or DC 16 Survival

Countless undead leshies shamble about, but the way they shift their attention in unison means that whatever plant network was used to call Anemone for help is now being used by these undead. The tree canopy, notably, receives less attention.

#### **BEFOULED MUCK** OBSTACLE 3

**Infiltration Points** 3 (group); **Overcome** DC 16 Athletics, DC 18 Nature or Religion, or DC 20 Perception

A fetid swamp stretches across the path ahead. The foul energies are palpable.

#### **AN EXPOSED CLEARING IN THE WOODS** OBSTACLE 3

**Infiltration Points** 3 (group); **Overcome** DC 18 Arcana or Nature, DC 18 Stealth, or DC 15 Will save

This clearing would be gorgeous if it weren't horribly exposed to the horde.

#### **CLIMB UNSEEN** OBSTACLE 3

**Infiltration Points** 3 (group); **Overcome** DC 18 Athletics, DC 16 Craft, DC 20 Perception, or DC 18 Stealth

A ridge rises dozens of feet. Climbing it unnoticed will not be easy.

#### **QUIETLY THROUGH THE GAME TRAILS** OBSTACLE 3

**Infiltration Points** 3 (group); **Overcome** DC 16 Nature, DC 18 Stealth, or DC 20 Survival

The brush is lessened along a small game trail. Less noise to be made, less chance of drawing notice, but the horde is still all about.

#### **CLIMB DOWN SILENTLY** OBSTACLE 3

**Infiltration Points** 3 (group); **Overcome** DC 16 Athletics, DC 18 Nature or Religion, or DC 20 Perception

What goes up must go down, and the landscape sharply descends to the banks of a river.

## Scaling Encounter B2

To adjust for the PCs' overall strength, use the following Challenge Point adjustments. These adjustments are not cumulative.

**12-15 Challenge Points:** Increase the DCs on all checks by 1.

**16-18 Challenge Points (5+ players):** Add 1 Infiltration Point to each group obstacle.

#### **ACROSS THE BEFOULED WATERS** OBSTACLE 3

**Infiltration Points** 1 (individual); **Overcome** DC 16 Athletics, DC 18 Fortitude, or DC 20 Nature or Religion, or

The void energies are noticeably weaker on the other side of this rushing water, but the water itself is foul and fetid, not to mention the strong current.

### Complications

#### **A FOUL GAZE CROSSES THE PATH** COMPLICATION 3

**Trigger** The Party earns 7 Awareness Points; **Overcome** DC 16 Deception, DC 16 Stealth, DC 18 Reflex Save, or DC 20 Acrobatics

Whatever cruel intelligence is holding sway here attempts to draw the horde's attention toward the Pathfinders. The gaze of all undead wandering about suddenly snaps toward the party, heads turning in unison.

**Success** You avoid the sudden attention.

**Failure** Some of your movement catches the eyes of the horde, and the party accrues 1 Awareness Point.

**Critical Failure** As failure, but the party accrues 2 Awareness Points.

#### **SECURITY COLLAPSE** COMPLICATION 3

**Trigger** The Party earns 10 Awareness Points.

The infiltration has failed. The horde descends upon you, whatever is behind this is clearly aware of your presence. Proceed to **Encounter B3. Horde Assault** on page 8.

# Rotten Apples

## ENCOUNTER B3: HORDE ASSAULT (LEVELS 3-4)

### ZOMBIE LESHY HORDES (2) CREATURE 2

UNCOMMON GARGANTUAN LESHY MINDLESS PLANT TROOP UNDEAD  
UNHOLY ZOMBIE

Variant shambler troop (*Bestiary* 3 302)

**Perception** +4; darkvision

**Str** +4, **Dex** -2, **Con** +3, **Int** -5, **Wis** +0, **Cha** -2

**Slow** A zombie leshy horde is permanently slowed 1 and can't use reactions

**AC** 15; **Fort** +8, **Ref** +5, **Will** +6

**HP** 60 (16 squares) (void healing); Thresholds 40 (12 squares), 20 (8 squares); **Immunities** death effects, disease, mental, paralyzed, poison, unconscious; **Weaknesses** area damage 5, slashing 5, splash damage 2, vitality 5

#### Troop Defenses

**Speed** 20 feet; troop movement

#### Form Up ◆

**Grave Tide** The zombie leshy horde is less organized than most troops. It can move into other creatures' spaces, and other creatures can move into its spaces. Its spaces are difficult terrain to other creatures.

**Shambling Onslaught** ◆ to ◆◆ **Frequency** once per round;

**Effect** The leshy zombies lash out at any enemies in their squares or within 5 feet (DC 15 basic Reflex save). The damage depends on the number of actions. ◆ 1d8+4 bludgeoning damage ◆◆ 1d8+8 bludgeoning damage

**Troop Movement** Whenever a troop Strides, it first Forms Up as a free action to condense into a 20-foot-by-20-foot area (minus any missing squares), then moves up to its Speed. This works just like a Gargantuan creature moving; for instance, if any square of the troop enters difficult terrain, the extra movement cost applies to the whole troop.

### ZOMBIE LESHIES (3) CREATURE 1

UNCOMMON SMALL LESHY MINDLESS PLANT UNDEAD UNHOLY ZOMBIE

Variant plague zombie (*Monster Core* 356)

**Perception** +3; darkvision

**Skills** Athletics +9

**Str** +4, **Dex** -2, **Con** +3, **Int** -5, **Wis** +0, **Cha** -2

**Slow** A zombie leshy is permanently slowed 1 and can't use reactions

**AC** 13; **Fort** +6, **Ref** +3, **Will** +4

**HP** 50 (void healing); **Immunities** bleed, death effects, disease, mental, paralyzed, poison, unconscious; **Weaknesses** slashing 10, vitality 10

**Rotten Burst** (healing, void) When a zombie leshy dies, a burst of twisted primal void energy explodes from its body, restoring 1d4 Hit Points to each undead fungi or plant creature in a 30-foot emanation and killing all natural plants, though merely causing discomfort to creatures with

## Scaling Encounter B3

To adjust for the PCs' overall strength, use the following Challenge Point adjustments. These adjustments are not cumulative.

**10-11 Challenge Points:** Replace all three zombie leshies with elite zombie leshies.

**12-13 Challenge Points:** Replace all three zombie leshies with elite zombie leshies and add one elite zombie leshy.

**14-15 Challenge Points:** Replace both zombie leshy hordes with elite zombie leshy hordes, replace all 3 zombie leshies with elite zombie leshies, and add one leshy ghoul.

**16-18 Challenge Points (5+ players):** Replace both zombie leshy hordes with elite zombie leshy hordes, replace two zombie leshies with leshy ghouls, and add one elite leshy ghoul.

the plant trait. This area is filled with rotten vegetation, becoming difficult terrain.

**Speed** 25 feet; glide

**Melee** ◆ fist +9, **Damage** 1d8+4 bludgeoning plus Grab and zombie rot

**Glide** ◆ (move) The zombie leshy glides gently through the air, moving 5 feet toward the ground and up to 25 feet forward. As long as the leshy spends at least 1 action gliding each round, it remains in the air at the end of each turn. For the purpose of determining damage from falls, a leaf leshy always treats falls as if they were 20 feet shorter.

**Zombie Bite** ◆ **Requirements** The zombie has a creature grabbed or restrained; **Effect** The zombie makes a jaws unarmed melee Strike against that creature with an attack modifier of +9 that deals 1d12+4 piercing damage and exposes the creature to zombie rot.

**Zombie Rot** (disease, divine, void) An infected creature can't heal damage it takes from zombie rot until it has been cured of the disease; **Saving Throw** DC 18 Fortitude; **Stage 1** carrier with no ill effect (1 day); **Stage 2** 1d6 void damage (1 day); **Stage 3** 1d6 void damage (1 day); **Stage 4** 1d6 void damage (1 day); **Stage 5** dead, rising as a plague zombie immediately, or a zombie leshy if the creature had the leshy trait.

### ELITE LESHY GHOUL (0) CREATURE 4

UNCOMMON SMALL FUNGUS GHOUL LESHY UNDEAD UNHOLY

**Perception** +9; darkvision

**Languages** Common, Fey, Necril; *Speak with plants* (fungi only)

**Skills** Athletics +9, Nature +9, Stealth +11

**Str** +2, **Dex** +4, **Con** +2, **Int** -1, **Wis** +2, **Cha** +0



# Rotten Apples

**AC** 22; **Fort** +11, **Ref** +13, **Will** +9

**HP** 45, **Immunities** bleed, death effects, disease, paralyzed, poison, unconscious

**Rotten Burst** (healing, void) When a leshy ghoul dies, a burst of twisted primal void energy explodes from its body, restoring 2d8 Hit Points to each undead fungi or plant creature in a 30-foot emanation and killing all natural plants, though merely causing discomfort to creatures with the plant trait. This area is filled with rotten vegetation, becoming difficult terrain.

**Stench** (aura, olfactory) 10 feet, DC 17

**Speed** 25 feet, burrow 5 feet

**Melee** ✦ jaws +13, **Damage** 1d8+5 piercing

**Melee** ✦ claws +13 (agile, finesse), **Damage** 1d6+5 slashing plus Grab

**Ranged** ✦ spore pod +13 (range increment 30 feet), **Damage** 1d6+5 bludgeoning plus spores

**Primal Innate Spells** DC 19; **Constant** (3rd) *speak with plants* (fungi only)

**Change Shape** ✦ (concentrate, polymorph, primal) The leshy ghoul transforms into a Small giant mushroom or patch of fungi. This ability otherwise uses the effects of *one with plants*.

**Consume Flesh** ✦ (manipulate); **Requirements** The ghoul is adjacent to the corpse of a creature that died within the last hour; **Effect** The ghoul devours a chunk of the corpse and regains 3d6 Hit Points.

**Ghoul Whispers** ✦ (auditory, linguistic, occult) **Requirement** A grabbed, paralyzed, restrained, or unconscious creature is within the ghoul's reach; **Effect** The ghoul whispers dark thoughts and vile cravings into the creature's ears. The creature must save against the forbidden cravings curse.

**Forbidden Cravings** (curse) **Saving Throw** Will DC 22 **Stage 1** carrier with no ill effects (1 day); **Stage 2** 2d6 void damage and the target is sickened 1 until it consumes raw meat (1 day); **Stage 3** as stage 2; **Stage 4** as stage 2 unless the target has consumed raw meat in the past 24 hours, then it takes 4d6 void damage and is sickened 2 until it consumes raw meat; **Stage 5** if the creature has eaten raw meat in the past 24 hours, it dies and rises as a ghoul, if not, it returns to stage 4

**Grave Knowledge** (occult) Survival +12 (see *GM Core* 162)

**Spore Cloud** ✦✦ (poison) A leshy ghoul can unleash a cloud of spores that irritates the eyes and throats of non-fungus creatures in a 15-foot emanation. Each creature must succeed at a DC 19 Fortitude save or take 1 persistent poison damage. A creature has its vision reduced as long as the persistent damage continues and can see only within 20 feet.

**Spores** A creature that takes damage from a fungus leshy's spore pod Strike must attempt a saving throw with the same DC and effect as its Spore Cloud ability.

**Swift Leap** ✦ (move) The ghoul jumps up to half its Speed. This movement doesn't trigger reactions.

## ELITE ZOMBIE LESHY (0)

## CREATURE 2

UNCOMMON SMALL LESHY MINDLESS PLANT UNDEAD UNHOLY ZOMBIE

Variant plague zombie (*Monster Core* 356)

**Perception** +5; darkvision

**Skills** Athletics +11

**Str** +4, **Dex** -2, **Con** +3, **Int** -5, **Wis** +0, **Cha** -2

**Slow** A zombie leshy is permanently slowed 1 and can't use reactions

**AC** 15; **Fort** +8, **Ref** +5, **Will** +6

**HP** 60 (void healing); **Immunities** bleed, death effects, disease, mental, paralyzed, poison, unconscious; **Weaknesses** slashing 10, vitality 10

**Rotten Burst** (healing, void) When a zombie leshy dies, a burst of twisted primal void energy explodes from its body, restoring 1d4 Hit Points to each undead fungi or plant creature in a 30-foot emanation and killing all natural plants, though merely causing discomfort to creatures with the plant trait. This area is filled with rotten vegetation, becoming difficult terrain.

**Speed** 25 feet; glide

**Melee** ✦ fist +11, **Damage** 1d8+6 bludgeoning plus Grab and zombie rot

**Glide** ✦ (move) The zombie leshy glides gently through the air, moving 5 feet toward the ground and up to 25 feet forward. As long as the leshy spends at least 1 action gliding each round, it remains in the air at the end of each turn. For the purpose of determining damage from falls, a leaf leshy always treats falls as if they were 20 feet shorter.

**Zombie Bite** ✦ **Requirements** The zombie has a creature grabbed or restrained; **Effect** The zombie makes a jaws unarmed melee Strike against that creature with an attack modifier of +11 that deals 1d12+6 piercing damage and exposes the creature to zombie rot.

**Zombie Rot** (disease, divine, void) An infected creature can't heal damage it takes from zombie rot until it has been cured of the disease; **Saving Throw** DC 20 Fortitude; **Stage 1** carrier with no ill effect (1 day); **Stage 2** 1d6 void damage (1 day); **Stage 3** 1d6 void damage (1 day); **Stage 4** 1d6 void damage (1 day); **Stage 5** dead, rising as a plague zombie immediately, or a zombie leshy if the creature had the leshy trait.

## ELITE ZOMBIE LESHY HORDE (0)

## CREATURE 3

UNCOMMON GARGANTUAN LESHY MINDLESS PLANT TROOP UNDEAD UNHOLY ZOMBIE

Variant shambler troop (*Bestiary* 3 302)

**Perception** +6; darkvision

**Str** +4, **Dex** -2, **Con** +3, **Int** -5, **Wis** +0, **Cha** -2

**Slow** A zombie leshy horde is permanently slowed 1 and can't use reactions

**AC** 17; **Fort** +10, **Ref** +7, **Will** +8

**HP** 70 (16 squares) (void healing); Thresholds 46 (12 squares), 23 (8 squares); **Immunities** death effects, disease, mental,



# Rotten Apples

paralyzed, poison, unconscious; **Weaknesses** area damage 5, slashing 5, splash damage 2, vitality 5

## Troop Defenses

**Speed** 20 feet; troop movement

## Form Up

**Grave Tide** The zombie leshy horde is less organized than most troops. It can move into other creatures' spaces, and other creatures can move into its spaces. Its spaces are difficult terrain to other creatures.

**Shambling Onslaught** to **Frequency** once per round; **Effect** The leshy zombies lash out at any enemies in their squares or within 5 feet (DC 17 basic Reflex save). The damage depends on the number of actions. ♦ 1d8+6 bludgeoning damage ♦♦ 1d8+10 bludgeoning damage

**Troop Movement** Whenever a troop Strides, it first Forms Up as a free action to condense into a 20-foot-by-20-foot area (minus any missing squares), then moves up to its Speed. This works just like a Gargantuan creature moving; for instance, if any square of the troop enters difficult terrain, the extra movement cost applies to the whole troop.

## LESHY GHOUL (O)

## CREATURE 3

UNCOMMON SMALL FUNGUS GHOUL LESHY UNDEAD UNHOLY

**Perception** +7; darkvision

**Languages** Common, Fey, Necril; *Speak with Plants* (fungi only)

**Skills** Athletics +7, Nature +7, Stealth +9

**Str** +2, **Dex** +4, **Con** +2, **Int** -1, **Wis** +2, **Cha** +0

**AC** 20; **Fort** +9, **Ref** +11, **Will** +7

**HP** 30, **Immunities** bleed, death effects, disease, paralyzed, poison, unconscious

**Rotten Burst** (healing, void) When a leshy ghoul dies, a burst of twisted primal void energy explodes from its body, restoring 2d8 Hit Points to each undead fungi or plant creature in a 30-foot emanation and killing all natural plants, though merely causing discomfort to creatures with the plant trait. This area is filled with rotten vegetation, becoming difficult terrain.

**Stench** (aura, olfactory) 10 feet, DC 17

**Speed** 25 feet, burrow 5 feet

**Melee** ♦ jaws +11, **Damage** 1d8+3 piercing

**Melee** ♦ claws +11 (agile, finesse), **Damage** 1d6+3 slashing plus Grab

**Ranged** ♦ spore pod +11 (range increment 30 feet), **Damage** 1d6+3 bludgeoning plus spores

**Primal Innate Spells** DC 17; **Constant** (3rd) *Speak with Plants* (fungi only)

**Change Shape** ♦ (concentrate, polymorph, primal) The leshy ghoul transforms into a Small giant mushroom or patch of fungi. This ability otherwise uses the effects of *one with plants*.

**Consume Flesh** ♦ (manipulate); **Requirements** The ghoul is adjacent to the corpse of a creature that died within the last hour; **Effect** The ghoul devours a chunk of the corpse and regains 2d6 Hit Points.

**Ghoul Whispers** ♦ (auditory, linguistic, occult) **Requirement** A grabbed, paralyzed, restrained, or unconscious creature is within the ghoul's reach; **Effect** The ghoul whispers dark thoughts and vile cravings into the creature's ears. The creature must save against the forbidden cravings curse.

**Forbidden Cravings** (curse) **Saving Throw** Will DC 20 **Stage 1** carrier with no ill effects (1 day); **Stage 2** 2d6 void damage and the target is sickened 1 until it consumes raw meat (1 day); **Stage 3** as stage 2; **Stage 4** as stage 2 unless the target has consumed raw meat in the past 24 hours, then it takes 4d6 void damage and is sickened 2 until it consumes raw meat; **Stage 5** if the creature has eaten raw meat in the past 24 hours, it dies and rises as a ghoul, if not, it returns to stage 4

**Grave Knowledge** (occult) Survival +10 (see *GM Core* 162)

**Spore Cloud** ♦♦ (poison) A leshy ghoul can unleash a cloud of spores that irritates the eyes and throats of non-fungus creatures in a 15-foot emanation. Each creature must succeed at a DC 17 Fortitude save or take 1 persistent poison damage. A creature has its vision reduced as long as the persistent damage continues and can see only within 20 feet.

**Spores** A creature that takes damage from a fungus leshy's spore pod Strike must attempt a saving throw with the same DC and effect as its Spore Cloud ability.

**Swift Leap** ♦ (move) The ghoul jumps up to half its Speed. This movement doesn't trigger reactions.



# Rotten Apples

## ENCOUNTER C1: SOMETHING ROTTEN (LEVELS 3-4)

### LESHY GHOULS (2)

### CREATURE 3

UNCOMMON SMALL FUNGUS GHOUL LESHY UNDEAD UNHOLY

**Perception** +7; darkvision

**Languages** Common, Fey, Necril; *speaks with plants* (fungi only)

**Skills** Athletics +7, Nature +7, Stealth +9

**Str** +2, **Dex** +4, **Con** +2, **Int** -1, **Wis** +2, **Cha** +0

**AC** 20; **Fort** +9, **Ref** +11, **Will** +7

**HP** 30, **Immunities** bleed, death effects, disease, paralyzed, poison, unconscious

**Rotten Burst** (healing, void) When a leshy ghoul dies, a burst of twisted primal void energy explodes from its body, restoring 2d8 Hit Points to each undead fungi or plant creature in a 30-foot emanation and killing all natural plants, though merely causing discomfort to creatures with the plant trait. This area is filled with rotten vegetation, becoming difficult terrain.

**Stench** (aura, olfactory) 10 feet, DC 17

**Speed** 25 feet, burrow 5 feet

**Melee** ✦ jaws +11, **Damage** 1d8+3 piercing

**Melee** ✦ claws +11 (agile, finesse), **Damage** 1d6+3 slashing plus Grab

**Ranged** ✦ spore pod +11 (range increment 30 feet), **Damage** 1d6+3 bludgeoning plus spores

**Primal Innate Spells** DC 17; Constant (3rd) *speaks with plants* (fungi only)

**Change Shape** ✦ (concentrate, polymorph, primal) The leshy ghoul transforms into a Small giant mushroom or patch of fungi. This ability otherwise uses the effects of *one with plants*.

**Consume Flesh** ✦ (manipulate); **Requirements** The ghoul is adjacent to the corpse of a creature that died within the last hour; **Effect** The ghoul devours a chunk of the corpse and regains 2d6 Hit Points.

**Ghoul Whispers** ✦ (auditory, linguistic, occult) **Requirement** A grabbed, paralyzed, restrained, or unconscious creature is within the ghoul's reach; **Effect** The ghoul whispers dark thoughts and vile cravings into the creature's ears. The creature must save against the forbidden cravings curse.

**Forbidden Cravings** (curse) **Saving Throw** Will DC 20 **Stage 1** carrier with no ill effects (1 day); **Stage 2** 2d6 void damage and the target is sickened 1 until it consumes raw meat (1 day); **Stage 3** as stage 2; **Stage 4** as stage 2 unless the target has consumed raw meat in the past 24 hours, then it takes 4d6 void damage and is sickened 2 until it consumes raw meat; **Stage 5** if the creature has eaten raw meat in the past 24 hours, it dies and rises as a ghoul, if not, it returns to stage 4

**Grave Knowledge** (occult) Survival +10 (see *GM Core* 162)

## Scaling Encounter C1

To adjust for the PCs' overall strength, use the following Challenge Point adjustments. These adjustments are not cumulative.

**10-11 Challenge Points:** Add one zombie leshy.

**12-13 Challenge Points:** Add one leshy ghoul.

**14-15 Challenge Points:** Add two weak leshy ghouls.

**16-18 Challenge Points (5+ players):** Add two leshy ghouls.

**Spore Cloud** ✦ (poison) A leshy ghoul can unleash a cloud of spores that irritates the eyes and throats of non-fungus creatures in a 15-foot emanation. Each creature must succeed at a DC 17 Fortitude save or take 1 persistent poison damage. A creature has its vision reduced as long as the persistent damage continues and can see only within 20 feet.

**Spores** A creature that takes damage from a fungus leshy's spore pod Strike must attempt a saving throw with the same DC and effect as its Spore Cloud ability.

**Swift Leap** ✦ (move) The ghoul jumps up to half its Speed. This movement doesn't trigger reactions.

### WEAK LESHY GHOUL (0)

### CREATURE 2

UNCOMMON SMALL FUNGUS GHOUL LESHY UNDEAD UNHOLY

**Perception** +5; darkvision

**Languages** Common, Fey, Necril; *speaks with plants* (fungi only)

**Skills** Athletics +5, Nature +5, Stealth +7

**Str** +2, **Dex** +4, **Con** +2, **Int** -1, **Wis** +2, **Cha** +0

**AC** 18; **Fort** +7, **Ref** +9, **Will** +5

**HP** 15, **Immunities** bleed, death effects, disease, paralyzed, poison, unconscious

**Rotten Burst** (healing, void) When a leshy ghoul dies, a burst of twisted primal void energy explodes from its body, restoring 2d8 Hit Points to each undead fungi or plant creature in a 30-foot emanation and killing all natural plants, though merely causing discomfort to creatures with the plant trait. This area is filled with rotten vegetation, becoming difficult terrain.

**Stench** (aura, olfactory) 10 feet, DC 17

**Speed** 25 feet, burrow 5 feet

**Melee** ✦ jaws +9, **Damage** 1d8+1 piercing

**Melee** ✦ claws +9 (agile, finesse), **Damage** 1d6+1 slashing plus Grab

**Ranged** ✦ spore pod +9 (range increment 30 feet), **Damage** 1d6+1 bludgeoning plus spores

**Primal Innate Spells** DC 15; Constant (3rd) *speaks with plants* (fungi only)



# Rotten Apples

**Change Shape** ◆ (concentrate, polymorph, primal) The leshy ghouls transform into a Small giant mushroom or patch of fungi. This ability otherwise uses the effects of *one with plants*.

**Consume Flesh** ◆ (manipulate); **Requirements** The ghouls is adjacent to the corpse of a creature that died within the last hour; **Effect** The ghouls devours a chunk of the corpse and regains 1d6 Hit Points.

**Ghouls Whispers** ◆ (auditory, linguistic, occult) **Requirement** A grabbed, paralyzed, restrained, or unconscious creature is within the ghouls's reach; **Effect** The ghouls whispers dark thoughts and vile cravings into the creature's ears. The creature must save against the forbidden cravings curse.

**Forbidden Cravings** (curse) **Saving Throw** Will DC 18 **Stage 1** carrier with no ill effects (1 day); **Stage 2** 2d6 void damage and the target is sickened 1 until it consumes raw meat (1 day); **Stage 3** as stage 2; **Stage 4** as stage 2 unless the target has consumed raw meat in the past 24 hours, then it takes 4d6 void damage and is sickened 2 until it consumes raw meat; **Stage 5** if the creature has eaten raw meat in the past 24 hours, it dies and rises as a ghouls, if not, it returns to stage 4

**Grave Knowledge** (occult) Survival +8 (see *GM Core* 162)

**Spore Cloud** ◆◆ (poison) A leshy ghouls can unleash a cloud of spores that irritates the eyes and throats of non-fungus creatures in a 15-foot emanation. Each creature must succeed at a DC 15 Fortitude save or take 1 persistent poison damage. A creature has its vision reduced as long as the persistent damage continues and can see only within 20 feet.

**Spores** A creature that takes damage from a fungus leshy's spore pod Strike must attempt a saving throw with the same DC and effect as its Spore Cloud ability.

**Swift Leap** ◆ (move) The ghouls jumps up to half its Speed. This movement doesn't trigger reactions.

plant creature in a 30-foot emanation and killing all natural plants, though merely causing discomfort to creatures with the plant trait. This area is filled with rotten vegetation, becoming difficult terrain.

**Speed** 25 feet; glide

**Melee** ◆ fist +9, **Damage** 1d8+4 bludgeoning plus Grab and zombie rot

**Glide** ◆ (move) The zombie leshy glides gently through the air, moving 5 feet toward the ground and up to 25 feet forward. As long as the leshy spends at least 1 action gliding each round, it remains in the air at the end of each turn. For the purpose of determining damage from falls, a leaf leshy always treats falls as if they were 20 feet shorter.

**Zombie Bite** ◆ **Requirements** The zombie has a creature grabbed or restrained; **Effect** The zombie makes a jaws unarmed melee Strike against that creature with an attack modifier of +9 that deals 1d12+4 piercing damage and exposes the creature to zombie rot.

**Zombie Rot** (disease, divine, void) An infected creature can't heal damage it takes from zombie rot until it has been cured of the disease; **Saving Throw** DC 18 Fortitude; **Stage 1** carrier with no ill effect (1 day); **Stage 2** 1d6 void damage (1 day); **Stage 3** 1d6 void damage (1 day); **Stage 4** 1d6 void damage (1 day); **Stage 5** dead, rising as a plague zombie immediately, or a zombie leshy if the creature had the leshy trait.

## ZOMBIE LESHY (0)

## CREATURE 1

UNCOMMON SMALL LESHY MINDLESS PLANT UNDEAD UNHOLY ZOMBIE

Variant Plague Zombie (*Monster Core* 356)

**Perception** +3; darkvision

**Skills** Athletics +9

**Str** +4, **Dex** -2, **Con** +3, **Int** -5, **Wis** +0, **Cha** -2

**Slow** A zombie leshy is permanently slowed 1 and can't use reactions

**AC** 13; **Fort** +6, **Ref** +3, **Will** +4

**HP** 50 (void healing); **Immunities** bleed, death effects, disease, mental, paralyzed, poison, unconscious; **Weaknesses** slashing 10, vitality 10

**Rotten Burst** (healing, void) When a zombie leshy dies, a burst of twisted primal void energy explodes from its body, restoring 1d4 Hit Points to each undead fungi or



# Rotten Apples

## ENCOUNTER C2: FOUL WATERS (LEVELS 3-4)

### FOUL FONTS (2)

### HAZARD 3

RARE COMPLEX MAGICAL TRAP UNHOLY VOID

**Stealth** +10 (trained)


**Description** The font is hidden just under the water's surface. It spews foul brown sludge into the pristine waters, leaving them reeking and polluted as they move downstream. It can be reached without swimming, but not without getting wet.

**Disable** DC 17 Nature (trained) to draw upon the suppressed Primal energies of this place to cleanse the font, DC 23 Religion (expert) to suppress the void energies, DC 20 Thievery to undo the magic sigils allowing the font to operate; two total successes are required to disable the font.


**AC** 19; **Fort** +14, **Ref** +6, **Will** +12

**Hardness** 10; **HP** 45; **Immunities** critical hits, object immunities, precision damage; **Weaknesses** vitality 5

**Void Infused** The foul font can take vitality damage, even though its an object and would normally be immune

**Spew Foulness**  (divine, unholy, void) **Trigger** One or more creatures touches the water within 10 feet of the foul font; **Effect** The font fires off a Void Geyser, causing a rain of foul water. The font then rolls for initiative.

**Routine** (2 actions) The foul font uses its actions each turn to spew a single void geyser.


**Void Geyser**  (divine, unholy, void) The font shoots its foul brown sludge into the air, and it rains down upon all creatures within 15 feet that aren't completely submerged. Each of those creatures takes 3d8 void damage (DC 20 basic Reflex save). In addition, those that take damage from the font must make a DC 20 Fortitude save.

**Critical Success** The target cannot be sickened by the font for 1 minute.

**Success** The target is unaffected.

**Failure** The target is sickened 1.

**Critical Failure** The target is sickened 2.

**Foul Waters**  Any creature that is submerged downstream (east) is automatically exposed to Spew Foulness at the start of its turn or when it enters those waters, except the damage is reduced with a basic Fortitude save instead of Reflex.

**Reset** The foul font deactivates 1 minute after all creatures leave the area but resets immediately thereafter.

## Scaling Encounter

To adjust for the PCs' overall strength, use the following Challenge Point adjustments. These adjustments are not cumulative.

**10-11 Challenge Points:** Deactivating the font requires three successful checks.

**12-13 Challenge Points:** Deactivating the font requires three successful checks. Increase the font's AC, attack modifiers, DCs, saving throws, and Stealth modifier by 1; increase the damage of its Spew Foulness activity by 4; and add 10 HP to the haunt.

**14-15 Challenge Points:** Deactivating the font requires four successful checks.

**16-18 Challenge Points (5+ players):** Deactivating the font requires four successful checks. Increase the font's AC, attack modifiers, DCs, saving throws, and Stealth modifier by 2; increase the damage of its Spew Foulness activity by 8; and add 20 HP to the font.



# Rotten Apples

## ENCOUNTER D1: ZOMBIES ABOUT TOWN (LEVELS 3-4)

### ELITE ZOMBIE LESHY HORDE (2) CREATURE 3

UNCOMMON GARGANTUAN LESHY MINDLESS PLANT TROOP UNDEAD  
UNHOLY ZOMBIE

Variant shambler troop (*Bestiary* 3 302)

**Perception** +6; darkvision

**Str** +4, **Dex** -2, **Con** +3, **Int** -5, **Wis** +0, **Cha** -2

**Slow** A zombie leshy horde is permanently slowed 1 and can't use reactions

**AC** 17; **Fort** +10, **Ref** +7, **Will** +8

**HP** 70 (16 squares) (void healing); **Thresholds** 46 (12 squares), 23 (8 squares); **Immunities** death effects, disease, mental, paralyzed, poison, unconscious; **Weaknesses** area damage 5, slashing 5, splash damage 2, vitality 5

#### Troop Defenses

**Speed** 20 feet; troop movement

#### Form Up ◆

**Grave Tide** The zombie leshy horde is less organized than most troops. It can move into other creatures' spaces, and other creatures can move into its spaces. Its spaces are difficult terrain to other creatures.

**Shambling Onslaught** ◆ to ◆◆ **Frequency** once per round;

**Effect** The leshy zombies lash out at any enemies in their squares or within 5 feet (DC 17 basic Reflex save). The damage depends on the number of actions. ◆ 1d8+6 bludgeoning damage ◆◆ 1d8+10 bludgeoning damage

**Troop Movement** Whenever a troop Strides, it first Forms Up as a free action to condense into a 20-foot-by-20-foot area (minus any missing squares), then moves up to its Speed. This works just like a Gargantuan creature moving; for instance, if any square of the troop enters difficult terrain, the extra movement cost applies to the whole troop.

### ELITE ZOMBIE LESHY (0) CREATURE 2

UNCOMMON SMALL LESHY MINDLESS PLANT UNDEAD UNHOLY ZOMBIE

Variant plague zombie (*Monster Core* 356)

**Perception** +5; darkvision

**Skills** Athletics +11

**Str** +4, **Dex** -2, **Con** +3, **Int** -5, **Wis** +0, **Cha** -2

**Slow** A zombie leshy is permanently slowed 1 and can't use reactions

**AC** 15; **Fort** +8, **Ref** +5, **Will** +6

**HP** 60 (void healing); **Immunities** bleed, death effects, disease, mental, paralyzed, poison, unconscious; **Weaknesses** slashing 10, vitality 10

**Rotten Burst** (healing, void) When a zombie leshy dies, a burst of twisted primal void energy explodes from its body, restoring 1d4 Hit Points to each undead fungi or plant creature in a 30-foot emanation and killing all natural plants, though merely causing discomfort to creatures with

## Scaling Encounter D1

To adjust for the PCs' overall strength, use the following Challenge Point adjustments. These adjustments are not cumulative.

**10-11 Challenge Points:** Add one zombie leshy.

**12-13 Challenge Points:** Add two zombie leshies.

**14-15 Challenge Points:** Add two elite zombie leshies.

**16-18 Challenge Points (5+ players):** Add two elite zombie leshies and one zombie leshy.

the plant trait. This area is filled with rotten vegetation, becoming difficult terrain.

**Speed** 25 feet; glide

**Melee** ◆ fist +11, **Damage** 1d8+6 bludgeoning plus Grab and zombie rot

**Glide** ◆ (move) The zombie leshy glides gently through the air, moving 5 feet toward the ground and up to 25 feet forward. As long as the leshy spends at least 1 action gliding each round, it remains in the air at the end of each turn. For the purpose of determining damage from falls, a leaf leshy always treats falls as if they were 20 feet shorter.

**Zombie Bite** ◆ **Requirements** The zombie has a creature grabbed or restrained; **Effect** The zombie makes a jaws unarmed melee Strike against that creature with an attack modifier of +11 that deals 1d12+6 piercing damage and exposes the creature to zombie rot.

**Zombie Rot** (disease, divine, void) An infected creature can't heal damage it takes from zombie rot until it has been cured of the disease; **Saving Throw** DC 20 Fortitude; **Stage 1** carrier with no ill effect (1 day); **Stage 2** 1d6 void damage (1 day); **Stage 3** 1d6 void damage (1 day); **Stage 4** 1d6 void damage (1 day); **Stage 5** dead, rising as a plague zombie immediately, or a zombie leshy if the creature had the leshy trait.

### ZOMBIE LESHY (0) CREATURE 1

UNCOMMON SMALL LESHY MINDLESS PLANT UNDEAD UNHOLY ZOMBIE

Variant plague zombie (*Monster Core* 356)

**Perception** +3; darkvision

**Skills** Athletics +9

**Str** +4, **Dex** -2, **Con** +3, **Int** -5, **Wis** +0, **Cha** -2

**Slow** A zombie leshy is permanently slowed 1 and can't use reactions

**AC** 13; **Fort** +6, **Ref** +3, **Will** +4

**HP** 50 (void healing); **Immunities** bleed, death effects, disease, mental, paralyzed, poison, unconscious; **Weaknesses** slashing 10, vitality 10



# Rotten Apples

**Rotten Burst** (healing, void) When a zombie leshy dies, a burst of twisted primal void energy explodes from its body, restoring 1d4 Hit Points to each undead fungi or plant creature in a 30-foot emanation and killing all natural plants, though merely causing discomfort to creatures with the plant trait. This area is filled with rotten vegetation, becoming difficult terrain.

**Speed** 25 feet; glide

**Melee** ✦ fist +9, Damage 1d8+4 bludgeoning plus Grab and zombie rot

**Glide** ✦ (move) The zombie leshy glides gently through the air, moving 5 feet toward the ground and up to 25 feet forward. As long as the leshy spends at least 1 action gliding each round, it remains in the air at the end of each turn. For the purpose of determining damage from falls, a leaf leshy always treats falls as if they were 20 feet shorter.

**Zombie Bite** ✦ **Requirements** The zombie has a creature grabbed or restrained; **Effect** The zombie makes a jaws unarmed melee Strike against that creature with an attack modifier of +9 that deals 1d12+4 piercing damage and exposes the creature to zombie rot.

**Zombie Rot** (disease, divine, void) An infected creature can't heal damage it takes from zombie rot until it has been cured of the disease; **Saving Throw** DC 18 Fortitude; **Stage 1** carrier with no ill effect (1 day); **Stage 2** 1d6 void damage (1 day); **Stage 3** 1d6 void damage (1 day); **Stage 4** 1d6 void damage (1 day); **Stage 5** dead, rising as a plague zombie immediately, or a zombie leshy if the creature had the leshy trait.



# Rotten Apples

## ENCOUNTER D2: SOURCE OF THE ROT (LEVELS 3-4)

### THE HEARTWOOD ROTS

### CREATURE 4

UNIQUE SMALL LESHY PLANT UNDEAD UNHOLY VAMPIRE

Variant vampire servitor (*Monster Core* 336)

**Perception** +12; darkvision

**Languages** Common, Fey, Necril; *speaks with plants*

**Skills** Acrobatics +11, Athletics +9, Intimidation +8, Nature +11, Religion +11, Stealth +12

**Str** +3, **Dex** +5, **Con** +1, **Int** -1, **Wis** +3, **Cha** +2

**AC** 22; **Fort** +9, **Ref** +13, **Will** +11

**HP** 40, (coffin restoration, fast healing 5, void healing);

**Immunities** death effects, disease, paralyzed, poison, sleep;

**Resistances** physical 5 (except silver)

**Rotten Burst** (healing, void) When The Heartwood Rots dies, a burst of primal void energy explodes from her body, restoring 2d8 Hit Points to each undead fungi or plant creature in a 30-foot emanation and killing all natural plants, though merely causing discomfort to creatures with the plant trait. This area is filled with rotten vegetation, becoming difficult terrain.

**Vampire Vulnerabilities** (GM Core 334)

**Speed** 25 feet, climb 25 feet

**Melee** ✦ claw +14 (agile), **Damage** 1d8+6 slashing plus Grab

**Drink Blood** ✦ (divine) When drinking blood, The Heartwood Rots regains 5 HP.

**Primal Innate Spells** DC 21; **Constant** (3rd) *speaks with plants*

**Sneak Attack** The Heartwood Rots deals 1d6 extra precision damage to off-guard creatures.

### ZOMBIE LESHY

### CREATURE 1

UNCOMMON SMALL LESHY MINDLESS PLANT UNDEAD UNHOLY ZOMBIE

Variant plague zombie (*Monster Core* 356)

**Perception** +3; darkvision

**Skills** Athletics +9

**Str** +4, **Dex** -2, **Con** +3, **Int** -5, **Wis** +0, **Cha** -2

**Slow** A zombie leshy is permanently slowed 1 and can't use reactions

**AC** 13; **Fort** +6, **Ref** +3, **Will** +4

**HP** 50 (void healing); **Immunities** bleed, death effects, disease, mental, paralyzed, poison, unconscious; **Weaknesses** slashing 10, vitality 10

**Rotten Burst** (healing, void) When a zombie leshy dies, a burst of twisted primal void energy explodes from its body, restoring 1d4 Hit Points to each undead fungi or plant creature in a 30-foot emanation and killing all natural plants, though merely causing discomfort to creatures with the plant trait. This area is filled with rotten vegetation, becoming difficult terrain.

**Speed** 25 feet; glide

**Melee** ✦ fist +9, **Damage** 1d8+4 bludgeoning plus Grab and zombie rot

## Scaling Encounter D2

To adjust for the PCs' overall strength, use the following Challenge Point adjustments. These adjustments are not cumulative.

**10-11 Challenge Points:** Add one zombie leshy.

**12-13 Challenge Points:** Replace the zombie leshy with an elite zombie leshy and add one elite zombie leshy.

**14-15 Challenge Points:** Add two elite zombie leshies.

**16-18 Challenge Points (5+ players):** replace The Heartwood Rots with The Heartwood Rots, Elite and add two elite zombie leshies.

**Glide** ✦ (move) The zombie leshy glides gently through the air, moving 5 feet toward the ground and up to 25 feet forward. As long as the leshy spends at least 1 action gliding each round, it remains in the air at the end of each turn. For the purpose of determining damage from falls, a leaf leshy always treats falls as if they were 20 feet shorter.

**Zombie Bite** ✦ **Requirements** The zombie has a creature grabbed or restrained; **Effect** The zombie makes a jaws unarmed melee Strike against that creature with an attack modifier of +9 that deals 1d12+4 piercing damage and exposes the creature to zombie rot.

**Zombie Rot** (disease, divine, void) An infected creature can't heal damage it takes from zombie rot until it has been cured of the disease; **Saving Throw** DC 18 Fortitude; **Stage 1** carrier with no ill effect (1 day); **Stage 2** 1d6 void damage (1 day); **Stage 3** 1d6 void damage (1 day); **Stage 4** 1d6 void damage (1 day); **Stage 5** dead, rising as a plague zombie immediately, or a zombie leshy if the creature had the leshy trait.

### ELITE ZOMBIE LESHY (0)

### CREATURE 2

UNCOMMON SMALL LESHY MINDLESS PLANT UNDEAD UNHOLY ZOMBIE

Variant plague zombie (*Monster Core* 356)

**Perception** +5; darkvision

**Skills** Athletics +11

**Str** +4, **Dex** -2, **Con** +3, **Int** -5, **Wis** +0, **Cha** -2

**Slow** A zombie leshy is permanently slowed 1 and can't use reactions

**AC** 15; **Fort** +8, **Ref** +5, **Will** +6

**HP** 60 (void healing); **Immunities** bleed, death effects, disease, mental, paralyzed, poison, unconscious; **Weaknesses** slashing 10, vitality 10

**Rotten Burst** (healing, void) When a zombie leshy dies, a burst of twisted primal void energy explodes from its body, restoring 1d4 Hit Points to each undead fungi or



# Rotten Apples

plant creature in a 30-foot emanation and killing all natural plants, though merely causing discomfort to creatures with the plant trait. This area is filled with rotten vegetation, becoming difficult terrain.

**Speed** 25 feet; glide

**Melee** ✦ fist +11, **Damage** 1d8+6 bludgeoning plus Grab and zombie rot

**Glide** ✦ (move) The zombie leshy glides gently through the air, moving 5 feet toward the ground and up to 25 feet forward. As long as the leshy spends at least 1 action gliding each round, it remains in the air at the end of each turn. For the purpose of determining damage from falls, a leaf leshy always treats falls as if they were 20 feet shorter.

**Zombie Bite** ✦ **Requirements** The zombie has a creature grabbed or restrained; **Effect** The zombie makes a jaws unarmed melee Strike against that creature with an attack modifier of +11 that deals 1d12+6 piercing damage and exposes the creature to zombie rot.

**Zombie Rot** (disease, divine, void) An infected creature can't heal damage it takes from zombie rot until it has been cured of the disease; **Saving Throw** DC 20 Fortitude; **Stage 1** carrier with no ill effect (1 day); **Stage 2** 1d6 void damage (1 day); **Stage 3** 1d6 void damage (1 day); **Stage 4** 1d6 void damage (1 day); **Stage 5** dead, rising as a plague zombie immediately, or a zombie leshy if the creature had the leshy trait.

## THE HEARTWOOD ROTS, ELITE (0) CREATURE 5

UNIQUE SMALL LESHY PLANT UNDEAD UNHOLY VAMPIRE

Variant vampire servitor (*Monster Core* 336)

**Perception** +14; darkvision

**Languages** Common, Fey, Necril; *speaks with plants*

**Skills** Acrobatics +13, Athletics +11, Intimidation +10, Nature +13, Religion +13, Stealth +14

**Str** +3, **Dex** +5, **Con** +1, **Int** -1, **Wis** +3, **Cha** +2

**AC** 24; **Fort** +11, **Ref** +15, **Will** +13

**HP** 55, (coffin restoration, fast healing 5, void healing);

**Immunities** death effects, disease, paralyzed, poison, sleep;

**Resistances** physical 5 (except silver)

**Rotten Burst** (healing, void) When The Heartwood Rots dies, a burst of primal void energy explodes from her body, restoring 2d8 Hit Points to each undead fungi or plant creature in a 30-foot emanation and killing all natural plants, though merely causing discomfort to creatures with the plant trait. This area is filled with rotten vegetation, becoming difficult terrain.

**Vampire Vulnerabilities** (*GM Core* 334)

**Speed** 25 feet, climb 25 feet

**Melee** ✦ claw +16 (agile), **Damage** 1d8+8 slashing plus Grab

**Drink Blood** ✦ (divine) When drinking blood, The Heartwood Rots regains 5 HP.

**Primal Innate Spells** DC 21; **Constant** (3rd) *speaks with plants*

**Sneak Attack** The Heartwood Rots deals 1d6 extra precision damage to off-guard creatures.



# Rotten Apples

## ENCOUNTER D3: THE ROT, AWARE (LEVELS 3-4)

### WEAK ZOMBIE LESHY HORDES (4) CREATURE 1

UNCOMMON	GARGANTUAN	LESHY	MINDLESS	PLANT	TROOP	UNDEAD
UNHOLY	ZOMBIE					

Variant shambler troop (*Bestiary* 3 302)

**Perception** +2; darkvision

**Str** +4, **Dex** -2, **Con** +3, **Int** -5, **Wis** +0, **Cha** -2

**Slow** A zombie leshy horde is permanently slowed 1 and can't use reactions

**AC** 13; **Fort** +6, **Ref** +3, **Will** +4

**HP** 50 (16 squares) (void healing); Thresholds 32 (12 squares), 16 (8 squares); **Immunities** death effects, disease, mental, paralyzed, poison, unconscious; **Weaknesses** area damage 5, slashing 5, splash damage 2, vitality 5

#### Troop Defenses

**Speed** 20 feet; troop movement

#### Form Up ◆

**Grave Tide** The zombie leshy horde is less organized than most troops. It can move into other creatures' spaces, and other creatures can move into its spaces. Its spaces are difficult terrain to other creatures.

**Shambling Onslaught** ◆ to ◆◆ **Frequency** once per round;

**Effect** The leshy zombies lash out at any enemies in their squares or within 5 feet (DC 13 basic Reflex save). The damage depends on the number of actions. ◆ 1d8+2 bludgeoning damage ◆◆ 1d8+6 bludgeoning damage

**Troop Movement** Whenever a troop Strides, it first Forms Up as a free action to condense into a 20-foot-by-20-foot area (minus any missing squares), then moves up to its Speed. This works just like a Gargantuan creature moving; for instance, if any square of the troop enters difficult terrain, the extra movement cost applies to the whole troop.

### ELITE ZOMBIE LESHY HORDE (0) CREATURE 3

UNCOMMON	GARGANTUAN	LESHY	MINDLESS	PLANT	TROOP	UNDEAD
UNHOLY	ZOMBIE					

Variant shambler troop (*Bestiary* 3 302)

**Perception** +6; darkvision

**Str** +4, **Dex** -2, **Con** +3, **Int** -5, **Wis** +0, **Cha** -2

**Slow** A zombie leshy horde is permanently slowed 1 and can't use reactions

**AC** 17; **Fort** +10, **Ref** +7, **Will** +8

**HP** 70 (16 squares) (void healing); Thresholds 46 (12 squares), 23 (8 squares); **Immunities** death effects, disease, mental, paralyzed, poison, unconscious; **Weaknesses** area damage 5, slashing 5, splash damage 2, vitality 5

#### Troop Defenses

**Speed** 20 feet; troop movement

#### Form Up ◆

## Scaling Encounter D3

To adjust for the PCs' overall strength, use the following Challenge Point adjustments. These adjustments are not cumulative.

**10-11 Challenge Points:** Replace one weak zombie leshy horde with an elite zombie leshy horde.

**12-13 Challenge Points:** Replace two weak zombie leshy hordes with elite zombie leshy hordes.

**14-15 Challenge Points:** Replace three weak zombie leshy hordes with elite zombie leshy hordes.

**16-18 Challenge Points (5+ players):** Replace all four weak zombie leshy hordes with elite zombie leshy hordes.

**Grave Tide** The zombie leshy horde is less organized than most troops. It can move into other creatures' spaces, and other creatures can move into its spaces. Its spaces are difficult terrain to other creatures.

**Shambling Onslaught** ◆ to ◆◆ **Frequency** once per round;

**Effect** The leshy zombies lash out at any enemies in their squares or within 5 feet (DC 17 basic Reflex save). The damage depends on the number of actions. ◆ 1d8+6 bludgeoning damage ◆◆ 1d8+10 bludgeoning damage

**Troop Movement** Whenever a troop Strides, it first Forms Up as a free action to condense into a 20-foot-by-20-foot area (minus any missing squares), then moves up to its Speed. This works just like a Gargantuan creature moving; for instance, if any square of the troop enters difficult terrain, the extra movement cost applies to the whole troop.

# Rotten Apples

## ENCOUNTER D4: THE ROT HAS SPREAD (LEVELS 3-4)

### THE HEARTWOOD ROTS

### CREATURE 4

UNIQUE SMALL LESHY PLANT UNDEAD UNHOLY VAMPIRE

Variant vampire servitor (*Monster Core* 336)

**Perception** +12; darkvision

**Languages** Common, Fey, Necril; *speaks with plants*

**Skills** Acrobatics +11, Athletics +9, Intimidation +8, Nature +11, Religion +11, Stealth +12

**Str** +3, **Dex** +5, **Con** +1, **Int** -1, **Wis** +3, **Cha** +2

**AC** 22; **Fort** +9, **Ref** +13, **Will** +11

**HP** 40, (coffin restoration, fast healing 5, void healing);

**Immunities** death effects, disease, paralyzed, poison, sleep;

**Resistances** physical 5 (except silver)

**Rotten Burst** (healing, void) When a the Heartwood Rots dies, a burst of twisted primal void energy explodes from her body, restoring 2d8 Hit Points to each undead fungi or plant creature in a 30-foot emanation and killing all natural plants, though merely causing discomfort to creatures with the plant trait. This area is filled with rotten vegetation, becoming difficult terrain.

**Vampire Vulnerabilities** (*GM Core* 334)

**Speed** 25 feet, climb 25 feet

**Melee** ✦ claw +14 (agile), **Damage** 1d8+6 slashing plus Grab

**Drink Blood** ✦ (divine) When drinking blood, The Heartwood Rots regains 5 HP.

**Primal Innate Spells** DC 21; **Constant** (3rd) *speaks with plants*

**Sneak Attack** The Heartwood Rots deals 1d6 extra precision damage to off-guard creatures.

### WEAK LESHY GHOULS (2)

### CREATURE 2

UNCOMMON SMALL FUNGUS GHOUL LESHY UNDEAD UNHOLY

**Perception** +5; darkvision

**Languages** Common, Fey, Necril; *speaks with plants* (fungi only)

**Skills** Athletics +5, Nature +5, Stealth +7

**Str** +2, **Dex** +4, **Con** +2, **Int** -1, **Wis** +2, **Cha** +0

**AC** 18; **Fort** +7, **Ref** +9, **Will** +5

**HP** 15, **Immunities** bleed, death effects, disease, paralyzed, poison, unconscious

**Rotten Burst** (healing, void) When a leshy ghoul dies, a burst of twisted primal void energy explodes from its body, restoring 2d8 Hit Points to each undead fungi or plant creature in a 30-foot emanation and killing all natural plants, though merely causing discomfort to creatures with the plant trait. This area is filled with rotten vegetation, becoming difficult terrain.

**Stench** (aura, olfactory) 10 feet, DC 17

**Speed** 25 feet, burrow 5 feet

**Melee** ✦ jaws +9, **Damage** 1d8+1 piercing

**Melee** ✦ claws +9 (agile, finesse), **Damage** 1d6+1 slashing plus Grab

## Scaling Encounter D4

To adjust for the PCs' overall strength, use the following Challenge Point adjustments. These adjustments are not cumulative.

**10-11 Challenge Points:** Add one weak leshy ghoul.

**12-13 Challenge Points:** Add two weak leshy ghouls.

**14-15 Challenge Points:** Replace The Heartwood Rots with The Heartwood Rots, Elite, and add one leshy ghoul and one weak leshy ghoul.

**16-18 Challenge Points (5+ players):** Replace The Heartwood Rots with The Heartwood Rots, Elite, and add one elite leshy ghoul and one leshy ghoul.

**Ranged** ✦ spore pod +9 (range increment 30 feet), **Damage** 1d6+1 bludgeoning plus spores

**Primal Innate Spells** DC 15; **Constant** (3rd) *speaks with plants* (fungi only)

**Change Shape** ✦ (concentrate, polymorph, primal) The leshy ghoul transforms into a Small giant mushroom or patch of fungi. This ability otherwise uses the effects of *one with plants*.

**Consume Flesh** ✦ (manipulate); as page 27, 1d6 HP

**Ghoul Whispers** ✦ (auditory, linguistic, occult) as page 27, DC 18

**Grave Knowledge** (occult) as page 27, Survival +8

**Spore Cloud** ✦✦ (poison) A leshy ghoul can unleash a cloud of spores that irritates the eyes and throats of non-fungus creatures in a 15-foot emanation. Each creature must succeed at a DC 15 Fortitude save or take 1 persistent poison damage. A creature has its vision reduced as long as the persistent damage continues and can see only within 20 feet.

**Spores** A creature that takes damage from a fungus leshy's spore pod Strike must attempt a saving throw with the same DC and effect as its Spore Cloud ability.

**Swift Leap** ✦ (move) The ghoul jumps up to half its Speed. This movement doesn't trigger reactions.

### ELITE LESHY GHOUL (0)

### CREATURE 4

UNCOMMON SMALL FUNGUS GHOUL LESHY UNDEAD UNHOLY

**Perception** +9; darkvision

**Languages** Common, Fey, Necril; *speaks with plants* (fungi only)

**Skills** Athletics +9, Nature +9, Stealth +11

**Str** +2, **Dex** +4, **Con** +2, **Int** -1, **Wis** +2, **Cha** +0

**AC** 22; **Fort** +11, **Ref** +13, **Will** +9

**HP** 45, **Immunities** bleed, death effects, disease, paralyzed, poison, unconscious



# Rotten Apples

**Rotten Burst** (healing, void) When a leshy ghoul dies, a burst of twisted primal void energy explodes from its body, restoring 2d8 Hit Points to each undead fungi or plant creature in a 30-foot emanation and killing all natural plants, though merely causing discomfort to creatures with the plant trait. This area is filled with rotten vegetation, becoming difficult terrain.

**Stench** (aura, olfactory) 10 feet, DC 17

**Speed** 25 feet, burrow 5 feet

**Melee** ✦ jaws +13, **Damage** 1d8+5 piercing

**Melee** ✦ claws +13 (agile, finesse), **Damage** 1d6+5 slashing plus Grab

**Ranged** ✦ spore pod +13 (range increment 30 feet), **Damage** 1d6+5 bludgeoning plus spores

**Primal Innate Spells** DC 19; **Constant** (3rd) *Speak with plants* (fungi only)

**Change Shape** ✦ (concentrate, polymorph, primal) The leshy ghoul transforms into a Small giant mushroom or patch of fungi. This ability otherwise uses the effects of *one with plants*.

**Consume Flesh** ✦ (manipulate); as page 25, 3d6 HP

**Ghoul Whispers** ✦ (auditory, linguistic, occult) as page 25, DC 22

**Grave Knowledge** (occult) as page 25, Survival +12

**Spore Cloud** ✦✦ (poison) A leshy ghoul can unleash a cloud of spores that irritates the eyes and throats of non-fungus creatures in a 15-foot emanation. Each creature must succeed at a DC 19 Fortitude save or take 1 persistent poison damage. A creature has its vision reduced as long as the persistent damage continues and can see only within 20 feet.

**Spores** A creature that takes damage from a fungus leshy's spore pod Strike must attempt a saving throw with the same DC and effect as its Spore Cloud ability.

**Swift Leap** ✦ (move) The ghoul jumps up to half its Speed. This movement doesn't trigger reactions.

## LESHY GHOUL (0)

## CREATURE 3

UNCOMMON SMALL FUNGUS GHOUL LESHY UNDEAD UNHOLY

**Perception** +7; darkvision

**Languages** Common, Fey, Necril; *Speak with plants* (fungi only)

**Skills** Athletics +7, Nature +7, Stealth +9

**Str** +2, **Dex** +4, **Con** +2, **Int** -1, **Wis** +2, **Cha** +0

**AC** 20; **Fort** +9, **Ref** +11, **Will** +7

**HP** 30, **Immunities** bleed, death effects, disease, paralyzed, poison, unconscious

**Rotten Burst** (healing, void) When a leshy ghoul dies, a burst of twisted primal void energy explodes from its body, restoring 2d8 Hit Points to each undead fungi or plant creature in a 30-foot emanation and killing all natural plants, though merely causing discomfort to creatures with the plant trait. This area is filled with rotten vegetation, becoming difficult terrain.

**Stench** (aura, olfactory) 10 feet, DC 17

**Speed** 25 feet, burrow 5 feet

**Melee** ✦ jaws +11, **Damage** 1d8+3 piercing

**Melee** ✦ claws +11 (agile, finesse), **Damage** 1d6+3 slashing plus Grab

**Ranged** ✦ spore pod +11 (range increment 30 feet), **Damage** 1d6+3 bludgeoning plus spores

**Primal Innate Spells** DC 17; **Constant** (3rd) *Speak with plants* (fungi only)

**Change Shape** ✦ (concentrate, polymorph, primal) The leshy ghoul transforms into a Small giant mushroom or patch of fungi. This ability otherwise uses the effects of *one with plants*.

**Consume Flesh** ✦ (manipulate); as page 27, 2d6 HP

**Ghoul Whispers** ✦ (auditory, linguistic, occult) as page 27, DC 20

**Grave Knowledge** (occult) as page 27, Survival +10

**Spore Cloud** ✦✦ (poison) A leshy ghoul can unleash a cloud of spores that irritates the eyes and throats of non-fungus creatures in a 15-foot emanation. Each creature must succeed at a DC 17 Fortitude save or take 1 persistent poison damage. A creature has its vision reduced as long as the persistent damage continues and can see only within 20 feet.

**Spores** A creature that takes damage from a fungus leshy's spore pod Strike must attempt a saving throw with the same DC and effect as its Spore Cloud ability.

**Swift Leap** ✦ (move) The ghoul jumps up to half its Speed. This movement doesn't trigger reactions.

## THE HEARTWOOD ROTS, ELITE (0)

## CREATURE 5

UNIQUE SMALL LESHY PLANT UNDEAD UNHOLY VAMPIRE

Variant vampire servitor (*Monster Core* 336)

**Perception** +14; darkvision

**Languages** Common, Fey, Necril; *Speak with plants*

**Skills** Acrobatics +13, Athletics +11, Intimidation +10, Nature +13, Religion +13, Stealth +14

**Str** +3, **Dex** +5, **Con** +1, **Int** -1, **Wis** +3, **Cha** +2

**AC** 24; **Fort** +11, **Ref** +15, **Will** +13

**HP** 55, (coffin restoration, fast healing 5, void healing);

**Immunities** death effects, disease, paralyzed, poison, sleep;

**Resistances** physical 5 (except silver)

**Rotten Burst** (healing, void) When a the Heartwood Rots dies, a burst of twisted primal void energy explodes from her body, restoring 2d8 Hit Points to each undead fungi or plant creature in a 30-foot emanation and killing all natural plants, though merely causing discomfort to creatures with the plant trait. This area is filled with rotten vegetation, becoming difficult terrain.

**Vampire Vulnerabilities** (*GM Core* 334)

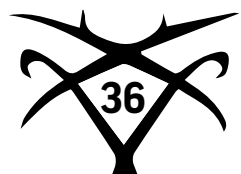
**Speed** 25 feet, climb 25 feet

**Melee** ✦ claw +16 (agile), **Damage** 1d8+8 slashing plus Grab

**Drink Blood** ✦ (divine) When drinking blood, The Heartwood Rots regains 5 HP.

**Primal Innate Spells** DC 21; **Constant** (3rd) *Speak with plants*

**Sneak Attack** The Heartwood Rots deals 1d6 extra precision damage to off-guard creatures.



# Rotten Apples

## Appendix 2: Level 5–6 Encounters

The statistics presented in this appendix include full stat blocks for creatures and hazards appearing in this scenario. These encounters are written for four 5th-level PCs. If your group has a different composition or size, refer to GM Basics section of the *Guide to Organized Play: Pathfinder Society* for instructions on how to use the scaling sidebars to adjust the encounters for your group.

Some scaling sidebars reference the elite or weak adjustments. Rules for these adjustments appear on page 6–7 of the *Pathfinder Monster Core*. If a creature is marked “(0)”, don’t include it in the encounter unless otherwise specified (likely from the scaling sidebars).

### ENCOUNTER A1: INTO THE WOODS (LEVELS 5–6)

#### DREAD ZOMBIE LESHIES (3) CREATURE 3

UNCOMMON SMALL LESHY MINDLESS PLANT UNDEAD UNHOLY ZOMBIE

**Perception** +5; darkvision

**Skills** Athletics +12

**Str** +5, **Dex** –2, **Con** +4, **Int** –5, **Wis** +1, **Cha** –2

**Slow** A zombie leshy is permanently slowed 1 and can’t use reactions

**AC** 16; **Fort** +8, **Ref** +5, **Will** +6

**HP** 90 (void healing); **Immunities** bleed, death effects, disease, mental, paralyzed, poison, unconscious; **Weaknesses** slashing 10, vitality 10

**Rotten Burst** (healing) When a zombie leshy dies, a burst of twisted primal void energy explodes from its body, restoring 1d8 Hit Points to each undead fungi or plant creature in a 30-foot emanation and killing all natural plants, though merely causing discomfort to creatures with the plant trait. This area is filled with rotten vegetation, becoming difficult terrain.

**Speed** 25 feet; glide

**Melee** ✦ fist +12, Damage 1d12+8 bludgeoning plus Grab and zombie rot

**Glide** ✦ (move) The zombie leshy glides gently through the air, moving 5 feet toward the ground and up to 25 feet forward. As long as the leshy spends at least 1 action gliding each round, it remains in the air at the end of each turn. For the purpose of determining damage from falls, a leaf leshy always treats falls as if they were 20 feet shorter.

**Zombie Bite** ✦ **Requirements** The zombie has a creature grabbed or restrained; **Effect** The zombie makes a jaws unarmed melee Strike against that creature with an attack modifier of +12 that deals 2d12+8 piercing damage and exposes the creature to zombie rot.

**Zombie Rot** (disease, divine, void) An infected creature can’t heal damage it takes from zombie rot until it has been cured of the disease; **Saving Throw** DC 21 Fortitude; **Stage 1** carrier

### Scaling Encounter A1

To adjust for the PCs’ overall strength, use the following Challenge Point adjustments. These adjustments are not cumulative.

**19–22 Challenge Points:** Add one weak dread zombie leshy.

**23–27 Challenge Points:** Add two weak dread zombie leshies.

**28–32 Challenge Points:** Add one elite dread zombie leshy and one weak dread zombie leshy.

**33+ Challenge Points:** Add two elite dread zombie leshies.

with no ill effect (1 day); **Stage 2** 1d6 void damage (1 day); **Stage 3** 1d6 void damage (1 day); **Stage 4** 1d6 void damage (1 day); **Stage 5** dead, rising as a plague zombie immediately, or a zombie leshy if the creature had the leshy trait.

#### ELITE DREAD ZOMBIE LESHY (0) CREATURE 4

UNCOMMON SMALL LESHY MINDLESS PLANT UNDEAD UNHOLY ZOMBIE

**Perception** +7; darkvision

**Skills** Athletics +14

**Str** +5, **Dex** –2, **Con** +4, **Int** –5, **Wis** +1, **Cha** –2

**Slow** A zombie leshy is permanently slowed 1 and can’t use reactions

**AC** 18; **Fort** +10, **Ref** +7, **Will** +8

**HP** 105 (void healing); **Immunities** bleed, death effects, disease, mental, paralyzed, poison, unconscious; **Weaknesses** slashing 10, vitality 10

**Rotten Burst** (healing, void) When a zombie leshy dies, a burst of twisted primal void energy explodes from its body, restoring 1d8 Hit Points to each undead fungi or plant creature in a 30-foot emanation and killing all natural plants, though merely causing discomfort to creatures with the plant trait. This area is filled with rotten vegetation, becoming difficult terrain.

**Speed** 25 feet; glide

**Melee** ✦ fist +14, Damage 1d12+10 bludgeoning plus Grab and zombie rot

**Glide** ✦ (move) The zombie leshy glides gently through the air, moving 5 feet toward the ground and up to 25 feet forward. As long as the leshy spends at least 1 action gliding each round, it remains in the air at the end of each turn. For the purpose of determining damage from falls, a leaf leshy always treats falls as if they were 20 feet shorter.

**Zombie Bite** ✦ **Requirements** The zombie has a creature grabbed or restrained; **Effect** The zombie makes a jaws unarmed melee Strike against that creature with an attack



# Rotten Apples

modifier of +14 that deals 2d12+10 piercing damage and exposes the creature to zombie rot.

**Zombie Rot** (disease, divine, void) An infected creature can't heal damage it takes from zombie rot until it has been cured of the disease; **Saving Throw** DC 23 Fortitude; **Stage 1** carrier with no ill effect (1 day); **Stage 2** 1d6 void damage (1 day); **Stage 3** 1d6 void damage (1 day); **Stage 4** 1d6 void damage (1 day); **Stage 5** dead, rising as a plague zombie immediately, or a zombie leshy if the creature had the leshy trait.

## WEAK DREAD ZOMBIE LESHY (0) CREATURE 2

UNCOMMON SMALL LESHY MINDLESS PLANT UNDEAD UNHOLY ZOMBIE

**Perception** +3; darkvision

**Skills** Athletics +10

**Str** +5, **Dex** -2, **Con** +4, **Int** -5, **Wis** +1, **Cha** -2

**Slow** A zombie leshy is permanently slowed 1 and can't use reactions

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**AC** 14; **Fort** +6, **Ref** +3, **Will** +4

**HP** 75 (void healing); **Immunities** bleed, death effects, disease, mental, paralyzed, poison, unconscious; **Weaknesses** slashing 10, vitality 10

**Rotten Burst** (healing, void) When a zombie leshy dies, a burst of twisted primal void energy explodes from its body, restoring 1d8 Hit Points to each undead fungi or plant creature in a 30-foot emanation and killing all natural plants, though merely causing discomfort to creatures with the plant trait. This area is filled with rotten vegetation, becoming difficult terrain.

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**Speed** 25 feet; glide

**Melee** ✦ fist +10, Damage 1d12+6 bludgeoning plus Grab and zombie rot

**Glide** ✦ (move) The zombie leshy glides gently through the air, moving 5 feet toward the ground and up to 25 feet forward. As long as the leshy spends at least 1 action gliding each round, it remains in the air at the end of each turn. For the purpose of determining damage from falls, a leaf leshy always treats falls as if they were 20 feet shorter.

**Zombie Bite** ✦ **Requirements** The zombie has a creature grabbed or restrained; **Effect** The zombie makes a jaws unarmed melee Strike against that creature with an attack modifier of +10 that deals 2d12+6 piercing damage and exposes the creature to zombie rot.

**Zombie Rot** (disease, divine, void) An infected creature can't heal damage it takes from zombie rot until it has been cured of the disease; **Saving Throw** DC 19 Fortitude; **Stage 1** carrier with no ill effect (1 day); **Stage 2** 1d6 void damage (1 day); **Stage 3** 1d6 void damage (1 day); **Stage 4** 1d6 void damage (1 day); **Stage 5** dead, rising as a plague zombie immediately, or a zombie leshy if the creature had the leshy trait.

# Rotten Apples

## ENCOUNTER B1: AVOID THE PURPLE STUFF (LEVELS 5-6)

### BRIAR PATCH

### OBSTACLE 5

**Chase Points** 3; **Overcome** DC 22 Athletics to leap from bare patch to bare patch, DC 20 Acrobatics to carefully crawl through without getting stuck, DC 18 Fortitude save to ignore the pain and just rush through.

A large thicket of thorn bushes lies directly ahead.

### NECROMANTIC QUAGMIRE

### OBSTACLE 5

**Chase Points** 3; **Overcome** DC 22 Athletics to swim through the molasses-like sludge, DC 20 Perception or Survival to find bits of solid ground, DC 18 Nature or Religion to quell the foul energies, creating temporary solid ground.

The foul energies throughout the wood have congealed here in a strange stagnant swamp.

### UNDEAD VINES

### OBSTACLE 5

**Chase Points** 3; **Overcome** DC 20 Acrobatics or Athletics to avoid or rip away the vines as they attempt to wrap around limbs, DC 18 Nature or Religion to notice the foul energies and better avoid the hindering vines.

While not undead creatures, the vines hanging from this tree are infused with those same energies and attempt to grab and hinder everyone's progress.

### DEAD RISING

### OBSTACLE 5

**Chase Points** 3; **Overcome** DC 22 Athletics to break free of any grasping hands and force a path through, DC 20 Reflex save to avoid the leshy grip entirely, DC 20 Stealth to avoid drawing the risen dead's' notice, DC 18 Perception to note safe areas where corpses are not animating.

Leshy corpses are emerging from the ground all around, grabbing at legs and feet.

### CLIMB THE RIDGE

### OBSTACLE 5

**Chase Points** 3; **Overcome** DC 22 Perception or Survival to note good paths with natural handholds and footholds, DC 20 Athletics to climb up, DC 18 Craft to set pitons and ropes into the cliff face.

The land steeply rises several dozen feet here.

### WINDING GAME TRAIL

### OBSTACLE 5

**Chase Points** 3; **Overcome** DC 22 Diplomacy or Performance to keep morale up despite the circumstances, DC 20 Nature or Perception to keep the trail in sight and not wander off this beaten path, DC 18 Survival to keep your bearings as you follow the trail.

The brush is denser on the ridge, but there's a game trail with thinner vegetation. It winds through the woods.

## Scaling Encounter B1

To adjust for the PCs' overall strength, use the following Challenge Point adjustment.

**23-32 Challenge Points:** Increase the DCs on all checks by 1.

**33+ Challenge Points:** Add 1 Chase Point to each obstacle.

### SUDDEN DROP

### OBSTACLE 5

**Chase Points** 3; **Overcome** DC 22 Acrobatics to just jump down and roll with it, DC 20 Athletics to carefully climb down, DC 18 Craft to set pitons and ropes, DC 18 Fortitude to ignore the pain and just rush through.

The ridge's drop is as sudden as its rise, and it drops to the banks of a deep rushing river or creek.

### RUSHING WATERS

### OBSTACLE 6

**Chase Points** 3; **Overcome** DC 24 Athletics to brave the waters and swim across, DC 22 Craft or Survival to create a makeshift bridge, DC 20 Nature or Perception to find calmer waters to cross.

A large thicket of thorn bushes lies directly ahead.



# Rotten Apples

## ENCOUNTER B2: SLIP THROUGH UNNOTICED (LEVELS 5-6)

### Obstacles

#### **QUIETLY THROUGH THE UNDERBRUSH** OBSTACLE 5

**Infiltration Points** 1 (individual); **Overcome** DC 20 Acrobatics, DC 22 Perception, or DC 18 Stealth.

The area of the forest here is covered in leaf litter and twigs, just waiting to make noise.

#### **AVOID THE ROAMING PATROLS** OBSTACLE 5

**Infiltration Points** 3 (group); **Overcome** DC 22 Athletics, DC 20 Stealth, or DC 18 Survival

Countless undead leshies shamble about, but the way they shift their attention in unison means that whatever plant network was used to call Anemone for help is now being used by these undead. The tree canopy, notably, receives less attention.

#### **BEFOULED MUCK** OBSTACLE 5

**Infiltration Points** 3 (group); **Overcome** DC 18 Athletics, DC 20 Nature or Religion, or DC 22 Perception

A fetid swamp stretches across the path ahead. The foul energies are palpable.

#### **AN EXPOSED CLEARING IN THE WOODS** OBSTACLE 5

**Infiltration Points** 3 (group); **Overcome** DC 20 Arcana or Nature, DC 20 Stealth, or DC 17 Will save

This clearing would be gorgeous if it weren't horribly exposed to the horde.

#### **CLIMB UNSEEN** OBSTACLE 5

**Infiltration Points** 3 (group); **Overcome** DC 20 Athletics, DC 18 Craft, DC 22 Perception, or DC 20 Stealth

A ridge rises dozens of feet. Climbing it unnoticed will not be easy.

#### **QUIETLY THROUGH THE GAME TRAILS** OBSTACLE 5

**Infiltration Points** 3 (group); **Overcome** DC 18 Nature, DC 20 Stealth, or DC 22 Survival

The brush is lessened along a small game trail. Less noise to be made, less chance of drawing notice, but the horde is still all about.

#### **CLIMB DOWN SILENTLY** OBSTACLE 5

**Infiltration Points** 3 (group); **Overcome** DC 18 Athletics, DC 20 Nature or Religion, or DC 22 Perception

What goes up must go down, and the landscape sharply descends to the banks of a river.

## Scaling Encounter B2

To adjust for the PCs' overall strength, use the following Challenge Point adjustments. These adjustments are not cumulative.

**23-32 Challenge Points:** Increase the DCs on all checks by 1.

**33+ Challenge Points:** Add 1 Infiltration Point to each group obstacle.

#### **ACROSS THE BEFOULED WATERS** OBSTACLE 5

**Infiltration Points** 1 (individual); **Overcome** DC 18 Athletics, DC 20 Fortitude, DC 22 or Nature or Religion

The void energies are noticeably weaker on the other side of this rushing water, but the water itself is foul and fetid, not to mention the strong current.

### Complications

#### **A FOUL GAZE CROSSES THE PATH** COMPLICATION 5

**Trigger** The Party earns 7 Awareness Points; **Overcome** DC 18 Deception, DC 18 Stealth, DC 20 Reflex Save, or DC 22 Acrobatics

Whatever cruel intelligence is holding sway here attempts to draw the horde's attention toward the Pathfinders. The gaze of all undead wandering about suddenly snaps toward the party, heads turning in unison.

**Success** You avoid the sudden attention.

**Failure** Some of your movement catches the eyes of the horde, and the party accrues 1 Awareness Point.

**Critical Failure** As failure, but the party accrues 2 Awareness Points.

#### **SECURITY COLLAPSE** COMPLICATION 5

**Trigger** The Party earns 10 Awareness Points.

The infiltration has failed. The horde descends upon you, whatever is behind this is clearly aware of your presence. Proceed to **Encounter B3. Horde Assault** on page 8.



# Rotten Apples

## ENCOUNTER B3: HORDE ASSAULT (LEVELS 5-6)

### DREAD ZOMBIE LESHY HORDE (2) CREATURE 4

UNCOMMON GARGANTUAN LESHY MINDLESS PLANT TROOP UNDEAD  
UNHOLY ZOMBIE

Variant shambler troop (*Bestiary* 3 302)

**Perception** +7; darkvision

**Str** +5, **Dex** -2, **Con** +4, **Int** -5, **Wis** +1, **Cha** -2

**Slow** A zombie leshy horde is permanently slowed 1 and can't use reactions

**AC** 18; **Fort** +11, **Ref** +8, **Will** +9

**HP** 90 (16 squares) (void healing); **Thresholds** 60 (12 squares), 30 (8 squares); **Immunities** death effects, disease, mental, paralyzed, poison, unconscious; **Weaknesses** area damage 5, slashing 5, splash damage 2, vitality 5

#### Troop Defenses

**Speed** 20 feet; troop movement

#### Form Up ◆

**Grave Tide** The zombie leshy horde is less organized than most troops. It can move into other creatures' spaces, and other creatures can move into its spaces. Its spaces are difficult terrain to other creatures.

**Shambling Onslaught** ◆ to ◆◆ **Frequency** once per round;

**Effect** The leshy zombies lash out at any enemies in their squares or within 5 feet (DC 18 basic Reflex save). The damage depends on the number of actions. ◆ 1d12+5 bludgeoning damage ◆◆ 1d12+10 bludgeoning damage

**Troop Movement** Whenever a troop Strides, it first Forms Up as a free action to condense into a 20-foot-by-20-foot area (minus any missing squares), then moves up to its Speed. This works just like a Gargantuan creature moving; for instance, if any square of the troop enters difficult terrain, the extra movement cost applies to the whole troop.

### DREAD ZOMBIE LESHIES (3) CREATURE 3

UNCOMMON SMALL LESHY MINDLESS PLANT UNDEAD UNHOLY ZOMBIE

**Perception** +5; darkvision

**Skills** Athletics +12

**Str** +5, **Dex** -2, **Con** +4, **Int** -5, **Wis** +1, **Cha** -2

**Slow** A zombie leshy is permanently slowed 1 and can't use reactions

**AC** 16; **Fort** +8, **Ref** +5, **Will** +6

**HP** 90 (void healing); **Immunities** bleed, death effects, disease, mental, paralyzed, poison, unconscious; **Weaknesses** slashing 10, vitality 10

**Rotten Burst** (healing, void) When a zombie leshy dies, a burst of primal void energy explodes from its body, restoring 1d8 Hit Points to each undead fungi or plant creature in a 30-foot emanation and killing all natural plants, though merely causing discomfort to creatures with the plant trait. This area is filled with rotten vegetation, becoming difficult terrain.

## Scaling Encounter B3

To adjust for the PCs' overall strength, use the following Challenge Point adjustments. These adjustments are not cumulative.

**19-22 Challenge Points:** Replace all three dread zombie leshies with elite dread zombie leshies.

**23-27 Challenge Points:** Replace all three dread zombie leshies with elite dread zombie leshies and add one elite dread zombie leshy.

**28-32 Challenge Points:** Replace both dread zombie leshy hordes with elite dread zombie leshy hordes, replace all 3 dread zombie leshies with elite dread zombie leshies, and add one dread leshy ghoul.

**33+ Challenge Points:** Replace both dread zombie leshy hordes with elite dread zombie leshy hordes, replace the dread zombie leshies with four dread leshy ghouls.

**Speed** 25 feet; glide

**Melee** ◆ fist +12, Damage 1d12+8 bludgeoning plus Grab and zombie rot

**Glide** ◆ (move) The zombie leshy glides gently through the air, moving 5 feet toward the ground and up to 25 feet forward. As long as the leshy spends at least 1 action gliding each round, it remains in the air at the end of each turn. For the purpose of determining damage from falls, a leaf leshy always treats falls as if they were 20 feet shorter.

**Zombie Bite** ◆ **Requirements** The zombie has a creature grabbed or restrained; **Effect** The zombie makes a jaws unarmed melee Strike against that creature with an attack modifier of +12 that deals 2d12+8 piercing damage and exposes the creature to zombie rot.

**Zombie Rot** (disease, divine, void) An infected creature can't heal damage it takes from zombie rot until it has been cured of the disease; **Saving Throw** DC 21 Fortitude; **Stage 1** carrier with no ill effect (1 day); **Stage 2** 1d6 void damage (1 day); **Stage 3** 1d6 void damage (1 day); **Stage 4** 1d6 void damage (1 day); **Stage 5** dead, rising as a plague zombie immediately, or a zombie leshy if the creature had the leshy trait.

### ELITE DREAD ZOMBIE LESHY (0) CREATURE 4

UNCOMMON SMALL LESHY MINDLESS PLANT UNDEAD UNHOLY ZOMBIE

**Perception** +7; darkvision

**Skills** Athletics +14

**Str** +5, **Dex** -2, **Con** +4, **Int** -5, **Wis** +1, **Cha** -2

**Slow** A zombie leshy is permanently slowed 1 and can't use reactions



# Rotten Apples

**AC** 18; **Fort** +10, **Ref** +7, **Will** +8

**HP** 105 (void healing); **Immunities** bleed, death effects, disease, mental, paralyzed, poison, unconscious; **Weaknesses** slashing 10, vitality 10

**Rotten Burst** (healing, void) When a zombie leshy dies, a burst of primal void energy explodes from its body, restoring 1d8 Hit Points to each undead fungi or plant creature in a 30-foot emanation and killing all natural plants, though merely causing discomfort to creatures with the plant trait. This area is filled with rotten vegetation, becoming difficult terrain.

**Speed** 25 feet; glide

**Melee** ◆ fist +14, Damage 1d12+10 bludgeoning plus Grab and zombie rot

**Glide** ◆ (move) The zombie leshy glides gently through the air, moving 5 feet toward the ground and up to 25 feet forward. As long as the leshy spends at least 1 action gliding each round, it remains in the air at the end of each turn. For the purpose of determining damage from falls, a leaf leshy always treats falls as if they were 20 feet shorter.

**Zombie Bite** ◆ **Requirements** The zombie has a creature grabbed or restrained; **Effect** The zombie makes a jaws unarmed melee Strike against that creature with an attack modifier of +14 that deals 2d12+10 piercing damage and exposes the creature to zombie rot.

**Zombie Rot** (disease, divine, void) An infected creature can't heal damage it takes from zombie rot until it has been cured of the disease; **Saving Throw** DC 23 Fortitude; **Stage 1** carrier with no ill effect (1 day); **Stage 2** 1d6 void damage (1 day); **Stage 3** 1d6 void damage (1 day); **Stage 4** 1d6 void damage (1 day); **Stage 5** dead, rising as a plague zombie immediately, or a zombie leshy if the creature had the leshy trait.

## ELITE DREAD ZOMBIE LESHY HORDES (0) CREATURE 5

UNCOMMON	GARGANTUAN	LESHY	MINDLESS	PLANT	TROOP	UNDEAD
UNHOLY	ZOMBIE					

Variant shambler troop (*Bestiary* 3 302)

**Perception** +9; darkvision

**Str** +5, **Dex** -2, **Con** +4, **Int** -5, **Wis** +1, **Cha** -2

**Slow** A zombie leshy horde is permanently slowed 1 and can't use reactions

**AC** 20; **Fort** +13, **Ref** +10, **Will** +11

**HP** 105 (16 squares) (void healing); Thresholds 70 (12 squares), 35 (8 squares); **Immunities** death effects, disease, mental, paralyzed, poison, unconscious; **Weaknesses** area damage 5, slashing 5, splash damage 2, vitality 5

### Troop Defenses

**Speed** 20 feet; troop movement

**Form Up** ◆

**Grave Tide** The zombie leshy horde is less organized than most troops. It can move into other creatures' spaces, and other creatures can move into its spaces. Its spaces are difficult terrain to other creatures.

**Shambling Onslaught** ◆ to ◆◆ **Frequency** once per round;

**Effect** The leshy zombies lash out at any enemies in their squares or within 5 feet (DC 20 basic Reflex save). The damage depends on the number of actions. ◆ 1d12+7 bludgeoning damage ◆◆ 1d12+12 bludgeoning damage

**Troop Movement** Whenever a troop Strides, it first Forms Up as a free action to condense into a 20-foot-by-20-foot area (minus any missing squares), then moves up to its Speed. This works just like a Gargantuan creature moving; for instance, if any square of the troop enters difficult terrain, the extra movement cost applies to the whole troop.



# Rotten Apples

## DREAD LESHY GHOUL (0)

## CREATURE 5

UNCOMMON SMALL FUNGUS GHOUL LESHY UNDEAD UNHOLY

**Perception** +10; darkvision

**Languages** Common, Fey, Necril; *Speak with plants* (fungi only)

**Skills** Athletics +10, Nature +10, Stealth +12

**Str** +3, **Dex** +6, **Con** +2, **Int** -1, **Wis** +3, **Cha** +0

**AC** 23; **Fort** +12, **Ref** +14, **Will** +10

**HP** 52, **Immunities** bleed, death effects, disease, paralyzed, poison, unconscious

**Rotten Burst** (healing, void) When a leshy ghoul dies, a burst of twisted primal void energy explodes from its body, restoring 2d8 Hit Points to each undead fungi or plant creature in a 30-foot emanation and killing all natural plants, though merely causing discomfort to creatures with the plant trait. This area is filled with rotten vegetation, becoming difficult terrain.

**Stench** (aura, olfactory) 10 feet, DC 19

**Speed** 25 feet, burrow 5 feet

**Melee** ✦ jaws +14, **Damage** 1d10+5 piercing

**Melee** ✦ claws +14 (agile, finesse), **Damage** 1d8+5 slashing plus Grab

**Ranged** ✦ spore pod +14 (range increment 30 feet), **Damage** 1d8+5 bludgeoning plus spores

**Primal Innate Spells** DC 19; **Constant** (3rd) *Speak with plants* (fungi only)

**Change Shape** ✦ (concentrate, polymorph, primal) The leshy ghoul transforms into a Small giant mushroom or patch of fungi. This ability otherwise uses the effects of *one with plants*.

**Consume Flesh** ✦ (manipulate); **Requirements** The ghoul is adjacent to the corpse of a creature that died within the last hour; **Effect** The ghoul devours a chunk of the corpse and regains 3d6 Hit Points.

**Ghoul Whispers** ✦ (auditory, linguistic, occult) **Requirement** A grabbed, paralyzed, restrained, or unconscious creature is within the ghoul's reach; **Effect** The ghoul whispers dark thoughts and vile cravings into the creature's ears. The creature must save against the forbidden cravings curse.

**Forbidden Cravings** (curse) **Saving Throw** Will DC 22 **Stage 1** carrier with no ill effects (1 day); **Stage 2** 2d6 void damage and the target is sickened 1 until it consumes raw meat (1 day); **Stage 3** as stage 2; **Stage 4** as stage 2 unless the target has consumed raw meat in the past 24 hours, then it takes 4d6 void damage and is sickened 2 until it consumes raw meat; **Stage 5** if the creature has eaten raw meat in the past 24 hours, it dies and rises as a ghoul, if not, it returns to stage 4

**Grave Knowledge** (occult) Survival +13 (see *GM Core* 162)

**Spore Cloud** ✦✦ (poison) A leshy ghoul can unleash a cloud of spores that irritates the eyes and throats of non-fungus creatures in a 15-foot emanation. Each creature must succeed at a DC 19 Fortitude save or take 1 persistent poison damage.

A creature has its vision reduced as long as the persistent damage continues and can see only within 20 feet.

**Spores** A creature that takes damage from a fungus leshy's spore pod Strike must attempt a saving throw with the same DC and effect as its Spore Cloud ability.

**Swift Leap** ✦ (move) The ghoul jumps up to half its Speed. This movement doesn't trigger reactions.

# Rotten Apples

## ENCOUNTER C1: SOMETHING ROTTEN (LEVELS 5-6)

### DREAD LESHY GHOULS (2)

### CREATURE 5

UNCOMMON SMALL FUNGUS GHOUL LESHY UNDEAD UNHOLY

**Perception** +10; darkvision

**Languages** Common, Fey, Necril; *Speak with plants* (fungi only)

**Skills** Athletics +10, Nature +10, Stealth +12

**Str** +3, **Dex** +6, **Con** +2, **Int** -1, **Wis** +3, **Cha** +0

**AC** 23; **Fort** +12, **Ref** +14, **Will** +10

**HP** 52, **Immunities** bleed, death effects, disease, paralyzed, poison, unconscious

**Rotten Burst** (healing, void) When a leshy ghoul dies, a burst of twisted primal void energy explodes from its body, restoring 2d8 Hit Points to each undead fungi or plant creature in a 30-foot emanation and killing all natural plants, though merely causing discomfort to creatures with the plant trait. This area is filled with rotten vegetation, becoming difficult terrain.

**Stench** (aura, olfactory) 10 feet, DC 19

**Speed** 25 feet, burrow 5 feet

**Melee** ✦ jaws +14, **Damage** 1d10+5 piercing

**Melee** ✦ claws +14 (agile, finesse), **Damage** 1d8+5 slashing plus Grab

**Ranged** ✦ spore pod +14 (range increment 30 feet), **Damage** 1d8+5 bludgeoning plus spores

**Primal Innate Spells** DC 19; **Constant** (3rd) *Speak with plants* (fungi only)

**Change Shape** ✦ (concentrate, polymorph, primal) The leshy ghoul transforms into a Small giant mushroom or patch of fungi. This ability otherwise uses the effects of *one with plants*.

**Consume Flesh** ✦ (manipulate); **Requirements** The ghoul is adjacent to the corpse of a creature that died within the last hour; **Effect** The ghoul devours a chunk of the corpse and regains 3d6 Hit Points.

**Ghoul Whispers** ✦ (auditory, linguistic, occult) **Requirement** A grabbed, paralyzed, restrained, or unconscious creature is within the ghoul's reach; **Effect** The ghoul whispers dark thoughts and vile cravings into the creature's ears. The creature must save against the forbidden cravings curse.

**Forbidden Cravings** (curse) **Saving Throw** Will DC 22 **Stage 1** carrier with no ill effects (1 day); **Stage 2** 2d6 void damage and the target is sickened 1 until it consumes raw meat (1 day); **Stage 3** as stage 2; **Stage 4** as stage 2 unless the target has consumed raw meat in the past 24 hours, then it takes 4d6 void damage and is sickened 2 until it consumes raw meat; **Stage 5** if the creature has eaten raw meat in the past 24 hours, it dies and rises as a ghoul, if not, it returns to stage 4

**Grave Knowledge** (occult) Survival +13 (see *GM Core* 162)

## Scaling Encounter C1

To adjust for the PCs' overall strength, use the following Challenge Point adjustments. These adjustments are not cumulative.

**19-22 Challenge Points:** Add one dread zombie leshy.

**23-27 Challenge Points:** Add one dread leshy ghoul.

**28-32 Challenge Points:** Add two weak dread leshy ghouls.

**33+ Challenge Points:** Add two dread leshy ghouls.

**Spore Cloud** ✦✦ (poison) A leshy ghoul can unleash a cloud of spores that irritates the eyes and throats of non-fungus creatures in a 15-foot emanation. Each creature must succeed at a DC 19 Fortitude save or take 1 persistent poison damage. A creature has its vision reduced as long as the persistent damage continues and can see only within 20 feet.

**Spores** A creature that takes damage from a fungus leshy's spore pod Strike must attempt a saving throw with the same DC and effect as its Spore Cloud ability.

**Swift Leap** ✦ (move) The ghoul jumps up to half its Speed. This movement doesn't trigger reactions.

### WEAK DREAD LESHY GHOUL (0)

### CREATURE 4

UNCOMMON SMALL FUNGUS GHOUL LESHY UNDEAD UNHOLY

**Perception** +8; darkvision

**Languages** Common, Fey, Necril; *Speak with plants* (fungi only)

**Skills** Athletics +8, Nature +8, Stealth +10

**Str** +3, **Dex** +6, **Con** +2, **Int** -1, **Wis** +3, **Cha** +0

**AC** 21; **Fort** +10, **Ref** +12, **Will** +8

**HP** 37, **Immunities** bleed, death effects, disease, paralyzed, poison, unconscious

**Rotten Burst** (healing, void) When a leshy ghoul dies, a burst of twisted primal void energy explodes from its body, restoring 2d8 Hit Points to each undead fungi or plant creature in a 30-foot emanation and killing all natural plants, though merely causing discomfort to creatures with the plant trait. This area is filled with rotten vegetation, becoming difficult terrain.

**Stench** (aura, olfactory) 10 feet, DC 17

**Speed** 25 feet, burrow 5 feet

**Melee** ✦ jaws +12, **Damage** 1d10+3 piercing

**Melee** ✦ claws +12 (agile, finesse), **Damage** 1d8+3 slashing plus Grab

**Ranged** ✦ spore pod +12 (range increment 30 feet), **Damage** 1d8+3 bludgeoning plus spores

**Primal Innate Spells** DC 19; **Constant** (3rd) *Speak with plants* (fungi only)



# Rotten Apples

**Change Shape** ◆ (concentrate, polymorph, primal) The leshy ghouls transform into a Small giant mushroom or patch of fungi. This ability otherwise uses the effects of *one with plants*.

**Consume Flesh** ◆ (manipulate); **Requirements** The ghouls are adjacent to the corpse of a creature that died within the last hour; **Effect** The ghouls devour a chunk of the corpse and regain 3d6 Hit Points.

**Ghouls Whispers** ◆ (auditory, linguistic, occult) **Requirement** A grabbed, paralyzed, restrained, or unconscious creature is within the ghouls' reach; **Effect** The ghouls whisper dark thoughts and vile cravings into the creature's ears. The creature must save against the forbidden cravings curse.

**Forbidden Cravings** (curse) **Saving Throw** Will DC 20 **Stage 1** carrier with no ill effects (1 day); **Stage 2** 2d6 void damage and the target is sickened 1 until it consumes raw meat (1 day); **Stage 3** as stage 2; **Stage 4** as stage 2 unless the target has consumed raw meat in the past 24 hours, then it takes 4d6 void damage and is sickened 2 until it consumes raw meat; **Stage 5** if the creature has eaten raw meat in the past 24 hours, it dies and rises as a ghouls, if not, it returns to stage 4

**Grave Knowledge** (occult) Survival +11 (see *GM Core* 162)

**Spore Cloud** ◆◆ (poison) A leshy ghouls can unleash a cloud of spores that irritates the eyes and throats of non-fungus creatures in a 15-foot emanation. Each creature must succeed at a DC 17 Fortitude save or take 1 persistent poison damage. A creature has its vision reduced as long as the persistent damage continues and can see only within 20 feet.

**Spores** A creature that takes damage from a fungus leshy's spore pod Strike must attempt a saving throw with the same DC and effect as its Spore Cloud ability.

**Swift Leap** ◆ (move) The ghouls jumps up to half its Speed. This movement doesn't trigger reactions.

**Speed** 25 feet; glide

**Melee** ◆ fist +12, Damage 1d12+8 bludgeoning plus Grab and zombie rot

**Glide** ◆ (move) The zombie leshy glides gently through the air, moving 5 feet toward the ground and up to 25 feet forward. As long as the leshy spends at least 1 action gliding each round, it remains in the air at the end of each turn. For the purpose of determining damage from falls, a leshy always treats falls as if they were 20 feet shorter.

**Zombie Bite** ◆ **Requirements** The zombie has a creature grabbed or restrained; **Effect** The zombie makes a jaws unarmed melee Strike against that creature with an attack modifier of +12 that deals 2d12+8 piercing damage and exposes the creature to zombie rot.

**Zombie Rot** (disease, divine, void) An infected creature can't heal damage it takes from zombie rot until it has been cured of the disease; **Saving Throw** DC 21 Fortitude; **Stage 1** carrier with no ill effect (1 day); **Stage 2** 1d6 void damage (1 day); **Stage 3** 1d6 void damage (1 day); **Stage 4** 1d6 void damage (1 day); **Stage 5** dead, rising as a plague zombie immediately, or a zombie leshy if the creature had the leshy trait.

## DREAD ZOMBIE LESHY (0)

## CREATURE 3

UNCOMMON SMALL LESHY MINDLESS PLANT UNDEAD UNHOLY ZOMBIE

**Perception** +5; darkvision

**Skills** Athletics +12

**Str** +5, **Dex** -2, **Con** +4, **Int** -5, **Wis** +1, **Cha** -2

**Slow** A zombie leshy is permanently slowed 1 and can't use reactions

**AC** 16; **Fort** +8, **Ref** +5, **Will** +6

**HP** 90 (void healing); **Immunities** bleed, death effects, disease, mental, paralyzed, poison, unconscious; **Weaknesses** slashing 10, vitality 10

**Rotten Burst** (healing, void) When a zombie leshy dies, a burst of twisted primal void energy explodes from its body, restoring 1d8 Hit Points to each undead fungi or plant creature in a 30-foot emanation and killing all natural plants, though merely causing discomfort to creatures with the plant trait. This area is filled with rotten vegetation, becoming difficult terrain.



# Rotten Apples

## ENCOUNTER C2: FOUL WATERS (LEVELS 5-6)

### VOID FONTS (2)

### HAZARD 5

RARE COMPLEX MAGICAL TRAP UNHOLY VOID

**Stealth** +13 (trained)

**Description** The font is hidden just under the water's surface. It spews foul brown sludge into the pristine waters, leaving them reeking and polluted as they move downstream. It can be reached without swimming, but not without getting wet.

**Disable** DC 20 Nature (trained) to draw upon the suppressed Primal energies of this place to cleanse the font, DC 26 Religion (expert) to suppress the void energies, DC 23 Thievery to undo the magic sigils allowing the font to operate; two total successes are required to disable the font.

**AC** 22; **Fort** +17, **Ref** +9, **Will** +15

**Hardness** 12; **HP** 53; **Immunities** critical hits, object immunities, precision damage; **Weaknesses** vitality 5

**Void Infused** The void font can take vitality damage, even though its an object and would normally be immune

**Spew Foulness** ⤵ (divine, unholy, void) **Trigger** One or more creatures touches the water within 10 feet of the void font; **Effect** The font fires off a Void Geyser, causing a rain of foul water. The font then rolls for initiative.

**Routine** (2 actions) The void font uses its actions each turn to spew a single void geyser.

**Void Geyser** ⤵⤵ (divine, unholy, void) The font shoots its foul brown sludge into the air, and it rains down upon all creatures within 15 feet that aren't completely submerged. Each of those creatures takes 5d6 void damage (DC 22 basic Reflex save). In addition, those that take damage from the font must make a DC 22 Fortitude save.

**Critical Success** The target cannot be sickened by the font for 1 minute.

**Success** The target is unaffected.

**Failure** The target is sickened 1.

**Critical Failure** The target is sickened 2.

**Foul Waters** ⬠ Any creature that is submerged downstream (east) is automatically exposed to Spew Foulness at the start of its turn or when it enters those waters, except the damage is reduced with a basic Fortitude save instead of Reflex.

**Reset** The void font deactivates 1 minute after all creatures leave the area but resets immediately thereafter.

## Scaling Encounter C2

To adjust for the PCs' overall strength, use the following Challenge Point adjustments. These adjustments are not cumulative.

**19-22 Challenge Points:** Deactivating the font requires three successful checks.

**23-27 Challenge Points:** Deactivating the font requires three successful checks. Increase the font's AC, attack modifiers, DCs, saving throws, and Stealth modifier by 1; increase the damage of its Spew Foulness activity by 4; and add 10 HP to the haunt.

**28-32 Challenge Points:** Deactivating the font requires four successful checks.

**33+ Challenge Points:** Deactivating the font requires four successful checks. Increase the font's AC, attack modifiers, DCs, saving throws, and Stealth modifier by 2; increase the damage of its Spew Foulness activity by 8; and add 20 HP to the font.

# Rotten Apples

## ENCOUNTER D1: ZOMBIES ABOUT TOWN (LEVELS 5-6)

### ELITE DREAD ZOMBIE LESHY HORDES (2) CREATURE 5

UNCOMMON GARGANTUAN LESHY MINDLESS PLANT TROOP UNDEAD  
UNHOLY ZOMBIE

Variant shambler troop (*Bestiary* 3 302)

**Perception** +9; darkvision

**Str** +5, **Dex** -2, **Con** +4, **Int** -5, **Wis** +1, **Cha** -2

**Slow** A zombie leshy horde is permanently slowed 1 and can't use reactions

**AC** 20; **Fort** +13, **Ref** +10, **Will** +11

**HP** 105 (16 squares) (void healing); Thresholds 70 (12 squares), 35 (8 squares); **Immunities** death effects, disease, mental, paralyzed, poison, unconscious; **Weaknesses** area damage 5, slashing 5, splash damage 2, vitality 5

#### Troop Defenses

**Speed** 20 feet; troop movement

**Form Up** ◆

**Grave Tide** The zombie leshy horde is less organized than most troops. It can move into other creatures' spaces, and other creatures can move into its spaces. Its spaces are difficult terrain to other creatures.

**Shambling Onslaught** ◆ to ◆◆ **Frequency** once per round;

**Effect** The leshy zombies lash out at any enemies in their squares or within 5 feet (DC 20 basic Reflex save). The damage depends on the number of actions. ◆ 1d12+7 bludgeoning damage ◆◆ 1d12+12 bludgeoning damage

**Troop Movement** Whenever a troop Strides, it first Forms Up as a free action to condense into a 20-foot-by-20-foot area (minus any missing squares), then moves up to its Speed. This works just like a Gargantuan creature moving; for instance, if any square of the troop enters difficult terrain, the extra movement cost applies to the whole troop.

### ELITE DREAD ZOMBIE LESHY (0) CREATURE 4

UNCOMMON SMALL LESHY MINDLESS PLANT UNDEAD UNHOLY ZOMBIE

**Perception** +7; darkvision

**Skills** Athletics +14

**Str** +5, **Dex** -2, **Con** +4, **Int** -5, **Wis** +1, **Cha** -2

**Slow** A zombie leshy is permanently slowed 1 and can't use reactions

**AC** 18; **Fort** +10, **Ref** +7, **Will** +8

**HP** 105 (void healing); **Immunities** bleed, death effects, disease, mental, paralyzed, poison, unconscious; **Weaknesses** slashing 10, vitality 10

**Rotten Burst** (healing, void) When a zombie leshy dies, a burst of primal void energy explodes from its body, restoring 1d8 Hit Points to each undead fungi or plant creature in a 30-foot emanation and killing all natural plants, though merely causing discomfort to creatures with the plant trait. This area is filled with rotten vegetation, becoming difficult terrain.

## Scaling Encounter D1

To adjust for the PCs' overall strength, use the following Challenge Point adjustments. These adjustments are not cumulative.

**19-22 Challenge Points:** Add one dread zombie leshy.

**23-27 Challenge Points:** Add two dread zombie leshies.

**28-32 Challenge Points:** Add two elite dread zombie leshies.

**33+ Challenge Points:** Add two elite dread zombie leshies and one zombie leshy.

**Speed** 25 feet; glide

**Melee** ◆ fist +14, Damage 1d12+10 bludgeoning plus Grab and zombie rot

**Glide** ◆ (move) The zombie leshy glides gently through the air, moving 5 feet toward the ground and up to 25 feet forward. As long as the leshy spends at least 1 action gliding each round, it remains in the air at the end of each turn. For the purpose of determining damage from falls, a leaf leshy always treats falls as if they were 20 feet shorter.

**Zombie Bite** ◆ **Requirements** The zombie has a creature grabbed or restrained; **Effect** The zombie makes a jaws unarmed melee Strike against that creature with an attack modifier of +14 that deals 2d12+10 piercing damage and exposes the creature to zombie rot.

**Zombie Rot** (disease, divine, void) An infected creature can't heal damage it takes from zombie rot until it has been cured of the disease; **Saving Throw** DC 23 Fortitude; **Stage 1** carrier with no ill effect (1 day); **Stage 2** 1d6 void damage (1 day); **Stage 3** 1d6 void damage (1 day); **Stage 4** 1d6 void damage (1 day); **Stage 5** dead, rising as a plague zombie immediately, or a zombie leshy if the creature had the leshy trait.

### DREAD ZOMBIE LESHY (0) CREATURE 3

UNCOMMON SMALL LESHY MINDLESS PLANT UNDEAD UNHOLY ZOMBIE

**Perception** +5; darkvision

**Skills** Athletics +12

**Str** +5, **Dex** -2, **Con** +4, **Int** -5, **Wis** +1, **Cha** -2

**Slow** A zombie leshy is permanently slowed 1 and can't use reactions

**AC** 16; **Fort** +8, **Ref** +5, **Will** +6

**HP** 90 (void healing); **Immunities** bleed, death effects, disease, mental, paralyzed, poison, unconscious; **Weaknesses** slashing 10, vitality 10

**Rotten Burst** (healing, void) When a zombie leshy dies, a burst of twisted primal void energy explodes from its body, restoring 1d8 Hit Points to each undead fungi or plant



# Rotten Apples

creature in a 30-foot emanation and killing all natural plants, though merely causing discomfort to creatures with the plant trait. This area is filled with rotten vegetation, becoming difficult terrain.

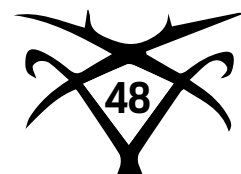
**Speed** 25 feet; glide

**Melee** ✦ fist +12, Damage 1d12+8 bludgeoning plus Grab and zombie rot

**Glide** ✦ (move) The zombie leshy glides gently through the air, moving 5 feet toward the ground and up to 25 feet forward. As long as the leshy spends at least 1 action gliding each round, it remains in the air at the end of each turn. For the purpose of determining damage from falls, a leaf leshy always treats falls as if they were 20 feet shorter.

**Zombie Bite** ✦ **Requirements** The zombie has a creature grabbed or restrained; **Effect** The zombie makes a jaws unarmed melee Strike against that creature with an attack modifier of +12 that deals 2d12+8 piercing damage and exposes the creature to zombie rot.

**Zombie Rot** (disease, divine, void) An infected creature can't heal damage it takes from zombie rot until it has been cured of the disease; **Saving Throw** DC 21 Fortitude; **Stage 1** carrier with no ill effect (1 day); **Stage 2** 1d6 void damage (1 day); **Stage 3** 1d6 void damage (1 day); **Stage 4** 1d6 void damage (1 day); **Stage 5** dead, rising as a plague zombie immediately, or a zombie leshy if the creature had the leshy trait.



# Rotten Apples

## ENCOUNTER D2: SOURCE OF THE ROT (LEVELS 5-6)

### THE HEARTWOOD ROTS, ENRAGED CREATURE 6

UNIQUE SMALL LESHY PLANT UNDEAD UNHOLY VAMPIRE

Variant vampire count (*Monster Core* 336)

**Perception** +17; darkvision

**Languages** Common, Fey, Necril; *speaks with plants*

**Skills** Acrobatics +13, Athletics +13, Deception +14, Intimidation +16, Nature +14, Religion +14, Stealth +13

**Str** +5, **Dex** +3, **Con** +2, **Int** +2, **Wis** +4, **Cha** +4

**Children of the Night** (divine, mental) (*GM Core* 335)

**AC** 24; **Fort** +11, **Ref** +14, **Will** +17

**HP** 65, (coffin restoration, fast healing 7, void healing);

**Immunities** death effects, disease, paralyzed, poison, sleep;

**Resistances** physical 7 (except magical silver)

**Rotten Burst** (healing, void) When the Heartwood Rots dies, a burst of primal void energy explodes from her body, restoring 2d8 Hit Points to each undead fungi or plant creature in a 30-foot emanation and killing all natural plants, though merely causing discomfort to creatures with the plant trait. This area is filled with rotten vegetation, becoming difficult terrain.

**Vampire Vulnerabilities** (*GM Core* 335)

**Mist Escape** ◆ (*GM Core* 335)

**Speed** 25 feet, climb 25 feet

**Melee** ◆ claw +17 (agile), **Damage** 1d6+11 slashing plus Grab

**Change Shape** ◆ (concentrate, divine, polymorph) Snapping flytrap with jaws +15 for 1d8+9 piercing

**Create Servitor** (divine, downtime)

**Dominate** ◆◆ (divine, incapacitation, mental, visual) DC 22

**Drink Blood** ◆ (divine) When drinking blood, the Heartwood Rots regains 10 HP.

**Primal Innate Spells** DC 22; Constant (3rd) *speaks with plants*

**Turn to Mist** ◆ (air, concentrate, divine, polymorph) The vampire turns into a cloud of vapor, as the vapor form spell, or back to their normal form. The vampire loses fast healing while turned to mist. The vampire can remain in this form indefinitely.

### DREAD ZOMBIE LESHY CREATURE 3

UNCOMMON SMALL LESHY MINDLESS PLANT UNDEAD UNHOLY ZOMBIE

**Perception** +5; darkvision

**Skills** Athletics +12

**Str** +5, **Dex** -2, **Con** +4, **Int** -5, **Wis** +1, **Cha** -2

**Slow** A zombie leshy is permanently slowed 1 and can't use reactions

**AC** 16; **Fort** +8, **Ref** +5, **Will** +6

**HP** 90 (void healing); **Immunities** bleed, death effects, disease, mental, paralyzed, poison, unconscious; **Weaknesses** slashing 10, vitality 10

**Rotten Burst** (healing, void) When a zombie leshy dies, a burst of primal void energy explodes from its body, restoring 1d8 Hit Points to each undead fungi or plant creature in a 30-

## Scaling Encounter D2

To adjust for the PCs' overall strength, use the following Challenge Point adjustments. These adjustments are not cumulative.

**19-22 Challenge Points:** Add one dread zombie leshy.

**23-27 Challenge Points:** Replace the dread zombie leshy with an elite dread zombie leshy and add one elite dread zombie leshy.

**28-32 Challenge Points:** Add two elite dread zombie leshies.

**33+ Challenge Points:** replace The Heartwood Rots, enraged with The Heartwood Rots, elite enraged, add three dread zombie leshies.

foot emanation and killing all natural plants, though merely causing discomfort to creatures with the plant trait. This area is filled with rotten vegetation, becoming difficult terrain.

**Speed** 25 feet; glide

**Melee** ◆ fist +12, **Damage** 1d12+8 bludgeoning plus Grab and zombie rot

**Glide** ◆ (move) The zombie leshy glides gently through the air, moving 5 feet toward the ground and up to 25 feet forward. As long as the leshy spends at least 1 action gliding each round, it remains in the air at the end of each turn. For the purpose of determining damage from falls, a leaf leshy always treats falls as if they were 20 feet shorter.

**Zombie Bite** ◆ **Requirements** The zombie has a creature grabbed or restrained; **Effect** The zombie makes a jaws unarmed melee Strike against that creature with an attack modifier of +12 that deals 2d12+8 piercing damage and exposes the creature to zombie rot.

**Zombie Rot** (disease, divine, void) An infected creature can't heal damage it takes from zombie rot until it has been cured of the disease; **Saving Throw** DC 21 Fortitude; **Stage 1** carrier with no ill effect (1 day); **Stage 2** 1d6 void damage (1 day); **Stage 3** 1d6 void damage (1 day); **Stage 4** 1d6 void damage (1 day); **Stage 5** dead, rising as a plague zombie immediately, or a zombie leshy if the creature had the leshy trait.

### ELITE DREAD ZOMBIE LESHY (0) CREATURE 4

UNCOMMON SMALL LESHY MINDLESS PLANT UNDEAD UNHOLY ZOMBIE

**Perception** +7; darkvision

**Skills** Athletics +14

**Str** +5, **Dex** -2, **Con** +4, **Int** -5, **Wis** +1, **Cha** -2

**Slow** A zombie leshy is permanently slowed 1 and can't use reactions

**AC** 18; **Fort** +10, **Ref** +7, **Will** +8



# Rotten Apples

**HP** 105 (void healing); **Immunities** bleed, death effects, disease, mental, paralyzed, poison, unconscious; **Weaknesses** slashing 10, vitality 10

**Rotten Burst** (healing, void) When a zombie leshy dies, a burst of twisted primal void energy explodes from its body, restoring 1d8 Hit Points to each undead fungi or plant creature in a 30-foot emanation and killing all natural plants, though merely causing discomfort to creatures with the plant trait. This area is filled with rotten vegetation, becoming difficult terrain.

**Speed** 25 feet; glide

**Melee** ♦ fist +14, Damage 1d12+10 bludgeoning plus Grab and zombie rot

**Glide** ♦ (move) The zombie leshy glides gently through the air, moving 5 feet toward the ground and up to 25 feet forward. As long as the leshy spends at least 1 action gliding each round, it remains in the air at the end of each turn. For the purpose of determining damage from falls, a leaf leshy always treats falls as if they were 20 feet shorter.

**Zombie Bite** ♦ **Requirements** The zombie has a creature grabbed or restrained; **Effect** The zombie makes a jaws unarmed melee Strike against that creature with an attack modifier of +14 that deals 2d12+10 piercing damage and exposes the creature to zombie rot.

**Zombie Rot** (disease, divine, void) An infected creature can't heal damage it takes from zombie rot until it has been cured of the disease; **Saving Throw** DC 23 Fortitude; **Stage 1** carrier with no ill effect (1 day); **Stage 2** 1d6 void damage (1 day); **Stage 3** 1d6 void damage (1 day); **Stage 4** 1d6 void damage (1 day); **Stage 5** dead, rising as a plague zombie immediately, or a zombie leshy if the creature had the leshy trait.

## THE HEARTWOOD ROTS, ELITE ENRAGED CREATURE 7

UNIQUE SMALL LESHY PLANT UNDEAD UNHOLY VAMPIRE

Variant vampire count (*Monster Core* 336)

**Perception** +19; darkvision

**Languages** Common, Fey, Necril; *speaks with plants*

**Skills** Acrobatics +15, Athletics +15, Deception +16, Intimidation +18, Nature +16, Religion +16, Stealth +15

**Str** +5, **Dex** +3, **Con** +2, **Int** +2, **Wis** +4, **Cha** +4

**Children of the Night** (divine, mental) (*GM Core* 335)

**AC** 26; **Fort** +13, **Ref** +16, **Will** +19

**HP** 85, (coffin restoration, fast healing 7, void healing);

**Immunities** death effects, disease, paralyzed, poison, sleep;

**Resistances** physical 7 (except magical silver)

**Rotten Burst** (healing, void) When a the Heartwood Rots dies, a burst of twisted primal void energy explodes from her body, restoring 2d8 Hit Points to each undead fungi or plant creature in a 30-foot emanation and killing all natural plants, though merely causing discomfort to creatures with the plant trait. This area is filled with rotten vegetation, becoming difficult terrain.

**Vampire Vulnerabilities** (*GM Core* 335)

**Mist Escape** ♦ (*GM Core* 335)

**Speed** 25 feet, climb 25 feet

**Melee** ♦ claw +19 (agile), **Damage** 1d6+13 slashing plus Grab

**Change Shape** ♦ (concentrate, divine, polymorph) Snapping flytrap with jaws +17 for 1d8+11 piercing

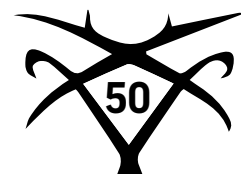
**Create Servitor** (divine, downtime)

**Dominate** ♦♦ (divine, incapacitation, mental, visual) DC 24

**Drink Blood** ♦ (divine) When drinking blood, the Heartwood Rots regains 10 HP.

**Primal Innate Spells** DC 24; Constant (3rd) *speaks with plants*

**Turn to Mist** ♦ (air, concentrate, divine, polymorph) The vampire turns into a cloud of vapor, as the vapor form spell, or back to their normal form. The vampire loses fast healing while turned to mist. The vampire can remain in this form indefinitely.



# Rotten Apples

## ENCOUNTER D3: THE ROT, AWARE (LEVELS 5-6)

### WEAK DREAD ZOMBIE LESHY HORDES (4) CREATURE 3

UNCOMMON	GARGANTUAN	LESHY	MINDLESS	PLANT	TROOP	UNDEAD
UNHOLY	ZOMBIE					

Variant shambler troop (*Bestiary* 3 302)

**Perception** +5; darkvision

**Str** +5, **Dex** -2, **Con** +4, **Int** -5, **Wis** +1, **Cha** -2

**Slow** A zombie leshy horde is permanently slowed 1 and can't use reactions

**AC** 16; **Fort** +9, **Ref** +6, **Will** +7

**HP** 75 (16 squares) (void healing); Thresholds 50 (12 squares), 25 (8 squares); **Immunities** death effects, disease, mental, paralyzed, poison, unconscious; **Weaknesses** area damage 5, slashing 5, splash damage 2, vitality 5

#### Troop Defenses

**Speed** 20 feet; troop movement

**Form Up** ◆

**Grave Tide** The zombie leshy horde is less organized than most troops. It can move into other creatures' spaces, and other creatures can move into its spaces. Its spaces are difficult terrain to other creatures.

**Shambling Onslaught** ◆ to ◆◆ **Frequency** once per round;

**Effect** The leshy zombies lash out at any enemies in their squares or within 5 feet (DC 16 basic Reflex save). The damage depends on the number of actions. ◆ 1d12+3 bludgeoning damage ◆◆ 1d12+8 bludgeoning damage

**Troop Movement** Whenever a troop Strides, it first Forms Up as a free action to condense into a 20-foot-by-20-foot area (minus any missing squares), then moves up to its Speed. This works just like a Gargantuan creature moving; for instance, if any square of the troop enters difficult terrain, the extra movement cost applies to the whole troop.

### ELITE DREAD ZOMBIE LESHY HORDES (0) CREATURE 5

UNCOMMON	GARGANTUAN	LESHY	MINDLESS	PLANT	TROOP	UNDEAD
UNHOLY	ZOMBIE					

Variant shambler troop (*Bestiary* 3 302)

**Perception** +9; darkvision

**Str** +5, **Dex** -2, **Con** +4, **Int** -5, **Wis** +1, **Cha** -2

**Slow** A zombie leshy horde is permanently slowed 1 and can't use reactions

**AC** 20; **Fort** +13, **Ref** +10, **Will** +11

**HP** 105 (16 squares) (void healing); Thresholds 70 (12 squares), 35 (8 squares); **Immunities** death effects, disease, mental, paralyzed, poison, unconscious; **Weaknesses** area damage 5, slashing 5, splash damage 2, vitality 5

#### Troop Defenses

**Speed** 20 feet; troop movement

**Form Up** ◆

## Scaling Encounter D3

To adjust for the PCs' overall strength, use the following Challenge Point adjustments. These adjustments are not cumulative.

**19-22 Challenge Points:** Replace one weak dread zombie leshy horde with an elite dread zombie leshy horde.

**23-27 Challenge Points:** Replace two weak dread zombie leshy hordes with elite dread zombie leshy hordes.

**28-32 Challenge Points:** Replace three weak dread zombie leshy hordes with elite dread zombie leshy hordes.

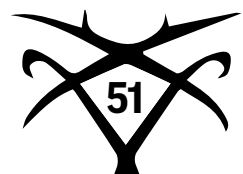
**33+ Challenge Points:** Replace all four weak dread zombie leshy hordes with elite dread zombie leshy hordes.

**Grave Tide** The zombie leshy horde is less organized than most troops. It can move into other creatures' spaces, and other creatures can move into its spaces. Its spaces are difficult terrain to other creatures.

**Shambling Onslaught** ◆ to ◆◆ **Frequency** once per round;

**Effect** The leshy zombies lash out at any enemies in their squares or within 5 feet (DC 20 basic Reflex save). The damage depends on the number of actions. ◆ 1d12+7 bludgeoning damage ◆◆ 1d12+12 bludgeoning damage

**Troop Movement** Whenever a troop Strides, it first Forms Up as a free action to condense into a 20-foot-by-20-foot area (minus any missing squares), then moves up to its Speed. This works just like a Gargantuan creature moving; for instance, if any square of the troop enters difficult terrain, the extra movement cost applies to the whole troop.



# Rotten Apples

## ENCOUNTER D4: THE ROT HAS SPREAD (LEVELS 5-6)

### THE HEARTWOOD ROTS, ENRAGED **CREATURE 6**

UNIQUE SMALL LESHY PLANT UNDEAD UNHOLY VAMPIRE

Variant vampire count (*Monster Core* 336)

**Perception** +17; darkvision

**Languages** Common, Fey, Necril; *speaks with plants*

**Skills** Acrobatics +13, Athletics +13, Deception +14, Intimidation +16, Nature +14, Religion +14, Stealth +13

**Str** +5, **Dex** +3, **Con** +2, **Int** +2, **Wis** +4, **Cha** +4

**Children of the Night** (divine, mental) (*GM Core* 335)

**AC** 24; **Fort** +11, **Ref** +14, **Will** +17

**HP** 65, (coffin restoration, fast healing 7, void healing);

**Immunities** death effects, disease, paralyzed, poison, sleep;

**Resistances** physical 7 (except magical silver)

**Rotten Burst** (healing, void) When the Heartwood Rots dies, a burst of primal void energy explodes from her body, restoring 2d8 Hit Points to each undead fungi or plant creature in a 30-foot emanation and killing all natural plants, though merely causing discomfort to creatures with the plant trait. This area is filled with rotten vegetation, becoming difficult terrain.

**Vampire Vulnerabilities** (*GM Core* 335)

**Mist Escape** ◆ (*GM Core* 335)

**Speed** 25 feet, climb 25 feet

**Melee** ◆ claw +17 (agile), **Damage** 1d6+11 slashing plus Grab

**Change Shape** ◆ (concentrate, divine, polymorph) Snapping flytrap with jaws +15 for 1d8+9 piercing

**Create Servitor** (divine, downtime)

**Dominate** ◆◆ (divine, incapacitation, mental, visual) DC 22

**Drink Blood** ◆ (divine) When drinking blood, the Heartwood Rots regains 10 HP.

**Primal Innate Spells** DC 22; **Constant** (3rd) *speaks with plants*

**Turn to Mist** ◆ (air, concentrate, divine, polymorph) The vampire turns into a cloud of vapor, as the vapor form spell, or back to their normal form. The vampire loses fast healing while turned to mist. The vampire can remain in this form indefinitely.

### WEAK DREAD LESHY GHOULS (2) **CREATURE 4**

UNCOMMON SMALL FUNGUS GHOUL LESHY UNDEAD UNHOLY

**Perception** +8; darkvision

**Languages** Common, Fey, Necril; *speaks with plants* (fungi only)

**Skills** Athletics +8, Nature +8, Stealth +10

**Str** +3, **Dex** +6, **Con** +2, **Int** -1, **Wis** +3, **Cha** +0

**AC** 21; **Fort** +10, **Ref** +12, **Will** +8

**HP** 37, **Immunities** bleed, death effects, disease, paralyzed, poison, unconscious

**Rotten Burst** (healing, void) When a leshy ghoul dies, a burst of twisted primal void energy explodes from its body, restoring 2d8 Hit Points to each undead fungi or plant creature in a 30-foot emanation and killing all natural

## Scaling Encounter D4

To adjust for the PCs' overall strength, use the following Challenge Point adjustments. These adjustments are not cumulative.

**19-22 Challenge Points:** Add one weak dread leshy ghoul.

**23-27 Challenge Points:** Add two weak dread leshy ghouls.

**28-32 Challenge Points:** Replace The Heartwood Rots with The Heartwood Rots, Elite, and add one dread leshy ghoul and one weak dread leshy ghoul.

**33+ Challenge Points:** Replace The Heartwood Rots, enraged with The Heartwood Rots, Elite Enraged, and add one elite dread leshy ghoul and one dread leshy ghoul.

plants, though merely causing discomfort to creatures with the plant trait. This area is filled with rotten vegetation, becoming difficult terrain.

**Stench** (aura, olfactory) 10 feet, DC 17

**Speed** 25 feet, burrow 5 feet

**Melee** ◆ jaws +12, **Damage** 1d10+3 piercing

**Melee** ◆ claws +12 (agile, finesse), **Damage** 1d8+3 slashing plus Grab

**Ranged** ◆ spore pod +12 (range increment 30 feet), **Damage** 1d8+3 bludgeoning plus spores

**Primal Innate Spells** DC 19; **Constant** (3rd) *speaks with plants* (fungi only)

**Change Shape** ◆ (concentrate, polymorph, primal) The leshy ghoul transforms into a Small giant mushroom or patch of fungi. This ability otherwise uses the effects of *one with plants*.

**Consume Flesh** ◆ (manipulate); **Requirements** The ghoul is adjacent to the corpse of a creature that died within the last hour; **Effect** The ghoul devours a chunk of the corpse and regains 3d6 Hit Points.

**Ghoul Whispers** ◆ (auditory, linguistic, occult) **Requirement** A grabbed, paralyzed, restrained, or unconscious creature is within the ghoul's reach; **Effect** The ghoul whispers dark thoughts and vile cravings into the creature's ears. The creature must save against the forbidden cravings curse.

**Forbidden Cravings** (curse) **Saving Throw** Will DC 20 **Stage 1** carrier with no ill effects (1 day); **Stage 2** 2d6 void damage and the target is sickened 1 until it consumes raw meat (1 day); **Stage 3** as stage 2; **Stage 4** as stage 2 unless the target has consumed raw meat in the past 24 hours, then it takes 4d6 void damage and is sickened 2 until it consumes raw meat; **Stage 5** if the creature has eaten raw meat in the past 24 hours, it dies and rises as a ghoul, if not, it returns to stage 4



# Rotten Apples

**Grave Knowledge** (occult) Survival +11 (see *GM Core* 162)

**Spore Cloud** ♦♦ (poison) A leshy ghoul can unleash a cloud of spores that irritates the eyes and throats of non-fungus creatures in a 15-foot emanation. Each creature must succeed at a DC 17 Fortitude save or take 1 persistent poison damage. A creature has its vision reduced as long as the persistent damage continues and can see only within 20 feet.

**Spores** A creature that takes damage from a fungus leshy's spore pod Strike must attempt a saving throw with the same DC and effect as its Spore Cloud ability.

**Swift Leap** ♦ (move) The ghoul jumps up to half its Speed. This movement doesn't trigger reactions.

## ELITE DREAD LESHY GHOUL (0) CREATURE 6

UNCOMMON SMALL FUNGUS GHOUL LESHY UNDEAD UNHOLY

**Perception** +12; darkvision

**Languages** Common, Fey, Necril; *speaks with plants* (fungi only)

**Skills** Athletics +12, Nature +12, Stealth +14

**Str** +3, **Dex** +6, **Con** +2, **Int** -1, **Wis** +3, **Cha** +0

**AC** 25; **Fort** +14, **Ref** +16, **Will** +12

**HP** 72, **Immunities** bleed, death effects, disease, paralyzed, poison, unconscious

**Rotten Burst** (healing, void) When a leshy ghoul dies, a burst of twisted primal void energy explodes from its body, restoring 2d8 Hit Points to each undead fungi or plant creature in a 30-foot emanation and killing all natural plants, though merely causing discomfort to creatures with the plant trait. This area is filled with rotten vegetation, becoming difficult terrain.

**Stench** (aura, olfactory) 10 feet, DC 21

**Speed** 25 feet, burrow 5 feet

**Melee** ♦ jaws +16, **Damage** 1d10+7 piercing

**Melee** ♦ claws +16 (agile, finesse), **Damage** 1d8+7 slashing plus Grab

**Ranged** ♦ spore pod +16 (range increment 30 feet), **Damage** 1d8+7 bludgeoning plus spores

**Primal Innate Spells** DC 21; **Constant** (3rd) *speaks with plants* (fungi only)

**Change Shape** ♦ (concentrate, polymorph, primal) The leshy ghoul transforms into a Small giant mushroom or patch of fungi. This ability otherwise uses the effects of *one with plants*.

**Consume Flesh** ♦ (manipulate); **Requirements** The ghoul is adjacent to the corpse of a creature that died within the last hour; **Effect** The ghoul devours a chunk of the corpse and regains 4d6 Hit Points.

**Ghoul Whispers** ♦ (auditory, linguistic, occult) **Requirement** A grabbed, paralyzed, restrained, or unconscious creature is within the ghoul's reach; **Effect** The ghoul whispers dark thoughts and vile cravings into the creature's ears. The creature must save against the forbidden cravings curse.

**Forbidden Cravings** (curse) **Saving Throw** Will DC 24 **Stage 1** carrier with no ill effects (1 day); **Stage 2** 2d6 void damage and the target is sickened 1 until it consumes raw meat (1 day); **Stage 3** as stage 2; **Stage 4** as stage 2 unless the target has consumed raw meat in the past 24 hours, then it takes 4d6 void damage and is sickened 2 until it consumes raw meat; **Stage 5** if the creature has eaten raw meat in the past 24 hours, it dies and rises as a ghoul, if not, it returns to stage 4

**Grave Knowledge** (occult) Survival +15 (see *GM Core* 162)

**Spore Cloud** ♦♦ (poison) A leshy ghoul can unleash a cloud of spores that irritates the eyes and throats of non-fungus creatures in a 15-foot emanation. Each creature must succeed at a DC 21 Fortitude save or take 1 persistent poison damage. A creature has its vision reduced as long as the persistent damage continues and can see only within 20 feet.

**Spores** A creature that takes damage from a fungus leshy's spore pod Strike must attempt a saving throw with the same DC and effect as its Spore Cloud ability.

**Swift Leap** ♦ (move) The ghoul jumps up to half its Speed. This movement doesn't trigger reactions.

## DREAD LESHY GHOUL (0) CREATURE 5

UNCOMMON SMALL FUNGUS GHOUL LESHY UNDEAD UNHOLY

**Perception** +10; darkvision

**Languages** Common, Fey, Necril; *speaks with plants* (fungi only)

**Skills** Athletics +10, Nature +10, Stealth +12

**Str** +3, **Dex** +6, **Con** +2, **Int** -1, **Wis** +3, **Cha** +0

**AC** 23; **Fort** +12, **Ref** +14, **Will** +10

**HP** 52, **Immunities** bleed, death effects, disease, paralyzed, poison, unconscious

**Rotten Burst** (healing, void) When a leshy ghoul dies, a burst of twisted primal void energy explodes from its body, restoring 2d8 Hit Points to each undead fungi or plant creature in a 30-foot emanation and killing all natural plants, though merely causing discomfort to creatures with the plant trait. This area is filled with rotten vegetation, becoming difficult terrain.

**Stench** (aura, olfactory) 10 feet, DC 19

**Speed** 25 feet, burrow 5 feet

**Melee** ♦ jaws +14, **Damage** 1d10+5 piercing

**Melee** ♦ claws +14 (agile, finesse), **Damage** 1d8+5 slashing plus Grab

**Ranged** ♦ spore pod +14 (range increment 30 feet), **Damage** 1d8+5 bludgeoning plus spores

**Primal Innate Spells** DC 19; **Constant** (3rd) *speaks with plants* (fungi only)

**Change Shape** ♦ (concentrate, polymorph, primal) The leshy ghoul transforms into a Small giant mushroom or patch of fungi. This ability otherwise uses the effects of *one with plants*.

# Rotten Apples

**Consume Flesh** ◆ (manipulate); **Requirements** The ghoul is adjacent to the corpse of a creature that died within the last hour; **Effect** The ghoul devours a chunk of the corpse and regains 3d6 Hit Points.

**Ghoul Whispers** ◆ (auditory, linguistic, occult) **Requirement** A grabbed, paralyzed, restrained, or unconscious creature is within the ghoul's reach; **Effect** The ghoul whispers dark thoughts and vile cravings into the creature's ears. The creature must save against the forbidden cravings curse.

**Forbidden Cravings** (curse) **Saving Throw** Will DC 22 **Stage 1** carrier with no ill effects (1 day); **Stage 2** 2d6 void damage and the target is sickened 1 until it consumes raw meat (1 day); **Stage 3** as stage 2; **Stage 4** as stage 2 unless the target has consumed raw meat in the past 24 hours, then it takes 4d6 void damage and is sickened 2 until it consumes raw meat; **Stage 5** if the creature has eaten raw meat in the past 24 hours, it dies and rises as a ghoul, if not, it returns to stage 4

**Grave Knowledge** (occult) Survival +13 (see *GM Core* 162)

**Spore Cloud** ◆◆ (poison) A leshy ghoul can unleash a cloud of spores that irritates the eyes and throats of non-fungus creatures in a 15-foot emanation. Each creature must succeed at a DC 19 Fortitude save or take 1 persistent poison damage. A creature has its vision reduced as long as the persistent damage continues and can see only within 20 feet.

**Spores** A creature that takes damage from a fungus leshy's spore pod Strike must attempt a saving throw with the same DC and effect as its Spore Cloud ability.

**Swift Leap** ◆ (move) The ghoul jumps up to half its Speed. This movement doesn't trigger reactions.

**Speed** 25 feet, climb 25 feet

**Melee** ◆ claw +19 (agile), **Damage** 1d6+13 slashing plus Grab

**Change Shape** ◆ (concentrate, divine, polymorph) Snapping flytrap with jaws +17 for 1d8+11 piercing

**Create Servitor** (divine, downtime)

**Dominate** ◆◆ (divine, incapacitation, mental, visual) DC 24

**Drink Blood** ◆ (divine) When drinking blood, The Heartwood Rots regains 10 HP.

**Primal Innate Spells** DC 24; **Constant** (3rd) *Speak with plants*

**Turn to Mist** ◆ (air, concentrate, divine, polymorph) The vampire turns into a cloud of vapor, as the vapor form spell, or back to their normal form. The vampire loses fast healing while turned to mist. The vampire can remain in this form indefinitely.

## THE HEARTWOOD ROTS, ELITE ENRAGED (O) CREATURE 7

UNIQUE SMALL LESHY PLANT UNDEAD UNHOLY VAMPIRE

Variant vampire count (*Monster Core* 336)

**Perception** +19; darkvision

**Languages** Common, Fey, Necril; *Speak with plants*

**Skills** Acrobatics +15, Athletics +15, Deception +16, Intimidation +18, Nature +16, Religion +16, Stealth +15

**Str** +5, **Dex** +3, **Con** +2, **Int** +2, **Wis** +4, **Cha** +4

**Children of the Night** (divine, mental)

**AC** 26; **Fort** +13, **Ref** +16, **Will** +19

**HP** 85, (coffin restoration, fast healing 7, void healing);

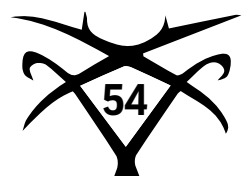
**Immunities** death effects, disease, paralyzed, poison, sleep;

**Resistances** physical 7 (except magical silver)

**Rotten Burst** (healing, void) When the Heartwood Rots dies, a burst of twisted primal void energy explodes from her body, restoring 2d8 Hit Points to each undead fungi or plant creature in a 30-foot emanation and killing all natural plants, though merely causing discomfort to creatures with the plant trait. This area is filled with rotten vegetation, becoming difficult terrain.

**Vampire Vulnerabilities** (*GM Core* 335)

**Mist Escape** ◆ (*GM Core* 335)



# Rotten Apples

## Appendix 3: Game Aids



**Pattypan of Gold Bits**



**Anemone**

**Zombie Leshy**



**Leaves on Distant Winds**



# Rotten Apples

## Appendix 3: Game Aids



**Leshy Ghoul**



**The Heartwood Rots**

# Rotten Apples

## Handout #1: Letter from Valais Durant

*Greetings Pathfinder Agents,*

*I hope this letter finds you well. When Anemone told us of her need for aid, I knew we had to send some of our best. The Compost Watch holds a sacred, thankless duty, and we owe it to them to render whatever aid we can. If you can protect them in any way, please do. I'd like you to minimize loss of life as much as possible with whatever crisis they're facing.*

*I wish you all the best of luck,  
Valais Durant*

## Handout #2: Letter from Urwal

*Pathfinders,*

*The stars have been cryptic of late, but with Anemone's request I believe I have come to understand them. Find the lantern. It's a powerful ritual component that twists primal energies. It should not be out there. Bring it back.*

*-Urwal*

# Rotten Apples

## ORGANIZED PLAY

### Treasure Table

LEVEL	TREASURE BUNDLE
3	3.8 gp
4	6.4 gp
5	10 gp
6	15 gp

### Treasure Bundles

- Getting Started**, page 5: 1 Treasure Bundle for receiving the gifts from Anemone.
- Follow Your Ghost**, page 12: 1 Treasure Bundle for receiving gifts from Leaves on Distant Waters.
- D1** or **D3**, page 14 or 18: 1 Treasure Bundle for each of 4 specific leshies saved, up to four Treasure Bundles.
- Conclusion**, page 18: 2 Treasure Bundles from Pattypan and Bogs for saving the Compost Watch.

CP Total	Level Range
8-14	3-4
16-18 (5+ players)	3-4
16-18 (4 players)	5-6
19+	5-6

### Challenge Points

Challenge Points are a system for scaling the difficulty of encounters appropriately for groups of mixed size and level. Total up the number of Challenge Points your group has.

- 3rd-level PCs = 2 points each
- 4th-level PCs = 3 points each
- 5th-level PCs = 4 points each
- 6th-level PCs = 6 points each

Now use the table above to determine which level range is appropriate for your PCs. Level 3-4 encounters appear in Appendix 1, and level 5-6 encounters appear in Appendix 2.

### Elite Adjustment

To apply the elite adjustment, make the following changes to a creature's statistics:

- Increase the creature's AC, attack modifiers, DCs, saving throws, and skill modifiers by 2.
- Increase the damage of its Strikes and other offensive abilities by 2. If the creature has limits on how many times or how often it can use an ability (such as a spellcaster's spells or a dragon's Breath Weapon), increase the damage by 4 instead.
- Increase the creature's Hit Points based on its starting level (see the table below).

Starting Level	HP Increase
1 or lower	10
2-4	15
5-19	20
20+	30

### Weak Adjustment

To apply the weak adjustment, make the following changes to a creature's statistics:

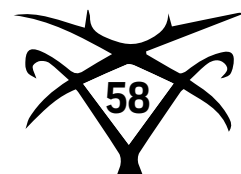
- Decrease the creature's AC, attack modifiers, DCs, saving throws, and skill modifiers by 2.
- Decrease the damage of its Strikes and other offensive abilities by 2. If the creature has limits on how many times or how often it can use an ability (such as a spellcaster's spells or a dragon's Breath Weapon), decrease the damage by 4 instead.
- Decrease the creature's Hit Points based on its starting level (see the table below).

Starting Level	HP Decrease
1-2	-10
3-5	-15
6-20	-20
21+	-30

### Remaster Changes

With our shift to the new ORC license, we've quite a bit of our terminology and rules information. Here's a small section of the most used changes here in Organized Play, but for the full Remaster updates, please reference the *Pathfinder Player Core*, *Pathfinder Player Core 2*, and the *Pathfinder GM Core*.

- Attack of Opportunity is now Reactive Strike.
- Spell levels and counteract levels are now referred to as spell ranks and counteract ranks.
- Flat-footed is now Off Guard.
- Negative damage is now void damage.
- Positive damage is now vitality damage.



# Rotten Apples



## Event Reporting Form

Date \_\_\_\_\_ Event Code: \_\_\_\_\_

Location \_\_\_\_\_

GM Org Play #:	-2	GM Name:		GM Faction:	
Adventure:					
Reporting Codes: (check when instructed, line through all if no conditions to report)				<input type="checkbox"/> A	<input type="checkbox"/> B
				<input type="checkbox"/> C	<input type="checkbox"/> D
Bonus Faction Goal Achieved: <input type="checkbox"/> Envoy's Alliance <input type="checkbox"/> Grand Archive <input type="checkbox"/> Horizon Hunters <input type="checkbox"/> Radiant Oath <input type="checkbox"/> Verdant Wheel <input type="checkbox"/> Vigilant Seal					Reputation Earned:

Faction:					
Character Name:		<input type="checkbox"/> Envoy's Alliance	<input type="checkbox"/> Radiant Oath	Dead? <input type="checkbox"/>	
		<input type="checkbox"/> Grand Archive	<input type="checkbox"/> Verdant Wheel	Infamy <input type="checkbox"/>	
Org Play #:	-2	Level	<input type="checkbox"/> Horizon Hunters	<input type="checkbox"/> Vigilant Seal	Replay Used <input type="checkbox"/>

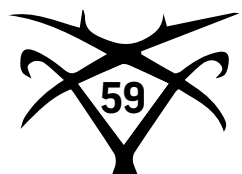
Faction:					
Character Name:		<input type="checkbox"/> Envoy's Alliance	<input type="checkbox"/> Radiant Oath	Dead? <input type="checkbox"/>	
		<input type="checkbox"/> Grand Archive	<input type="checkbox"/> Verdant Wheel	Infamy <input type="checkbox"/>	
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		<input type="checkbox"/> Grand Archive	<input type="checkbox"/> Verdant Wheel	Infamy <input type="checkbox"/>	
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Character Name:		<input type="checkbox"/> Envoy's Alliance	<input type="checkbox"/> Radiant Oath	Dead? <input type="checkbox"/>	
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Faction:					
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Faction:					
Character Name:		<input type="checkbox"/> Envoy's Alliance	<input type="checkbox"/> Radiant Oath	Dead? <input type="checkbox"/>	
		<input type="checkbox"/> Grand Archive	<input type="checkbox"/> Verdant Wheel	Infamy <input type="checkbox"/>	
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# Rotten Apples

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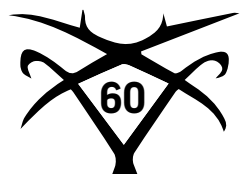
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# Pathfinder Society Scenario #6-06: Rotten Apples

Character Chronicle #

2

Character Name

Organized Play #

Character #

### Adventure Summary

You were called to check up on a leshy village hidden deep within the Fangwood that had sent out a distress signal. Upon arrival, you found that the village, which is surrounded by a private leshy graveyard—the Compost Forest—had been suffering from some sort of void energy upwelling, causing the dead to rise from their resting places and attack. You traveled  quickly  quietly through the Compost Forest, reached the Compost Watch, and put the dead back to rest while saving  all  some  none of the remaining leshies.

### Boons

Congratulations on completing the adventure! You've earned Pathfinder Society (second edition) Achievement Points, a currency that can be redeemed on our website at [paizo.com](http://paizo.com) for special character boons, such as access to rare or uncommon ancestries, feats, and more! To redeem your Achievement Points, go to [paizo.com/organizedPlay/myAccount](http://paizo.com/organizedPlay/myAccount) and click on the Boons tab. Note that you must have created a [paizo.com](http://paizo.com) account and registered a character before you can begin making Achievement Point transactions.

### Rewards

Starting XP

XP Gained

Total XP

Experience

### Items

### Notes

*moderate ghost charge* (level 3, 10 gp; *Player Core* 285)  
*wand of heal (1st-rank)* (level 3, 60 gp; *Player Core* 335, *GM Core* 282)  
*wand of heal (2nd-rank)* (level 5, 160 gp; *Player Core* 335, *GM Core* 282)  
*wrist grapppler<sup>u</sup>* (level 2, 25 gp; *Lost Omens Firebrands* 82)  
*masquerade scarf* (level 2, 30 gp; *GM Core* 292)  
*clockwork wrist grapppler<sup>u</sup>* (level 3, 40 gp; *Lost Omens Firebrands* 82)  
*persona mask* (level 3, 50 gp; *GM Core* 293)

Gold

Starting GP

GP Gained

GP Spent

Total GP

### Reputation/Infamy

## FOR GM ONLY

EVENT

EVENT CODE

DATE

GM Organized Play #

Chronicle Code: TDL5

For more information about the Pathfinder Society Organized Play program, including how to use this Chronicle Sheet, visit [pathfindersociety.club](http://pathfindersociety.club)