

The Hus Factor

A One-Round Dungeons & Dragons® Living Greyhawk™ Perrenland Regional Adventure

Version 0.6

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Drelnza and her armies are defeated, the heresy is no more and the famine is all but over. With new leadership providing much needed unity, Perrenland may finally be able to turn to a better page for the future. But with the celebrations following the new Voorman's coronation already under way, will there be any final secrets that wait to threaten Perrenland's tomorrow?

A single round Perrenland Regional adventure for APLs 2-14. This adventure is the finale for the Perrenland Region.

The Perrenland Triad would like to thank everyone who has contributed to making the Perrenland Region and Living Greyhawk a great success, and we look forward to writing and playing D&D with you all for many years to come.

Resources for this adventure [and the authors of those works] include PERI6-01 Jor-Russ [Andrew Cowan, Richard Smart, Stephen Daniels, Adam Cowan], PER6-04 Death's Fury [Andrew Cowan & Patrick Williamson], PER7-06 Diadem of Kir-Russ Pt 1 [Andrew Cowan & Patrick Williamson], PER7-06 Diadem of Kir-Russ Pt 2 [Bruce Paris & Patrick Williamson], PER7-06 Diadem of Kir-Russ Pt 3 [Gary Johnson & Patrick Williamson].

Based on the original DUNGEONS & DRAGONS® rules created by E. Gary Gygax and Dave Arneson and the new DUNGEONS & DRAGONS game designed by Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, and Peter Adkison.

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For questions specific to this document, please e-mail the Perrenland Triad point of contact (POC) at baparis@aapt.net.au; for LIVING GREYHAWK campaign questions email rpgahq@wizards.com.

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Most likely you ordered this adventure as part of an RPGA even from the RPGA website, or you received it from your senior gamemaster. To play this adventure as part of the LIVING GREYHAWK™ campaign—a worldwide, ongoing D&D campaign set in the GREYHAWK setting—you must sanction it as part of an RPGA event. This event could be as elaborate as a big convention, or as simple as a group of friends meeting at the DM's house.

To sanction an RPGA event, you must be at least a HERALD-LEVEL gamemaster. The person who sanctions the event is called the senior gamemaster, and is in charge of making sure the event is sanctioned before play, runs smoothly on the date sanctioned, and then reported back to the RPGA in a timely manner. The person who runs the game is called the table Dungeon Master (or usually just DM). Sometimes (and almost all the time in the cases of home events) the senior gamemaster is also the table DM. You don't have to be a HERALD-LEVEL GM to run this adventure if you are not the senior GM.

By sanctioning and reporting this adventure you accomplish a couple of things. First it is an official game, and you can use the AR to advance your LIVING GREYHAWK character. Second player and DMs gain rewards for sanctioned RPGA play if they are members of the DUNGEONS & DRAGONS REWARDS program. Playing this adventure is worth one (1) point.

This adventure retires from RPGA-sanctioned play on December 31, 2008.

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PLAYERS READ NO FARTHER

If you are planning on playing this adventure, stop reading now. The rest of the information in this adventure is for the DM only. If you read farther than this section, you'll know too much about its challenges, which kills the fun. Also, if you're playing this adventure as part of an RPGA-sanctioned event, reading beyond this point makes you ineligible to do so.

PREPARING FOR PLAY

To get the most out of this adventure, you need copies of the following D&D books: *Player's Handbook*, *Dungeon Master's Guide*, *Monster Manual*, and *Spell Compendium*.

Throughout this adventure, text in ***bold italics*** provides player information for you to paraphrase

or read aloud when appropriate. Information on nonplayer characters (NPCs) and monsters appear in abbreviated form in the adventure text. Refer to *Appendix 1* for full information on NPCs and monsters. For your convenience, *Appendix 1* is organized by APL.

Along with this adventure, you'll find an RPGA Session Tracking sheet. If you're playing this adventure as part of an RPGA-sanctioned event, complete and turn in this sheet to your senior GM directly after play. You'll also find a LIVING GREYHAWK Adventure Record (AR). You need one copy of this for each participating player.

LIVING GREYHAWK LEVELS OF PLAY

See Chapter One of the *Living Greyhawk Campaign Sourcebook* for details on APLs. If the APL of your group is an odd number, ask them before the adventure begins whether they would like to play the higher or the lower adjacent APL.

LIVING GREYHAWK adventures are designed for APL 2 and higher. Four or five 1st-level characters may find the challenge of an APL 2 adventure difficult. Suggest the following to these groups to help increase their chances of success:

1. Enlist a sixth player.
2. Advise characters to buy riding dogs to help protect them and fight for them.

TIME UNITS AND UPKEEP

This is a standard one-round regional adventure, set in Perrenland. All characters from the Perrenland region pay 1 Time Units. Out of region characters pay 2 Time Units.

Information about Lifestyle and Upkeep can be found in the "Lifestyle and Upkeep" section of the *Living Greyhawk Campaign Sourcebook*.

ADVENTURE BACKGROUND

The recent return of Perren, the greatest ruler of Perrenland (and the country was named so in his honor) has come as a welcome surprise and a rallying call to its people. In only a short time he has been able to unite the land and people, with much of the recent division and turmoil now only a memory. Although there is still more healing to be done, it seems Perrenland is finally on the road to recovery.

Even though Drelnza, the leader of the Cult of the Fiend in Perrenland has been destroyed, some of her followers remain in Perrenland still. Her mother, the witch queen Iggwilv, mother of luz is

angered beyond compare over the death of her daughter, and with some help has instigated a final solution to the land that has denied her forces victory for so long and a land that has taken her daughter away from her.

To this end she has gained the assistance of the demon lord Zugtmoy, queen of fungi. Through the actions of the fungi queen's high servants (Rukarazyl) Iggwilv has now instigated her daughter's last act of revenge against the heart of the nation – the Voormann Perren.

To this end the Rukarazyl has infiltrated the Fortress of Dian and has journey to the home of the Lund-oak. The Lund-oak is the sacred tree of Perrenland, and is the Voormann's connection to the land itself. The Rukarazyl has used its fungus spitting ability to attack the lund-oak itself, covering the tree in its dark creation. Through a dark ritual undertaken by the demon queen of fungi herself this fungus has been infused with demonic energy, strengthening it and enabling it to grow – giving it the power to attack and slowly destroy the sacred tree for good.

Now the Lundoak is in peril as the parasitic fungus begins to feed on the sacred tree's life energy. At first the tree could fight off the attack, but in the last week has grown weaker each day as the fungus continues to grow stronger. The dying tree has begun to draw the energy to survive from its bond to the current voormann, and if the damage is not stopped it will take Perren with it in death.

One key to saving the Lundoak and the Voormann is a tortured angel, a solar aasimon servant of Myrhiss, goddess of beauty known as Meneliant. This angel sacrificed itself at the beginning of the shrine alliance 1000 years ago, helping the formation of the pact that binds Nerull and prevents him from creating undead spawn in the Quaglands. The angel was a prisoner within Jor-Russ for almost 1000 years and was subjected to torture and worse during that time. Its blood has been used by Oomkar Hus to paint thousands of Jor-Russ Kondkannen, creating receptacles for his ghostly servants that are infused with the power of a celestial being, granting them unbeatable turn resistance.

But in 596CY the angel was freed from its prison by adventurers [PERI6-01 Jor-Russ], and since has been roaming the countryside, maddened by its time under confinement. Even though it is free, a powerful demonic artifact (a Collar of Control) prevents the angel from healing itself of its wounds and madness. Revenge is the only thing that drives the angel now, as it hunts

down all of the kondkannen created using its blood.

It is through his research into the properties of the angel's blood that Oomkar Hus has learned that it can harm a demon and possibly kill it as well. Hus has used this discovery to create a demon-killing poison of increased potency (with the angel's blood as the key ingredient).

When Hus learns of the illness affecting the Voormann and the creature behind this affliction, he now has a reason to test the poison's effectiveness – he is preparing to alert the heroes of Perrenland about his discovery and use them to recapture the angel that is the poison's source.

ADVENTURE SUMMARY

Introduction

Celebrations for the upcoming coronation of Perren are in full swing throughout Perrenland. The nation finally has something to cheer about, and the people are letting their hair down in style. It is a festive mood as the PCs walk the streets of Schwatzenbruin, headed for the highlight of the festivity so far. A gala dinner and dance awaits them, and the chance to mix with the social elite of Perrenland's aristocracy.

Players can role-play any retired PCs for the beginning of this adventure, changing to an active PC at the beginning of Encounter 2.

Encounter 1 – The Coronation Dinner

The dinner begins and the PCs get to mingle with the wielders of influence and power. But even as the mood is festive rumours fly.

Perren awards the PCs and others for their services as Perren begins to cement support within the ranks of the adventurer classes and depleted nobility for his reign. Just as the PC receive their reward the desiccated head of Drezlna that perren has kept as a trophy taunts the new Voormann and the plants a kiss upon his startled lips. Crushing her head he then collapses.

Encounter 2 – Damage Control

The PCs are tasked to remove him from the public eye. Through this involvement they are drawn into a rescue mission to save his life, where they learn the truth of his illness. The Lund oak is dying and the new Voormann along with it and the PCs are charged with freeing the tree of its affliction before it is too late for either of them.

Encounter 3 – The Poisoned Lund oak

The PCs head for the Fortress of Dian and the grounds of the Lund oak. After finding the Sacraal

Hund guards absent or dead they enter the structure discovering a parasitic fungus has encompassed the Lund Oak and is slowly choking the life from it. As they look on in horror, parts of the fungus break away taking on a humanoid shape to attack the PCs, but they cannot risk attacking the fungus on the Lund oak directly without killing the tree as well.

Encounter 4 – Investigations

With a sample of the fungus the PCs can begin to investigate its origins. With the Voormann's health failing further, Perrenland authorities provide the wealth of their resources for the PCs to use, including powerful divination magic that reveals the demonic origin of the fungus and the truth of Drelnza's last act against Perrenland.

As their investigations intensify, an old contact arrives with the answer to their problem, a vampire servant of Oomkar Hus. The vampire tells the PCs of a poison created by Oomkar Hus that will kill any creature of demonic origin, without harming anything native to this plane. It is a perfect solution to the problem at hand, and the vampire offers to escort the PCs to Riberlund and into Jor-Russ to collect the poison.

Encounter 5 – Truth in the Dark

Upon arrival the PCs traverse the empty halls of Jor-Russ as they are led into the heart of the necropolis to meet with Oomkar Hus himself. Hus tells the PCs about the poison and offers it to them for a terrible price. He reveals his knowledge of the truth of the Great Lie, and the real reason for the return of his greatest servant - Perren. He will also tell them about the real sacrifice that resulted in the shrine alliance – the sacrifice of a higher power servant of Myhriss – the tortured angel Meneliant. In exchange for the PCs help in recapturing the angel, Hus agrees to give them the poison that will save the Lund oak and the Voormann. He gives the PCs Jor-Russ Kondkannen to help lure the angel to them.

Encounter 6 – Hunt for an Angel

The PCs now have a choice – to help capture an angel or to help him stay free. Helping the angel may break the pact of the Old Kerk and allow Nerull's army to run free, but condemning a servant of good to imprisonment and torture is a heavy price on the PC's souls. Hussen clan PCs and PCs bearing the HUS rune will find it difficult to act for the angel's well being, and are affected by a *Mark of Justice* if they do not bring the angel under HUS' control.

In the conflict the angel is feeble-minded and rendered helpless – if he is to be saved, the PCs will have to do it. The Kondkannen they carry release their evil spirits to attack the PCs betraying their master.

Encounter 7 – Another Deal

If the PCs helped capture the angel or do nothing to stop it from happening, they receive the poison that will kill the fungus engulfing the Lund oak. If they helped Meneliant remain free, they will have a child-like angel in tow. But the cult of the fiend has learned of their intent, and will attempt to talk them out of their mission, or stop them from succeeding...

If the PCs helped the angel escape, they receive some magical help to leave Riberlund. But with the angel enfeebled, he proves to be more a hinderance than a help. But in saving the angel they learn that it is his blood that is the key – blood they can use to destroy the black fungus.

Encounter 8 – To Kill a Weed

With the means to kill the demonic fungus, the PCs venture back to Fortress Dian to kill the plant for good. But the sentient fungus knows they are coming, and is prepared to fight them to the end. But the PCs also learn that Perren has gone before them, determined to fight his own battle. But with the Voormann in direct danger, it just may take a heroic sacrifice to complete their mission....

Conclusion

With the fungus destroyed, the Lund oak regains its strength and the Voormann as well. But with the PCs choices Perrenland may be bathed in light or have a darker tone for the future...

PREPARATION FOR PLAY

The DM should determine if any PCs have the HUS rune from any previous adventure in the Perrenland arc. These PCs are vulnerable to control by Oomkar Hus and his minions in Encounters 5 & 6. Also the rune is a *Mark of Justice*, and is triggered in these encounters if the PCs move against Hus' wishes.

As this is the final adventure for the region of Perrenland, during the beginning (Encounter 1) players are offered the chance to role-play any retired PCs that have played the previous adventures in the Perrenland plot arc. The new Voormann wants to meet these prominent PCs and has invited them to his coronation dinner, planning to reward them for their service.

At the start of Encounter 2 any players that wish to change back to using a currently active PC can do so. These PCs are also guests of the Voormann and just as he falls down in front of the assembled crowd they can jump into the situation and act.

INTRODUCTION

The night is fair and the nighttime fragrances of the city of Schwartzenbruin fill the air along with the occasional soft breath of air from Lake Quag. This night you have all be invited to the Coronation dinner of Perren, as his position as Voormann of all Perrenland is celebrated by the folk. Yesterday, he was formally bound to the land with the ceremony at the Lund Oak; tonight it is party time.

At this stage the PCs are free to mingle with the crowd of revelers. The atmosphere is relaxed, most folk have no weapons as everyone is bone weary of war and loss and for them tonight is the first night of a long awaited promise, and the land is at peace. Everyone, even those who held old antagonisms have decided tonight to bury the hatchet once and for all.

Feel free to improvise how the PCs mingle and what activities they can get up to. Every clan and meta-org is represented here and the PCs if they so choose can learn some news or rumors via their meta-org membership, get them to make some un-tiered gather information skill checks if you want.

Rumors

- *"It is grand to see the old man back, if anyone can fix the country it is him, I just wish we still had the army we did before all this happened then we could take the fight to Old wicked for sure."*
- *"Bildgear has recovered well it seems, in fact I am told he was almost restored to full health within a day of relinquishing his vestments to Perren. Now that the Lund-Oak is recovering I suspect Perren himself will begin to look a little better than Nerull warmed up, have you seen him?"*
- *"So Perren is a Hussen, I never would have dreamt it, I always figured him for a Rosrijder or perhaps a Vuurzwald, oh well I guess they can't all be bad. Old Karla is beside herself with family pride so I hear."*
- *"Hey I saw that scarred angel everyone has been talking about last week. Poor thing, it must have gone through hell to end up like*

that. I wonder why it hasn't healed itself though. I thought angels had healing magic."

- *"I don't know how true this is but have you seen the "pot belly" Hanne Weisspeer is walking around with at the moment?"*
- *"Perren has decided to ratify the alliance with the Guur-Hok, they have a delegation here tonight. The master of ceremonies couldn't get them to come dressed for the occasion, apparently for them full plate and bastard swords is dress code!"*
- *"I just knew this would happen, I said so to my ma a few years back when things where really grim, "ma" I said, "I bet Old Perren is just turning in his grave about all this, I wouldn't be surprised if he got so angry that he came back from the dead to set things right." Have you seen him by the way, the man's just skin and bones at the moment?"*
- *"Trouble with all of this is that Perren is going to be difficult to control, the council of Perrenland has already run into problems bring him up to speed with the times, in fact he doesn't feel they are worth their due and wants the council of Grafs to be elevated back into primacy."*

Once you feel the PCs have role-played enough read the following

With a sudden fanfare everyone is called to table, you are amongst the lucky ones and soon you find yourselves seated within site of the high table and Perren himself within the palace hall.

1: DREZLNA'S REVENGE

The grand hall of the Voormann's palace is filled to capacity as you consume several courses of the finest fair on offer in the land. Perren himself despite looking quite the worse for wear keeps bellowing with outraged laughter as a clearly besotted Karla Hussen leans to whisper what you assume are witticisms into his ear. All this occurs under the preserved head of Drezlna that Perren has made a point of hanging casually from the top of his high backed chair as a trophy.

After a while, Perren begins to play the host. Karla is forgotten for the time being. Quite a few of Perrenland's finest are summoned to a brief audience with the Voormann so that he can dispense his gratitude. Soon you yourselves are summoned by his herald to receive his gratitude.

Perren's Gratitude

Perren's gratitude to the PCs will vary depending on the status of the PC. He is trying to cement the loyalty of his subjects by recognizing the deeds of those who have fought to free the country from the evil grip of Igwilv and her daughter. He is also looking to populate the threatened border of Yattenheid with those capable of fighting. A herald will call out following:

PC Level 1-4: "**<PC name> for your services to the country and the folk the Voormann recognizes you with a grant of 40 acres of New Seed land and an annual pension of 100gp in Northern Yattenheid.**"

PC Level 5-8: "**<PC name> for your services to the country and the folk the Voormann recognizes you with a grant of 400 acres of New Seed land and an annual pension of 500gp in Northern Yattenheid.**"

PC Level 9-11: "**<PC name> for your services to the country and the folk the Voormann recognizes you with a grant of 4000 acres of New Seed land in Northern Yattenheid, the title of Landgraf of either your own clan or the Hus, an annual pension of 5000gp and a seat on the council of Grafs.**"

PC Level 12+: "**<PC name> for you services to the country and the folk the Voormann recognizes you with a grant of 6000 acres of New Seed land in Northern Yattenheid, the title of Landgraf of either your own clan or the Hus, an annual pension of 8000gp and a seat on the council of Grafs.**"

PCs that have played PER7-02 Needle in a Haystack will recognize much of this new seed land as familiar having searched for the body of Kallis Thurman. The land is mostly overgrown and untouched by human hands.

"All such grants will be collected at the beginning of the new-year, long live the Voormann!"

As you make to rise from your kneeling position there is a hiss from behind Perren's chair as to everyone's horror the desiccated head of Drezlna rises into air and speaks the following from it's dead lips.

"You pitiful old fool, you dare give these scum, these traitors MY LAND! Do you really think they will be strong enough to hold it for

you? You are truly beyond my contempt, but not my REVENGE!"

With a suddenness that takes Perren by surprise the head of Drezlna launches itself the full length of its leather throng and plants a loud smacking kiss on Perren's lips. With a mix of horror and rage Perren grabs the abomination ripping it from his throne, throws it to the ground with a sickening squelch and promptly launches himself into the air to land on it with both his booted feet, squashing it like a rotten melon...

Needless to say, the hall has fallen into shocked silence. Yet within moments that silence is broken as Perren staggers to his knees the audience giving an audible gasp... except for one poor fool who begins applauding thinking it is all part of the show.

2: THE VOORMANN'S PLIGHT

At the beginning of this encounter, any players who have been role-playing a retired PC up until this time can now change to a current PC for the remainder of this adventure.

If a new PC is introduced, read the following:

The dinner has been magnificent, and the accolades plenty. Although you are not as well known as some others in this hall it is your efforts during the recent past that have got you here, all equals at the table of Perrenland's giants. But when Drezlna's head attacks and the Voormann falls, most of the room is too shocked to act...except for you.

Once the decision of which PC to play is made, continue with the section below for all players.

Looking at you all Perren's Herald says the following in furious whisper, "quickly take him out the back, I and the Voormannsgardt will cover you."

As you hustle Perren from the throne room to the smaller anti-chamber behind the Voormannsgardt, several members of the Old Kerk, Perren's Herald and Karla Hussen all begin trying to tend to Perren at once but no one is actually being very effective as they are all getting in each other way. As Perren is weakly pushing away the press of their aid, what do you do?

At this stage, the PCs should exert some form of control, even if it is to simply prioritise triage.

Present within the assembled group, apart from the PCs, are two divine casters capable of casting any healing or divination spell of 7th level or lower. Perrens Herald is also a bard of the Voice capable of casting any bard spell of 6th level or lower that the PC think to ask him to cast.

Investigation of the Voormann's illness

- The Voormann does not respond to healing spells, they neither make him better or worse.
- Using spells like *cause light wounds* make him worse and could kill him if the PC cast a *Harm* or similar spell.
- A DC 25 Knowledge [Nature] or Knowledge [Alchemy] check reveals that his symptoms are similar to a poison victim (loss of Con). However spells that detect or remove poison have no effect.
- Spells that restore attribute point loss likewise do nothing.
- A heal check greater than 25 reveals that Perren is slowly being drained of both his constitution and his body fluids, just as if a vampire was feeding on him. He will clearly be dead within a matter of hours, perhaps a day at most.
- A *detect magic* does not reveal any auras apart from Perren's equipment – Boonbane and the Diadem detect as powerful abjuration magic (20th) level, as they both are artifacts. This bit of information may be crucial to the PCs at a later time in the adventure...
- A PC who casts a *hold plant* on Perren will see a little bit of health and colour return to Perren whilst the spell is in effect.
- PCs whom place Perren within a *magic circle* spell can slow down the draining effect by half, buying themselves more time as it hedges out part of the strength of the link between Perren and the Lund-Oak.
- Divination spells capable of revealing at least a cryptic response get the following response ***"This man is healthy and hail it is his bond that kills him."***
- A DC 25 Bardic Knowledge skill check (the Herald's skill is +20) or a Knowledge (history) DC 25 skill check or a *legend lore* spell on the above divination response will reveal that the "bond" referred to in the divination is referring to the Voormann's connection to the health of the land via the Lund Oak.

- If the PC struggle to find out the vital clue, Karla will cast *divination* revealing the information and make the connection to the Lund Oak.

With the presence of so much talent around Perren it should become apparent that perhaps it is the Lund-Oak that is dying and Perren, due to his connection to it, along with it. Once this has been surmised read the following:

Karla Hussen her eyes wet with suppressed tears approaches you to speak,

"This is not the good day I was hoping it was going to be. I just wish I could...."

At that moment Perren moans loudly, and turns to face Karla and yourselves.

"I am not dead yet woman! It hurts, but they shall not take me before my work is done. Arrgh ... the pain....so much pain..."

Perren reaches out quickly, grabbing the collar of the nearest PC (random) with surprising strength given his condition,

The tree...the tree...it calls to me..."

He slumps weakly after the effort as Karla moves to hold Perren protectively. She then turns back to you,

"It may be as we suspect. I need you to investigate if indeed the Lund-Oak is dying. Will you please go immediately to the Fortress of Dian in the city where it lives and see what is happening, if the Lund-oak is well report back here. We will remain here and attempt to keep him alive, although how long we can do that I don't know."

Troubleshooting: If the PCs suggest that there maybe others more powerful outside in the grand hall to deal with this, Karla and the Voormann's herald will stress the need for secrecy at this time. If Perren's enemies were to learn of his weakness, they may decide to strike now, and their priority is to protect the voormann from any direct attacks here.

Any Voormansgardt PCs are instructed to go to the Lund-oak as a part of their duty to the Voormann.

Once the PCs decide to go to the Lund-Oak proceed to **Encounter 3**.

3: THE POISONED LUNDOAK

The streets of the city are still crowded with revelers unaware of the dire situation of their beloved legend. Eventually you reach the Old Fortress and the last few city blocks are quiet

and free of crowds. The first thing you notice is the absence of the Sacraal Hund guards who would normally be on duty here. The Single imposing archway gate to the fortress is closed.

DM's note: The Sacraal Hund guards have been slain, their bodies have been hidden under an illusion about 20ft from the left-hand side of the gate. Anyone with *true seeing* or other similar magic will see them clearly. PCs who investigate them can gain the following information with appropriate skill checks or magic usage

- All of the bodies suffered extreme physical trauma consistent with blows delivered by a large (or larger) creature. It is these blows that are responsible for their deaths.
- A third of the bodies were partially covered in a black fungus
- One of the bodies was covered in the remains of gray ooze that had eaten most of his belongings.
- At this stage a *speak with dead* spell will not function.
- Apart from their robes and simple quarterstaves they have no valuables.

If the PCs investigate the gate they will quickly discover that it is not locked but has been pulled shut.

The gates detect as powerful *conjunction* (*teleportation*) magic – the gates are actually a portal that leads to the amphitheatre of the Lund-oak. Once the PCs decide to enter through the archway read the following.

Stepping through the archway is like stepping into another world. Although you had no idea what to expect beyond the arch, the reality is somewhat.....stranger than you would normally expect.

A large, natural amphitheatre stretches out before you, hundreds of feet wide. Filling the area is a fetid jungle of foul smelling plants and funguses, and the air is filled with a light mist that gives off a sickly green glow. Standing in the jungle's centre is a huge, withered tree, its limbs barely raised above the abnormal growths that encompass it almost completely. Although it might just be a trick of the ambient light, it looks as if the tree is struggling to reach high above the fungus jungle, but is being slowly drawn down by the surrounding plant life.

A DC 20 Knowledge [Nature] check reveals that the fungus jungle cannot be natural, for there is too much ambient light for the fungus to thrive like they have in the amphitheatre below.

It is hard for the PCs to make out any details (beyond the description above) at this point. The fungus jungle has a thick canopy that obscures any view of the jungle floor. The tree at the centre is the Lund-oak, the physical link between the Voormann and Perrenland, but from the PCs vantage point only its highest limbs are visible. Even at this distance the PCs can tell the tree is dying, its upper limbs are devoid of any foliage and look pale and brittle.

There is little more they can learn from this position – continue below when the PCs enter the jungle itself. Note that when the PCs enter the archway, they step through a portal into a small demi-plane containing the Lund oak – thus the PCs are out of the range of the Girdle of Dian's *forbiddance* effect over Schwartzbruin.

Troubleshooting: At higher APLs the PCs may attempt to fly or use other magical means to get a closer look at the Lund oak. Modify the text below dependant on the PC's actions – the creatures detailed below only attack once the PCs are within 30ft of the Lund oak and look like the other varieties of fungus and plant like that surround the ancient tree in any case. A DC 30 Knowledge [Nature] check reveals that some of the growths close to the Lund oak seem unnatural, but without close inspection the PCs will not be able to glean any more information.

THE FUNGUS JUNGLE

The first thing that assaults you as you enter the jungle is the smell, a sickly, rotten egg stench that fills your nostrils. It is also extremely warm, and after only a few steps you find yourselves sweating profusely.

The jungle itself is a riot of size and colour, with a mix of yellow to dark violet mushrooms and fungus growths varying from inches to tens of feet tall all around. The largest of these almost touch at their apex, forming a thick canopy overhead that only increases the stifling heat and dark shadows within the jungle. Thick vines crowd the ground in places, threatening to trip you up with every second step, and swarms of tiny insects hover in the air around you like angry clouds waiting to strike.

Movement through the jungle is treated as moderate undergrowth, halving the PCs movement and increasing Tumble check DCs by 2

(mostly due to the thick vines that twist around the PCs legs as they walk).

The thin mist or fog that hovers over the jungle restricts normal vision to 2d6 x 10 feet (or 1d6 x 10 feet when walking within the jungle) – this impairment extends to any PCs flying over the jungle canopy as well as those walking below.

The high humidity and heat within the jungle may also be a problem – treat this as very hot conditions (see Heat Dangers DMG p303), requiring a DC 15 Fortitude save every hour or take 1d4 points of non-lethal damage. Characters in heavy clothing or armor take a -4 penalty to this save. Any character failing this save is *fatigued*. As the PCs will most likely not be in this jungle for that long, they will only need to make one saving throw – have them roll this during the combat below as physical exertion speeds up the need to resist the hot and stifling environment of the fungus jungle.

Development: After a 10 minute trek zigzagging through the thick jungle, the PCs finally reach the amphitheatre's centre. Continue below:

After a short, strenuous journey you finally reach the centre of the strange jungle. Standing before you is an huge, ancient tree that can only be the Lund oak, the sacred tree of Perrenland and the link between the Voormann and the nation. But given the tree's current appearance, it is not surprising that the Voormann is near death,

The Lund oak is covered almost completely in a dark black fungus that is slowly choking it to death. The Lund oak's upper limbs are dry and withered, and droop limply towards the ground from the tree's lofty height. The upper trunk is covered in pus oozing lesions and at its base the fungal growth has completely encased the ancient tree and the immediate area around it.

As you begin to move closer to further inspect the tree, the fungus and plant life around you begins to move, looking to strike out at you with long, stringy tentacles...

APL 2 (EL 5)

Violet Fungus (2): hp 15 each; *MM* 112-13.

APL 4 (EL 7)

Violet Fungus (3): hp 15 each; *MM* 112-13.
Gray Ooze (1): hp 32; *MM* 202-3.

APL 6 (EL 9)

Violet Fungus (3): hp 15 each; *MM* 112-13.
Gray Ooze (1): hp 32; *MM* 202-3.

Tendriculos (1): hp 94; *MM* 241-2.

APL 8 (EL 11)

Violet Fungus (3): hp 15 each; *MM* 112-13.
Gray Ooze (2): hp 32 each; *MM* 202-3.
Fiendish Tendriculos (2): hp 94 each; see *Appendix 1*.

APL 10 (EL 13)

Violet Fungus (6): hp 15 each; *MM* 112-13.
Gray Ooze (2): hp 32 each; *MM* 202-3.
Advanced Fiendish Tendriculos (2): hp 174 each; see *Appendix 1*

APL 12 (EL 15)

Violet Fungus (6): hp 15 each; *MM* 112-13.
Gray Ooze (2): hp 32 each; *MM* 202-3.
Advanced Fiendish Tendriculos (2): hp 256 each; see *Appendix 1*
Rukarazyll (1): hp 102; see *Appendix 1*

APL 14 (EL 17)

Violet Fungus (6): hp 15 each; *MM* 112-13.
Gray Ooze (2): hp 32 each; *MM* 202-3.
Advanced Fiendish Tendriculos (2): hp 342 each; see *Appendix 1*
Rukarazyll (1): hp 102; see *Appendix 1*

Tactics: The violet fungus will move behind the PCs, attempting to drive them closer to the Lund oak (and consumption by the tendriculos and Rukarazyll at higher APLs). The gray oozes wait for prey to step on them or move within striking distance before attacking (positioned as marked on DM's Map 1).

The Rukarazyll (at APL 12 & 14) will use its spell-like abilities to prevent the PCs from escaping, starting with a *wall of thorns* behind or on the PCs hiding in the rear. It will retreat if dropped below 50hp – and will withdraw into the fungal growth surrounding the Lund oak (see below).

The Lund oak itself is covered in a fungal growth created by the Rukarazyll's special ability. A DC 25 Knowledge [Nature] or Knowledge [Planes] check reveals that the fungus is not natural and is extra-planar in origin. It detects as a 40HD evil outsider – stunning any PC that uses *Detect Evil* to scan the fungus.

Fiendish Black Fungus: hp 600; AC 3; fire and cold resistance 10.

This fungus has been magically enhanced by the dark power of Zuggtomy, Demon Queen of Fungi – normally a *cure disease* or 10 points of cold or

fire damage is enough to destroy a Rukarazyll's fungus, but such a spell or damage fails in this case – only an artifact or similarly powerful magic can cure the Lund oak of this affliction (plus one other means revealed later in this adventure). Spells such as banishment, dismissal & holy word likewise have no effect on the black fungus.

Restoration and similar spells improve the tree's current condition a small amount (and may buy the Voormann some more time as well), but in no way completely cure the tree's affliction.

Development: The PCs may try to attack the fungal growth encompassing the Lund oak – either physically or magically. The fungus has no attack modes itself. However all attacks on the fungus affect the Lund oak as well – each taking half the damage dealt. A DC 10 Knowledge [Nature] or DC 20 Spot check reveals this fact to the PC's.

At this stage the PCs are unable to kill the fungus without killing the Lund oak as well – they should at least retrieve a sample of the fungus for detection and analysis. Once they have defeated the creatures above they are able to retrieve such a sample, as well as discovering two bodies (see the treasure section below). Once they have done so there is little left for them to do but return to Schwarzenbruin with their findings so far.

If a druid or nature PC casts a *speaking with plants* on the Lundoak, they are stunned for 1 round by the tree's constant screech of pain. If they cast the same spell on the fungus, it laughs at them maniacally.

Treasure: Hidden amongst the undergrowth are the remains of the Lund oak's guardians and protectors. If the PCs retrieve their bodies they are given their belongings as thanks from the Grove.

All APLs: Loot 20gp; Coin 0gp; Magic 1583gp;

Total 1603gp – Wilding Clasp (333gp), Collar of Healing (417gp), Amulet of Emergency Healing (500gp), Bracers of Accuracy (333gp)

4: INVESTIGATIONS

Following their encounter at the Lund oak, the PCs now have to investigate the circumstances behind the Lund oak's affliction and find a way to defeat the fungus killing the Lund oak. Since the PCs left to investigate the Lund oak, the Voormann's condition has worsened considerably. He is now confined to his bed, with 24 hour care, both mundane and magical. So far all magical healing

has failed to improve his condition, and little can be done except to make him comfortable.

Perrenland authorities are eager to hear the PC's report so far and to provide direction or assistance to their continued investigation. The PCs will in fact find that considerable resources are provided to them to assist in their investigation over the next few hours, including powerful divination and investigative magic from both the Den Zauber Guild and the Old Kerk, access to official documents and protected histories as well as the use of Perrenland's security and espionage services.

DM's Note

This encounter has been divided up into separate headings dealing with possible actions the PCs can take during their investigation. The PCs may think of some of these ideas themselves, others can be suggested by the voormann's cadre of advisers. If the PCs fail any of the Knowledge checks below, they can ask for a second opinion from the advisors present – most are experts in their field and have been brought here to help discover a cure for the voormann.

Convention Note

This encounter should not run for longer than 30mins during convention play – if this time limit has expired or the PCs investigation is flagging, move to the end of this encounter and the section entitled “**Answer in the Dark**”.

Talk to the Gods

The PCs are provided with access to *Commune* and *Divination* spells that can be cast on their behalf by Old Kerk priests.

Divination Spell Answer: “*With both the damnation and salvation of another can the answer be found.*”

Commune Spell Questions & Answers

The DM should use their own knowledge of the plot arc, the background and appendixes of this adventure or, or give the answer ‘unsure’ to answer any questions for these spells. Some possible questions and answers are included below

Is Perren evil?

“*A dark heart is strong against the dark, but in the right light can be set free.*”

Can divine magic heal the Lund-oak

"No"

Can the Lund oak/Voormann be saved?

"Yes, both by the light and the dark."

Is the affliction extra-planar?

"Yes its origin is."

Do we possess the means to kill the fungus?

"Not at this time"

Will killing the fungus kill the lund-oak?

"Yes and no"

Will killing the fungus' creator kill the fungus?

"No"

Is the cure on another plane?

"No and yes"

Is there away to remove the fungus without killing the Lundoak?

"Yes"

Can we heal/remove the Lundoak without killing the fungus?

"Not without special means"

Can we slow the effect of the fungus on the Voorman or Lundoak?

"For a short period of time only"

Does Perren's HUS rune have anything to do with his current affliction?

"No"

THE GROVE

The PCs may want to contact the grove to learn a way to fight the fungus killing the Lund oak. The grove is happy to help, but even they do not have many answers to the problem as a whole.

The Old Seed guardians (the fallen druids found near the Lund-oak) had a similar bond to the Lundoak as the Voormann, except it works in the opposite way (they provide nourishment and support for the Lund-oak, instead of drawing its strength to rule Perrenland as the Voormann does.

The only problem is that it takes some time to form this bond, time that the Voormann does not have.

If they are given a sample of the fungus, after an hour of investigation they can determine the fungus' extra-planar origin, but also discover that it has been infused with some sort of demonic power that has strengthened it considerably. The fungus is resistant to all plant controlling spells

and is quite resilient to damage (it has fast healing 5).

Identifying the Fungus / Jungle

- A DC 25 Knowledge [Nature] or Knowledge [Planes] check reveals that the fungus is not natural and is extraplanar in origin.
- A DC 30+ Knowledge [Planes] check reveals that it is similar to the fungus spawned by a Rukarazyl, but has been strengthened by some sort of demonic power.
- If they learned the above information, a second DC 30 Knowledge [Planes] check reveals that Rukarazyls are the servants of Zuggtmoy, demon queen of fungi.
- A third Knowledge [Planes] check learns that the fungus jungle filling the amphitheatre is similar to the fungus jungles that inhabit Shedaklah, the 222 layer of the abyss and home to both Zuggtmoy and Jubilex, demon lords.
- It detects as a 40HD evil outsider – stunning any PC that uses *Detect Evil* to scan the fungus.
- It is vulnerable to similar effects that hurt demons (it has outsider and demonic traits), and is hurt by holy water as well.
- The fungus bonds to any living creature, and feeds off their life energies (draining both hp and Con). Injuring the fungus while it is bonded transfers half the damage to the bonded creature.
- It has fast healing 5, and can use this stolen life force to grow in size.

The Sacraal Hund Guardians

All of the guardians of the old seed area surrounding Fortress Dian were found dead by the PCs earlier in Encounter 3. Now those bodies have been brought in for further investigation, including the cause of death as well as speak with dead spells to confirm any information about their executioner.

Old Kerk Grove and Shool agents prepare a report for the PCs and the voormann's advisers, with the following conclusions:

- All of the bodies suffered extreme physical trauma consistent with blows delivered by a large (or larger) creature. It is these blows that are responsible for their deaths.
- A third of the bodies were partially covered in a black fungus, though not of the same

potency as the fungus killing the Lund oak.

- One of the bodies was covered in the remains of a gray ooze that had eaten most of his belongings.
- *Speak with Dead* spells have revealed that the guardians were approached by a Lizardfolk, familiar in appearance to a known associate, which then transformed into a large plant creature before attacking them. All of the guardians reported the creature using spell-like abilities. The creature has been identified in the report as a Rukarazyll, an evil outsider native to the elemental plane of earth. APL 12 & 14 tables may recognize the description of the creature as one of the plants they encountered at the Lund oak.

Fiendish Answers

The Den Zauber Guild is prepared to go to extreme lengths to discover the means to cure the Voormann – they plan to use the *Planar Ally* spell to summon a powerful demon to provide some answers. A powerful conjuration circle has been drawn to trap the demon, along with other powerful warding spells to keep it confined while they question the demon. The PCs are invited to participate in the questioning (and in the case of high APL tables, to be present in case something goes wrong).

The guild manages to summon a powerful demon, a Marilith (MM p44) and successfully confines the demon for a short period of time. It will answer questions similar to the commune and divination spells, but will deliver these answers with malice and anger. One other thing the demon knows is the demonic origin of the black fungus and its connection to Zugtmoy, and that although the cult of the fiend is on the run, it is not defeated yet.

THE BOOK OF ANSWERS

The PCs are given access to records from the Library on Cli as well as several other notable libraries throughout Perrenland (including the vaults of the Old Kerk and the Den Zauber Guild).

Results of the PCs requests are sent back to them via sending and similar spells.

- The wizard guild has on record a similar fungal affliction recorded many years ago.
- The record is mostly faded with age, but has a reference to ‘heavenly creatures’ being the secret to a possible cure.
- The Library on Cli has no recorded instances of this situation occurring in the

past (the fungus or a similar attack on the Lundoak).

Answer in the Dark

When the PCs are in between questions (or the DM needs to move the adventure along), a new twist and answer arrives in the form of an old acquaintance (at least for some).

One of the Voormann’s house servants finds the PCs and tells them that someone requires an audience with them – someone who says they can help in the PCs cure the voormann. Strangely the servant cannot tell the PCs anything about the stranger and if queried the servant does not know anything about him. They were only told to find the PCs and bring them, but do not know why they have felt compelled to do so.

When the PCs move to speak with this stranger continue below.

A drawn, pale face regards you impassively as he motions for the servant to go away. It is a face that some of you recognize, but none of you fail to recognize the elongated fangs of a vampire.

“Fear not mortals I am here to help, not to fight. My master has sent me with an offer of help, the means to defeat the foe that stands before you. You must accompany me back to my master, to Jor-Russ, if you want the Voormann and your nation to survive....”

Fanastas: Vampire Wiz 13; 93hp.

Fanastas is a vampire servant of Oomkar Hus, the Hand of Nerull and Lich that rules the necropolis of Jor-Russ beneath the city of Riberlund. Some PCs may remember him from PER5-04 Fear of the Heart as the vampire that escorted them into occupied Riberlund.

As he has said he is not here to fight, but offer his masters help – access to a poison that can kill a demonic creature without harming its victim. Fanastas offers to *teleport* the PCs to Riberlund and escort them into Jor-Russ to speak with Oomkar Hus, and will guarantee the PCs safety if needed.

Troubleshooting: Fanastas is a powerful wizard in his own right and will defend himself if attacked. He does not wish to harm the PCs though, and will continue to try to talk the PCs into accompanying him.

If the PCs refuse to accompany him, they find it difficult to discover any other answers that work so well against their problem with the Lund oak.

Even the divinations will tell them to make the journey, as “the answer to the darkest of problems is rarely found among the light.” If the PCs still refuse to accompany Fanastas, Hus will use his powerful magical resources to *teleport* the PCs to Jor-Russ anyway – modify the read aloud text in Encounter 5 to reflect this fact if necessary.

Once the PCs are ready (or not if it be the case above), Fanastas will teleport the PCs to Riberund. Move to Encounter 5.

5: TRUTH IN THE DARK

Once the PCs are ready, Fanastas will teleport the PCs to Riberund.

In an instant you find yourselves outside the walls of a city set high about a surrounding landscape of open, wide plains and distant hills over a grey, dark sky. The walls themselves are made of great stones that look like they were carved from the very mountain rock they stand on. Beyond the gates is a city that looks as if it has seen much turmoil in recent times, yet retains a sense of strength and defiance that embodies the essence of Perrenland and its people.

At this time Fanastas speaks up.

“Once we are inside the city walls I will lead you into the underground halls of my lord. I would have taken us directly there, but recent times have made the rulers of this city.... nervous and watchful of dimensional travel within their walls. They now watch and guard all of the entrances into Jor-Russ....all but one that has remained a secret until now. Get us through the gates, and I will take you there.”

Fanastas draws his hood and cloak and moves within the PCs ranks, leaving it to them to gain entry into Riberund.

When the PCs approach the city gates, a group of armored soldiers bearing the tabard of the 6th Auszug move to intercept them.

“Who is it that seeks entry into Riberlund at this hour? Speak up your names and your reasons for entering the jewel of Nederboden, or forfeit yourselves for further questioning in the dungeons.”

The city walls are guarded by the Auszug, in continuing service following the fall and

subsequent re-taking of Riberlund in 595-6CY. Although much of the city has been restored to its former glory and its empty streets are once again full of citizens, the city itself remains guarded by parts of the armies that helped liberate it.

As long as the PCs speak up quickly and well, they are allowed entry into the city. A good lie, excuse or even some of the truth will get them past the guards without trouble (a DC 15 Diplomacy or Bluff check). If the PCs fail this check, they are held back for further questioning – until a drunken scuffle nearby draws the guard’s attention, leaving the PCs all alone.

Once inside the walls, Fanastas leads you through the main thoroughfare and into the less used back streets of Riberlund. Here the signs of the countless battles fought in this city are much more frequent, as if less effort has been made to hide those scars that are away from main view.

After winding your way through the back streets for another half hour you find yourselves in a dead end, facing a plain wall.

Fanastas moves forward, placing a hand on the wall and casting a spell (Passwall). Within moments the wall disappears, revealing a corridor that descends into darkness. With a brief look over his shoulder, the vampire motions for you to follow him as he enters the tunnel.

THE EMPTY HALLS OF JOR-RUSS

After a hundred feet or so of descent the tunnel opens out into a dust filled room of ancient design. The walls, stretching 50ft high are filled with small alcoves, each bearing a single sarcophagus. Almost all are damaged and open, with the stone of the shattered lids scattered about the chamber’s floor. Above each alcove the same Ur-Flanne rune glows faintly [HUS rune] along with a series of runes on each sarcophagi that have almost lost their luminescence entirely. Those runes still glowing fill the room with an eerie, pale green light that seems to carry a dark chilled breeze with it.

Development: Any PCs that bears the HUS rune finds that their rune is also glowing with the same faint light.

The damaged sarcophagus all bear faded runes of the Ur-Flanne language, too faint to be made out entirely. Any PC with the Ur-Flanne language (or a *Comprehend Languages* spell) and

succeeding in a Decipher Script DC 20 gleams the following inscription from the faded fragments:

"Here lay the chosen – soon to be born again. Their sacrifice shall not be forgotten..."

No sign remains of the occupants that were once housed within.

Once inside the ancient necropolis, Fanastas leads the PCs through the halls of Jor-Russ for another half hour. The network of tunnels and chambers is immense, with many twists and turns that makes it hard for the PCs to orientate themselves and trace the path they have taken so far. Within most of the chambers there are hundreds of sarcophagi, but all of them are as empty and damaged as they were in the first chamber (above). There is no sign of any if the undead guardians that once warded these halls – those PCs with the Track feat know that no creature (living or dead) has walked these halls for months, possibly even a year or more.

Eventually your guide leads you down a narrow side passage, which widens as a set of stairs descends ahead of you. At the bottom of the stairs is a rune-covered stone door. Fanastas approaches the doorway and utters a word under his breath. The heavy stone door opens silently in response.

Beyond the door is an elaborate tomb, decorated in rich treasures that fill a majority of the chamber. Surrounded by the treasures is an ancient throne, upon which sits a robed skeleton that turns to eye you as you enter. A chill emanates from the skeletal figure, along with an aroma of decay and death. Fanastas approaches the throne, and kneels at the feet of the skeletal figure.

"Ner-Graf Hus, I have brought the creatures you have sent for. I do not mean to intrude otherwise, my lord."

With that the skeleton speaks, its voice deep and dark in tone and temper.

"You show much bravery to walk my halls and enter my presence mortals. Especially for those of you who know who I am, for I am the Hand of Nerull, direct servant of his dark majesty in the Quaglands. But fear not mortals, for it is not your deaths that myself or my god seeks at this time. I have instead called you here to offer you my help, but first let me explain why."

"You mortals think you know everything. Don't deny it, for I see it in your eyes, your skin, your flesh. You thought that with the

Diadem discovered, Boonbane revealed and your greatest ruler returned to his place of power that you would be free of further troubles from the witch queen's servants. But her daughter threatens your nation still with the legacy of her death.

"And why should I help you? How? Why do you need my help? Yes, I know your thoughts mortals. You cannot hide them from me, not in this place of all places. I know all of your secrets, and the secrets of your masters....Did you think I was not aware of the Great Lie? Your masters are indeed naïve to think they have deceived me or my god. Does my knowledge of this surprise you mortals?"

Hus chuckles at this thought briefly, a hollow and soulless sound that reverberates throughout the tomb.

"Your Old Kerk thinks that by creating the shrine alliance it has bound my god in its pact, restricting his power and influence within the Quaglands. Perhaps that was once true or still is, but they forget....It was I that allowed the great lie to take hold in the first place! It is true my god sought a place in the alliance for his servitor power Kyuss. But not to elevate his servant, but to test the determination of the other gods, and to see how far they would willing to go to see their alliance made. And far they did go..."

"To bind my god, your Old Kerk betrayed one of their own. Yes, they thought they had deceived the reaper, by supplanting Kyuss with Myrhiss and creating the great lie. My god was bound to their alliance and could not create his undead servants within the Quaglands, which was precisely their plan all along. But they did not understand his grand plan."

"Do you think the reaper would knowingly limit his self in such a fashion? Some would say that through the worship of your Old Kerk the reaper gains more power. I suppose that is true, to an extent. But worship is not what my god seeks from the living – eventually all things mortal die, and it is then that my god receives their servitude. But if the other gods were to sacrifice something, something pure, something good, my god would be willing to go along with their plan. And so they did make a sacrifice, and that sacrifice to my god was great enough to for him to relent and allow himself to be bound by their pact."

"And then you adventurer types had to go and spoil everything. You invaded my halls and failed to stop the witch queen's servant

escaping with my sphere [PER6-04 Death's Fury]. Then more of you returned, killed my servants and did the unthinkable. You freed the sacrifice, and in doing so broke the pact of the shrine alliance [PER16-01 Jor-Russ]. You know of the creature I speak of – a Solar Assimon, an arch angel of Myrhiss, goddess of beauty."

"Only now do you begin to realize what has been done. The pact of the Old Kerk is broken, and my god is free once again to create his spawn in these lands. Now I am sure your masters do not want this to be true. And I will also tell you this....I do not want that to be so either. The pact has given me much protection, and a role that I did not consider before. As the Hand of Nerull, I am appointed a place on your Voorshoolmann council. And although it pains me to say this, it is much more interesting to deal with the living than the dead. I have even found that I have enjoyed it."

"You have come here for my help to destroy the demonic thing that is killing the Lund oak and your Voormann as well. And it is true that I have the means for you to defeat such an evil. Now I do not believe in something for nothing, so I believe we can help each other in our endeavours."

"You see I have developed a poison, a very special poison indeed. This poison will kill any demonic creature it touches, or at least weaken the demonic creature significantly, allowing it to be dispatch by the usual means. This poison has no effect on creatures not of the abyss, so it will not harm your precious tree. I am prepared to give you this poison so you can destroy the demonic thing killing the Lund oak and save your Voormann."

"There is only one problem with this most excellent solution. The poison's key ingredient, upon which all of this hinges, is blood. Not just any creature's blood mind you, for only the purest, most noble of blood is powerful enough to kill a demon. Only a powerful celestial, a direct servitor power's blood is strong enough to produce the result you need."

"The angel known as Meneliant, my former prisoner is one such creature. I need your help to recapture him, and once he is in my possession the pact of the shrine alliance will be whole once again and my god will be once again bound by its edict. And you will have your poison, which I will extract for you personally. So, what do you say mortals?"

The PCs no doubt have some questions at this time.

Why should we help you capture something good?

"This angel has already sacrificed itself for your gods. Would you deny their wishes? The pact that binds the reaper is broken, and he will take over these lands with his undead servants should you refuse to help me. And your Voormann will die. Do you want this to happen?"

Why do you want the angel so bad?

"This angel has already sacrificed itself for your gods and belongs to me. It is mine to do with as I see fit...and it will be mine again soon. Do not seek to interfere in this mortal. Just do what is needed to save your Voormann and give the angel to me."

How do you expect us to help capture an angel?

"I have heard that this angel has been attacking anyone possessing a Kondkannen (Pot of Knowledge). I have several such pots in my possession, and by giving them to you this will hopefully draw the angel out. Once you have drawn it to your presence, my servants will do the rest. You do not have to capture the angel yourselves."

We cannot sacrifice a good creature, or let you torture it further.

"You mortals and your morals....they hold you back. Don't you see? Without your true voormann, your country will tear itself apart. Without the poison you will not be able to save your Lund oak. There is no other way..."

We can extract the angel's blood ourselves or ask him for a sample.

"I doubt you could, mortal. Remember, Meneliant is a powerful angel and is not entirely sane at the moment – you will need my help to obtain the key ingredient. Plus you need my Kondkannen to attract it to you..."

We have seen the tattoo on Perren's wrist. He is one of your servants, isn't he?

"Ahhh, I was wondering if you would ask that particular question. You do not forsake death without making certain promises to my lord Nerull, whether you know it or not. Your Voormann will ensure that the shrine alliance remains intact, and through his influence will my lord gain a greater share of the spoils. But it matters not, because

your nation needs his leadership. You already see how his presence has reunited your nation in just a short period of time. And his leadership will be the only thing that keeps the cult of the fiend at bay."

Is that why you preserved Perren?

"You see I knew that your nation could only hold itself together for a while before it would begin to fall apart. I didn't think that his return would be needed for many years yet, but I knew that he would eventually be needed to unite the Quaglands once again. So I made sure that he was kept secret and safe until that time. Unfortunately the cult of the fiend moved quicker than I anticipated, and Perren's return became necessary sooner than was originally thought."

Development: The PCs are faced with a difficult decision, to condemn a servant of good to further torture at the hands of Oomkar Hus, or to sacrifice their best chance at saving the Voormann. This choice may pose a moral quandary for some PCs, whilst for others they will be used to dealing with Oomkar Hus and will see the greater needs of the nation as necessary for such a sacrifice.

IF THE PCS AGREE TO HELP CAPTURE THE ANGEL:

"Excellent choice. I knew that you could be counted on to do what is best for your Voormann and your nation. Leave here in peace."

Oomkar Hus instructs Fanastas to hand the PCs a Jor-Russ Kondkannen and escort them out of the necropolis. He also instructs Fanastas to supply the demon killing poison once the angel has been captured.

IF THE PCS DO NOT AGREE:

Oomkar Hus stands suddenly, slamming the arm of his throne in anger.

"I offer you my help to save your country and you turn me down? You reject this help because of your morals? You are foolish to let your feelings stand in the way of your only chance of success..."

"I am afraid you leave me little choice but to ensure your assistance. Willing or not..."

With a sudden, quick gesture a torrent of energy bursts forth from Hus' hand, smashing a collection of ornate pots (Jor-Russ Kondkannen). Rising from the broken shards is

a group of incorporeal forms that quickly move in your direction....

All APLs (EL 0*)

Jor-Russ Ghosts (1 per PC): hp varies; see Appendix 1.

*The PCs are in no physical danger at this time, so there is no EL component to this part of the encounter should it occur. Use statistics for the ghosts in **Encounter 6** for the appropriate APL.

Note: The ghost(s) from Jor-Russ have been housed in special Jor-Russ Kondkannen – kondkannen painted with the blood of a powerful celestial (Meneliant). As a result these ghosts are protected by an unbeatable turn resistance, rendering them immune to turn or rebuke checks.

Special Note: Any PCs that bears the **HUS Rune** is punished for their actions against Oomkar Hus. The Hus rune is actually a *Mark of Justice*, (CL 20th; PHB p252) triggered when the PCs refuse to do Hus' bidding – recipients suffer a -6 penalty to their Con score (to a minimum of 1).

Tactics: The ghosts do not attack the PCs directly, but instead seek to possess them using their *malevolence* special ability. Each round each PC must make a Will save to avoid being possessed.

- Any PC bearing a **HUS** rune automatically fails this saving throw and is possessed by a ghost.
- Once at least one PC is successfully possessed by a ghost Oomkar Hus will *teleport* the entire group of PCs outside of Jor-Russ into the city streets above.
- Take any PC possessed aside to inform them that the ghost is now in control of their body (or pass a note) – and that they should keep this information to themselves.

If all the PCs pass their Will saves after 2 rounds, Oomkar Hus will make subsequent saves more difficult, by casting the following spells:

- *Mind Fog* (DC 24)
- *Bestow Curse* (DC 22)

Troubleshooting: The PCs can fight back if they want, but this will avail them little. There are many more Kondkannen housing ghosts in this room, which Oomkar Hus will release if needed. Also, PCs will find a *Forbiddance* in effect in the room, preventing teleportation magic (cast by anyone except for Oomkar Hus himself).

The PCs may try to direct their attacks at Hus or Fanastas, but both are powerful wizards and will attempt to counterspell any hostile magic and use spells such as *wall of force* and *telekinesis* to keep the PCs at bay.

Development: In either case, the PCs will leave Jor-Russ with a Kondkannen ghost to attract the solar Meneliant – either in a Kondkannen, or inside one of the PCs. Move to Encounter 6.

6: DATE WITH AN ANGEL

Once the PCs leave Jor-Russ it is not long until they draw the attention of the angel Meneliant, who can sense the presence of Kondkannen painted with his blood across hundreds of miles.

“It is only minutes after leaving the underground necropolis that a huge figure appears in front of you. It is a tortured form of beauty and sorrow, with only bloody stumps rising from its shoulders instead of wings and a hideous spiked collar around its neck that glows with an unearthly green light. A mad agonized expression is on its face as it regards you all – then with surprising speed the angel has its bow in its hands.

“I sense an evil spirit, born of my blood. Release it, or I will.”

The angel draws an arrow drawn back against its cheek, watching you intently.

Meneliant: Male Solar Aasimon (Angel, Extraplanar, Good), hp 105 (currently). See *Monster Manual* page 18.

Development: If the PCs have a Jor-Russ Kondkannen, they can smash the pot on the ground, releasing the spirit within.

If any PCs are possessed instead, the spirit within them will remain hidden inside the PC for the moment, not letting other PCs know that they are in control of that PCs body.

As the angel stands watching you, there is a sudden darkening of the skies above. Without warning a bolt of lightning streaks down, striking Meneliant – stunning him for a moment. A screech of agony then escapes the angel’s mouth as the sickly green glow from the spiked collar around his neck intensifies. The obvious pain drives the angel to his knees, until the expression on his face goes blank and uncomprehending. Dropping his bow

Meneliant looks up at you, with a childlike expression and look in his eye.

Whilst scrying on the PCs location with an *arcane eye*, Oomkar Hus has activated the powers of the sinister collar on the angel, subjecting him to several spells including *Feeblemind*, which the angel has failed his saving throw against.

Development: With the angel now incapacitated, the PCs choice to give up (or not give up) Meneliant comes to the fore. The kondkannen spirits (either in their pot, released by the PCs or inside any PCs) move to take possession of the angel and return him to Jor-Russ (controlling a PCs body or using its *telekinesis* ability).

The PCs should realize that giving up a helpless being to bondage and torture, even one as mad as Meneliant is a dubious act in the least – but they may make this choice based on the needs of the many over the one. The DM should give the PCs one last chance to intervene on behalf of the angel, but should not try to force or change any decision made by the PCs.

- If the PCs allow Meneliant to be taken, the ghost(s) use their *telekinesis* ability to carry the angel to the entry point to Jor-Russ, disappearing below with their charge. Fanastas will then teleport to the PCs location and hand over a glass vial containing the demon killing poison. Move to **Encounter 7**.
- If the PCs try to intervene to protect Meneliant, the ghosts will attack them instead – continue with the section below.

APL 2 (EL 3)

Jor-Russ Ghost, Sorc 1: hp 7; see *Appendix 1*.

APL 4 (EL 5)*

Jor-Russ Ghost, Sorc 3: hp 14; see *Appendix 1*.

APL 6 (EL 7)*

Jor-Russ Ghost, Sorc 5: hp 35; see *Appendix 1*.

APL 8 (EL 9)*

Jor-Russ Ghost, Sorc 7: hp 49; see *Appendix 1*.

APL 10 (EL 11)*

Jor-Russ Ghost, Sorc 9: hp 63; see *Appendix 1*.

APL 12 (EL 13)*

Jor-Russ Ghost, Sorc 11: hp 77; see *Appendix 1*.

APL 14 (EL 15)*

Jor-Russ Ghost, Sorc 13: hp 91; see *Appendix 1*.

Note: if more than one PC was successfully possessed by the ghosts in **Encounter 5** after refusing Hus' offer, the PCs have to fight 2 ghosts instead of one. If this occurs, **use the statistics of the ghost from one APL below the APL being played for the two ghosts**. If more than two PCs are possessed by the ghosts, only two ghosts stay to fight – the others flee to Jor-Russ with word of the PC's actions.

Secondary Note: The ghost(s) from Jor-Russ have been housed in special Jor-Russ Kondkannen – Kondkannen painted with the blood of a powerful celestial (Meneliant). As a result these ghosts are protected by an unbeatable turn resistance, rendering them immune to turn or rebuke checks.

Special Note: Any PCs that bears the **HUS Rune** is punished for their actions against Oomkar Hus or his servants. The Hus rune is actually a *Mark of Justice* (CL 20th; PHB p252) triggered when the PCs refuse to do Hus' bidding – recipients suffer a -6 penalty to their Con score (to a minimum of 1).

Tactics: The ghost(s) attack the PCs with extreme prejudice, the penalty of defying the wishes of their master Oomkar Hus. The ghost(s) will attempt to possess a PC initially (choosing obvious fighter types as targets over strong willed casters), before unleashing their most devastating spells at the remaining PCs (or starting with spell attacks if they are already possessing a PC). The PCs will have to drive out the ghost possessing any of their number to actually injure the ghost itself, or incapacitate any of their number possessed to force the ghost to choose another body to control.

Troubleshooting: If the PCs are losing to the ghost(s), then they can leave Meneliant to be captured. If this occurs the ghost(s) will break off the attack and move to retrieve the angel's body. Continue as if the PCs had given up the angel themselves, and move to Encounter 7. Any PCs with triggered HUS runes remain afflicted by the *mark of justice*.

Treasure: There is no treasure gained in this encounter.

Development: If the PCs defeat the ghost(s) they can check on the condition of Meneliant. The angel is mostly healthy (except for the scars left unhealed from his previous imprisonment), but has been subjected to a *Feeblemind* – his Intelligence, and Charisma have been reduced to a score of 1. He will follow any PCs that are nice to him, acting like a favourite pet instead of an all powerful angel. See the *Adventure Background* for more information on Meneliant.

MENELIANT'S COLLAR

The PCs may also try to investigate the collar around Meneliant's neck. It is the collar that is preventing him from healing completely, as well as subjecting him to several other afflictions and curses, it blocks any attempt to heal the angel or remove the current *feeblemind* effect.

The collar detects both as powerful Necromantic magic and powerful Evil (Caster Level 20th), and is a demonic artifact. It cannot be destroyed by any normal means available to the PCs at this time – a DC 20 Knowledge (Arcana) check reveals that only another artifact or similarly powerful item has the power to destroy an artifact. See *Appendix 2* for further details.

7: ANOTHER DEAL?

Once the PCs have obtained the demon-killing poison or have the angel in tow, they are approached by another player in the information game before they leave the city of Riberlund – a demon, disguised as a young boy.

"Excuse me sirs (madam). Alms for the poor?"

Against the nearby wall a young boy of perhaps nine or ten, dressed in tattered rags smiles weakly, holding a plain wooden bowl out towards you.

If the PCs stop to give him some coins, or to speak to him, the boy continues.

"You shouldn't listen to what they say you know. They always lie....it is their nature. Oh they tell you some truth, just enough to get you to go along with their plans. Always using you to further their goals, but you won't see it until it is too late. I know some truths myself you see....things you should know."

The boy smiles again, but this time it is anything but a weak smile.

Development: The boy is a quasit (or succubus at higher APLs), a demon in the service of the Cult of the Fiend. The cult is all but defeated with the death of Drelnza, but has one last plan to defeat their enemies. The cult is aware of the PCs involvement in the investigation of the Voormann's illness and is concerned that Oomkar Hus may have provided the PCs with a solution. The demon wants to shake their faith, more specifically cloud their perception of the 'help' that Hus is providing. If the PCs can be turned from their present course, the Voormann will die, further dividing an already factionalized nation, as well as weakening Nerull's hold over the Quaglands. This would make it much easier for the Cult of the Fiend to rebuild, and continue the fight against Oomkar Hus and the people of Perrenland.

Who are you?

"Who I am is not important. What I know is. They are using you all...I'm surprised you haven't seen it yourselves."

What do you mean?

"Why is the reaper's hand so interested in saving your Voormann? Where did you find this Perren, of all places? Surely you must suspect he is a plant, a servant that will obey his dark master and bring doom to your nation in the future."

What if you are telling the lies?

"I think you are smarter than that. You and your friends have managed to thwart our plans in the recent past, when we were actually trying to help you. You have defeated one evil only to accept another instead...and it will bring you to ruin if you let it."

And if we believe you, what would you have us do?

"Walk away. That's all. Let things take their present course. We do not want to control your nation, but only wish to stop our true enemy from claiming these lands. That is what the war was all about. We did not wish to fight you, only the reaper's high servant and his minions. But you had to involve yourselves, and we could not have that occur."

Development: The following combat encounter may or may not occur, depending on the PCs actions previously in Encounter 6.

- If the PCs have fought the ghosts in Encounter 6, then the quasit will flee if the PCs attack. The PCs are now free to return to Schwartzenbruin to hopefully

save the Voormann. By now Karla and Conrad Hussen have heard of the PC's quest, and will provide magical transportation to get them to the capital. Even if the PCs believe what the demon has told them, the PCs will need to delve further to find the real truth – that means returning to Schwartzenbruin. Move to Encounter 8

- If the PCs did not fight the ghosts in Encounter 6, the quasit will call in some demonic help to deal with the PCs directly. Continue below:

APL 2 (EL 3)

Demon, Quasit: hp 13; see *Monster Manual* p46.

APL 4 (EL 5)

Demon, Quasit: hp 13; see *Monster Manual* p46.

Demon, Dretch (2): hp 13 each; see *Monster Manual* p42.

APL 6 (EL 7)

Demon, Quasit: hp 13; see *Monster Manual* p46.

Demon, Dretch: hp 13; see *Monster Manual* p42.

Demon, Babau: hp 66; see *Monster Manual* p40.

APL 8 (EL 9)

Demon, Quasit: hp 13; see *Monster Manual* p46.

Demon, Babau (3): hp 66 each; see *Monster Manual* p40.

APL 10 (EL 11)

Demon, Succubus: hp 33; see *Monster Manual* p47.

Demon, Babau (3): hp 66 each; see *Monster Manual* p40.

Demon, Vrock: hp 115; see *Monster Manual* p48.

APL 12 (EL 13)

Demon, Succubus: hp 33; see *Monster Manual* p47.

Demon, Vrock (3): hp 115 each; see *Monster Manual* p48.

APL 14 (EL 15)

Demon, Succubus: hp 33; see *Monster Manual* p47.

Demon, Vrock (3): hp 115 each; see *Monster Manual* p48.

Demon, Glabrezu: hp 174; see *Monster Manual* p48.

Tactics: The demons will attack the PCs directly, attempting to stop the PCs from reaching the Lund oak permanently. The demons do not know what aid the PCs have received from Oomkar Hus (unless the boy-demon learned this information), but fear that the PC have the means to cure the Lund oak of its affliction. As the cult of the fiend has been all but defeated within Perrenland, they have only this small force to stop the PCs from reaching the Lund oak and will fight fanatically to stop them.

Treasure: There is no treasure gained in this encounter.

Development: Once the PCs have defeated the demons, they are free to return to Schwarzenbruin. By now Conrad Hussen has heard of the PC's quest, and will provide magical transportation to get them to the capital. Even if they believe what the demon has told them, the PCs will need to delve further to find the real truth – that means returning to Schwarzenbruin.

Once the PCs have spoken to (and possibly fought) the demon(s), they are found by one of the commanders of Riberlund.

Auchdritter (Speziallerie) Mika Morgenrood:
Human female Ranger 4/Fighter 2

"Greetings heroes, I am Auchdritter Mika Morgenrood, commander of the Speziallerie force in the city. The Pfalzgraf's son is aware of your investigation and has just learned of your presence in Riberlund. He has instructed me to provide you with any assistance should you require it, no questions asked. You must be doing something pretty important to get the star treatment...but it's not my place to ask. Just to help..."

Mika smiles wryly at her last remark.

Mika has been given specific instructions to help the PCs by Conrad Hussen, son of Karla Hussen, Pfalzgraf of clan Hussen and Het Rechter of Perrenland. Mika has advanced far through the Auszug ranks due to her actions in the war and since, and has earned the trust and respect of Riberlund's ruling council. Because of her position as the commander of the Speziallerie, she is uniquely positioned to provide the PCs with almost any assistance they require.

Mika can also tell the PCs of the current state of Riberlund, which has resurrected itself from the damages of the witch queen's invasion of 595CY and is now finally beginning to thrive. The return of Perren, the heroic leader of old has spurred the city and its people to further heights and there is a real sense of hope for the future. None of the negative thoughts behind Perren's return are evident, as Riberlund's citizens have become used to the unique nature of the necropolis and the city that sits above it.

Development: The next move for the PCs should be to return to Schwarzenbruin – either with the poison should they have it, or with the angel Meneliant in tow instead. Mika can provide access to Auszug wizards with teleportation magic to speed up the PCs journey considerably. Although they cannot teleport directly into Schwarzenbruin (because of the Girdle of Dian), they can teleport to a way station only a few hours ride from the city.

- If the PCs have the demon-killing poison, they most likely have all the urgency they need to return to Schwarzenbruin and will most likely ask about travel arrangements. Skip the rest of this encounter and move to Encounter 9.
- If the PCs rescued Meneliant, they may not have any urgency to return to Schwarzenbruin initially. Continue below.

With a low moan Meneliant drops to his knees, scratching at the legions and scabs that cover his body. Droplets of blood fall to the ground at his feet from the new wounds, leaving several small crimson puddles. With an almost childlike fascination the angel dips his finger in its own blood and begins to paint his face, leaving long, dark streaks. As some of the blood drips onto the spiked collar however, the blood begins to sizzle and boil before evaporating completely.

This is a clue to the reaction of Meneliant's blood and the demonic nature of the collar that imprisons him. It may also give the PCs an idea about the true ingredient of the poison Oomkar Hus was peddling – the blood of a powerful angel.

Development: The PCs need more information and the only place where they may receive the answers they need is Schwarzenbruin. If the PCs do not think of this, Mika will suggest it to them.

8: TO KILL A WEED

When the PCs arrive at the way-station outside the capital, they discover that a representative of the cantonal council is waiting for them.

Untergraf Varen Hansdraag, human male Ari 5;

“Esteemed heroes, I am glad to see you finally. But I am afraid I do not bear good news. Several hours ago we learned that the Voormann is missing from his residence and has not been seen since. The council fears that he has decided to act while he still can, and has left his sickbed to fight the very problem you have been investigating. Although we cannot be sure, we think he is headed for the Lund oak to take the fight personally to the enemy.

You must move quickly if you are to catch him before it is too late. I fear that our nation will fall apart if Perren is lost, and I hope you have been successful in finding a way to save our only hope. I bit you to move with all the haste you can muster to Fortress Dian, and I wish the best of luck to you all.”

Fresh, fast Rosjrider horses have been saddled and readied for the PCs use along with fresh supplies and a quick meal of rations should they require any. The journey should only take the PCs a little over an hour now, thanks to the swift mounts provided.

Treasure: To help the PCs in the fight ahead, the council has arranged the gift of several magic items:

All APLs: Loot 0gp; Coin 0gp; Magic 9608gp; Total 1603gp – Pearl of Power 1st (83gp), Pearl of Power 2nd (333gp), Pearl of Power 3rd (750gp), Pearl of Power 4th (1333gp), Pearl of Power 5th (2083gp), Wand of Cure Light Wounds (10charges) (13gp), Wand of Cure Moderate Wounds (10 charges) (375gp), Wand of Cure Serious Wounds (10 charges) (938gp), Belt of Priestly Might (Old Kerk deities only) (500gp), Boots of the Mountain King (108gp), Boots of the Mountain King, Greater (1792gp), Death Strike Bracers (417gp), Dispelling Cord (83gp), Inquisitor Bracers (125gp), Rapid Strike Bracers (258gp), Ring of Arming (417gp).

FORTRESS DIAN

After an hour or so of hard riding you find yourselves on the outskirts of Schwartzenbruin. Circling around the city you

quickly head for the ancient fortress of Dian, where a troop of Auszug regulars now stand guard where the Sacraal Hund once stood. Word must have reached them of your haste and need, for the gates are quickly drawn open as you approach.

If the PCs stop to talk to any of the Auszug, their officer will tell them that they are here on the orders of the cantonal council, and have been given orders to let the PCs past (they have been given detailed descriptions of the PCs). They will tell the PCs that no one has passed within or without the fortress gates since the beginning of their patrol. This last fact is not true, although they do not know it – Perren himself passed through the gate several hours earlier, under an *invisibility* spell.

Once the PCs move into the fortress they may pick up Perren's tracks with a DC 20 Track check. His tracks lead to the archway portal to the Lund oak's amphitheatre and disappear within.

When the PCs step through the archway themselves, continue below.

Again the large, natural amphitheatre stretches out before you, hundreds of feet wide. Filling the area is the same fetid jungle of foul smelling plants and funguses, and the air is filled with a light mist that gives off a sickly green glow. Standing in the jungle's centre is a huge, withered tree, covered in abnormal growths that encompass it almost completely now.

The fungal growth on the Lund oak has almost completely smothered the ancient tree and it is on its last legs – in a few hours more it will be dead, and the Voormann with it, unless the PCs can stop the growth.

If the PCs are tracking Perren, they can see his tracks leading down into the amphitheatre, but the jungle soon swallows up any trace of them.

When the PCs enter the jungle themselves, they find that the jungle itself seems to be fighting their travel, even more than before. This time movement through the jungle is treated as heavy undergrowth, quartering the PCs movement and increasing Tumble check DCs by 5 (mostly due to the thick vines that twist around the PCs legs as they walk).

The thin mist or fog that hovers over the jungle restricts normal vision to 2d6 x 10 feet – this impairment extends to any PCs flying over the jungle canopy as well as those walking below.

The high humidity and heat within the jungle may also be a problem – treat this as very hot conditions (see Heat Dangers DMG p303), requiring a DC15 Fortitude save every hour or take 1d4 points of non-lethal damage. Characters in heavy clothing or armor take a -4 penalty to this save. Any character failing this save is *fatigued*. As the PCs will most likely not be in this jungle for that long, they will only need to make one saving throw – have them roll this during the combat below as physical exertion speeds up the need to resist the hot and stifling environment of the fungus jungle.

Development: If the PCs move through the jungle on foot, it will take them an hour to reach the Lund oak. The jungle almost seems sentient and is aggressive in slowing down the PCs travel. The PCs are continually turned around by the fungus jungle, and find that the paths they walk end in dead ends. Eventually the PCs find themselves hacking their way through, creating their own path to travel.

If the PCs fly over the jungle, they will arrive at the Lund oak much quicker, in a matter of minutes instead of an hour.

THE LUND OAK

The Lund oak is covered almost completely in the dark black fungus that is slowly choking it to death. Even the tree's upper limbs are covered in the growth and almost none of its bark is visible now. But where the growth was silent and still before, it is now a riot of activity, with hundreds of dark vines writhing hypnotically in air around the doomed Lund oak.

But it is a second figure that draws your immediate attention. It is the Voormann Perren, whose lower limbs are covered in the same black fungus as the Lund oak. More of the barbed, vicious vines surround Perren as well, lashing out at his drawn, dying face. But the determination to fight remains in his eyes and it is with an inhuman effort that he slashes at them with his dreaded axe Boonbane. But still more vines rise to attack, and are slowly making their mark upon him with their unrelenting attack.

All APLs

The Lund oak's Fiendish Black Fungus: hp 600; AC 3; fire and cold resistance 10.

The Voormann's Fiendish Black Fungus: hp 100; AC 3; fire and cold resistance 10.

APL 2 (EL 4*)

Assassin Vine : hp 30; see *Monster Manual* p46.

APL 4 (EL 6*)

Assassin Vine (2): hp 30; see *Monster Manual* p46.

APL 6 (EL 8*)

Assassin Vine, Advanced (2): hp 68 each; see *Appendix 1*.

APL 8 (EL 10*)

Assassin Vine, Advanced (2): hp 144 each; see *Appendix 1*.

APL 10 (EL 12*)

Assassin Vine, Advanced (2): hp 240 each; see *Appendix 1*.

APL 12 (EL 14*)

Assassin Vine, Advanced (2): hp 330 each; see *Appendix 1*.

APL 14 (EL 16*)

Assassin Vine, Advanced (2): hp 412 each; see *Appendix 1*.

DM's Note:

The DM should review the various sections below dealing with the effects and reactions of the NPCs involved to run this encounter effectively. The various distractions on the PCs attention have been factored into the APL of this encounter, adding +1 to the EL.

If time is a factor in this adventure, then this encounter can be run quickly, with the poison or the angel's blood working more quickly than described in the sections below. Also, Perren can put up more of a fight if need, or can fall even faster if that spurs the PCs into action more quickly. If the angel is present then Perren can move to sunder the collar, if the PCs suggest it.

Tactics: The black fungus is aware of the PCs approach and senses it is in extreme danger. It has control over the assassin vines and will use them to keep the PCs at bay. The vile plant has been enjoying its torture of Perren, but the PCs arrival sparks it into action. It now tries to kill Perren with one of the assassin vines and defend itself from the PCs with the other. It will take a few more hours for the fungus to destroy the Lund oak forever, but with Perren's death it will have achieved its mistress' goal anyway.

Development: The assassin vines are actually separate from the black fungus itself and are merely under the fungus' control (the fungus cannot directly attack the PCs itself, and it would take days for it to drain Perren's Con score enough to kill him).

The PCs can attack the assassin vines without fear of harming the Lund oak or the Voormann. If the PCs attack the fungus however they made inadvertently speed up this process. All attacks on the fungus affect the Lund oak (or Perren) as well, each taking half the damage dealt. Only the angel's blood or the poison can break that bond - see below.

The Voormann, Perren

The Voormann was frustrated that he could not do anything, and came here to fight his own battle. But instead he was trapped, and has been tortured ever since. But the Voormann has not lost his resolve and has fought every minute of his capture, and continues to fight even now. His legs and lower torso is covered in the black fungus preventing him from moving anywhere, and the fungus is slowly drawing the life from him as well. Each round Perren is attacked by the assassin vine's tentacle, unless the PCs move to help him.

The PCs can sacrifice themselves to take attacks meant for the Voormann. This action results in the assassin vine automatically hitting the PCs with the blow intended for the Voormann, but also draws an attack of opportunity from the vine as well. If they attack the vine they may divert its attention from Perren, increasing the chance of his survival. Also any healing magic used on Perren does not heal the fungus, so the PCs can attempt to keep Perren alive this way as well.

Troubleshooting: Some PCs may not want to see the Voormann cured, given his possible connection to Oomkar Hus and rumors that he is evil. If one PC is willing to place himself in danger to save the voormann then he will be saved - even if the rest of the PCs disagree (but unless they wish to commit regicide themselves and kill him by their own hand).

The Poison

If the PCs have the demon killing poison, the PCs will have to get close enough to administer it onto the black fungus. There is only one problem - the PCs only have enough poison to deliver to the larger fungus encompassing the Lund oak or the smaller one encompassing the voormann - they do not have enough poison to use on both.

The poison is highly virulent on demonic creatures, and will begin to attack the fungus and the bond it has with the Lund oak (or Perren). The bond is instantly severed (meaning the fungus can be attacked without injuring the Lund oak or the Voormann), and it will take 10 rounds for the fungus to die from the poison. Yet its death throes the fungus will increase the attack on Perren to take him with it, unless the PCs intervene.

Development: The ideal move for the PCs should use the poison on the black fungus attacking the Lund oak, and try to keep Perren alive long enough for the larger fungus to die. However this may not be on the PCs mind is they are suspicious of the Voormann's link to Oomkar Hus - in fact they may even decide to sacrifice the Voormann because of what they know (or think they know).

The Angel

If the PCs have Meneliant with them, the angel is still *feeble-minded*, but is distraught when it sees Perren in his predicament. The angel will feel sad and is filled with pity, and begins to cry.

In subsequent rounds Meneliant will move over to Perren with his hands outstretched, as if to heal the voormann itself. The assassin vine will lash out at the angel, but he does not even feel the blows, and shrugs off any of the vines that attempt to grab a hold on him. Once it reaches him, he uses its own health to keep Perren alive, effectively transferring the damage the voormann is suffering on to his self instead. The assassin vine will begin to direct its attacks at Meneliant, opening wounds all over his body - these wounds bleed on the fungus constricting Perren, severing the bond it has on him and will eventually kill it. Perren is also rejuvenated, and when free will participate more in the fight if needed.

The Angel's Blood

Meneliant's blood has a similar effect as the demon-killing poison, albeit much slower than the poison itself. The angels blood will sever the bond and kill the fungus, but it will take twice as long to be effective (20 rounds to kill the fungus instead of he 10 rounds it takes for the poison to work). The problem that the PCs face is convincing Meneliant that they need his blood - he will not willingly let the PCs injure him enough to draw his blood, and will move away from any such attempts from the PCs, but will not return the attack himself.

The Collar of Meneliant

The collar around Meneliant's neck is the true source of all his troubles, including the *Feeblemind*

affecting him presently. Only another artifact has the power to destroy the collar, and one such artifact is present – the Voormann's weapon, Boonbane, combined with the power of the Diadem of Kir-Russ. A Knowledge (Local) check DC 20 also reveals this possibility to the PCs.

The PCs may realize this fact themselves, and in doing so realize that freeing the angel may be the best course of action. If they call out to Perren to attack the angel's collar he will at first look at them strangely, but will put his trust in the PCs judgement and make the strike.

When he strikes the blow against the collar continue below:

Perren's blow against the angel's collar is greeted with a blinding flash of light and a thunderclap. Both Perren and Meneliant are knocked from their feet, rendered senseless.

With a loud, cracking sound the collar around the angel's neck breaks into a million pieces and falls to the ground. The angel's body instantly begins to heal, and new feathered wings start to grow from his shoulders.

As Meneliant stands he extends his arms and wings, calling out a triumphant, pure voice that is beautiful beyond compare. His now whole, perfect form begins to glow with a pale light that flares into a glorious, continuous pulse of positive energy. The black fungus surrounding the Lund oak recoils from the light of his magnificence and begins to shrink in size, smaller and smaller until it is no more.

Development: When the PCs have defeated their enemies, saved the day or have fallen to the darkness, move to the appropriate conclusion.

CONCLUSION

CONCLUSION 1: THE COLLAR IS DESTROYED

Once the fungus is gone, Meneliant turns to face you all.

"You have all faced darkness beyond compare as a people for a thousand years. I know this more than you know, as my path behind as the sacrifice cannot be put into words that you could understand. You may ask me why I did it, but that does not matter. In my sacrifice were you given the time to rise to the occasion yourselves, and it is this that has brought you to this day. As a people your nation has passed the trials of ancient history

with both valor and blood, and is now strong enough to face the trials ahead on its own."

"Fear not about the pact, the shrine alliance that seems broken by my freedom. For it is you that has decided my freedom, and given me a chance to live free once again. It was not my god or the others that have caused this pact to be sundered – it was your choice to free me. Therefore the pact is not broken and still binds the evil, and my goddess Myrhiss will ensure the balance remains so for all time. So I thank you all one last time, and wish you all the success in your future."

With a final salute the angel takes to the air, and shimmers away.

With the angel gone, Perren turns to speak to you, with the first smile you have ever seen on his face. The smile quickly turns to a grin, followed by a light laughter.

"Today you have served your nation like no other has in history. Not only that, you have earned my eternal gratitude. I have just seen a miracle my friends, and it has lifted my head out of the darkness that was once in my heart. Now I feel joy where all before there was only anger and sorrow, and I will never be the same. And your nation thanks you for it."

The PCs receive the Gift of Meneliant, as well as the Gratitude of Perren. They also receive the Grand Hero of Perrenland favour.

CONCLUSION 2: THE POISON WORKS AND PERREN IS ALIVE

With a final screech the black fungus withers and dries up, forming a dry husk over the Lund oak and the Voormann. The husk begins to break apart as Perren struggles free of its confines, his strength starting to come back to him now that the fungus is dead. Once he is free he turns to the covered tree and begins to clear the husk from it as well, motioning for you to give him a hand. Once the Lund oak is free, Perren turns to face you all.

"Today you have served me like no other has in history. Not only that, you have earned my eternal gratitude. You have brought an end to the hold the cult of the fiend has had over this nation, and have ended the curse of the witch queen and her daughter. You are heroes in every sense of the word, and you shall be rewarded for you efforts all these years."

"In addition to all of this, I will enter your names on the rolls of the Voormannsgardt, my most faithful of servants, and the Rechters, as well, high judges of the Quaglands. You shall be placed highest amongst my council. You shall answer to no one but me, and will be free to act in my name. You shall be my messengers against the darkness and more, and you shall help me lift this nation to the loftiest heights of power and influence in Oerth."

"Do you accept this charge I have placed before you?"

If the PCs accept, they receive the Warden of Perren favour. They also receive the Grand Hero of Perrenland favour and the favour of the Old Kerk. But for giving up the angel to Hus, they receive the Torments of An Angel disfavour.

CONCLUSION 3: THE ANGEL'S BLOOD SAVES THE LUND OAK, BUT THE COLLAR REMAINS INTACT

With a final screech the black fungus withers and dries up, forming a dry husk over the Lund oak and the Voormann. The husk begins to break apart as Perren struggles free of its confines, his strength starting to come back to him now that the fungus is dead. Once he is free he turns to the covered tree and begins to clear the husk from it as well, motioning for you to give him a hand.

As Perren works, the spent form of Meneliant slowly stands, the strain evident for you all to see. With his head bowed the angel turns to face a figure you have not noticed before. The tall, skeletal form of Oomkar Hus approaches your group, and with a gesture motions the angel over to his side. Meneliant turns to face you, his expression proud, yet drawn, but free of the feeblemind at last.

"It is time for me to go. I remember my choice made so long ago, and why I made it then and do so again here and now. Do not mourn my sacrifice, for it keeps the quaglands secure from within. The pact of the Old kerk has stood for a thousand years, and it will survive another thousand. It is my legacy, and my fate."

Oomkar Hus regards you plainly as the angel moves slowly to his side.

"The Shrine Alliance is whole once again, the pact secure. Your greatest ruler has returned, and the enemy is defeated, your

nation is once again secure. You have succeeded in your task heroes, and played your part well. All is proceeding as I have foreseen...and I have you to thank for it...."

Both Hus and Meneliant disappear.

With the angel gone, Perren finishes clearing the Lund oak quickly with your help. He then turns to face you,

"Today you have served me like no other has in history. Not only that, you have earned my eternal gratitude. You have brought an end to the hold the cult of the fiend has had over this nation, and have ended the curse of the witch queen and her daughter. You are heroes in every sense of the word, and you shall be rewarded for your efforts all these years."

"In addition to all of this, I will enter your names on the rolls of the Voormannsgardt, my most faithful of servants, and the Rechters, as well, high judges of the Quaglands. You shall be placed highest amongst my council. You shall answer to no one but me, and will be free to act in my name. You shall be my messengers against the darkness and more, and you shall help me lift this nation to the loftiest heights of power and influence in Oerth."

"Do you accept this charge I have placed before you?"

If the PCs accept, they receive the Warden of Perren favour. They also receive the Grand Hero of Perrenland favour. But for giving up the angel to Hus, they receive the Torments of An Angel disfavour.

CONCLUSION 4: PERREN IS KILLED, BUT THE LUND OAK IS SAVED

With a final screech the black fungus withers and dries up, forming a dry husk over the Lund oak and the Voormann. Slowly the husk begins to crack and break off, but many more pieces remain.

Meneliant slowly stands ('or appears' if Hus already has him), the strain evident for you all to see. With his head bowed the angel turns to face a figure you have not noticed before. The tall, skeletal form of Oomkar Hus approaches your group, and with a gesture motions the angel over to his side. Meneliant turns to face you, his expression proud, yet drawn, but free of the feeblemind at last.

"It is time for me to go. I remember my choice made so long ago, and why I made it then and do so again here and now. Do not

mourn my sacrifice, for it keeps the Quaglands secure from within. The pact of the Old kerk has stood for a thousand years, and it will survive another thousand. It is my legacy, and my fate."

Oomkar Hus regards you plainly as the angel moves slowly to his side.

"The Shrine Alliance is whole once again, the pact secure. Your greatest ruler is no more, but your enemy is defeated and your nation is once again secure. But you lack leadership as a nation, so more will fall onto your shoulders in the times ahead. But perhaps that is better for you to rule yourselves, rather than have my servant control your nation once again. That choice is no longer an option, but perhaps he can return again in another thousand years...."

Both Hus and Menelient disappear.

In the wake of the Voormann's death the nation mourns the loss of a legend and a hero. But it is in this sorrow that a new path may be forged for the future. You alone bear the burden of knowledge of a dark future averted, but this loss will take the nation some time to understand. Regardless of his future, The Perren of the past was a true hero....

The PCs receive the Voormanns Gift favour. But for giving up the angel to Hus, they receive the Torments of An Angel disfavour. They also receive the "Perrenland in Mourning" disfavour.

CONCLUSION 5: PERREN IS KILLED, AND THE LUND OAK IS LOST

With a final, triumphant screech the black fungus withers and dries up, falling away from the Lund oak and the still form of Perren. It is then you notice the Lund oak, which is now only a dry husk. Slowly the husk begins to crack and break off into a million pieces.

Meneliant slowly stands ('or appears' if Hus already has him), the strain evident for you all to see. With his head bowed the angel turns to face a figure you have not noticed before. The tall, skeletal form of Oomkar Hus approaches your group, and with a gesture motions the angel over to his side. Meneliant turns to face you, his expression proud, yet drawn, but free of the feeblemind at last.

"It is time for me to go. I remember my choice made so long ago, and why I made it then and do so again here and now. Do not

mourn my sacrifice, for it keeps the Quaglands secure from within. The pact of the Old kerk has stood for a thousand years, and it will survive another thousand. It is my legacy, and my fate."

Oomkar Hus regards you plainly as the angel moves slowly to his side.

"The Shrine Alliance is whole once again, the pact secure. Your greatest ruler is no more, but your enemy is defeated and your nation is once again secure. But you lack leadership as a nation and the bond to the land as well, so more will fall onto your shoulders in the times ahead. But perhaps that is better for you to rule yourselves, rather than have my servant control your nation once again. That choice is no longer an option, but perhaps he can return again in another thousand years...."

Both Hus and Menelient disappear.

In the wake of the Voormann's death the nation mourns the loss of a legend and a hero. But it is in this sorrow that a new path may be forged for the future. You alone bear the burden of knowledge of a dark future averted, but this loss will take the nation some time to understand. Regardless of his future, The Perren of the past was a true hero....

The PCs do not receive any favors, but for giving up the angel to Hus, they receive the Torments of An Angel disfavour. They also receive the "Perrenland in Mourning" disfavour.

EXPERIENCE POINT SUMMARY

To award experience for this adventure, add up the values for the objectives accomplished. Then assign the experience award. Award the total value (objectives plus role-playing) to each character.

3: The Poisoned Lund oak

Kill, defeat, or bypass the fungal guardians.

APL 2	150 XP
APL 4	210 XP
APL 6	270 XP
APL 8	330 XP
APL 10	390 XP
APL 12	450 XP
APL 14	510 XP

6: Date with an Angel or 7: Another Deal

Kill, defeat, or bypass the Ghosts or the Demons.

APL 2	90 XP
APL 4	150 XP
APL 6	210 XP
APL 8	270 XP
APL 10	330 XP
APL 12	390 XP
APL 14	450 XP

8: To Kill a Weed

Defeat the Assassin Vines protecting the Black Fungus.

APL 2	120 XP
APL 4	180 XP
APL 6	240 XP
APL 8	300 XP
APL 10	360 XP
APL 12	420 XP
APL 14	480 XP

Objective

Destroying the Black Fungus.

All APLs	120 XP
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Objective

Saving Perren.

All APLs	60 XP
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Discretionary roleplaying award

APL 2	45 XP
APL 4	70 XP
APL 6	90 XP
APL 8	115 XP
APL 10	135 XP
APL 12	160 XP
APL 14	180 XP

Total possible experience:

APL 2	450 XP
APL 4	675 XP
APL 6	900 XP
APL 8	1125 XP
APL 10	1350 XP
APL 12	1575 XP
APL 14	1800 XP

TREASURE SUMMARY

During an adventure, characters encounter treasure, usually finding it in the possession of their foes. Every encounter that features treasure has a "treasure" section within the encounter description, giving information about the loot, coins, and magic items that make up the encounter's treasure.

The loot total is the number of gold pieces each character gains if the foes are plundered of

all their earthly possessions. Looting the bodies takes at least 10 minutes per every 5 enemies, and if the characters cannot take the time to loot the bodies, they do not gain this gold. If you feel it is reasonable that characters can go back to loot the bodies, and those bodies are there (i.e., not carted off by dungeon scavengers, removed from the scene by the local watch, and so on), characters may return to retrieve loot. If the characters do not loot the body, the gold piece value for the loot is subtracted from the encounter totals given below.

The coin total is the number of gold pieces each character gains if they take the coin available. A normal adventuring party can usually gather this wealth in a round or so. If for some reason, they pass up this treasure, the coin total is subtracted from the encounter totals given below.

Next, the magic items are listed. Magic item treasure is the hardest to adjudicate, because they are varied and because characters may want to use them during the adventure. Many times characters must cast *identify*, *analyze dweomer* or similar spell to determine what the item does and how to activate it. Other times they may attempt to use the item blindly. If the magic item is consumable (a potion, scroll, magic bolts, etc.) and the item is used before the end of the adventure, its total is subtracted from the adventure totals below.

Once you have subtracted the value for unclaimed treasure from each encounter add it up and that is the number of gold pieces a characters total and coin value increase at the end of the adventure. Write the total in the GP Gained field of the adventure certificate.

Loot = Looted gear from enemy; Coin = Coin, Gems, Jewelry, and other valuables; Magic = Magic Items.

3: The Poisoned Lundoak

All APLs: Loot 20gp; Coin 0gp; Magic 1583gp;

Total 1603gp – Wilding Clasp (333gp), Collar of Healing (417gp), Amulet of Emergency Healing (500gp), Bracers of Accuracy (333gp)

8: To Kill a Weed

All APLs: Loot 0gp; Coin 0gp; Magic 9608gp; Total 9608gp – Pearl of Power 1st (83gp), Pearl of Power 2nd (333gp), Pearl of Power 3rd (750gp), Pearl of Power 4th (1333gp), Pearl of Power 5th (2083gp), Wand of Cure Light Wounds (10charges) (13gp), Wand of Cure Moderate Wounds (10 charges) (375gp), Wand of Cure Serious Wounds (10 charges) (938gp), Belt of Priestly Might (Old

Kerk deities only) (500gp), Boots of the Mountain King (108gp), Boots of the Mountain King, Greater (1792gp), Death Strike Bracers (417gp), Dispelling Cord (83gp), Inquisitor Bracers (125gp), Rapid Strike Bracers (258gp), Ring of Arming (417gp).

Total Possible Treasure

All APLs: Loot 20gp; Coin 0gp; Magic 11091gp; Total 11111gp

ADVENTURE RECORD ITEMS

Gift of the Voormann: For services to Perrenland and its people you have earned the Gift of the Voormann below:

- ❖ **Lvl 1-4:** 40 acres of New Seed land and an annual pension of 100gp in Northern Yattenheid.
- ❖ **Lvl 5-8:** 400 acres of New Seed land and an annual pension of 500gp in Northern Yattenheid
- ❖ **Lvl 9-11:** 4000 acres of New Seed land in Northern Yattenheid, the title of Landgraf of either your own clan or the Hus, an annual pension of 5000gp and a seat on the council of Grafs.
- ❖ **Lvl 12+:** 6000 acres of New Seed land in Northern Yattenheid, the title of Landgraf of either your own clan or the Hus, an annual pension of 8000gp and a seat on the council of Grafs.

Meneliant' Gift: For freeing the solar you have earned his eternal thanks. In gratitude the angel has given you a part of itself that will protect and guide you in the future. Once per adventure you can call upon this gift as a swift action to gain a +5 bonus to any one saving throw, attack roll or skill check.

Gratitude of Perren: Not only have you save the voormanns life, but you have lifted his spirits as well. He is forever changed and has you to thank for it. In gratitude you are named a Ritter (knight) of Perrenland, or if already a Ritter you are named a Rechter (judge) of Perrenland as well. In addition your Gift of the Voormann favour is elevated to the lvl 12+ benefit.

Warden of Perren: By saving the Voormann you have ensured the nation remains strong and untied. You are added to the rolls of the Voormannsgardt and Rechters of Perrenland.

You are invited into Perren's council, and hear his plans for fame and glory in the future...

Torments of An Angel: By sacrificing the angel, you feel that you have lost a part of yourself. You suffer nightmares of personal loss and guilt that wake you frequently, forcing you to sleep or meditate an extra 2 hours for you to rest. Additionally you can no longer take 10 on any skill check in any situation, as your thoughts are always clouded.

Perrenland in Mourning: With the death of Perren, the nation mourns a lost hero. As word of your failure to save him spreads you find the people no longer sing your praises. This favour voids all previous Perrenland favours earned.

ITEM ACCESS

All APLs

- Adventure access to 1 scroll of any core divine or arcane spell
- Adventure access to any 1 non-restricted weapon, armor or shield enhancement from the DMG
- Wilding clasp; Adventure, MIC (4000gp)
- Collar of Healing; Adventure, MIC (5000gp)
- Pearl of Power (1st – 5th); Adventure; DMG
- Wand of *Cure Light, Moderate or Serious Wounds* (10 charges each); Adventure, DMG
- Amulet of Emergency Healing; MIC (6000gp)
- Belt of Priestly Might (Old Kerk deities only); Adventure, MIC (6000gp)
- Boots of the Mountain King; Adventure, MIC (1300gp)
- Boots of the Mountain King, Greater; Adventure, MIC (21500gp)
- Bracers of Accuracy; Adventure, MIC (4000gp)
- Death Strike Bracers; Adventure, MIC (5000gp)
- Dispelling Cord; Adventure, MIC (1000gp)
- Inquisitor Bracers; Adventure, MIC (1500gp)
- Rapid Strike Bracers; Adventure, MIC (3100gp)
- Ring of Arming; Adventure, MIC (5000gp)

6: DATE WITH AN ANGEL

JOR-RUSS GHOST

CR 3

Male Human Ghost Sorcerer 1

LE Undead (Augmented Humanoid) (Incorporeal)

Init +3; **Senses** Listen +2, Spot +2;

Languages Common.

AC 17, touch 17, flat-footed 14

(+3 dex, +4 deflection)

hp 9 (1 HD)

Fort +0, **Ref** +3, **Will** +3

Speed Fly 30 ft. (6 squares)

Melee Incorporeal touch +3 (1d6) or +0 against
ethereal foes (1d6)

SA Draining touch, malevolence, manifestation,
telekinesis

Space 5 ft.; **Reach** 5 ft.

Base Atk +0; **Grp** +0

Sorcerer Spells Known (CL 1st):

1st (5/day)— *Back Biter* (DC17), *Color Spray*
(DC17)

0 (5/day)— *Acid Splash*, *Ghost Sound* (DC15),
Mage Hand, *Prestidigitation*

† Already cast

Abilities Str 10, Dex 16, Con —, Int 10, Wis 12, Cha
18

SQ incorporeal traits, rejuvenation, +4 turn resistance,
undead traits

Feats Combat Casting

Skills Concentration +4 (+8 casting defensively),
Listen +2, SpellCraft +2, Spot +2

Possessions Cloak of Charisma +2

Manifestation (Su): When a ghost manifests it partly
enters the material plane, and becomes visible but
incorporeal on the material plane. A manifested
ghost can be harmed only by other incorporeal
creatures, magic weapons, or spells, with a 50%
chance to ignore any damage from a corporeal
source.

Draining Touch (Su): A ghost that hits a living target
with its incorporeal touch attack drains 1d4 points
from any one ability score it selects. On each
successful attack, the ghost heals 5 points of
damage to itself.

Malevolence (Su): Once per round, a ghost can
merge its body with a creature on the material
plane. This is similar to Magic Jar, except it does
not need a receptacle. The target can resist the
attack with a successful Will save (DC 15 + ghost's
Cha modifier).

6: DATE WITH AN ANGEL

JOR-RUSS GHOST

CR 5

Male Human Ghost Sorcerer 3

LE Undead (Augmented Humanoid) (Incorporeal)

Init +7; **Senses** Listen +5, Spot +3; Low light vision

Languages Common.

AC 21, touch 17, flat-footed 18

(+4 Mage Armor, +3 dex, +4 deflection)

hp 22 (3 HD)

Fort +2, **Ref** +5, **Will** +5

Speed Fly 30 ft. (6 squares)

Melee Incorporeal touch +4 (1d6) or +1 against
ethereal foes (1d6)

SA Draining touch, malevolence, manifestation,
telekinesis

Space 5 ft.; **Reach** 5 ft.

Base Atk +1; **Grp** +1

Sorcerer Spells Known (CL 3rd):

1st (6/day)— *Back Biter* (DC 15), *Color Spray*
(DC15), ~~*Mage Armor*~~

0 (6/day)— *Acid Splash*, *Detect Magic*, *Ghost*
Sound (DC14), *Mage Hand*, *Prestidigitation*

~~Already cast~~

Abilities Str 10, Dex 16, Con —, Int 10, Wis 12, Cha
18

SQ incorporeal traits, rejuvenation, unbeatable turn
resistance, undead traits

Feats Combat Casting, Improved Initiative

Skills Concentration +8 (+12 casting defensively),
Listen +2, SpellCraft +2, Spot +2

Possessions Cloak of Charisma +2, Vest of
Resistance +1

Manifestation (Su): When a ghost manifests it partly
enters the material plane, and becomes visible but
incorporeal on the material plane. A manifested
ghost can be harmed only by other incorporeal
creatures, magic weapons, or spells, with a 50%
chance to ignore any damage from a corporeal
source.

Draining Touch (Su): A ghost that hits a living target
with its incorporeal touch attack drains 1d4 points
from any one ability score it selects. On each
successful attack, the ghost heals 5 points of
damage to itself.

Malevolence (Su): Once per round, a ghost can
merge its body with a creature on the material
plane. This is similar to Magic Jar, except it does
not need a receptacle. The target can resist the
attack with a successful Will save (DC 15 + ghost's
Cha modifier).

Konkannen Turn Resistance (Ex): This ghost has
been housed in a Konkannen painted with the
blood of a powerful celestial being. This has
granted the ghost an unbeatable turn resistance,
rendering it immune to turn or rebuke checks.

APPENDIX 1: APL 6

6: DATE WITH AN ANGEL

JOR-RUSS GHOST

CR 7

Male Human Ghost Sorcerer 5

LE Undead (Augmented Humanoid) (Incorporeal)

Init +7; Senses Listen +2, Spot +3;

Languages Common.

AC 21, touch 17, flat-footed 18

(+4 Mage Armor, +3 dex, +4 deflection)

hp 22 (3 HD)

Fort +3, Ref +6, Will +7

Speed Fly 30 ft. (6 squares)

Melee Incorporeal touch +5 (1d6) or +2 against
ethereal foes (1d6)

SA Draining touch, malevolence, manifestation,
telekinesis

Space 5 ft.; Reach 5 ft.

Base Atk +2; Grp +2

Sorcerer Spells Known (CL 5th):

2nd (5/day)— *Scorching Ray*, *Glitterdust* (DC 16)

1st (7/day)— *Back Biter* (DC 15), *Color Spray*
(DC15), *Ray of Enfeeblement*, *Mage Armor*

0 (6/day)— *Acid Splash*, *Detect Magic*, *Ghost
Sound* (DC14), *Mage Hand*, *Prestidigitation*,
Message

Already cast

Abilities Str 10, Dex 16, Con —, Int 10, Wis 12, Cha
19

SQ incorporeal traits, rejuvenation, unbeatable turn
resistance, undead traits

Feats Combat Casting, Improved Initiative

Skills Concentration +10 (+14 casting defensively),
Listen +2, Spellcraft +4, Spot +3

Possessions Cloak of Charisma +2, Vest of
Resistance +2

Manifestation (Su): When a ghost manifests it partly
enters the material plane, and becomes visible but
incorporeal on the material plane. A manifested
ghost can be harmed only by other incorporeal
creatures, magic weapons, or spells, with a 50%
chance to ignore any damage from a corporeal
source.

Draining Touch (Su): A ghost that hits a living target
with its incorporeal touch attack drains 1d4 points
from any one ability score it selects. On each
successful attack, the ghost heals 5 points of
damage to itself.

Malevolence (Su): Once per round, a ghost can
merge its body with a creature on the material
plane. This is similar to Magic Jar, except it does
not need a receptacle. The target can resist the
attack with a successful Will save (DC 15 + ghost's
Cha modifier).

Konkannen Turn Resistance (Ex): This ghost has
been housed in a Konkannen painted with the
blood of a powerful celestial being. This has
granted the ghost an unbeatable turn resistance,
rendering it immune to turn or rebuke checks.

8. TO KILL A WEED

ASSASSIN VINE, ADVANCED

CR 5

N Huge plant

Init +0; Senses low-light vision, blindsight 30ft;

AC 16, touch 7, flat-footed 16

(-3 Size, -1 Dex, +9 natural armor)

hp 68 (8 HD);

Special Qualities cold and fire resistance 10, plant
traits, immunity to electricity

Fort +11, Ref +1, Will +7

Speed 5 ft. (1 square)

Melee Slam +13 (1d8+13)

Space 15 ft.; Reach 15 ft.

Base Atk +6; Grp +23

Feats —

Abilities Str 28, Dex 8, Con 20, Int —, Wis 13, Cha 9

Feats and Skills —

Entangle (Su): An assassin vine can animate plants
within 30ft of itself as a free action (Reflex DC 15
partial). The effect lasts until the vine dies or
decides to end it. The ability is otherwise similar to
entangle.

Improved Grab (Ex) To use this ability an assassin
vine must hit with its slam attack. It can then
attempt to start a grapple as a free action without
provoking an attack of opportunity. If it wins the
grapple check it establishes a hold and can
constrict.

Constrict (Ex): An assassin vine deals 1d8+13 points
of damage with a successful grapple check.

Blindsight (Ex): Assassin Vines have no visual
organs but can ascertain all foes within 30ft using
sound, scent and vibration.

Camouflage (Ex): Since an assassin vine looks like a
normal plant when at rest, it takes a DC 20 spot
check to notice it before it attacks. Anyone with
ranks in Survival or Knowledge (Nature) can use
one of those skills instead of Spot to notice the
plant. Dwarves can use stonecutting to notice the
subterranean version.

APPENDIX 1: APL 8

3. THE POISONED LUNDOAK

FIENDISH TENDRICULOS (2)

CR 8

NE Huge plant (Extraplanar)

Init -1; **Senses** low-light vision, darkvision 60ft; Listen +1, Spot +1

AC 16, touch 7, flat-footed 16
(-2 Size, -1 Dex, +9 natural armor)

hp 94 (9 HD); DR 5/magic

Special Qualities cold and fire resistance 10, plant traits, regeneration 10, SR 14

Fort +12, **Ref** +2, **Will** +4

Speed 20 ft. (4 squares)

Melee Bite +13 (2d8+9) and 2 tendrils +8 (1d6+4)

Space 15 ft.; **Reach** 15 ft.

Base Atk +6; **Grp** +23

Feats Alertness, Iron Will, Power Attack

Abilities Str 28, Dex 9, Con 22, Int 3, Wis 8, Cha 3

Feats and Skills Alertness, Iron Will, Improved Natural Attack (bite), Multiattack, Power Attack; Hide +9, Listen +1, Move Silently +1, Spot +1

Improved Grab (Ex) To use this ability a tendriculos must hit a creature at least one size smaller than itself with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check it establishes a hold and can try to swallow the opponent in the following round.

A tendriculos can also use its improved grab ability on a tendril attack. If it wins the grapple check, it establishes a hold, picks up the opponent and transfers it to the mouth as a free action, automatically dealing bite damage.

Swallow Whole / Paralysis (Ex): A tendriculos can try to swallow a grabbed opponent by making a successful grapple check. Once inside the plants mass, the opponent must succeed on a DC 20 Fortitude save or be paralysed for 3d6 rounds by the tendriculos' digestive juices, taking 2d6 points of acid damage per round. A new save is required each round inside the plant. The DC is constitution based.

A swallowed creature that avoids paralysis can climb out of the mass with a successful grapple check. This returns it to the plant's mouth, where another successful grapple check is needed to get free. A swallowed creature can also cut its way out by using a light slashing or piercing weapon to deal 25 points of damage to the tendriculos' interior (AC 14). Once the creature exits, the plant's regenerative capacity closes the hole, another swallowed opponent must cut its own way out.

A huge tendriculos' interior can hold 2 large, 8 medium, 32 small, 128 tiny or 512 diminutive or smaller opponents.

Regeneration (Ex): Bludgeoning weapons and acid deal normal damage to a tendriculos. A tendriculos that loses a part of its body mass can regrow it in 1d6 minutes. Holding the severed

portion against the mass enables it to reattach instantly.

Smite Good (Su): Once per day a fiendish creature can make a normal melee attack to deal extra damage equal to its HD total (maximum of +20) against a good foe.

6: DATE WITH AN ANGEL

JOR-RUSS GHOST

CR 9

Male Human Ghost Sorcerer 8

LE Undead (Augmented Humanoid) (Incorporeal)

Init +7; **Senses** Listen +2, Spot +4;

Languages Common, Gnome.

AC 26, touch 18, flat-footed 22

(+4 Mage armor, +4 dex, +4 deflection, +4 shield)

hp 46 (59 with *false life*) (7 HD)

Fort +4, **Ref** +7, **Will** +8

Speed Fly 30 ft. (6 squares)

Melee Incorporeal touch +7 (1d6) or +3 against ethereal foes (1d6)

SA Draining touch, malevolence, manifestation, telekinesis

Space 5 ft.; **Reach** 5 ft.

Base Atk +3; **Grp** +3

Sorcerer Spells Known (CL 7th):

3rd (5/day)— *Suggestion* (DC 17), *Fireball* (DC 17)

2nd (7/day)— *Scorching Ray*, *Glitterdust* (DC 16), *False Life*.

1st (7/day)— *Back Biter* (DC 15), *Ray of Enfeeblement*, *Magic Missile*, ~~*Mage Armor*~~, ~~*Shield*~~.

0 (6/day)— *Acid Splash*, *Detect Magic*, *Ghost Sound* (DC15), *Mage Hand*, *Message*, *Prestidigitation*, *Dancing Lights*

Already cast

Abilities Str 10, Dex 18, Con – , Int 10, Wis 12, Cha 19

SQ Incorporeal traits, rejuvenation, unbeatable turn resistance, undead traits

Feats Combat Casting, Improved Initiative, Empower Spell

Skills Concentration +12 (+16 casting defensively), Listen +2, Spellcraft +4, Spot +4

Possessions Cloak of Charisma +2, Gloves of Dexterity +2, Vest of Resistance+2, Brooch of Shielding.

Manifestation (Su): When a ghost manifests it partly enters the material plane, and becomes visible but incorporeal on the material plane. A manifested ghost can be harmed only by other incorporeal creatures, magic weapons, or spells, with a 50% chance to ignore any damage from a corporeal source.

Draining Touch (Su): A ghost that hits a living target with its incorporeal touch attack drains 1d4 points from any one ability score it selects. On each successful attack, the ghost heals 5 points of damage to itself.

Malevolence (Su): Once per round, a ghost can merge its body with a creature on the material plane. This is similar to Magic Jar, except it does not need a receptacle. The target can resist the attack with a successful Will save (DC 15 + ghost's Cha modifier).

Telekinesis (Su): A ghost can use telekinesis as a standard action (caster level 12th or ghost's HD, whichever is higher). When a ghost uses this power, it must wait 1d4 rounds before using it again.

Konkannen Turn Resistance (Ex): This ghost has been housed in a Konkannen painted with the blood of a powerful celestial being. This has granted the ghost an unbeatable turn resistance, rendering it immune to turn or rebuke checks.

8. TO KILL A WEED

ASSASSIN VINE, ADVANCED **CR 7**

N Huge plant

Init +0; **Senses** low-light vision, blindsight 30ft;

AC 16, touch 7, flat-footed 16

(-2 Size, -1 Dex, +9 natural armor)

hp 144 (16 HD);

Special Qualities cold and fire resistance 10, plant traits, immunity to electricity

Fort +15, **Ref** +4, **Will** +11

Speed 5 ft. (1 square)

Melee Slam +19 (1d8+13)

Space 15 ft.; **Reach** 15 ft.

Base Atk +12; **Grp** +29

Feats –

Abilities Str 28, Dex 8, Con 20, Int –, Wis 13, Cha 9

Feats and Skills –

Entangle (Su): An assassin vine can animate plants within 30ft of itself as a free action (Reflex DC 19 partial). The effect lasts until the vine dies or decides to end it. The ability is otherwise similar to *entangle*.

Improved Grab (Ex) To use this ability an assassin vine must hit with its slam attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check it establishes a hold and can constrict.

Constrict (Ex): An assassin vine deals 1d8+13 points of damage with a successful grapple check.

Blindsight (Ex): Assassin Vines have no visual organs but can ascertain all foes within 30ft using sound, scent and vibration.

Camouflage (Ex): Since an assassin vine looks like a normal plant when at rest, it takes a DC 20 spot check to notice it before it attacks. Anyone with ranks in Survival or Knowledge (Nature) can use one of those skills instead of Spot to notice the plant. Dwarves can use stonecutting to notice the subterranean version.

APPENDIX 1: APL 10

3. THE POISONED LUNDOAK

ADVANCED FIENDISH TENDRICULOS (2) CR 10

NE Huge plant (Extraplanar)

Init -1; **Senses** low-light vision, darkvision 60ft; Listen +3, Spot +3

AC 16, touch 7, flat-footed 16

(-2 Size, -1 Dex, +9 natural armor)

hp 174 (16 HD); DR 10/magic

Special Qualities cold and fire resistance 10, plant traits, regeneration 10, SR 21

Fort +16, **Ref** +4, **Will** +6

Speed 20 ft. (4 squares)

Melee Bite +19 (3d8+9) and 2 tendrils +17 (1d6+4)

Space 15 ft.; **Reach** 15 ft.

Base Atk +12; **Grp** +29

Special Attacks Improved grab, paralysis, swallow hole, smite good 1/day (+16 damage)

Abilities Str 28, Dex 9, Con 22, Int 3, Wis 8, Cha 3

Feats and Skills Alertness, Iron Will, Improved Natural Attack (bite), Multiattack, Power Attack; Hide +11, Listen +3, Move Silently +2, Spot +3

Improved Grab (Ex) To use this ability a tendriculos must hit a creature at least one size smaller than itself with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check it establishes a hold and can try to swallow the opponent in the following round.

A tendriculos can also use its improved grab ability on a tendril attack. If it wins the grapple check, it establishes a hold, picks up the opponent and transfers it to the mouth as a free action, automatically dealing bite damage.

Swallow Whole / Paralysis (Ex): A tendriculos can try to swallow a grabbed opponent by making a successful grapple check. Once inside the plants mass, the opponent must succeed on a DC 24 Fortitude save or be paralysed for 3d6 rounds by the tendriculos' digestive juices, taking 2d6 points of acid damage per round. A new save is required each round inside the plant. The DC is constitution based.

A swallowed creature that avoids paralysis can climb out of the mass with a successful grapple check. This returns it to the plant's mouth, where another successful grapple check is needed to get free. A swallowed creature can also cut its way out by using a light slashing or piercing weapon to deal 25 points of damage to the tendriculos' interior (AC 14). Once the creature exits, the plant's regenerative capacity closes the hole, another swallowed opponent must cut its own way out.

A huge tendriculos' interior can hold 2 large, 8 medium, 32 small, 128 tiny or 512 diminutive or smaller opponents.

Regeneration (Ex): Bludgeoning weapons and acid deal normal damage to a tendriculos. A tendriculos that loses a part of its body mass can

regrow it in 1d6 minutes. Holding the severed portion against the mass enables it to reattach instantly.

Smite Good (Su): Once per day a fiendish creature can make a normal melee attack to deal extra damage equal to its HD total (maximum of +20) against a good foe.

6: DATE WITH AN ANGEL

JOR-RUSS GHOST

CR 11

Male Human Ghost Sorcerer 9

LE Undead (Augmented Humanoid) (Incorporeal)

Init +8; **Senses** Listen +2, Spot +4;

Languages Common, Gnome.

AC 27, touch 19, flat-footed 23

(+4 Mage armor, +4 dex, +5 deflection, +4 shield)

hp 55 (68 with *false life*) (9 HD)

Fort +6, **Ref** +9, **Will** +10

Speed Fly 30 ft. (6 squares)

Melee Incorporeal touch +8 (1d6) or +4 against ethereal foes (1d6)

SA Draining touch, malevolence, manifestation, telekinesis

Space 5 ft.; **Reach** 5 ft.

Base Atk +4; **Grp** +4

Sorcerer Spells Known (CL 9th):

4th (5/day)— *Confusion* (DC 19), *Enervation* (DC 19)

3rd (7/day)— *Suggestion* (DC 18), *Fireball* (DC 18), *Vampiric Touch*

2nd (7/day)— *Scorching Ray*, *Glitterdust* (DC 17), ~~*False Life*, *Mirror Image*~~

1st (7/day)— *Back Biter* (DC 16), *Ray of Enfeeblement*, *Magic Missile*, ~~*Shield*, *Mage Armor*~~

0 (6/day)— *Acid Splash*, *Detect Magic*, *Ghost Sound* (DC15), *Mage Hand*, *Message*, *Prestidigitation*, *Dancing Lights*, *Erase*

~~**Already cast**~~

Abilities Str 10, Dex 18, Con —, Int 10, Wis 12, Cha 20

SQ Incorporeal traits, rejuvenation, unbeatable turn resistance, undead traits

Feats Combat Casting, Improved Initiative, Empower Spell, Improved Toughness

Skills Concentration +14 (+18 casting defensively), Listen +2, Spellcraft +4, Spot +4

Possessions Cloak of Charisma +2, Gloves of Dexterity +2, Vest of Resistance+3, Brooch of Shielding.

Manifestation (Su): When a ghost manifests it partly enters the material plane, and becomes visible but incorporeal on the material plane. A manifested ghost can be harmed only by other incorporeal creatures, magic weapons, or spells, with a 50% chance to ignore any damage from a corporeal source.

Draining Touch (Su): A ghost that hits a living target with its incorporeal touch attack drains 1d4 points

from any one ability score it selects. On each successful attack, the ghost heals 5 points of damage to itself.

Malevolence (Su): Once per round, a ghost can merge its body with a creature on the material plane. This is similar to Magic Jar, except it does not need a receptacle. The target can resist the attack with a successful Will save (DC 15 + ghost's Cha modifier).

Telekinesis (Su): A ghost can use telekinesis as a standard action (caster level 12th or ghost's HD, whichever is higher). When a ghost uses this power, it must wait 1d4 rounds before using it again.

Konkannen Turn Resistance (Ex): This ghost has been housed in a Konkannen painted with the blood of a powerful celestial being. This has granted the ghost an unbeatable turn resistance, rendering it immune to turn or rebuke checks.

8. TO KILL A WEED

ASSASSIN VINE, ADVANCED **CR 9**

N Gargantuan plant

Init +0; **Senses** low-light vision, blindsight 30ft;

AC 16, touch 7, flat-footed 16

(-2 Size, -1 Dex, +9 natural armor)

hp 240 (20 HD);

Special Qualities cold and fire resistance 10, plant traits, immunity to electricity

Fort +19, **Ref** +5, **Will** +13

Speed 5 ft. (1 square)

Melee Slam +25 (2d6+19)

Space 20 ft.; **Reach** 20 ft.

Base Atk +15; **Grp** +40

Feats –

Abilities Str 36, Dex 8, Con 24, Int – , Wis 13, Cha 9

Feats and Skills –

Entangle (Su): An assassin vine can animate plants within 30ft of itself as a free action (Reflex DC 21 partial). The effect lasts until the vine dies or decides to end it. The ability is otherwise similar to *entangle*.

Improved Grab (Ex) To use this ability an assassin vine must hit with its slam attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check it establishes a hold and can constrict.

Constrict (Ex): An assassin vine deals 2d6+19 points of damage with a successful grapple check.

Blindsight (Ex): Assassin Vines have no visual organs but can ascertain all foes within 30ft using sound, scent and vibration.

Camouflage (Ex): Since an assassin vine looks like a normal plant when at rest, it takes a DC 20 spot check to notice it before it attacks. Anyone with ranks in Survival or Knowledge (Nature) can use one of those skills instead of Spot to notice the plant. Dwarves can use stonecutting to notice the subterranean version.

APPENDIX 1: APL 12

3. THE POISONED LUNDOAK

ADVANCED FIENDISH TENDRICULOS (2) CR 12

NE Gargantuan plant (Extraplanar)

Init -1; **Senses** low-light vision, darkvision 60ft; Listen +4, Spot +4

AC 18, touch 5, flat-footed 18
(-4 Size, -1 Dex, +13 natural armor)

hp 256 (20 HD); DR 10/magic

Special Qualities cold and fire resistance 10, plant traits, regeneration 10, SR 25

Fort +20, **Ref** +5, **Will** +7

Speed 20 ft. (4 squares)

Melee Bite +24 (4d8+13) and 2 tendrils +22 (2d6+6)

Space 20 ft.; **Reach** 20 ft.

Base Atk +15; **Grp** +40

Special Attacks Improved grab, paralysis, swallow hole, smite good 1/day (+20 damage)

Abilities Str 36, Dex 9, Con 26, Int 3, Wis 8, Cha 3

Feats and Skills Alertness, Iron Will, Improved Natural Attack (bite), Improved Natural Attack (tendrils), Multiattack, Power Attack; Hide +11, Listen +4, Move Silently +4, Spot +4

Improved Grab (Ex) To use this ability a tendriculos must hit a creature at least one size smaller than itself with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check it establishes a hold and can try to swallow the opponent in the following round.

A tendriculos can also use its improved grab ability on a tendrils attack. If it wins the grapple check, it establishes a hold, picks up the opponent and transfers it to the mouth as a free action, automatically dealing bite damage.

Swallow Whole / Paralysis (Ex): A tendriculos can try to swallow a grabbed opponent by making a successful grapple check. Once inside the plants mass, the opponent must succeed on a DC 28 Fortitude save or be paralysed for 3d6 rounds by the tendriculos' digestive juices, taking 2d6 points of acid damage per round. A new save is required each round inside the plant. The DC is constitution based.

A swallowed creature that avoids paralysis can climb out of the mass with a successful grapple check. This returns it to the plant's mouth, where another successful grapple check is needed to get free. A swallowed creature can also cut its way out by using a light slashing or piercing weapon to deal 25 points of damage to the tendriculos' interior (AC 14). Once the creature exits, the plant's regenerative capacity closes the hole, another swallowed opponent must cut its own way out.

A huge tendriculos' interior can hold 2 large, 8 medium, 32 small, 128 tiny or 512 diminutive or smaller opponents.

Regeneration (Ex): Bludgeoning weapons and acid deal normal damage to a tendriculos. A

tendriculos that loses a part of its body mass can regrow it in 1d6 minutes. Holding the severed portion against the mass enables it to reattach instantly.

Smite Good (Su): Once per day a fiendish creature can make a normal melee attack to deal extra damage equal to its HD total (maximum of +20) against a good foe.

RUKARAZYLL

CR 12

CE Large Outsider (Extraplanar, Evil)

Init +8; **Senses** low-light vision, darkvision 60ft; Listen +3, Spot +18

AC 23, touch 20, flat-footed 12

(-1 Size, +8 Dex, +3 natural armor, +3 profane)

hp 102 (12 HD); DR 15/magic silver;

Special Qualities evasion, outsider traits, profane alacrity, SR 23

Fort +12, **Ref** +16, **Will** +11

Speed 70 ft. (14 squares), climb 50ft

Melee 3 Tendrils +14 (1d6-2) and bite +9 (1d6-2 plus 2d4 acid)

Space 10 ft.; **Reach** 10 ft.

Base Atk +12; **Grp** +40

Special Attacks Fungus, spell-like abilities, spit ooze

Abilities Str 6, Dex 27, Con 19, Int 18, Wis 17, Cha 18

Feats and Skills Combat Expertise, Improved Disarm, Improved Feint, Improved Trip, Weapon Finesse; Bluff +19, Climb +6, Concentration +19, Diplomacy +8, Disguise +19, Escape Artist +15, Forgery +11, Hide +19, Intimidate +21, Jump +16, Knowledge (religion) +12, Search +19, Sense Motive +18, Spellcraft +12, Spot +18, Tumble +23

Fungus (Su) any living creature stuck by a rukarazyll's melee attack must make a Fortitude saving Throw (DC 20) or become infected with the fecund fungus that grows on the monster's body. Infestation requires 1 round for a small or smaller creature or 1d4 rounds for a medium-sized creature. Each size category larger than medium-size adds an extra 1d4 rounds to the infestation time. An affected creature can free itself of the fungus before infestation is complete with either a remove disease spell or by taking 10 points of fire or cold damage. Once infestation is complete, the fibrous white filaments begin to seethe and twist in the host's body, actively trying to resist any actions the host attempts. Because of this the host incurs a -2 penalty on all attack rolls, Dexterity-based checks and reflex saving throws. In addition, the fungus continues to grow in the host's body, dealing 1 point of Charisma drain per day. A host whose Charisma reaches 0 becomes unconscious, and within 1 hour is transformed into an immobile heap of fungus that lives for 3d6 weeks before perishing. A remove disease spell given after infestation is complete destroys the fungus but does not restore lost Charisma.

Spell-Like Abilities (Ex) At will – *alter self, blur, cat's grace, darkness, desecrate, detect good, detect magic, entangle, mirror image, ~~plant growth~~ protection from good, snare, telekinesis, teleport without error (self plus 50 pounds of objects only), undetectable alignment*; 3/day – *polymorph self, unhallow, unholy blight*; 1/day – ~~command plants~~, *contagion, heal, wall of thorns*. Caster level 12th; DC 14+ spell level.

Spit Ooze (Su): Once every 10 minutes, a rukarazyll can expel a medium-sized gray ooze from its mouth as a grenade like weapon with a 10ft range increment. If it hits a target, the gray ooze can immediately attempt to use its improved grab ability and constrict if it gets a hold. If the attack misses, determine miss distance and direction normally. Gray oozes created in this manner live only for 2d4 rounds, dissolving when the duration expires.

Evasion (Ex): If exposed to any effect that normally allows a Reflex save for half damage, a rukarazyll takes no damage on a successful save.

Profane Alacrity (Su): A rukarazyll is infused with an unholy energy that grants it improved reflexes and speed. This energy gives it a +3 profane bonus to AC and allows it to take 10 on any balance, escape artist and tumble checks in any circumstance. Once per hour, a rukarazyll can call upon this ability to gain a temporary boost to its movement, doubling both its speed and the profane bonus to its AC for 1 minute. Afterward the rukarazyll's profane energy is depleted for 1 hour. During this time, it loses the profane bonus to AC and cannot take 10 on any skill check except those allowed in normal circumstances.

6: DATE WITH AN ANGEL

JOR-RUSS GHOST

CR 13

Male Human Ghost Sorcerer 11

LE Undead (Augmented Humanoid) (Incorporeal)

Init +8; **Senses** Listen +4, Spot +4; Low light vision

Languages Common.

AC 29, touch 19, flat-footed 25

(+6 Greater mage armor, +4 dex, +5 deflection, +4 shield)

hp 80 (96 with *false life*) (11 HD)

Fort +9, **Ref** +10, **Will** +11

Speed Fly 30 ft. (6 squares)

Melee Incorporeal touch +10 (1d6) or +5 against ethereal foes (1d6)

SA Draining touch, malevolence, manifestation, telekinesis

Space 5 ft.; **Reach** 5 ft.

Base Atk +5; **Grp** +5

Sorcerer Spells Known (CL 11th):

5th (5/day)— *Cloudkill* (DC 21), *Dominate Person* (DC 21)

4th (5/day)— *Confusion* (DC 19), *Enervation* (DC 20), *Orb of Force*

3rd (7/day)— *Suggestion* (DC 19), *Fireball* (DC 19), *Vampiric Touch*, ~~Greater Mage Armor~~

2nd (7/day)— *Scorching Ray*, *Glitterdust* (DC 18), *Web*, ~~False Life, Mirror Image~~

1st (7/day)— *Back Biter* (DC 17), *Ray of Enfeeblement*, *True Strike*, *Magic Missile*, ~~Shield, Mage Armor~~

0 (6/day)— *Acid Splash*, *Detect Magic*, *Ghost Sound* (DC16), *Mage Hand*, *Message*, *Prestidigitation*, *Dancing Lights*, *Erase*

Already cast

Abilities Str 10, Dex 18, Con –, Int 10, Wis 12, Cha 22

SQ Incorporeal traits, rejuvenation, unbeatable turn resistance, undead traits

Feats Combat Casting, Improved Initiative, Empower Spell, Improved Toughness

Skills Concentration +14 (+18 casting defensively), Listen +4, Spellcraft +2, Spot +4

Possessions Cloak of Charisma +4, Gloves of Dexterity +2, Vest of Resistance+3, Brooch of Shielding.

Manifestation (Su): When a ghost manifests it partly enters the material plane, and becomes visible but incorporeal on the material plane. A manifested ghost can be harmed only by other incorporeal creatures, magic weapons, or spells, with a 50% chance to ignore any damage from a corporeal source.

Draining Touch (Su): A ghost that hits a living target with its incorporeal touch attack drains 1d4 points from any one ability score it selects. On each successful attack, the ghost heals 5 points of damage to itself.

Malevolence (Su): Once per round, a ghost can merge its body with a creature on the material plane. This is similar to *Magic Jar*, except it does not need a receptacle. The target can resist the attack with a successful Will save (DC 15 + ghost's Cha modifier).

Telekinesis (Su): A ghost can use telekinesis as a standard action (caster level 12th or ghost's HD, which ever is higher). When a ghost uses this power, it must wait 1d4 rounds before using it again.

Konkannen Turn Resistance (Ex): This ghost has been housed in a Konkannen painted with the blood of a powerful celestial being. This has granted the ghost an unbeatable turn resistance, rendering it immune to turn or rebuke checks.

8. TO KILL A WEED

ASSASSIN VINE, ADVANCED

CR 11

N Gargantuan plant

Init +0; **Senses** low-light vision, blindsight 30ft;

AC 19, touch 7, flat-footed 16

(-3 Size, -1 Dex, +13 natural armor)

hp 330 (28 HD);

Special Qualities cold and fire resistance 10, plant traits, immunity to electricity

Fort +21, **Ref** +6, **Will** +15

Speed 5 ft. (1 square)

Melee Slam +31 (2d6+19)

Space 20ft.; **Reach** 20 ft.

Base Atk +21; **Grp** +46

Feats –

Abilities Str 36, Dex 8, Con 24, Int – , Wis 13, Cha 9

Feats and Skills –

Entangle (Su): An assassin vine can animate plants within 30ft of itself as a free action (Reflex DC 21 partial). The effect lasts until the vine dies or decides to end it. The ability is otherwise similar to *entangle*.

Improved Grab (Ex) To use this ability an assassin vine must hit with its slam attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check it establishes a hold and can constrict.

Constrict (Ex): An assassin vine deals 2d6+19 points of damage with a successful grapple check.

Blindsight (Ex): Assassin Vines have no visual organs but can ascertain all foes within 30ft using sound, scent and vibration.

Camouflage (Ex): Since an assassin vine looks like a normal plant when at rest, it takes a DC 20 spot check to notice it before it attacks. Anyone with ranks in Survival or Knowledge (Nature) can use one of those skills instead of Spot to notice the plant. Dwarves can use stonecutting to notice the subterranean version.

APPENDIX 1: APL 14

3. THE POISONED LUNDOAK

ADVANCED FIENDISH TENDRICULOS (2) CR 14

NE Gargantuan plant (Extraplanar)

Init -1; **Senses** low-light vision, darkvision 60ft; Listen +6, Spot +6

AC 18, touch 5, flat-footed 18

(-4 Size, -1 Dex, +13 natural armor)

hp 342 (27 HD); DR 10/magic

Special Qualities cold and fire resistance 10, plant traits, regeneration 10, SR 32

Fort +22, **Ref** +7, **Will** +9

Speed 20 ft. (4 squares)

Melee Bite +29 (4d8+13) and 2 tendrils +27 (2d6+6)

Space 20 ft.; **Reach** 20 ft.

Base Atk +20; **Grp** +45

Special Attacks Improved grab, paralysis, swallow hole, smite good 1/day (+20 damage)

Abilities Str 36, Dex 9, Con 26, Int 3, Wis 8, Cha 3

Feats and Skills Alertness, Awesome Blow, Iron Will, Improved Natural Attack (bite), Improved Bullrush, Improved Natural Attack (tendrils), Multiattack, Power Attack; Hide +12, Listen +6, Move Silently +4, Spot +6

Improved Grab (Ex) To use this ability a tendriculos must hit a creature at least one size smaller than itself with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check it establishes a hold and can try to swallow the opponent in the following round.

A tendriculos can also use its improved grab ability on a tendril attack. If it wins the grapple check, it establishes a hold, picks up the opponent and transfers it to the mouth as a free action, automatically dealing bite damage.

Swallow Whole / Paralysis (Ex): A tendriculos can try to swallow a grabbed opponent by making a successful grapple check. Once inside the plants mass, the opponent must succeed on a DC 31 Fortitude save or be paralysed for 3d6 rounds by the tendriculos' digestive juices, taking 2d6 points of acid damage per round. A new save is required each round inside the plant. The DC is constitution based.

A swallowed creature that avoids paralysis can climb out of the mass with a successful grapple check. This returns it to the plant's mouth, where another successful grapple check is needed to get free. A swallowed creature can also cut its way out by using a light slashing or piercing weapon to deal 25 points of damage to the tendriculos' interior (AC 14). Once the creature exits, the plant's regenerative capacity closes the hole, another swallowed opponent must cut its own way out.

A huge tendriculos' interior can hold 2 large, 8 medium, 32 small, 128 tiny or 512 diminutive or smaller opponents.

Regeneration (Ex): Bludgeoning weapons and acid deal normal damage to a tendriculos. A tendriculos that loses a part of its body mass can regrow it in 1d6 minutes. Holding the severed portion against the mass enables it to reattach instantly.

Smite Good (Su): Once per day a fiendish creature can make a normal melee attack to deal extra damage equal to its HD total (maximum of +20) against a good foe.

RUKARAZYLL

CR 12

CE Large Outsider (Extraplanar, Evil)

Init +8; **Senses** low-light vision, darkvision 60ft; Listen +3, Spot +18

AC 23, touch 20, flat-footed 12

(-1 Size, +8 Dex, +3 natural armor, +3 profane)

hp 102 (12 HD); DR 15/magic silver;

Special Qualities evasion, outsider traits, profane alacrity, SR 23

Fort +12, **Ref** +16, **Will** +11

Speed 70 ft. (14 squares), climb 50ft

Melee 3 Tendrils +14 (1d6-2) and bite +9 (1d6-2 plus 2d4 acid)

Space 10 ft.; **Reach** 10 ft.

Base Atk +12; **Grp** +40

Special Attacks Fungus, spell-like abilities, spit ooze

Abilities Str 6, Dex 27, Con 19, Int 18, Wis 17, Cha 18

Feats and Skills Combat Expertise, Improved Disarm, Improved Feint, Improved Trip, Weapon Finesse; Bluff +19, Climb +6, Concentration +19, Diplomacy +8, Disguise +19, Escape Artist +15, Forgery +11, Hide +19, Intimidate +21, Jump +16, Knowledge (religion) +12, Search +19, Sense Motive +18, Spellcraft +12, Spot +18, Tumble +23

Fungus (Su) any living creature stuck by a rukarazyll's melee attack must make a Fortitude saving Throw (DC 20) or become infected with the fecund fungus that grows on the monster's body. Infestation requires 1 round for a small or smaller creature or 1d4 rounds for a medium-sized creature. Each size category larger than medium-size adds an extra 1d4 rounds to the infestation time. An affected creature can free itself of the fungus before infestation is complete with either a remove disease spell or by taking 10 points of fire or cold damage. Once infestation is complete, the fibrous white filaments begin to seethe and twist in the host's body, actively trying to resist any actions the host attempts. Because of this the host incurs a -2 penalty on all attack rolls, Dexterity-based checks and reflex saving throws. In addition, the fungus continues to grow in the host's body, dealing 1 point of Charisma drain per day. A host whose Charisma reaches 0 becomes unconscious, and within 1 hour is transformed into an immobile heap of fungus that lives for 3d6 weeks before perishing. A remove disease spell given after

infestation is complete destroys the fungus but does not restore lost Charisma.

Spell-Like Abilities (Ex) At will – *alter self*, *blur*, *cat's grace*, *darkness*, *desecrate*, *detect good*, *detect magic*, *entangle*, *mirror image*, *plant growth* *protection from good*, *snare*, *telekinesis*, *teleport without error* (self plus 50 pounds of objects only), *undetected alignment*; 3/day – *polymorph self*, *unhallow*, *unholy blight*; 1/day – *command plants*, *contagion*, *heal*, *wall of thorns*. Caster level 12th; DC 14+ spell level.

Spit Ooze (Su): Once every 10 minutes, a rukarazyll can expel a medium-sized gray ooze from its mouth as a grenade like weapon with a 10ft range increment. If it hits a target, the gray ooze can immediately attempt to use its improved grab ability and constrict if it gets a hold. If the attack misses, determine miss distance and direction normally. Gray oozes created in this manner live only for 2d4 rounds, dissolving when the duration expires.

Evasion (Ex): If exposed to any effect that normally allows a Reflex save for half damage, a rukarazyll takes no damage on a successful save.

Profane Alacrity (Su): A rukarazyll is infused with an unholy energy that grants it improved reflexes and speed. This energy gives it a +3 profane bonus to AC and allows it to take 10 on any balance, escape artist and tumble checks in any circumstance. Once per hour, a rukarazyll can call upon this ability to gain a temporary boost to its movement, doubling both its speed and the profane bonus to its AC for 1 minute. Afterward the rukarazyll's profane energy is depleted for 1 hour. During this time, it loses the profane bonus to AC and cannot take 10 on any skill check except those allowed in normal circumstances.

6: DATE WITH AN ANGEL

JOR-RUSS GHOST

CR 15

Male Human Ghost Sorcerer 13

LE Undead (Augmented Humanoid) (Incorporeal)

Init +8; **Senses** Listen +4, Spot +4; Low light vision

Languages Common.

AC 30, touch 20, flat-footed 25

(+6 Greater mage armor, +5 dex, +5 deflection, +4 shield)

hp 93 (106 with *false life*) (13 HD)

Fort +7, **Ref** +11, **Will** +12

Speed Fly 30 ft. (6 squares)

Melee Incorporeal touch +10 (1d6) or +5 against ethereal foes (1d6)

SA Draining touch, malevolence, manifestation, telekinesis

Space 5 ft.; **Reach** 5 ft.

Base Atk +5; **Grp** +5

Sorcerer Spells Known (CL 13th):

6th (5/day)— *Cone of Cold* (DC 22), *Chain Lightning* (DC 21)

5th (5/day)— *Cloudkill* (DC 21), *Dominate Person* (DC 21), *Feeblemind* (DC 21)

4th (5/day)— *Confusion* (DC 19), *Enervation* (DC 20), *Orb of Force*, *Evards Black Tentacles* (DC20)

3rd (7/day)— *Suggestion* (DC 19), *Fireball* (DC 19), *Vampiric Touch*, ~~*Greater Mage Armor*~~

2nd (7/day)— *Scorching Ray*, *Glitterdust* (DC 18), *Web*, ~~*False Life*~~, ~~*Mirror Image*~~

1st (7/day)— *Back Biter* (DC 17), *Ray of Enfeeblement*, *True Strike*, *Magic Missile*, ~~*Shield*~~, ~~*Mage Armor*~~

0 (6/day)— *Acid Splash*, *Detect Magic*, *Ghost Sound* (DC16), *Mage Hand*, *Message*, *Prestidigitation*, *Dancing Lights*, *Erase*

Already cast

Abilities Str 10, Dex 20, Con – , Int 10, Wis 12, Cha 23

SQ Incorporeal traits, rejuvenation, unbeatable turn resistance, undead traits

Feats Combat Casting, Improved Initiative, Empower Spell, Improved Toughness

Skills Concentration +14 (+18 casting defensively), Listen +4, Spellcraft +2, Spot +4

Possessions Cloak of Charisma +4, Gloves of Dexterity +4, Vest of Resistance+3, Brooch of Shielding, Metamagic Rod of Empower, Lesser

Manifestation (Su): When a ghost manifests it partly enters the material plane, and becomes visible but incorporeal on the material plane. A manifested ghost can be harmed only by other incorporeal creatures, magic weapons, or spells, with a 50% chance to ignore any damage from a corporeal source.

Draining Touch (Su): A ghost that hits a living target with its incorporeal touch attack drains 1d4 points from any one ability score it selects. On each successful attack, the ghost heals 5 points of damage to itself.

Malevolence (Su): Once per round, a ghost can merge its body with a creature on the material plane. This is similar to Magic Jar, except it does not need a receptacle. The target can resist the attack with a successful Will save (DC 15 + ghost's Cha modifier).

Telekinesis (Su): A ghost can use telekinesis as a standard action (caster level 12th or ghost's HD, which ever is higher). When a ghost uses this power, it must wait 1d4 rounds before using it again.

Konkannen Turn Resistance (Ex): This ghost has been housed in a Konkannen painted with the blood of a powerful celestial being. This has granted the ghost an unbeatable turn resistance, rendering it immune to turn or rebuke checks.

8. TO KILL A WEED

ASSASSIN VINE, ADVANCED

CR 13

N Colossal plant

Init +0; **Senses** low-light vision, blindsight 30ft;

AC 19, touch 7, flat-footed 16

(-4 Size, -1 Dex, +17 natural armor)

hp 412 (33 HD);

Special Qualities cold and fire resistance 10, plant traits, immunity to electricity

Fort +25, Ref +7, Will +17

Speed 5 ft. (1 square)

Melee Slam +38 (3d6+25)

Space 20ft.; **Reach** 20 ft.

Base Atk +24; Grp +57

Feats –

Abilities Str 44, Dex 8, Con 28, Int – , Wis 13, Cha 9

Feats and Skills –

Entangle (Su): An assassin vine can animate plants within 30ft of itself as a free action (Reflex DC 27 partial). The effect lasts until the vine dies or decides to end it. The ability is otherwise similar to *entangle*.

Improved Grab (Ex) To use this ability an assassin vine must hit with its slam attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check it establishes a hold and can constrict.

Constrict (Ex): An assassin vine deals 2d6+25 points of damage with a successful grapple check.

Blindsight (Ex): Assassin Vines have no visual organs but can ascertain all foes within 30ft using sound, scent and vibration.

Camouflage (Ex): Since an assassin vine looks like a normal plant when at rest, it takes a DC 20 spot check to notice it before it attacks. Anyone with ranks in Survival or Knowledge (Nature) can use one of those skills instead of Spot to notice the plant. Dwarves can use stonecutting to notice the subterranean version.

APPENDIX 2: NEW RULES ITEMS

NEW MAGIC ITEMS

The Collar of Control

Price (Item Level): – (artifact)

Caster Level: 20th

Aura: strong; (DC 25) necromancy and enchantment

Activation: – standard (command)

Weight: –

This demonic looking, spiked collar radiates a sickly green glow.

The collar of control gives its owner almost complete control over its wearer, and is almost impossible to remove. Created by the demons of old to bind others to servitude, these collars are extremely rare and have all but been forgotten. They increase the strength and intensity of spells cast by an 'attuned' owner over the collar's victim (+2 to save DCs and caster level), and have a permanent *dimensional anchor* effect.

The Collar also grants several spell-like abilities as well: *3/day dominate, hold monster, inflict serious wounds & suggestion; 1/day bestow curse, power word stun, feeblemind, harm, mark of justice.*

DM'S AID 1: PERRENLAND SPECIFIC EFFECTS

Exiled: You have been tried by a rechter, convicted of a serious crime, and sentenced to exile from the Quaglands. This has the following effects on play.

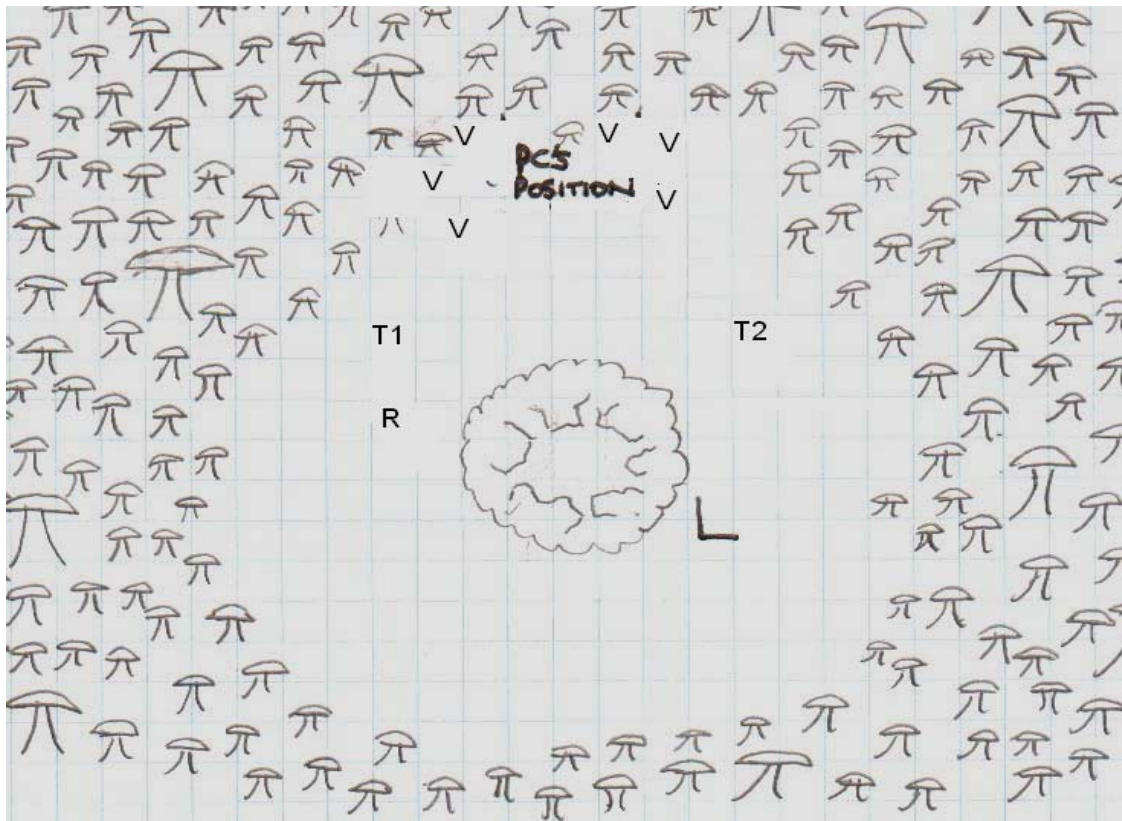
1. The TU cost of all regional adventures are doubled (2 TU for a 1-round adventure, 4 TU for a 2-round adventure).
2. While in Perrenland, you are unprotected by the law – an outlaw – unless you choose to repudiate the heresy or stall the imposition of your sentence (see 3 below).
3. You must tell your DM at the start of the game which of the following options your character is taking as they travel through Perrenland.

- *Repudiate the heresy* [only available to those exiled for supporting the heresy]. Your sentence of exile is removed if you expend 1 Perrenland favour or 2 uitlander favours to obtain suitable character witnesses who testify to your sincere change of heart. If you had it, you lose access to the Heretic organisation. You also have a -2 circumstance penalty to all Diplomacy checks made to influence the attitude of heretic and traditionalist NPCs, as neither faction trusts your loyalty. Have your DM note that you have repudiated the heresy and have this penalty in the Notes section of the Adventure Record.
- *Stall the imposition of your sentence through the legal system* by having additional character witnesses testify on your behalf. This expends 1 Perrenland favour or 2 uitlander favours per adventure, but does not change the rechter's decision to sentence you to exile.
- *Conceal your identity* by wearing a disguise and using a different name. During the adventure, you must succeed on any required Disguise check and always use a false name to successfully alter your appearance: if not, you run the risk of an NPC recognising you (see 4 below) and positively identifying you as an outlaw. In addition, if you were not positively identified during the adventure, you must succeed on a DC 15 Bluff or Disguise check at the end of the adventure or be positively identified.
- *Partially conceal your identity by wearing a disguise* but using your own name. During the adventure, you must succeed on any required Bluff check or run the risk of an NPC recognising your name (see 4 below) and becoming suspicious of your disguise. If that occurs, you must succeed on a Disguise check or be positively identified as an outlaw. In addition, if you were not positively identified during the adventure, you must succeed on a DC 15 Bluff or Disguise check at the end of the adventure or be positively identified.
- *Partially conceal your identity by using a different name* but not wearing a disguise. During the adventure, you automatically run the risk of an NPC recognising your appearance (see 4 below). If that occurs, you must succeed on a Bluff check or be positively identified as an outlaw. In addition, if you were not recognised during the adventure, you must succeed on a DC 15 Bluff check at the end of the adventure or be positively identified.
- *Travel openly.* You are positively identified by NPCs during and after the adventure.

4. To recognise your appearance or your name as that of an outlaw, an NPC must succeed on a DC 25 Intelligence check, using your equivalent character level (ECL) as a circumstance bonus to the roll. The NPC may use their Knowledge: Local (Iuz's Border States) skill instead of their Intelligence check if they have ranks in the skill.

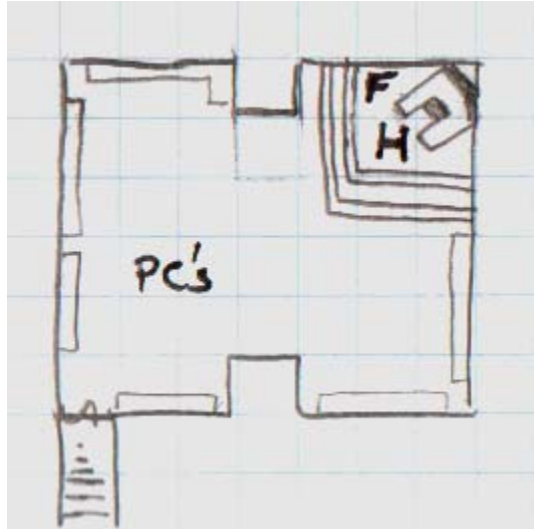
5. Your character may be arrested if they are positively identified by a lawfully aligned non-heretic Perrenlander NPC and reported to the authorities. During the adventure, the scenario states if an NPC will do this, and what the consequences are if they do. If you are positively identified after the adventure, the TU cost of the adventure is doubled again (4 TU for a 1-round adventure, 8 TU for a 2-round adventure) as you spend weeks resisting arrest, escaping from custody, avoiding the authorities, and so on. You have a -5 circumstance penalty to all Bluff and Disguise checks to conceal your identity in future Perrenland scenarios, as you are now notorious as an outlaw who travels incognito throughout Perrenland. Have your DM note that you have this penalty in the Notes section of the Adventure Record.

DM'S MAP 1: THE POISONED LUNDOAK



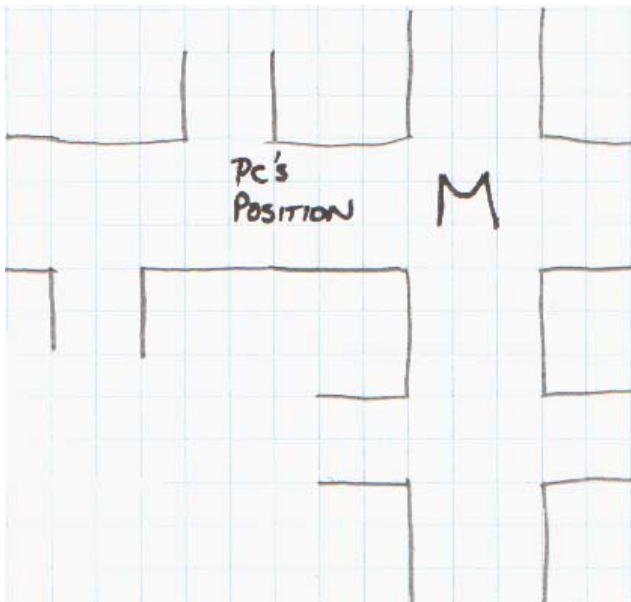
KEY: 1sq = 5ft; L = Lundoak; T = Tendriculos; V = Violet Fungus; O = Gray Ooze

DM'S MAP 2: TRUTH IN THE DARK



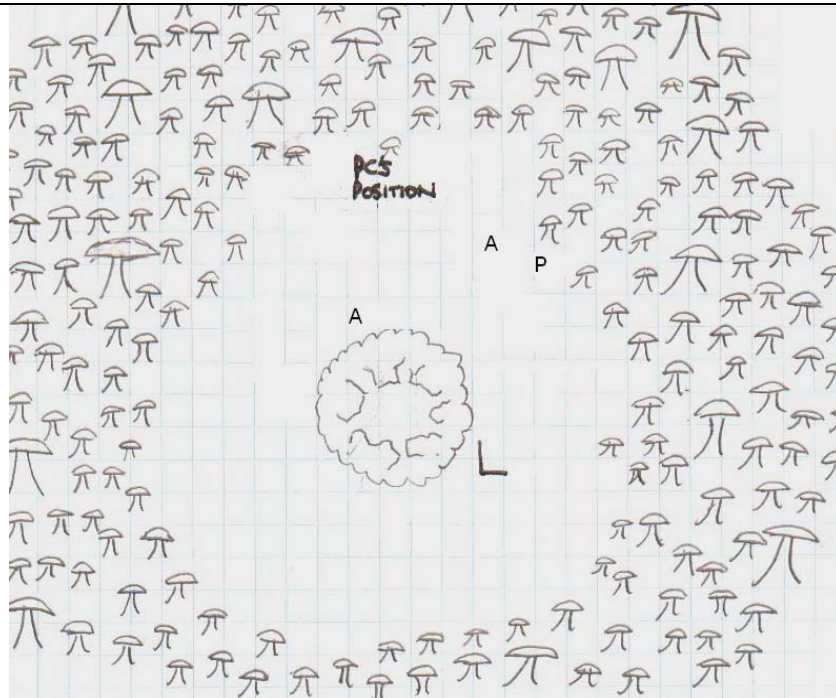
KEY: 1Sqr = 5ft; F = Fanastas; H = Oomkar Hus

DM'S MAP 3: DATE WITH AN ANGEL



KEY: 1Sqr = 5ft; M = Meneliant

DM'S MAP 4: TO KILL A WEED



KEY: 1Sqr = 5ft; **P** = Peren; **A** = Assassin Vine; **L** = Lundoak.

