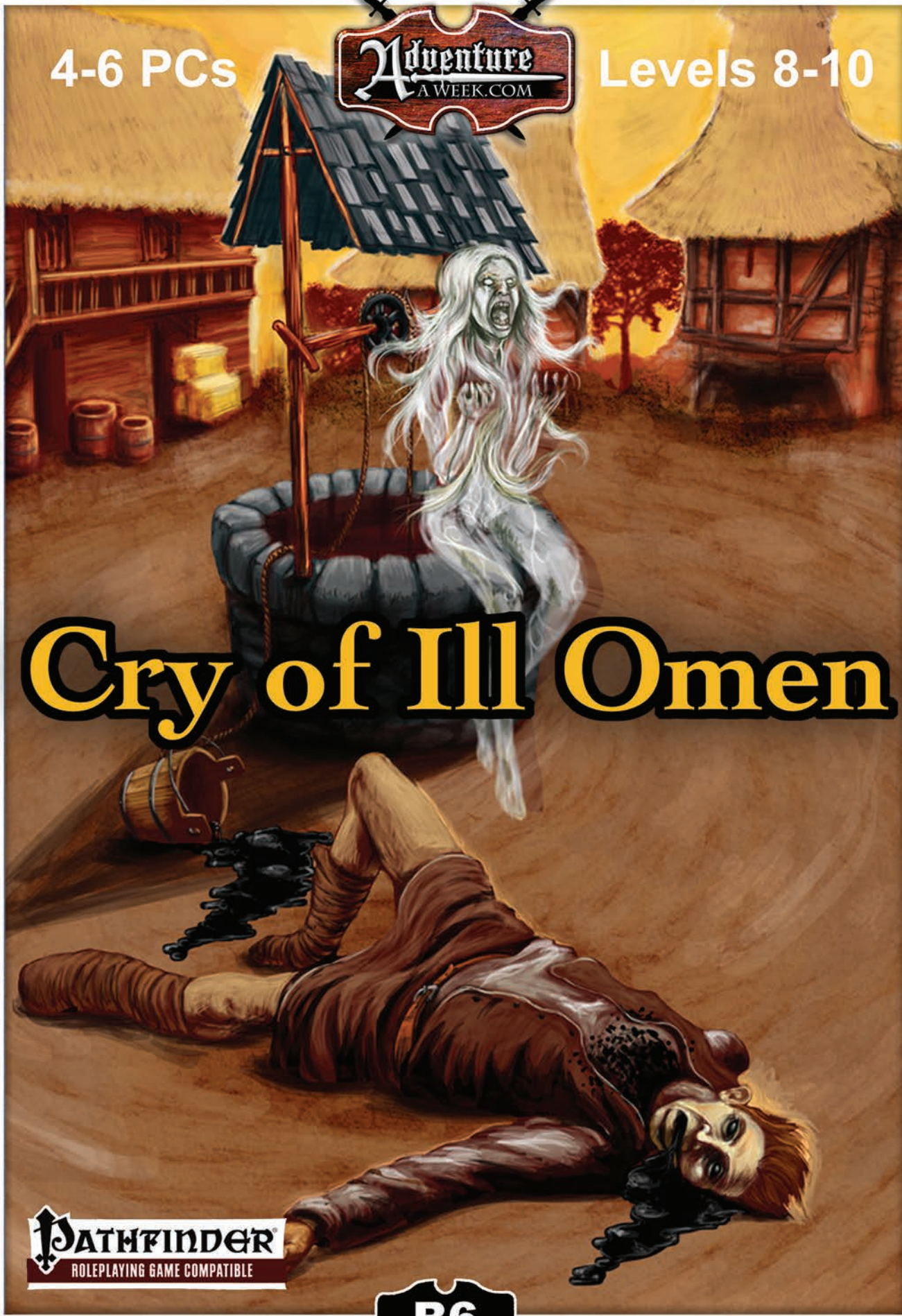


4-6 PCs



Levels 8-10



Cry of Ill Omen

PATHFINDER
ROLEPLAYING GAME COMPATIBLE

B6

Cry Of Ill Omen

A Pathfinder/3.5 Compatible Adventure for 4-6 PCs of levels 8-10

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Adventure Background

Nestled in the Sanabrook Mountains is the small hamlet of Prince's Folly. Although few would classify the people of Prince's Folly as opulent, they have never wanted for anything. Pure, sparkling water cascades down the mountains, crops always grow in abundance, the wood abounds with game, and the river, known as the Great Barrow is stocked with fish so large, one could feed the village for a month. Even the weather complies. With the exception of one week every three years Prince's Folly is locked in a perpetual spring.

Why are the people of Prince's Folly so blessed while many in the world suffer so much? Is it the location, the climate, or a simple smile from the gods? If you were to ask any of the inhabitants, you might find two prevailing theories. All of the townspeople believe the blessings are attached to the McDonagal family in one way or another. The McDonagals are the oldest family in Prince's Folly and probably the founders. As such they have ruled over the hamlet from the beginning. There are some who believe it is the wise political decisions made by the McDonagals which have resulted in the success of Prince's Folly. And yet there are an equal amount of people who believe the blessings are not from the McDonagals rule but from the guardian spirit that is tethered to the family; the Banshee.

For the last decade, the Banshee has appeared in Prince's Folly every three years and each time she comes to portend the death of one of the McDonagals. Every night for seven nights, the Banshee wails for the dead and as long as she laments the thriving town of Prince's Folly also dies. Spring turns to the darkest of winters, the crops wither and the people languish.

Without fail every occurrence of the Banshee results in the death of a McDonagal. After the passing, the Banshee leaves and the town of Prince's Folly flourishes again and always better than the time before. Many therefore believe that after the Banshee grieves for her family she blesses the hamlet with abundance as a token of her condolences.



Present Day

Like clockwork three years have passed since the Banshee last appeared in Prince's Folly and she has arrived right on schedule. This visitation though is markedly different. For the first time, at the end of the seven days of wailing it wasn't a McDonagal who died, it was one of the villagers, Carin Malloy. Typically a death would mark three more years of abundance, but for some reason, despite the passing of Carin Malloy, the Banshee continues to wail and the dark winter in Prince's Folly remains.

Now in Prince's Folly, every seven days a villager dies. First Carin Malloy, then Aedan Caffrey, and just recently Frang Cotter. Each death has been eerily similar as well. All of the victims have died of a water-related death. Carin drowned in the river, Aedan was found face first in the pig troth, and Frang was most recently found adjacent to the town well, so filled with water that it was oozing from every orifice.

The string of strange drownings and what appears to be a never-ending winter has caused mass hysteria in the town of Prince's Folly. The people are convinced that the water supply is tainted. Many refuse to drink it and will only seek sustenance in the milk of cows or goats. Others roll the dice and take their chances.

Adventure Hook

Its been over three weeks and the situation at Prince's Folly has grown desperate. The once flourishing town is struggling to sustain itself. The Great Barrow is drying up and the crops have all but withered and died. The only fresh water resides high up on the mountainside, but that part of the mountain has been quarantined to protect the McDonagal family. The McDonagal's are not completely ignorant to the plight of the people. They have arranged for food and fresh water to be brought in from the neighboring town of Kendell.

The PCs are members of a supply caravan sent to deliver needed supplies to Prince's Folly.

Adventure Synopsis

The PCs are sent on a supply caravan to deliver supplies to Prince's Folly. They arrive to find the town dying. Trapped in a unholy darkness, the crops have withered, the livestock has decayed and the people are starving. All the water has turned black, even the Great Barrow river has turned to sludge and anyone who drinks the water dies of a horrible disease.

When the PCs arrive the people are overjoyed and rush out to meet the caravan. The PCs need to find a way to appease the restless crowd. How they handle this situation may determine whether the royal guard gets involved. Meanwhile the villagers attempt to overtake the funicular, which is the only way to the McDonagal Manor Estate where many believe there is fresh water.

In their exploration of the town, the PCs hear rumors of the banshee and her connection to the darkness. They may even meet her at the river disguised as a beautiful maiden washing clothes. Either by taking the funicular, meeting the young, rebellious daughter of the McDonagals, or from the prophetic words of the Washer at the Ford, the PCs venture to the McDonagal Estate.

At the estate the PCs meet Balinderry, the Leprechaun Gardener and the children of his bizarre garden. They may also find more clues about the banshee and the plague, either through talking to the royal family or finding the Tome of the Banshee at the church.

Eventually the PCs discover the catacombs below the manor estate and fight their way through some nasty beasts, culminating with a Behir. The catacombs hold some dark secrets and one that could help the PCs cure what ails the town of Prince's Folly; the hair comb of the banshee.

The PCs discover the truth about the banshee and catch her in the act of poisoning the water supply. The adventure concludes in dramatic fashion in an epic battle against the River Banshee

OR

The PCs find the banshee's hair comb which allows the holder to witness and interact in Eluiwaue's last moments before her death and her becoming a banshee. The PCs have the option of rescuing Eluiwaue from Prince Elian and his royal guard or killing Eluiwaue themselves. The right decision could stop the banshee for good, the wrong decision could lead to an encounter with a nasty Rage Demon.

The Village of Prince's Folly

Location: a small hamlet nestled in the Sanabrook mountain range, numbering only 73 people.

History: Prince's Folly is a storybook village that enjoys a perpetual spring. Crops grow in abundance, the woods are filled with game, the Great Barrow river is stocked with fish, and the people are content. The trade off is that one time every three years the banshee arrives to portend the death of one of the McDonagal family. During that time the darkness comes; the sky grows black and the crops wither and die, but it only lasts seven nights. When the banshee leaves the town returns to its perpetual spring and the abundance is even greater than the time before. Unfortunately, this time the banshee has not left.

The Village of Prince's Folly

Location: the hamlet of Prince's Folly

Dangers: Plague, Black Pudding, River Banshee, royal guards

Lighting: dim during the day, dark at night

Buildings: all buildings are medieval roundhouses of varying sizes. Walls are post-and-waddle with roofs made of straw.

Mood/Theme: Unsettling, hopeless

Rumors

Rumor Table (roll a d8 to determine rumor known)

1. Not all Banshees are evil (true)
2. The plague occurred because of the sins of the McDonagal Family (true)
3. The bodies of the plague victims are not buried. They are taken away by the Royal Guard so the minister can offer them to a dark god (false). The truth is they are taken away and either given to the gardener to feed to his plants or if still alive locked away in the catacombs.
4. The prosperity of Prince's Folly is due to a pact made with one of the old gods (DM choice)
5. The banshee spirit can not stray far from her body (false). Actually the banshee's physical form can not stray from her body. Her incorporeal form has much greater range.
6. The banshee has the ability to modify the pitch, tone, and volume of her wail. For one who has a discerning ear for such things may notice that each has a different meaning (true).
7. Banshees are real, yeah sure they are and I suppose Leprechauns are too (true). And they are :)
8. The Banshee's prize possession can be her undoing.

H1 - Part One: The Coming Darkness

Read the following:

As the caravan closes in on the town of Prince's Folly, the sky grows incrementally darker. Vapors consisting of tendrils of pure darkness seem to beckon for you the closer you get. The land itself appears to have been drained of every last bit of its vitality. Trees lack their leaves, plants their blooms, and the familiar sounds of nature have gone eerily silent. The transformation is so complete you have almost forgotten this was the middle of spring! Even the very river that has been a constant companion, always there watching, protecting you through your journey, has suddenly become stagnant, resembling sludge more than water.

This is not the storybook town of Prince's Folly your mom told you about every night before bed. Suddenly, your mind takes you back to the Prince's Folly of your bedtime stories. You can see the lavish land, the giant daisies, and a bubbling brook teeming with fish. The moment though is fleeting as the smell of stagnant water and decaying livestock brings you back to the reality of the moment.

As you enter the town center, you notice the arrival of the caravan seems to have provided a necessary jolt of excitement to the otherwise panic-stricken faces of the villagers. From every direction, through every door, man, woman, and child flow towards the caravan. The pace of the throng quickens the closer it gets. By the time they are



OVERLAND MAP

SANABROOK MOUNTAINS



within 20 feet the pace turns into a mad rush. The wave of bodies presses right up against the caravan, hands reaching and groping for a morsel like the dead hungering for flesh.

Although the scenery might lead the PCs to believe the throng to be a zombie incursion, these are just ordinary famished villagers. The PCs will need to distribute the food supplies to the villagers. There is a total of 73 people (32 males, 28 females, 13 children). The PCs should determine the means of distribution, but for every turn the distribution takes the crowd grows increasingly restless, reducing the chances of maintaining order.

The caravan contains: (4) casks of water, (30) jugs of water, (2) barrels of grain, (20) baskets of assorted vegetables & fruits, and (43) large loaves of bread.

GM Note: *the numbers above are examples. Feel free to determine the amount of supplies that are available. You can run this one of two ways either (1) there is more than enough for the 73 people and the PC task is just to distribute to all in a timely fashion or (2) there is not enough which will lead to an angry mob and an over zealous militia.*

Skill Check

Diplomacy DC20

The crowd starts off as Indifferent but quickly moves to Unfriendly. For every round it takes to distribute the food the attitude of the crowd declines by one step. Since the attitudes of the people are quite jaded the crowd gets a +5 modifier to its DC. Therefore the Initial reaction of the crowd is DC20 (DC 15 (indifferent) +5 modifier for DC 20). When the crowd reaches Unfriendly the DC is 25, etc.

The GM should feel free to assign modifiers as applicable.

If the crowd ever gets Hostile read the following:

Despite your best efforts the crowd grows increasingly restless. You hand out food and water at a rapid pace but it is all you can do to keep up with the clamoring hands. Pushing and shouting becomes the norm as order is lost to chaos. As you attempt to distribute a jug of water to an elderly woman, someone from the crowd, your not sure who, grabs hold and pulls it away. The jug slips through their grasp and shatters on the ground. People drop to the ground attempting to grasp the water as it is absorbed into the dirt. Some even resort to licking the ground. Many scream and wail in anguish. The wasted water leads many to take matters in their own hands. Pushing and shoving increases. It is impossible to keep peace as the mob begins to help itself.

Just then you hear the familiar "thwunk, thwunk, thwunk" of several crossbows being fired. Apparently the town militia has decided to get involved.

Combat

Royal Guard (8-10) pg 24

DM Note: In the first salvo two villagers were killed and one injured. If you decide to have the guards continue to attack, keep track of the casualties. This won't sit well with the mob.

Encounters (Overland Map)

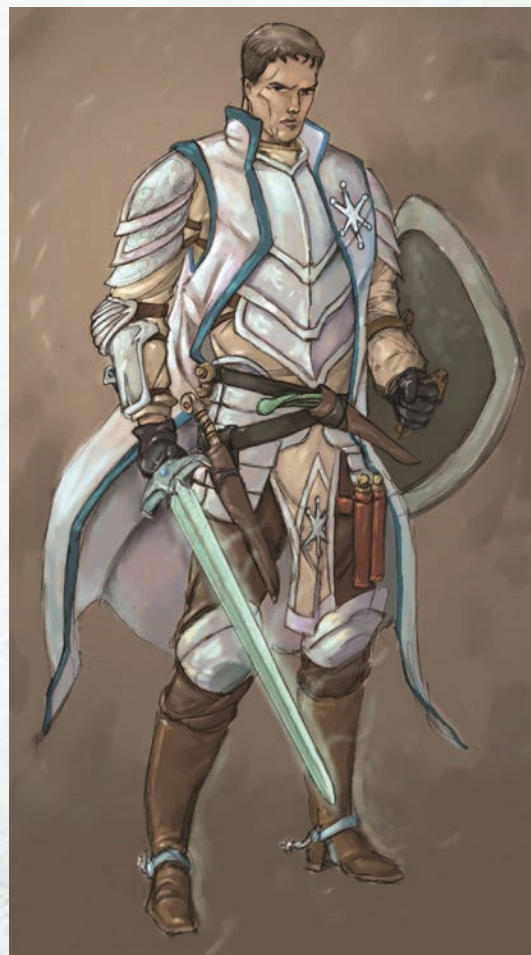
1. The Funicular (South Station)

Read the following:

Shouts and obscenities fill the air. A group of peasants, all male have approached the guard station. It seems they are arguing about something.

In the ensuing chaos 10 of the male villagers have decided to take control of the funicular. The funicular is a gravity-fed rail cart system that provides people and supplies transportation to the McDonagal family estate located on the mountain cliff-side. The basic concept is that one rail car is located at the bottom of the hill and the other at the top. Like mine carts they run on rails. The rails form a connected oval track, running to the McDonagal estate and back down to the village. The carts are connected by a rope and pulley system at both stations. As one cart descends the other is pulled up and vice-versa. Each cart is equipped with a hand break to reduce speed. Usually manual labor is needed to get it started.

There are two stations. One at the bottom of the mountain (known as South Station) and one at the top (known as North Station or McDonagal Station). There is a small guard house located at each station, adjacent to the funicular. Each station is manned by 8-10 guards. The funicular is solely the property of the



McDonagal's and as such is reserved only for the family. The villagers are not permitted to use it.

It appears that some of the rescue supplies have made it to the South Station. The argument is over the supplies. The villagers voice their displeasure over having the rescue supplies given to the McDonagal's. In their eyes the McDonagals have enough of their own.

Notes on funicular battle:

The funicular presents an interesting encounter challenge. It is possible that the villagers or PCs can ride the funicular up the mountain side as the militia ride down. Since the funicular is gravity fed, the south car will be pulled while the north car descends. The speed of the funicular maxes at 30' per turn. The brake can be applied from either car to slow or stop the ascent/descent. Since the cars are connected any braking affects both. Too much strain on the brakes will result if one group applies the brakes and the other group attempts to push their cart to resume speed. This can cause the brakes to snap. The brakes are old and rusted so breaking them is not too difficult (DC20) causing the carts to resume. To determine breakage the pushing party rolls a strength check against (DC20). Once broken the brakes in that cart can not be applied.

GM note: *At the midpoint the carts will be directly opposite each other.*

Rail Carts - are square wooden carts approximately 105" L x 61" W and 40" deep. The carts are reinforced with iron bands, placed on iron axles. The carts are wide enough to accommodate 4 riders or 2 riders and supplies.

Combat

Royal Guard (8-10) pg 24

Tactics: The guards will defend the supplies and the funicular with their lives. There are basic weapons and supplies located in the guard station booth next to the funicular. One guard will run to the booth to signal the North Station. This is done with a Wand of Color Spray aimed skyward. The spectacular light show can easily be seen by the North Station. In response the North Station will send 4 guards down the funicular to help out.

The villagers desire to take control of the funicular. Once they get past the guards they will attempt to board. Remember this is a gravity-fed system so the villagers will need the other car to come down to pull this one up. Should they reach the top their goal is to raid the manor estate and gain supplies. Although good aligned they are not opposed to bloodshed in order to feed their families. They are armed with simple improvised weapons (such as work tools, farming implements, wood, etc.).

In the Guard Station: a hanging rack contains six crossbows and six full quarrels (unless the guards are carrying them), one of the three Eamon's Copy Quills and one of the three Eamon's Infinite Ledgers.

Eamon's Copy Quill & Eamon's Infinite Ledger



Aura moderate conjuration; CL 13th

Slot held; Price 4,750 gp; **Weight** 3 lbs

DESCRIPTION

This magical ink & quill allows the user to write on any surface. Whatever is written, drawn, etc. instantaneously appears on all of the Eamon's Infinite Ledgers.

A book of parchment is the compliment to Eamon's Copy Quill. Anything written by the quill will appear in all of the Eamon's Ledgers. There are currently three ledgers (one at each guard station and one at the McDonagal Manor. There are an infinite number of pages in each ledger.

CONSTRUCTION

Requirements: Craft magic item, *Illusory script*, *instant summons*; **Cost** 2,375 gp

Wand of Color Spray



Aura illusion; CL 1st

Slot -; Price 325 gp; **Weight** —

DESCRIPTION

Wand of Color Spray - this wand propels a vivid cone of clashing colors. It can be used as a weapon causing creatures to become stunned, blinded, and can even possibly render them unconscious.

Each creature within the cone is affected according to its Hit Dice.

2 HD or less

The creature is unconscious, blinded, and stunned for 2d4 rounds, then blinded and stunned for 1d4 rounds, and then stunned for 1 round. (Only living creatures are knocked unconscious.)

3 or 4 HD

The creature is blinded and stunned for 1d4 rounds, then stunned for 1 round.

5 or more HD

The creature is stunned for 1 round.

Sightless creatures are not affected by color spray.

CONSTRUCTION

Requirements: Craft Wand, *Color Spray*; **Cost** 175 gp

2. The Town Well

Read the following:

This overgrown path leads to a roughly 40' circular clearing. Although the area seems overrun by brambles and dead branches, you can vaguely make out what appears to be a shrine on the far side of the clearing.

In the center of this grove lies an old ground well. Stones, inscribed with religious symbols, placed on the ground, around the hole's perimeter mark the location of the well. Unfortunately the area is so overgrown through a mixture of neglect and the creeping darkness, the PCs may not see it until it is too late.

Skill Check

Knowledge (religion) DC30

A successful check will reveal the religious symbols to be one of an obscure god known as the Old One.

The GM should feel free to substitute any deity he/she wishes. Consider using an evil god who might ask for sacrifices in return for the bounties that have been bestowed on Prince's Folly.

Skill Check

Perception/Spot DC25

Once the brambles are removed from the top of the well, a successful check will notice trace amount of blood on some of the stones. The well was used for sacrifices to the Old One.

Water does lie at the bottom of the well. Unfortunately this ground water has been tainted by a combination of the Banshee Plague and the sacrificial remains. This evil combination has formed a Black Pudding.

Pit Trap (hidden ground well) - CR 15

Type mechanical; Perception DC25; Disable Device DC20

EFFECTS

Trigger: location; **Reset** None

Effect: 40' deep hole 4d6 falling damage, special*

DC25 Reflex avoids, multiple targets (all targets in a 10-ft.-square area)

The well is 40' deep. Anyone falling in the well takes 4d6 damage. *In addition anyone falling in the well lands into the Black Pudding. As a result the victim automatically receives the grappled condition.



Combat

Black Pudding pg 24

3. Water collector

Read the following:

A beautiful young girl is down on her knees, swirling her hands in a water trough. Dressed in a flowing, white gown, with a yellow daisy in her long, wavy, strawberry-colored hair, she is a startling contrast to the dark water dancing over the rocks. The water runs free from high upon the mountain, until finally captured by long hollowed-out tree trunks and is collected in a water trough at the foot of the hills.

The villagers hollowed-out thick tree branches and placed them in strategic positions to capture the falling water from the hills. Water running through the hollowed-out tubes is collected in a rectangular receptacle. Before the river was tainted, this primitive device provided fresh spring water for the village.

The young girl is Cara McDonagal. Cara is a rebellious 10 year old who loves to push the boundaries of her father's authority. Cara should be locked away behind the safety of the manor estate's walls, especially during the quarantine, but that really wouldn't be any fun, now would it. Cara is not playing with the water. She is actually purifying it.

NPC

Cara McDonagal - 10 year old peasant girl (1hp)

Tactics: Cara will flee as soon as she is noticed or called upon. She is not supposed to be outside the wall and will come under some severe discipline if found out. Cara is quick and agile and difficult to catch.

Motivation: Cara is rebellious and a handful. Cara does everything her father tell her not to do. She is very upset that her family has the only drinkable water in Prince's Folly.

Use the Rumor Table to determine what she knows.

Ballinderry's Lucky Coin (Magic Coin of Purify Water)



Aura faint transmutation; CL 10th

Slot —; Price 500 gp; Weight —

DESCRIPTION

When placed in any liquid this coin will remove any contaminants or impurities, making the water pure and drinkable. The coin must remain in the vessel for the water to remain pure. The water will have a slight metallic taste but will be completely safe to consume. The coin can purify up to a 10 cubic ft. area.

CONSTRUCTION

Requirements Craft Magic Item, Purify Food and Drink, Control Water; Cost 250 gp

4. Washer at the Ford

GM Note: This encounter can be used at any location along the Great Barrow River.

Read the following:

Despite the foul condition of the river, a striking auburn-haired woman struggles to wash her already soiled clothes. Her hair flows the length of her body, spilling over the ground and covering her feet. Even the drab gray clothes she is wearing can't detract from her unmistakable beauty.

If the PCs approach read this:

As you get close, you can hear the woman speaking. The words are difficult to make out through her sniffing. "No matter how much I scrub, no matter how hard I try, I can't seem to get these clothes clean." She turns to face you, tears streaming from her startling, Hyacinthine-colored eyes.

Its just then that you notice the water isn't just black from the coming Darkness, the clothes she's washing have turned the water a deep crimson color. Fresh blood runs from her hands and mars her dress.

This is the first manifestation of Eluiwaue, the Banshee. Eluiwaue is a unique type of banshee known as a River Banshee. She is able to present herself in one of two guises, either an elderly hag or a beautiful young maiden. She has chosen the young maiden form in order to deliver a message to the PCs.

Posing as the town seer, Eluiwaue pretends to read the blood patterns of the wash. She informs the PCs that a great evil will befall the land and thousands will die at the hands of someone very close to the McDonagal family (this is true. The Banshee, herself, is the one poisoning the water supply and she is very close to the family. She is not only tethered to the family as its Messenger of Death, but was also a former lover of Prince Elian). See Banshee Motivation.



Skill Check



Perception/Spot DC25

Success reveals that the clothes she is washing belong to the McDonagals. In particular the PCs notice the family crest stitched on a jacket belonging to one of the males.

Perception/Spot DC28

Success recognizes that the blood appears to flow from Prince Elian's jacket.

Knowledge (Religion) DC25

Success affirms that the reading is legitimate

Messenger of Death

There are a small portion of banshees for which vengeance is not their first priority. These banshees are not evil.

Some banshee's wail to warn of imminent death. These banshees are known as Death Messengers. Death Messengers use their keening to serve as an omen. Legend states that those who hear the keen will have someone close to them die. These banshees are considered to be intercessors between this world and the next and their voice is the guide. Neither scholars nor witch hunters have been able to ascertain with any accuracy how long loved ones have left to live after the keen. The times seem to vary from case to case. Some have been weeks, some days, and unfortunately sometimes the person is standing nearby with just seconds remaining.

Combat

River Banshee pg 25

Tactics: The Banshee is not interested in battling the PCs at this time. Should the PC attack instead of roleplay, consider using the River Banshee's Meld into Water ability to escape.

Motivation: Eluiwaue's goal at this point in the adventure is to steer the PCs towards the royal family and away from her so she can continue her evil plans. At present the village is incurring her wrath. She will set her sights on the McDonagals next.

Eluiwaue has a vested interest in seeing the McDonagal family suffer as much as possible. A decade ago she fell in love with Elian McDonagal. She gave him everything. But for Elian she was just another fling. They were from different worlds, he of royal blood and she of peasant stock. Elian had to make sure no one ever found out. Eluiwaue has waited for the right time to enact her revenge on the entire family. The actions of the young prince have inadvertently brought a curse on all of Prince's Folly.

GM Notes:

The GM should aim to be cryptic and yet still provide enough information to steer the PCs to the Manor House.

Due to her proximity to the river, The DM has the option of having Eluiwaue appear in either corporeal or incorporeal form.

Eluiwaue is not using her wail. The cry is actually a ruse.



5. Funicular (North Station/McDonagal Station)

Read the following:

The funicular comes to a stop midway up the mountain and just west of the cliff face containing the McDonagal Manor Estate. A guard station, exactly the same in appearance as the South station, stands overlooking the town of Prince's Folly and your ascent.

Unless they left to come to the aid of South Station, there are eight guards posted here.

Combat



Royal Guard (8-10) pg 24

Tactics: the guards are trained to remain at North Station to prevent unauthorized use of the funicular. If they are alerted by South Station either by the color spray flare or by the copy quill, they will send three guards down the funicular armed with crossbows. The other three will remain at North Station, crossbows aimed, cocked and loaded, waiting for the funicular to arrive.

The guard station contains: a hanging rack containing six crossbows and six full quarrels (unless the guards are carrying them), and one of the two Eamon's Infinite Ledgers.

Treasure



(2) bags of Bribe money totally 320 gp and 219 sp

Eamon's Copy Quill & Eamon's Infinite Ledger (see South Station for description).

6. Cottages

Read the following:

A village comprised completely of roundhouses stretches out before you. The houses vary in size, the smallest barely 10' in diameter and the largest measuring nearly 20' across. Wisps of smoke slither out from the tops of the roundhouses but are quickly swallowed by the darkness. Despite the current dismal conditions in Prince's Folly, you can easily see the charm this quaint village holds

The houses are constructed of post-and-wattle walls with roofs made of straw. The roundhouses contain typical household furniture, such as chairs, beds, cooking supplies and even an occasional harp. A fire pit sits at the center of every home for cooking and warmth. There is a hole at the top of the roof for the smoke to escape.

7. McDonagal Manor

Location: The McDonagal manor estate sits on a cliffside high above the valley and the hamlet of Prince's Folly.

History: As far as anyone can remember the McDonagal family has ruled Prince's Folly. During that time they have always resided in the manor estate located above the town on the cliffs of the Sanabrook mountains. This prime location provides the family with ample protection. Although there has truly never been a need. All supplies are shipped up the mountain by a gravity-fed rail system. This system has enabled the McDonagals to get anything they need without lifting a finger. The McDonagals are the only ones permitted to use the rail system. No one is permitted in the manor estate without permission, especially the villagers. As long

as Prince's Folly is thriving the people could care less about the royals but during the times of darkness, relationships with the royal family get a bit strained.

8. Waterfall and Mountain Spring

Read the following:

Through the darkness you can hear the pitter-patter of water bouncing of the rocks. The noise is reminiscent of a heavy rainfall. You stand in awe gaping at a towering waterfall. It must be nearly 100' high. But more importantly the water cascading down from the heavens is pure, not the black sludge of the valley below and like it, the lake at the foot of the falls is crystal clear to the bottom. As you gawk in wonder, a giant fish leaps out of the water as if on cue. If this is what the Great Barrow use to look like before the Darkness, it is truly a pleasure to behold!

On the shoreline you notice an elderly woman in a tattered white gown leaning over the water. Her white, matted hair spills down to the ground.

If the players do not act immediately read the following text:

You watch as she raises her arms to the sky. With her right hand she slashes at her own arm. Her black fingernails cutting deep into her grey shriveled skin. Black ooze runs from her arm and gushes into the lake. The lake is beginning to turn the color of her black blood.

This is the second sighting of the banshee. This time she takes the form of an elderly hag. Eluiwaue is now setting her sights on the McDonagals by poisoning their only water supply. The PCs can attempt to stop Eluiwaue prior to her tainting the water supply or can use the magic coins of purify water to cleanse the taint from the river. The poisoned water spreads at the rate of 10' per turn.

GM Note: *Eluiwaue can either elect to fight the PCs here and possibly wipe them out or use her River Step ability to meld with the water and get away. The PCs best chance to defeat the Banshee is through the use of the hair comb.*

H2 - Part III: A Royal Pain



McDonagal Manor Estate

Location: The McDonagal Manor Estate

Dangers: Monstrous plants, royal family, royal guard

Lighting: dim during the day, dark at night

Buildings: all buildings are medieval roundhouses of varying sizes, walls are post-and-wattle with roofs made of straw.

Mood/Theme: relaxed/ ignorant of the people's plight



MCDONAGAL MANOR ESTATE

Marked as area 7 on large area map.

Read the following:

Tucked away on a small plateau on the cliffside lies the McDonagal manor estate. The property is surrounded by a large wattle fence so tightly weaved it's almost impossible to see inside the complex. A 6-foot tall arched, wooden trellis, appears to be the only way to gain entrance. Branches are laced throughout the arch and seem inseparable from the artistic weave of the wattle.

The fence and archway are intertwined with living Quickwood.

Skill Check

Spot DC 20

A successful check notices both the quickwood's human visage and it's maw on the archway.



Combat

Quickwood pg 27

Tactics: The Quickwood has been trained by the gardener. It won't immediately attack but will use it's remote sensing ability to communicate trespassers to the gardener. If the players try to enter through the trellis the Quickwood will block their path. If the PCs attack the Quickwood it will lash out in kind.



1. The Manor House

Read the following:

Within the walls of the complex is a series of interconnected roundhouses. The McDonagals live in the largest of these roundhouses at the eastern end. The manor house consists of two large 35' diameter homes at the center, connected on either side by slightly smaller 25' roundhouses, forming two connected figure-eights. In addition a beautiful garden dominated by a huge 20' tree adorn the property.

1. This roundhouse is the home of Prince Elian. A thorough search of Elian's possessions will reveal a journal under his bed. The journal contains an entry describing his relationship to a village girl named Eluiwaue. It mentions their tryst. Elian mentions that his father would never approve of the relationship due to her social status. He ends the journal entry with "I am ashamed but I must do it." As for what happened to Eluiwaue certainly Elian knows, after all he's the one who killed her and disposed of her body in the river. Doubtful that he will tell the PCs though. His school mates, Colm, Bran, and Reaman know as well. They are all villagers in the town and could be coerced if found. No one knows that she is the banshee.
2. This roundhouse is the family kitchen/dining area. All of the McDonagals can be found here either eating dinner or socializing around the fire.



3. This roundhouse is the bedroom of King Osgar. He used to share this room with his wife, Bethia but she unfortunately succumbed to the plague while trying to deliver supplies to the town. Another copy of Eamon's Copy Quill & Eamon's Infinite Ledger are here as well. Remember anything written on any of the ledgers is visible in every ledger, so any notes the guards or PCs have written will appear here. In a hole, underneath the fire pit of this roundhouse is the family treasure.
4. This roundhouse is the bedroom of Cara McDonagal. Cara has a small table with four small chairs seated around it. There is currently a tea pot, and place settings for three set at the table. A red haired doll sits on one of the chairs.

Treasure

Assorted jewels & coins totaling 23,562 gp



Combat

Prince Elian pg 28

King Osgar pg 28



Rapier of Puncturing

Aura strong necromancy; CL 13th

Slot none; Price 50,320 gp; Weight 2 lbs

DESCRIPTION

Three times per day this +2 wounding rapier allows the wielder to make a touch attack with the weapon that deals 1d6 points of Constitution damage by draining blood. Creatures immune to critical hits are immune to the Constitution damage dealt by this weapon.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *harm*;

Cost 25,320 gp

Figurine of Wondrous Power (Golden Lions)

Aura moderate transmutation; CL 11th

Slot -; Price 16,500 gp; Weight 1 lb

DESCRIPTION

Two miniature statues of lions an inch or so high. When the figurines are tossed down and the correct command word spoken, it becomes a living creature of normal size. The creatures obey and serve their owner. The creatures understand Common but do not speak.

If a figurine of wondrous power is broken or destroyed in its statuette form, it is forever ruined. All magic is lost, its power departed. If slain in animal form, the figurine simply reverts to a statuette that can be used again at a later time.

These figurines come in pairs. They become normal adult male lions. If slain in combat, the lions cannot be brought back from statuette form for 1 full week. Otherwise, they can be used once per day for up to 1 hour. They enlarge and shrink upon speaking the command word.

CONSTRUCTION

Requirements Craft Wondrous Item, *animate objects*,

Cost 8,250 gp

2. Balinderry's Garden

Read the following:

The sound of upbeat singing intermixed with rhythmic whistling fills the air. Standing at the center of the garden is a towering tree it's noose-shaped branches swaying in time with the music, while a wee small man dressed in a lime green jacket, equipped with coat tails and a overly large broad-brimmed hat, stands in the center of a spectacular garden, waving his hands like a seasoned maestro. Every plant and flower in the garden seems to respond to his melodic tones as they sway and bob to the music.

Balinderry has cultivated a menagerie of bizarre plants. The garden is set up in a circular pattern and each plant is relegated to a specific section of the garden. It makes the garden look like a multi-colored pie chart. The leprechaun has spent time nurturing each

and every plant from a very young age. As a result they respond to his every command. As long as the PCs are friendly none of the plant life will attack. On the other hand if the PCs decide to attack either the plants or it's gardener, well then all bets are off.

A. Gallow's Tree

Gallows Tree, his prized possession dominates the center of the garden, guarding his other prize possession, the legendary Pot 'O Gold. The gallows tree plays nice on the surface and won't attack unless attacked first but underground in the catacombs is another matter all together. (see Catacombs).

Skill Check

Spot/Survival/Knowledge (nature) DC 20

Many of the plants are able to camouflage themselves as normal plants in the midst of the garden. A successful check means the PC is able to notice the plants before they attack.

Combat

Gallow's Tree pg 29

B. Blood Bushes

This section of the garden contains (4) blood bushes. These 3' high bushes have whiplike branches topped with red flowers and deep green leaves.

Combat

Blood Bushes (4) pg 30

C. Tri-Flower Frond

This is a collection of tri-flower fronds. In all there are 10 plants. The plants are as tall as a man and are adorned with red, yellow, and orange flowers.

Combat

Tri-flower Fronds (10) pg 30

Tactics: These creatures are generally most active during the day and dine on fresh meat, having no preference as to the source. If a foe falls victim to its sleep poison, the tri-flower frond droops over the fallen foe, allowing its yellow bloom to drip a shower of caustic acid on the sleeping victim while it inserts a needle-like tendril from its red bloom into the victim's body and drains fluids.



BALINDERRY'S GARDEN





D. Giant Flowers

This area of the garden is populated by the most beautiful giant-sized flowers. There are daisies, tulips, pansies, violets, etc. Other than being overly large though they are harmless. The PCs will hear a slight buzzing every once in a while. These are normal-sized bumblebees and of no threat to the PCs.

E. Cobra Flowers

Mixed in with some traditional plant life such as marigolds and chrysanthemums are (4) cobra flowers.

Combat

Cobra Flowers (4) pg 31

F. Forester's Bane

There are (6) dark green shrubs located here. Each shrub had a 3' diameter yellow orb at its center. Branches sprout from the center containing various colors of berries.

Combat

Forester's Bane (6) pg 32

G. Vampire Roses

Several patches of beautiful white roses are grown here. A shiny gold ring can be seen lying on the ground in the midst of the rose patch.

Combat

Vampire Roses (10) pg 32

Tactics: A vampire rose stands motionless until its prey moves within range, when it strikes with a thorny stalk. Opponents are grabbed and drained of blood. When fully sated with blood, a vampire rose's petals flush red.

Ring of Sustenance

Aura faint conjuration; CL 5th

Slot ring; Price 2,500 gp; Weight —

DESCRIPTION

The ring continually provides its wearer with life-sustaining nourishment. The ring also refreshes the body and mind, so that its wearer need only sleep 2 hours per day to gain the benefits of 8 hours of sleep. This allows a spellcaster that requires rest to prepare spells to do so after only 2 hours, but this does not allow a spellcaster to prepare spells more than once per day. The ring must be worn for a full week before it begins to work. If it is removed, the owner must wear it for another week to reattune it to himself.

CONSTRUCTION

Requirements Forge Ring, *create food and water*; Cost 1, 250 gp

Another arch lies at the rear of the garden. The arch is made of iron and has crude symbols scratched into the iron.

Skill Check

Knowledge (religion) DC 15

Success will recognize these as protection symbols

Knowledge (religion) DC 20

Success will recognize these as protection from undead symbols.

A Druid gets +5 to the knowledge check. Any Druid who passes this check will recognize them as Drudic symbols.

This arch leads to a stone staircase, carved into the side of the cliff wall which leads down to catacombs lying under the McDonagal Estate.

Combat

Balinderry, the Gardener, Leprechaund/
Druid pg 33

Tactics: As long as the PCs are friendly none of the plant life will attack. On the other hand if the PCs decide to attack either the plants or it's gardener, well then all bets are off. Both Ballinderry and his children will fight to the death to defend each other.

Treasure

- (1) exquisite silver platter (value 300 gp) with trace amounts of blood on it.
- (2) crystal bowl of dark water (250 gp) - both used for feeding the plants.
- (1) Pot O' Gold 500 gp

Skill Check

Heal check DC 10

Success recognizes this as human blood.

The leprechaun's Pot O' Gold contains 500 gold pieces. The leprechaun earned his gold by disposing of the town's plagued residents. For every body he disposed of by feeding them to his plants, earned him 10 gold.

3. Gardener's House

Read the following:

At first glance, the roundhouse that lies before you looks no different than every other roundhouse you have seen so far, with the exception of the beautiful turquoise flowers which adorn the outside walls. As you raise your foot to step that direction the grass under you scuttles out of the way to avoid being crushed. The fleeing grass leaves a path which leads directly to the door of this cottage. Before you arrive at the doorstep however the branches and straw of the cottage move towards the door. Weaving in and out they form a tight-knit lattice, effectively sealing the door and any hopes of entry.

This is the gardener's house and as such all of the plant life follows his commands. The branches and straw will not open the door for anyone but Balinderry, the gardener, so unless he is with the party, the party will have to find other means of entry.

Attacking or burning the cottage will cause the flowers to shriek out in pain. This alarm will alert the gardener if he is close by. If the gardener arrives he is pleasant and jovial, unless he catches the PCs in the act of harming his "children," and apologies for his children, stating that they are too overprotective. Assuming the conversation goes well Ballinderry will invite the PCs in for coffee.

+2 Vorpall Garden Sheers

Aura strong necromancy and transmutation; **CL** 18th

Slot none; **Price** 50,000 gp; **Weight** 3 lbs

DESCRIPTION

These large garden sheers are made to cut through the toughest plant life and are a perfect weapon for plague zombies. Upon a roll of a natural 20, the weapon severs the opponents's head (if it has one) from its body.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *circle of death, keen edge*; **Cost** 25,000 gp

Bag of 10 gold **coins of purify water**. These coins operate just as the *Magic Coin of Purify Water* from the water collector in encounter #3. This is where Cara got her coin. These coins are completely unrecognizable and look just like any other coin. If the PCs found the coin from encounter #3 they may notice the smiling Leprechaun's face in the coin, giving them away. Ballinderry originally made these coins to use at parties. He gets quite a laugh at turning wine into water much to the chagrin of party-goers.

Magic Coin of Purify Water

Aura transmutation; **CL** 10th

Slot none; **Price** 500 gp; **Weight** —

DESCRIPTION

When placed in any liquid this coin will remove any contaminants or impurities, making the water pure and drinkable. The coin must remain in the vessel for the water to remain pure. The water will have a slight metallic taste but will be completely safe to consume. The coin can purify up to a 10 cubic ft. area.

CONSTRUCTION

Requirements Craft Magic Item, *Purify Food and Drink, Control Water*; **Cost** 250 gp

All measure of gardening equipment adorn the walls, gardening sheers, hoes, rakes, and the like. The tools are held to the walls by the living cottage, which is very careful not to injure itself with the sharp blades.

The tea served by Ballinderry is very dark in color, looking too much like the dark water that he serves to the plants. The coffee isn't poisonous but is quite strong, the beans are grown by Ballinderry, himself, and will cause slight dizziness and a headache unless a fortitude save (DC10) is made. Those PCs who have had coffee before gain +2 to their save.

4. Storehouse

Read the following:

Shelves line the walls of this smaller roundhouse. Various sizes of clay jars and wooden casks fill the room. Dried meats and fowl hang from the ceiling just above a fire pit in the center of the room.

The jars are sealed. Inside are various grain items such as rye,

barley, and buckwheat, and a few jars actually contain rice. All manners of vegetables, fruits, and nuts are stored here as well. Some of the foods, including fish are swimming in jars of brine and vinegar. Dried meat, mostly pork and chicken hangs from the ceiling over a still warm fire pit.

Hidden in the jar of rice is a *Slaying Arrow of the Fey*.

Slaying Arrow of the Fey

Aura strong necromancy; **CL** 13th

Slot none; **Price** 2,282 gp; **Weight** 1/10 lb

DESCRIPTION

This +1 arrow is keyed to a particular subtype of creature. If it strikes such a creature the target must make a DC 20 Fortitude save or take 50 points of damage. Note that even creatures normally exempt from Fortitude saves (undead or constructs) are subject to this attack. When keyed to a living creature, this is a death effect (and thus death ward protects a target).

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *finger of death* (slaying arrow); **Cost** 1,144 gp

GM note: This arrow can affect the river banshee but she must be in corporeal form to do so.

5. Church

Unlike the other roundhouses this roundhouse is completely made of stone. The only items inside are two stone benches. What appears to be a stone altar and a broken stone slab rest against the wall. A wooden door hangs slightly askew on the opposite the entry.

Skill Check

Knowledge (Religion) DC30

Success will recognize this as a holy symbol of the Old One. If any PC successfully recognized the symbols at the ground well then that player adds +5 to the die roll.

The wooden door leads to the minister's room/study.



6. Minister's Study

Read the following:

As you approach the door, your senses are assaulted by an overwhelming odor of decay. Just beyond the door is a small room containing only a bed and a desk. A human male dressed in a simple white robe lies face first on the desk, his head resting in a pool of black liquid. Underneath him is the large tome he was reading. It is quite obvious that whatever is lying on the desk is the cause of the putrid smell.

This is Minister Ailbhel, the sole clergy to the McDonagal family. Unfortunately for old Aibhel the banshee paid him a visit. Minister Aibhel had spent hours of exhaustive research on the legend of the banshee and in that research he was able to ascertain a way to destroy her. Unfortunately for Minister Aibhel the banshee got to him first.

A gold, gem encrusted, chalice lies on it side just outside his grasp. The dark liquid spilled from the chalice was not the cause of the minister's demise, but the players may think it is. The liquid was pure before the banshee tainted it. The dark liquid also served in helping the banshee, as the dark liquid conveniently ran onto the book, erasing some very valuable information.

The open book on the desk is the *Tome of the Banshee*. The book is open to a section detailing the legend of the banshee's comb. The spilled dark water though has caused the ink to run and stain making only a few lines visible. In addition there are some hand written notes in the margin making the connection to Elian but some of it is illegible. The GM should determine what information about the banshee to reveal, based on the progress of the adventure so far.

Treasure

(1) **Tome of the Banshee** written by Pól

Beihonan - a book of research on the legend of the Banshee.

Chapter 1: The Becoming - describes how one becomes a banshee.

Chapter 2: The Messenger of Death - details the portents of death by the banshee. Also suggests that not all banshees are evil.

Chapter 3: Physiology of the Banshee - describes the banshee's physical appearance and her two forms - the elderly hag and the beautiful maiden.

Chapter 4: Psychology of the Banshee - discusses the banshee's state of mind after death.

Chapter 5: Wail of the Banshee -see sidebar on wails. Also suggests that the volume and tone of the keening have different meanings.

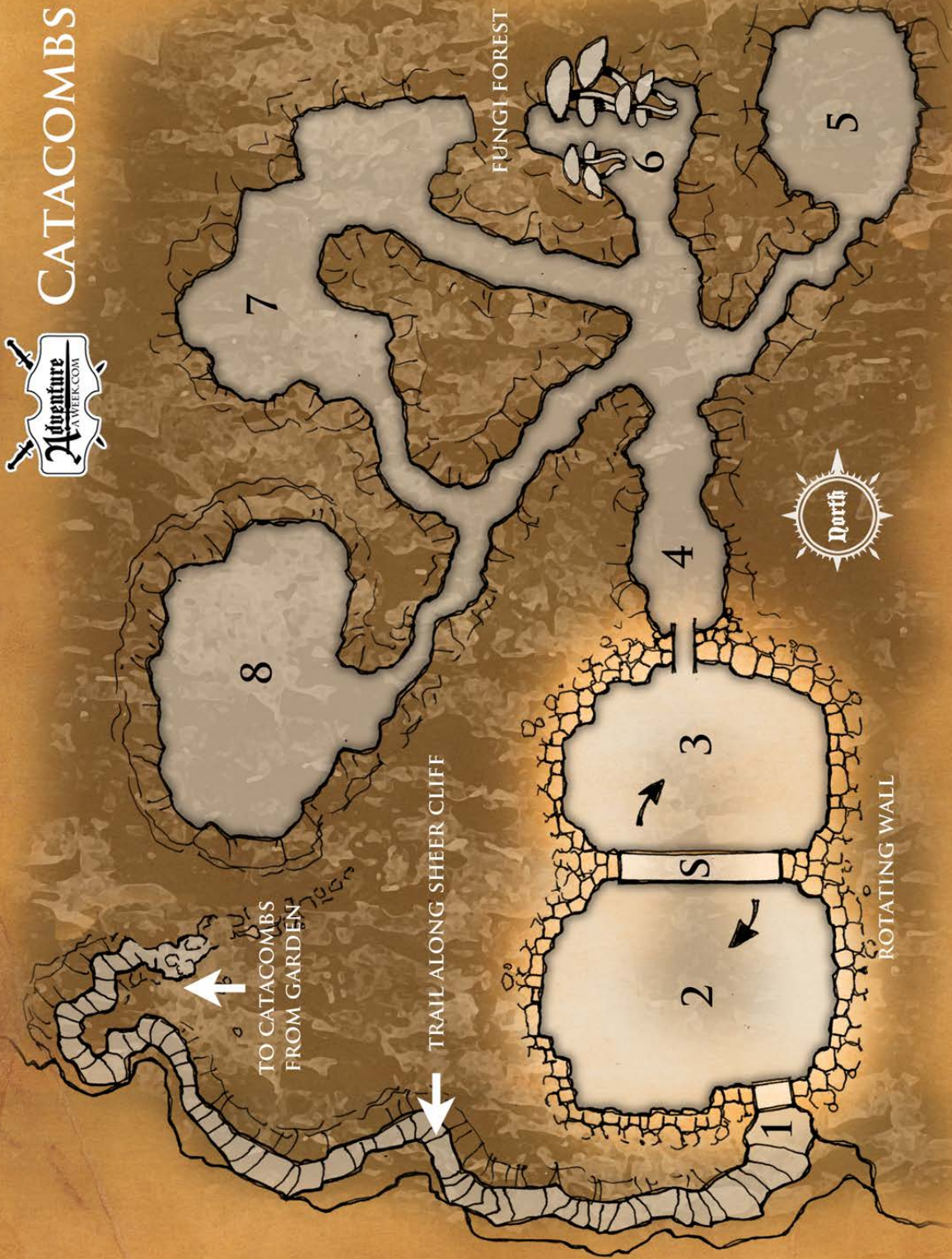
Chapter 6: Types of Known Banshees (especially the Washer in the Ford)

Chapter 7: Mysteries of the Banshee - Untold Secrets - (possibly importance of the hair comb)

(1) **Gold, gem-encrusted chalice** - 200 gp



CATACOMBS



The Cry of the Banshee

Although the wail of the banshee, or keening is known by many, its exact sound is difficult to describe for two reasons. First of all, there is no sound like it in nature and second the majority of those who hear usually succumb to instant death. Although the intonations of this wail are indefinable they fall somewhere between a high pitched screech of an attack bird and an æolian harp.

What happens to the victim of the keening? Outwardly, their body becomes frigid, their face gaunt, and their jaw drops open. This gives the appearance that the individual is attempting to emulate the very sound he is hearing. Unfortunately no word, no sound utters forth from the victims throat. His eyes glass over just before the blood vessels explode, and then moments later the body collapses. Internally, the wail has caused such fear that the victim's fight or flight response kicks into high gear, but at such a rapid pace that the shock to his system is overwhelming. The brain injects an overload of adrenaline and noradrenalin into the bloodstream, which constricts blood vessels, dilates the pupils to the point of the eyes rupturing, and increases the heart rate exponentially. The hormones cause the vessels in the heart to swell inducing rapid clots and backup, causing the heart to fail. The victim dies of fright.

H3 - Part III: The Catacombs

Catacombs under McDonagal Manor Estate

Location: the catacombs lie beneath the manor estate

History: The dungeon room was built onto an existing cavern complex. No one knows who built it or how old it is. The McDonagal family historically has used the dungeon to get rid of its prisoners. Prisoners are chained to the dungeon wall, turned and given to the Behir for dinner. Recently the McDonagals have used the dungeon to get rid off plague victims, whether they are dead or alive.

Catacombs Under McDonagal Manor Estate

Location: the catacombs

Dangers: Traps, monsters, undead, a Behir

Lighting: other than the first room - pitch black; no light

Walls: first few rooms are man-made and of stone, the rest are natural tunnels

Doors: only the one entering. Wood with reinforced metal

Mood/Theme: buried alive/ claustrophobic/ fear of the unknown

1. Staircase

Read the following:

As you pass through the iron archway you stand staring off the edge of the cliff. Looking down you notice a series of stone steps carved into the cliff wall. The stairs appear to wind down the cliffside for about 50' and then end at a stone landing.

Skill Check

Dexterity DC20/Climb DC15

The stairs are thin and require a Dex check or a climb check to navigate successfully. Anyone thinking to use the cliff wall for hand holds gains +2 to either check.

Loose Stone - CR 11

The right side of the fifth step is loose.

Type mechanical; **Perception** DC34, **Disable Device** DC21

EFFECTS

Trigger location; **Reset** None

Effect 60 ft. fall (6d6 falling damage) DC25 Reflex avoids

2. Dungeon

Read the following:

The stairs end at a stone landing. A wooden door appears to be awkwardly wedged into the cliff face. When you pull on the iron ring the door surprisingly opens rather easily. Behind the door lies a somewhat circular room. The walls and ceiling are made of stone. The remains of four humanoid creatures are chained on the opposite wall. Their bodies are not fully decomposed yet. Muscle and sinew dangle from their body exposing bone in several places. A pair of torches are mounted on the north wall. They are not lit. There are no visible exits from this room.

This dungeon room was constructed to "seal in" the Behir. The secret wall was created to dispose of prisoners or thieves. Prisoners and thieves were chained to the wall while members of the town would push the wall around in a clockwise manner until the prisoners were facing the opposite side. This had the added benefit of appeasing the Behir who was given a steady food supply. Lately though the town of Prince's Folly is using the dungeon to dispose of the plague victims (dead and alive). The Behir has stayed away from this "diet" and as a result is very hungry when the PCs meet her.

Skill Check

Perception/Search DC 15

Success recognizes a heavy amount of foot traffic recently.

Combat

Bloody Bones (4) pg 34



Skill Check

Perception/Search DC 25

Success indicates the character finds arch-shaped grooves on both the ceiling and the opposite wall (north) wall. These grooves are made when the secret door (in this case the entire wall) is pushed. To open the secret wall the characters need a combined strength of 30 and must push on the wall in the northwest corner. The mechanism will not allow the wall to move by pushing on the northeast corner (counter clockwise). When pushed the wall will swing in a clockwise direction revealing a room on the opposite side.



3. Feeding Room

Read the following:

The wall swings open to reveal a nearly identical chamber on the opposite side. The walls and ceiling are made of stone and resemble the room you just came from with the exception of a 15' circular hole in the north wall. A pack of wolves are feeding on leftover humanoid corpses in the center of the room. The wolves matted fur is torn away in several places, exposing grey flesh underneath. One of the wolves stops feeding, slowly turning it's head in your direction. It's soulless white eyes seem to stare right through you.

These were normal wolves until they began feasting on the plague victims.

The circular hole in the wall is the original cavern and the home of the Behir.

Combat

Ghoul Wolves (8) pg 34

Tactics: Ghoul wolves hunt in packs, surrounding their prey and circling as they move in for the kill.



Treasure

One of the bodies still wears:

(1) emerald necklace valued at 1,250 gp.



4. Natural Cavern

This cavern runs deep into the recesses of the mountain. Two other caverns branch off the main path to the east and the west. In the middle of the passageway four giant beetles seem to be searching for something to eat.



Combat

Beetles, Giant Boring (5) pg 35

5. Tree Roots

Read the following:

Dozens of thick tree roots break through the ceiling in this cavern. Some branches are so long and so thick they could easily be mistaken for stalactites. There are so many roots one could easily get tangled. As a matter of fact that very thing seems to have happened. You notice several bodies hanging from the branches.

Directly above this cavern is the massive Gallows Tree located in Ballinderry's Garden. Although Balinderry has his exotic plant life under control, the Gallows Tree just plays nice in the world above. Down here in the caverns it is ruthless and will feed on anything that comes to close.



Combat

Gallow's Tree pg 29

Gallow's Tree Zombies (4) pg 35

One of the female zombies has a silver comb in her matted hair

This is the legendary comb of the banshee. This is considered to be the prized possession of the banshee. As soon as any player touches the comb read the following.

Read the following:

The roots of the Gallows Tree fade away and along with it the cavern walls and all that surrounds you. You are now riding in a carriage. You hear the thundering hooves of the horses as they connect with the earth. The carriage rocks unsteadily due to speed at which you are traveling. It feels like the carriage could topple over at any second. Finally the vehicle comes to a stop. You hear male voices outside. One says, "This is the spot." Another

voice is heard saying, "Okay, get Eluiwaue." The carriage door opens and standing before you is Prince Elian and 4 young members of the Royal Guard. Before you realize what is happening the guards grab you and drag you from the carriage.

You nearly trip over your own golden-red hair as it gets tangled by your feet. You look down and notice you are in a female's body.

You are seeing this unfold before her eyes.



The hair comb allows the PC holding it to view the last few moments of Eluiwaue's life through her eyes. The PC holding the hair comb can interact as if they were Eluiwaue. To the other PCs it appears as if the PC holding the comb is fixed in a trance. Those trying to communicate with the PC find they are speaking to Eluiwaue instead. Any additional PC who touches the comb will be transported to the same scene as well. Each one taking the role of a different character (first Eluiwaue, then the royal guards, and finally Elian). Players are free to act as they wish and are not bound to the script.

Elian and the royal guard intend to drown Eluiwaue in the Great Barrow River and then dispose of her body. This is Eluiwaue the young maiden. She is not yet the banshee. This event takes place prior to her becoming.

The players have a few options:

1. They can do nothing and watch what happens. If this is the case Elian and the Royal guard will drown Eluiwaue. After they leave the PCs will witness her body being plucked from the river by a demon. If the PCs still refuse to get involved, Eluiwaue will die and then be transformed into the River Banshee.
2. The players can rescue Eluiwaue and defeat Elian and the guards. If they succeed Eluiwaue doesn't drown and never becomes a banshee. This also means the plague at Prince's Folly would not have occurred and the town of Prince's Folly will return to its perpetual spring and storybook life.
3. The players could help Elian and the guard kill Eluiwaue. This of course would be a very easy task. In this scenario, the PCs would have killed Eluiwaue but not the banshee. As a matter of fact it would create her. In the next moments the demon will sweep down and take her, but if the PCs prevent the demon from taking Eluiwaue then they could also prevent the banshee plague from ever happening to Prince's Folly.

Comb of the Banshee

Aura strong divination; CL 18th

Slot head;

DESCRIPTION

This comb is the banshee's prize possession for her most dearest memories and darkest secrets are trapped within it. Anyone touching the comb is instantly transported into one of these memories.

The character touching the comb experiences one of the memories first hand, by taking over the body of an original participant in the memory. The person they become is completely random, the holder has no influence over this decision in any way. Likewise, the holder has no influence over which memory is chosen either, but it is usually an important moment in the banshee's existence.

During this memory-travel the character's body remains physically on the prime material plane while their soul is temporarily transported into the world of the memory. To those observing it appears as if the holder has gone into a catatonic state, occasionally convulsing as the moments of the memories get more intense.

While in the memory the holder can interact with the environment. For all intents and purposes, while holding the comb, they become the chosen participant. They have free will and although the memory will play out as it once did, the player can influence and even alter events.

Anyone in the memory can be hurt or even die, including the player character. If a character dies in the memory his physical body also dies and his soul is lost forever within the fabric of time. Nothing short of wish or divine intervention can restore the soul.

DESTRUCTION

If the hair comb is handed to the banshee, the banshee is sucked into her own memories. This causes the comb to shatter into pieces, trapping the banshee and destroying the comb for good.

Combat

Prince Elian pg 28

Royal Guard (4) pg 24

Eluiwaue, peasant girl pg 36

River Banshee pg 25

GM Notes:

The GM should aim to be cryptic and yet still provide enough information to steer the PCs to the Manor House.

Due to her proximity to the river, The DM has the option of having Eluiwaue appear in either corporeal or incorporeal form.

Eluiwaue is not using her wail. The cry is actually a ruse.



Memory Moss - CR 5

Memory Moss (Hazard, Plant [Fungus])

CR 5

XP 1,600

Hazard, Plant (fungus)

Memory moss appears as a 5-foot square patch of black moss. It grows in temperate or warm climates and is sometimes encountered in subterranean realms. Memory moss cannot abide the cold or the arid climate of the desert and is never encountered in such environments.

When a living creature moves within 60 feet of a patch of memory moss, it attacks by attempting to steal that creature's memories. It can target a single creature each round. A targeted creature must succeed on a DC 16 Will save or lose all memories from the last 24 hours. This is particularly nasty to spellcasters, who lose all spells prepared within the last 24 hours. (Only those spells actually prepared in the last 24 hours are lost; spells prepared longer than 24 hours ago are not lost.)

Once a memory moss steals a creature's memories, it sinks back down and does not attack again for one day. If a creature loses its memories to the memory moss, it acts as if affected by a confusion spell (CL 8th) for the next 1d4 hours. Lost memories can be regained by eating the memory moss that absorbed them. Doing so requires a DC 13 Fortitude save, with failure resulting in the creature being nauseated for 1d6 minutes and suffering 1d4 points of Constitution damage.

A creature that eats the memory moss temporarily gains the memories currently stored therein (even if they are not the creature's own memories). Such creatures can even cast spells if the memory moss has stolen these from a spellcasting creature. Any non-spellcaster that attempts to cast a spell gained in this way must succeed on a concentration check (DC 10 + spell level) or the spell fizzles away. After 24 hours, the memories fade (including any spells not yet cast). Creatures eating the memory moss to regain their own lost memories do not lose them after 24 hours. Cold and fire kills a single patch of memory moss.

When first encountered there is a 25% chance that the memory moss has eaten within the last day and does not attack by stealing memories. In such a case, the moss contains 2d4 spells determined randomly (use the arcane or divine spell scroll tables). When a living creature moves within 60 feet of a sated memory moss, it assumes a vaguely humanoid form and casts the stolen spells at its targets. The moss casts these spells as a sorcerer of the minimum level necessary to cast the stolen spell (save DC 10 + spell level).

Combat

Demon, Aeshma (Rage Demon) pg 36

6. Hive

Read the following:

This cavern is filled with giant mushroom-shaped fungi. Many are purple in color and a few of them have stalks branching out from the tops. Black shapes move throughout the fungi. Green moss grows in patches throughout the mushroom forest.

Veteran players will probably immediately recognize the violet fungi and shriekers. The real danger lies in the memory moss coating the ceiling above the entry way and the swarm of beetles in this room. The players have stumbled upon the hive.

Combat

Shriekers (10) pg 37

Violet Fungi (5) pg 37

Combat

Beetles, Giant Boring (15) pg 35

7. Empty

Three ant lions have made this room their home. The funnel pits are marked with Xs on the map. PCs that fall into the pits are attacked by the ant lions.

Ant Lion Funnel Pits

CR 1

Type natural; Perception DC 15; Disable Device DC 15

EFFECTS

Trigger location; Reset manual

Effect 20 ft. deep funnel (2d6 falling damage) and ant lion attacks victim in hole; DC 14 reflex avoids

Combat

Ant Lions (3) pg 38

8. Lair of the Behir

Coiled in the large cavern before you is a monstrous snake-like reptilian creature. The creature seems to be a cross between a snake and a dragon. Although its body resembles a large snake, it also contains a dozen legs as well as two prominent horns on its head. Various shades of blue scales, which resembles those of a dragon, cover its enormous 40' body. It turns its head towards you and utters one word, "finnnnnnalllllyyyyyy."

Combat

Behir pg 38



The End?

Consider this alternate ending:

The River Banshee is very difficult to defeat, especially if she is anywhere near a water source. The PCs best chance is through the hair comb vision and preventing her from turning into a banshee.

Should the PCs defeat her, consider bringing her (or another banshee back as a reoccurring character). The McDonagals have always had a banshee tied to their family for as long as they can remember. Maybe there is more than one banshee or when one moves on another takes its place. Below is a real teaser to freak out your players.

The sun has returned to Prince's Folly. The plants are finally beginning to grow again and the Great Barrow is once again pure. At the river's edge you notice an old hag kneeling her hands immersed in the flowing waters. Her hair is wildly unkempt and flows to the ground, some of the strands dipping into the water. As you watch she pulls a shirt out of the water trying to rinse it off. The shirt and the water are covered in blood. She turns and smiles a toothless grin before disappearing. The clothes left behind are the ones you are wearing! END

Experience Awards

- 250 xp Quelling the angry mob
- 250 xp Preventing bloodshed at the funicular
- 250 xp Avoiding killing the royal guard or the peasants
- 250 xp Finding/ using the magic purify coin
- 250 xp Recognizing the religious symbols of the Old One
- 250 xp Noticing the prince's royal garbs in the Washer's wash
- 250 xp Befriending the Leprechaun
- 500 xp Avoid attacking any plants in the garden
- 250 xp Find the Ring of Sustenance
- 250 xp Find the Arrow of Slaying
- 250 xp Redeeming the royal family
- 250 xp Finding the catacombs
- 250 xp Avoiding the broken step
- 250 xp Finding Elian's journal
- 250 xp Researching pertinent information about the banshee
- 250 xp Realizing that Eluiwaue is the river banshee
- 500 xp Use the Arrow of Slaying on the banshee while she is in corporeal form
- 500 xp Finding the banshee's hair comb
- 2,500 xp handing the banshee her comb
- 500 xp figuring out that the banshee is responsible for the plague before catching her in the act
- 1000 xp Rescuing Eluiwaue (as an individual)
- 1000 xp Rescuing Eluiwaue (as a group)
- 1000 xp Purifying the water supply

New Spell

Calm Plants

School - enchantment (compulsion); **level** Druid 1, Ranger 1

Casting Time 1 standard action

Components VS

Range close (25 ft. + 5 ft./2 levels)

Target plants within 30 ft. of each other

Duration 1 min/level

Saving Throw Will negates; **Spell Resistance** yes

Through soothing words and gestures, the caster is able to calm any type of plant life. Unlike its companion spell calm animals, plants do not have to be intelligent to be affected by the spell (they must have either an intelligence or wisdom score of 1 or 2). The caster must focus on one type of plant at a time and like plants can not be more than 30' away from each other to be affected. The maximum number of HD you can affect is $2d4 + \text{caster level}$.

The affected plants are calmed and do not flee. They will defend themselves if attacked and any threats made on the plant end the enchantment.



Combat Appendix

Royal Guard

CR 2

XP 600

Male Human Fighter 3

LN Medium Humanoid (Human)

Init +1; **Senses** -; Perception +5

DEFENSE

AC 16; Touch 11; Flat-footed 15 (+5 armor, +1 dex)

HP 23 (3d10+3)

Fort +3 **Ref** +1 **Will** +1

Defensive Abilities: Bravery +1

OFFENSE

Speed 20 ft.

Melee longsword +5 (1d8+2/19-20/x2)

Ranged crossbow, hand +7 (1d4/19-20/x2)

Special Attacks Weapon Focus

STATISTICS

Str 14 **Dex** 12 **Con** 12 **Int** 13 **Wis** 14 **Cha** 9

Base Attack +3; **CMB** +5; **CMD** 16

Feats Combat Expertise +/-1, Combat Reflexes (2AoO/rd), Mounted Combat, Weapon Focus (crossbow)

Skills Handle Animal +2, intimidate +1, Perception +3, Ride +3

Languages: Common

SQ: Armor Training 1 (Ex) worn armor -1 check penalty, +1 max Dex

Combat Gear: hand crossbow, longsword, scale mail

SPECIAL ABILITIES

Combat Expertise -1/+1 bonus to AC in exchange for an equal penalty to attack

Combat Reflexes (2 AoO per round) You may make up to 2 attacks of opportunity per round, and may make them while flat-footed

Mounted Combat Once per round when your mount is hit in combat you may attempt a Ride check (as an immediate action) to negate the hit. The hit is negated if your Ride check result is greater than the opponent's attack

roll.

Weapon Focus (crossbow) You gain +1 bonus on all attack rolls you make using the selected weapon.

Black Pudding

CR 7

This black, amorphous blob piles up on itself, a quivering mound of midnight sludge that glistens darkly before surging forward.

XP 3,200

N Huge ooze

Init -5; **Senses** blindsight 60 ft.; Perception -5

DEFENSE

AC 3, touch 3, flat-footed 3 (-2 size, -5 Dex)

hp 105 (10d8+60)

Fort +9, **Ref** -2, **Will** -2

Defensive Abilities split, ooze traits

OFFENSE

Speed 20 ft., climb 20 ft.

Melee slam +8 (2d6+4 plus 2d6 acid plus grab)

Space 15 ft.; **Reach** 10 ft.

Special Attacks constrict (2d6+4 plus 2d6 acid), corrosion

STATISTICS

Str 16, **Dex** 1, **Con** 22, **Int** —, **Wis** 1, **Cha** 1

Base Atk +7; **CMB** +12 (+16 grapple); **CMD** 17 (27 vs. bull rush, can't be tripped)

Skills Climb +11

SQ ooze traits, suction

SPECIAL ABILITIES

Acid (Ex)

A black pudding secretes a digestive acid that dissolves organic material and metal quickly, but does not affect stone. Each time a creature suffers damage from a black pudding's acid, its clothing and armor take the same

amount of damage from the acid. A DC 21 Reflex save prevents damage to clothing and armor. A metal or wooden weapon that strikes a black pudding takes 2d6 acid damage unless the weapon's wielder succeeds on a DC 21 Reflex save. If a black pudding remains in contact with a wooden or metal object for 1 full round, it inflicts 21 points of acid damage (no save) to the object. The save DCs are Constitution-based.

Corrosion (Ex)

An opponent that is being constricted by a black pudding suffers a -4 penalty on Reflex saves made to resist acid damage applying to clothing and armor.

Split (Ex)

Slashing and piercing weapons deal no damage to a black pudding. Instead, the creature splits into two identical puddings, each with half of the original's current hit points (round down). A pudding with 10 hit points or less cannot be further split and dies if reduced to 0 hit points.

Suction (Ex)

The black pudding can create powerful suction against any surface as it climbs, allowing it to cling to inverted surfaces with ease. A black pudding can establish or release suction as a swift action, and as long as it is using suction, it moves at half speed. Because of the suction, a black pudding's CMD score gets a +10 circumstance bonus to resist bull rush, awesome blows, and other attacks and effects that attempt to physically move it from its location.

Perception +35

DEFENSE

Incorporeal form: AC 30 (+4 deflection, +13 dex, +1 dodge, +2 natural), touch 28, flat-footed 17

Corporeal form: AC 26 (+13 dex, +1 dodge, +2 natural) touch 26, flat-footed 13

HP 199 (19d8+114)

Fort +12, **Ref** +21, **Will** +20

Defensive Abilities Incorporeal; Immune undead traits

OFFENSE

Speed 30 feet, fly 60 ft. (perfect)

Melee incorporeal touch +26 (14d6 negative energy plus wet kiss)

Space 5 ft., **Reach** 5 ft.

Special attacks wail, wet kiss

STATISTICS

Str 9 (0 incorporeal), **Dex** 36, **Con** -, **Int** 9, **Wis** 24, **Cha** 23

Base attack +14, **CMB** +25, **CMD** 42

Feats Alertness, Combat Reflexes, Dodge, Improved initiative, Iron Will, Lightning Reflexes, Mobility, Step Up, Weapon Focus (touch), Wind Stance

Skills Fly +35, Perception +35, Sense Motive +29, Climb +4, Disguise +10, Intimidate +10, Knowledge (local) +3, Knowledge (nobility) +3, Spellcraft +3, Stealth +17

Languages Common, Elven

SPECIAL ABILITIES

Hear Heartbeat (Ex): A river banshee can sense the beating hearts of living creatures within 60 feet, as if she had blindsight.

Wail (Su): The river banshee has the ability to modify the pitch, tone, and volume of her wail to alter its effects.

Death Wail: once per day, a river banshee may wail as a full round action. The wail lasts until the beginning of her next turn. All creatures within 40 feet of the banshee when she begins her wail, as well as the creatures which end their item within that radius, must make a DC 23 Fortitude save. Creatures that fail take 140 points of damage. If a wailing banshee is damaged during a wail, she must make a Will save (DC 15+ damage taken) to maintain the wail; otherwise it ends. This is a sonic death effect. Banshee wails are supernaturally powerful and penetrate the effect of any spell of 3rd level or lower that creates silence. The save DC is Charisma-based.

Shatter Scream – The banshee can use her wail to shatter

River Banshee

CR 14



Washer at the Ford

This elderly woman stands before you in a tattered gown. Her white hair matted with clumps of earth. Tears of blood streak down her cheeks, as she wails uncontrollably. The noise escaping her mouth sounds more like the screech from a bird of prey than anything remotely human.

XP 38,400

CE Medium Undead

Init +17; **Sense** Darkvision 60 ft., hear heartbeat,

objects. This wail can be used once a day and causes 2d12 sonic damage to any object of the banshee's choice. The banshee must hit the object. The object's AC is equal to (10+its size modifier + its dexterity modifier). Inanimate objects have a dexterity of 0 and get a -2 penalty to their AC. If the damage is equal or greater than the object's hardness, the object shatters. Magic Items are permitted saving throws equal to (2+ one-half caster level). The Shatter Scream ability can also be used to shatter ear drums causing deafness in player characters. This works as the Deafness Spell – duration is permanent (Fortitude save negates).

Shudder Scream – The banshee can cause the earth to tremble. This wail can be used as a variant to death wail and can be used once per day. Works as the Earthquake spell.

Sweet Song – The banshee can utter a sweet song to warn of impending death. The sweet song is quite melodic and peaceful. It never changes volume no matter how far away the banshee is from the chosen recipient. To most listeners the song does not have any discernible words in any recognizable language. Her voice resembles a melodious harp played by the master's hands.

River Step (Su): The River Banshee has the ability to meld with the water. This is a standard action. Once the banshee performs this action she is for all intents and purposes invisible. Once melded, the banshee can move with the current and can either use her speed or the speed of the river to move. The banshee can reappear also as a standard action and can reappear in either corporeal or incorporeal form.

Wet Kiss (Su): River Banshees can spew water from their mouth when in melee range. If the banshee hits, she can then attempt to start a grapple as a free action without provoking an attack of opportunity. If she wins the grapple check, it establishes a hold and can deliver a wet kiss. PCs must make a Fortitude save (DC20) or begin to drown. If the character fails his lungs fill with water. The PC takes on water for one round. While delivering a wet kiss a banshee can perform no other action. The next round the PCs hit points immediately drop to zero unless the banshee breaks her hold or the PC makes another Fortitude check. Holding one's breath or coughing out the water is useless since the lungs are supernaturally filled with water. The

next round the character drops to -1 hp and is dying and unless stabilized with a DC 15 Heal check the PC dies the following round. This ability works like the 6th level Druid Drown spell.

Banshees are restless female spirits who, at the time of death, some great injustice has befallen them. Some banshees are formed when women are betrayed by loved ones. Another common cause for the creation of banshees occurs when mother and child die simultaneously during childbirth. Whatever the reason, all stories have the same genesis; the banshee is unable to move on to its otherworldly destination and is forever cursed to wail in anguish.

This heart-wrenching torment is the fuel for the banshee's hatred. This hatred consumes her and unfortunately the banshee usually channels this hatred to unsuspecting victims. The target of the banshee's fury should be the banshee's killer. Unfortunately, due to the condition of the banshee's mind at the time of the becoming, she often has difficulty grasping reality; the result - this often leads the banshee to channel her hatred to many a poor, unsuspecting traveler.

River banshees rise from women's corpses that have been drowned or discarded in the river. Although the name is derived from rivers, these banshees can come from any body of water. The result is an even more powerful banshee.

There is a great deal of scholarly debate concerning the physical appearance of the banshee. Reports vary from the very young and beautiful to the old and decrepit, from the corporeal to the incorporeal, and from the living to the dead.

Concerning the banshee's physical form, the truth is she manifests both – corporeal and incorporeal. The difference lies in the location of the body. Banshees can assume a physical form when within a 120' radius of their original burial site. However to stray a distance further than that the banshee must assume their incorporeal form. This is not to say that she cannot manifest an incorporeal form within the 120' circle, she certainly can; and can at will. As an incorporeal being she assumes all protection of similar creatures.

There is one known exception to this rule. It is true that

banshees are tethered to their gravesite. This assumes the banshee's final remains are on land. It does not account for women whose bodies have been disposed of in a body of water.

River Banshees can assume corporeal form as long as they are 120' from anywhere a river flows as long as their final remains are located somewhere in the river (note: this is the same for any water source). This gives the River Banshee vast range. In addition, Banshees can River Step which allows them to meld into the river and move at lightning speeds within the water itself.

Reports also conflict over the age of the banshee. Banshees have been reported to be of varying ages ranging from young adult to quite venerable. The truth is that banshees can manifest any physical form they desire and any age they wish. Typically ages range from beautiful women in their mid-twenties to elderly hags reminiscent of the witches of yore.

There are also some physical commonalities in the three visages as well. All three representations (maid, matron and old maid) have long unkempt hair. Hair color tends to be on the lighter side ranging from blonde to shades of red with the old maid having long hair in shades of gray or white. Skin tones are pale, ranging from pale pink to pearl white. Their eyes are streaked red from constant wailing and when the banshee is in the process of the keen will often cry streams of blood. This sight is so unsettling that it requires a fear check (DC 23).

Quickwood

CR 8



Were it not for the image of a sinister face peeking out from its dark gray bark, this would look like any other ragged oak tree

N Huge plant

Init +3; **Senses** darkvision 120 ft., low-light vision, oaksight; Perception +21

Aura fear aura (variable distance, DC 20)

DEFENSE

AC 19, touch 7, flat-footed 19 (–1 Dex, +12 natural, –2 size)

hp 95 (10d8+50)

Fort +12, **Ref** +2, **Will** +5

Defensive Abilities spell absorption; **Immune** electricity, fire, plant traits; **SR** 19 (see spell absorption)

OFFENSE

Speed 10 ft.

Melee bite +14 (2d6+9), 3 roots +12 (1d6+4 plus pull)

Space 5 ft.; **Reach** 15 ft. (60 ft. with root)

Special Attacks pull (root, 10 ft.)

STATISTICS

Str 29, **Dex** 8, **Con** 21, **Int** 12, **Wis** 15, **Cha** 12

Base Atk +7; **CMB** +18; **CMD** 27 (can't be tripped)

Feats Improved Initiative, Lunge, Multiattack, Power Attack, Skill Focus (Perception)

Skills Knowledge (nature) +11, Perception +21, Stealth +4 (+8 in forests); **Racial Modifiers** +4 Stealth in forests

Languages Common, Sylvan

SPECIAL ABILITIES

Fear Aura (Su)

A quickwood with stored magical energy (see below) can activate its fear aura as a standard action. The aura has a radius of 10 feet per spell level of the effect and lasts for 1 round (Will DC 20 negates). Creatures that fail their saving throws become panicked for 1 minute. The DC is Charisma-based and includes a +4 racial bonus.

Oaksight (Su)

A quickwood may observe the area surrounding any oak tree within 360 feet as if using clairaudience/clairvoyance. It can use this ability on any number of oak trees in the area. Although the quickwood does not need line of sight to establish this link, if it does have line of sight to even a single oak tree. It cannot be flanked.

Roots (Ex)

A quickwood has dozens of long roots, but can only attack with up to three of them in any given round. If the quickwood uses its pull ability to pull a target within reach of its bite attack, it can immediately make a free bite attack with a +4 bonus on its attack roll against that target.

Spell Absorption (Su)

If a quickwood's spell resistance protects it from a magical effect, the creature absorbs that magical energy into its body. It can release this energy to activate its fear aura

ability. While the plant is storing a spell, its SR decreases by 5. It can only store one spell at a time.

Prince Elian

CR 8



XP 4800

Male Human Aristocrat 10

LN Medium Humanoid (Human)

Init +2; **Senses** -; Perception +5

DEFENSE

AC 19, Touch 12, Flat-footed 17 (+7 armor, +2 Dex)

HP 57 (10d8+10)

Fort +3 **Ref** +3 **Will** +7

OFFENSE

Speed 20 ft.

Melee Rapier +11 (1d6+2/19-20/x2)

Ranged hand crossbow +9 (1d4/19-20/x2)

STATISTICS

Str 15 **Dex** 14 **Con** 12 **Int** 12 **Wis** 10 **Cha** 16

Base Attack +7; **CMB** +9; **CMD** 21

Feats Leadership, Mounted Combat, Persuasive, Trample

Skills Appraise +4, Bluff +5, Diplomacy +4, Handle

Animal +5, Intimidate +2, Knowledge (history) +5,

Knowledge (local) +8, Knowledge (nobility) +5

Perception +5, Ride +5, Sense motive +2

Languages Common

SQ leadership

Combat Gear hand crossbow, +2 *rapier of puncturing*, +2 *chain mail*

SPECIAL ABILITIES

Leadership - you attract devoted followers to assist you

Mounted Combat - once per round when your mount is hit in combat you may attempt a Ride check (as an immediate action) to negate the hit. The hit is negated if your Ride check result is greater than the opponent's attack roll.

Persuasive - +2 check on bluff and intimidate checks

Trample - target cannot avoid mounted overrun

BACKGROUND

Prince Elian is a spoiled brat who is accustomed to getting his way. His parents (as well as many others) have found it difficult to say no to him. Prince Elian expects to get what he wants when he wants it. He treats women the same

way. He is not interested in anything that might take too much effort or time on his part.

Eluiwaue became one of Elian's conquests. She, a lowly peasant girl, was hoping for the fantasy wedding. Elian wanted nothing more than a fling. When things got complicated, Elian did what he always did - got rid of the complication. Elian and his mates drowned Eluiwaue and tossed her body in the Great Barrow. Since that day Elian has had to live with the guilt and the consequences.

King Osgar

CR 10



XP 9,600

Male Human Aristocrat 12

LN Medium Humanoid (Human)

Init +1; **Senses** -; Perception +6

DEFENSE

AC 16 (+5 armor, +1 dex) Touch 11; Flat-footed 15

HP 71 (12d8+13)

Fort +4 **Ref** +4 **Will** +10

OFFENSE

Speed 20 ft.

Melee battle axe +13 melee (1d8+4/19-20/x3)

STATISTICS

Str 14 **Dex** 12 **Con** 15 **Int** 12 **Wis** 11 **Cha** 13

Base Attack +9/+4; **CMB** +11; **CMD** 22

Feats Endurance, Iron Will, Leadership, Toughness, Weapon Focus (battle axe), Weapon Specialization (battle axe)

Skills Appraise +5, Bluff +2, Diplomacy +6, Forgery +3, Handle Animal +2, Intimidate +3, Knowledge (history) +7, Knowledge (local) +10, Knowledge (nobility) +6, Perception +6, Ride +6, Sense motive +5

Languages Common

SQ leadership

Combat Gear +1 battle axe, chain mail

SPECIAL ABILITIES

Endurance - remain conscious at -1 to -9 hp

Iron Will - +2 on will saves

Leadership - you attract devoted followers to assist you

Toughness - +3 hp

Weapon focus (battle axe) - +1 bonus on attack rolls

Weapon specialization - +2 bonus on damage

BACKGROUND

There was a time when King Osgar was a benevolent ruler. He used to care about the well-being of his people. That all changed when he lost the love of his life, Bethia. Bethia went to deliver supplies to the people of Prince's Folly and some how (it's still a mystery to him) she contracted the plague. Osgar had no choice but to imprison her in the catacombs for her own benefit. Oscar has never recovered emotionally.

Gallow's Tree

CR 13



This creature appears as a massive, tall tree with thick branches from which hang several humanoid corpses tightly secured by their necks with greenish-brown ropes. Its canopy is thick and bushy, and its trunk is mottled brown.

XP 25,600

N Huge plant

Init +5; **Senses** low-light vision, tremorsense 60 ft.;

Perception +24

DEFENSE

AC 24, touch 9, flat-footed 23 (+1 Dex, +15 natural, -2 size)

hp 218 (19d8+114 plus 19)

Fort +17; **Ref** +7; **Will** +8

DR 10/magic and slashing; **Immune** plant traits; **Resist** fire 10

OFFENSE

Speed 20 ft.

Melee 6 slams +23 (2d6+10/19-20 plus grab)

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

Special Attacks create gallows tree zombie, gallows tree zombies

STATISTICS

Str 30, **Dex** 12, **Con** 23, **Int** 10, **Wis** 14, **Cha** 6

Base Atk +14; **CMB** +26 (+28 sunder, +30 grapple); **CMD** 37 (39 vs. sunder, can't be tripped)

Feats Cleave, Critical Focus, Great Cleave, Improved Critical (slam), Improved Initiative, Improved Sunder, Power Attack, Staggering Critical, Toughness, Weapon Focus (slam)

Skills Perception +24, Stealth +15

Languages Common (cannot speak); empathy with gallows tree zombies

SPECIAL ABILITIES

Create Gallows Tree Zombie (Su)

When a creature dies within 15 feet of a gallows tree, it uses a sharpened tendril to slice open the creature's abdomen, thereby spilling the corpse's innards on the ground. The organs and fluids are then absorbed by the tree's roots. Corpses of a size other than Medium or Large are simply left to rot. Medium or Large corpses are filled with a greenish pollen fired from one of the tree's branches. The abdominal wound heals over the next 1d4 days, at which time the slain creature rises as a gallows tree zombie connected by a tether-vine to the gallows tree that created it. Gallows tree zombies possess none of their former abilities.

Gallows Tree Zombies (Ex)

Each gallows tree has several gallows tree zombies connected to it. A Huge gallows tree may have no more than 7 gallows tree zombies connected to it at one time. A Gargantuan gallows tree can have a maximum of 11 zombies connected to it at any given time. See the gallows tree zombie entry for details on that monster.

Tremorsense (Ex)

Gallows trees can automatically sense the location of anything within 60 feet that is in contact with the same vegetation the tree is touching.

ECOLOGY

Environment temperate and warm forest, hill, marsh, and plains

Organization grove (1 gallows tree, plus 6-11 gallows tree zombies)

Treasure half standard

Gallows trees are sentient plants that sustain themselves on the internal organs and body fluids of living creatures. They use deception to lure potential prey into range at which time they unleash the gallows tree zombies attached to their branches to kill or capture the prey.

While mobile, a gallows tree prefers to remain in one spot for an extended length of time (usually until its food supply in the area runs out). From this location, it

simply waits for prey and then attacks when such beings come into view. Gallows trees do not collect treasure but occasionally such items (the remnants of devoured prey) are found in the vicinity of a gallows tree.

A gallows tree normally stands idle, lowering its zombies to the ground when living prey come within 100 feet of the tree. If a foe comes within 15 feet of the tree itself, it lashes out with its sharpened branches and pummels the creature or attempts to wrap a branch around the foe. A grabbed foe is subjected to additional damage as the gallows tree pummels it with its other branches. Occasionally the tree works in concert with its zombies, grabbing a foe and holding it while its zombies pound it into goop. Slain creatures are dragged close to the tree, sliced open, and their innards devoured by the tree's roots.

Blood Bushes

CR 4

This creature appears as a 3-foot tall flowering bush with a thick trunk and small whip-like branches. Each branch is topped with a blood-red flower and deep, rich green leaves.

XP 1,200

N Small plant

Init +0; **Senses** blindsight 30 ft., low-light vision; Perception +1

DEFENSE

AC 18, touch 11, flat-footed 18 (+7 natural, +1 size)

hp 57 (6d8+30)

Fort +10; **Ref** +2; **Will** +3

Immune electricity; **Resist** cold 10, fire 10

Weaknesses vulnerable to sonic

OFFENSE

Speed 0 ft.

Melee tendril +7 (1d4+2)

Ranged flower dart +5 (1d2+2)

Special Attacks flower dart, implant

STATISTICS

Str 15, **Dex** 10, **Con** 20, **Int** —, **Wis** 12, **Cha** 9

Base Atk +4; **CMB** +5; **CMD** 15

SPECIAL ABILITIES

Flower Dart (Ex)

As a standard action, a blood bush can launch a barrage

of six flower darts (make an attack roll for each dart). This attack has a range of 40 feet with no range increment. All targets must be within 30 feet of each other. The creature can launch only 30 such darts in one day.

Implant (Ex)

A creature hit by one of the blood bush's flower darts is implanted with one of its seeds. A seed quickly germinates as follows:

Seed Germination

Round:Effect

First: DC 18 Will save or flee in fear for 1d6 rounds.

Third: Paralysis for 1d4+2 rounds; DC 18 Fortitude negates.

Fifth: Wounding: 1 point of Constitution damage per minute until the seed is removed or destroyed.

Tri-flower Fronds

CR 2

This man-sized plant is deep green with trumpet-shaped flowers of red, yellow, and orange topping its stalks.

XP 600

N Medium plant

Init +0; **Senses** blindsight 30 ft., low-light vision; Perception +1

DEFENSE

AC 13, touch 10, flat-footed 13 (+3 natural)

hp 13 (2d8+4)

Fort +5, **Ref** +0, **Will** +1

Defensive Abilities camouflage; **Immune** plant traits

OFFENSE

Speed 0 ft. (immobile)

Melee 4 tendrils +3 (1d2+2 plus sleep pollen)

Special Attacks acid, fluid drain, sleep pollen

TACTICS

These creatures are generally most active during the day and dine on fresh meat, having no preference as to the source. If a foe falls victim to its sleep poison, the tri-flower frond droops over the fallen foe, allowing its yellow bloom to drip a shower of caustic acid on the sleeping victim while it inserts a needle-like tendril from its red bloom

into the victim's body and drains fluids.

STATISTICS

Str 14, **Dex** 10, **Con** 14, **Int** --, **Wis** 13, **Cha** 9

Base Atk +1; **CMB** +3; **CMD** 13 (can't be tripped or bull rushed)

SPECIAL ABILITIES

Acid (Ex)

The tri-flower frond can tip its yellow bloom over a slumbering or prone foe and shower it with sap laden with potent digestive enzymes. This sap does 1d6 points of acid damage per round to flesh until it is washed or scraped off.

Camouflage (Ex)

Since a tri-flower frond looks like a normal flowering plant when at rest, it takes a DC 20 Perception check to notice it before it attacks. Anyone with ranks in Survival or Knowledge (nature) can use one of those skills instead of Perception to notice the plant.

Fluid Drain (Ex)

Against a sleeping or helpless foe, a tri-flower frond can release a needle-sharp tendril from its red bloom that pierces its target and drains its body fluids. This deals 1d4 points of Constitution damage each round, and the victim is considered grappled.

Sleep Pollen (Ex)

A creature struck by one of the tri-flower frond's tendrils must make a DC 13 Fortitude save or fall into a deep, coma-like slumber from which it cannot be awakened that lasts for 1-4 hours. The save DC is Constitution-based. Resistances and immunities to poison apply against the pollen, but resistances or immunities to sleep effects do not. A slumbering victim can also be awakened by a successful DC 20 Heal check after one minute of treatment.

A creature that falls victim to the sleep pollen is subject to the tri-flower frond's acid and fluid drain attacks, both as free actions.

Cobra Flowers

CR 4



This tall, slender plant has a large flowering bulb topping its brownish-green roots. Two large green leaves flank its flowering top, giving the appearance of a cobra's hood. Its leaves are thin and have transparent blotches on them.

XP 1,200

N Large plant

Init +1; **Senses** blindsight 30 ft., low-light vision;

Perception +1

DEFENSE

AC 14, touch 10, flat-footed 13 (+1 Dex, +4 natural, -1 size)

hp 45 (6d8+18)

Fort +8; **Ref** +3; **Will** +3

Immune plant traits

OFFENSE

Speed 5 ft.

Melee bite +6 (1d8+4 plus 1d6 acid and grab)

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

Special Attacks constrict (1d8+4 plus 1d6 acid)

STATISTICS

Str 17, **Dex** 13, **Con** 16, **Int** —, **Wis** 13, **Cha** 9

Base Atk +4; **CMB** +8 (+12 grapple); **CMD** 19 (can't be tripped)

SPECIAL ABILITIES

Constrict (Ex): A cobra deals 1d8+4 points of damage plus 1d6 points of acid damage with a successful grapple check against a large or smaller opponent.

Cobra flowers draw nutrients from sunlight, the soil, and water, but enjoy a diet of insects, rodents, animals, and even humanoids when available. The creatures can be found nesting in forests and often take up residence near small population areas where they can feed on humanoids who wander into their area. Many a child's or adult's disappearance can be attributed to a cobra flower.

When a cobra flower detects a living creature, it remains motionless until its prey is within 5 feet. It then spreads its leafy hood, opens its flowery bulb, and bites its prey, secreting acidic enzymes to break down and digest the victim.

Forester's Bane

CR 5

This creature resembles a huge, dark green shrub.

XP 1,600

N Large plant

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

Perception +1

DEFENSE

AC 17, touch 9, flat-footed 17 (+8 natural, -1 size)

hp 52 (5d8+30)

Fort +10; **Ref** +1; **Will** +2

Immune plant traits

OFFENSE

Speed 0 ft. (immobile)

Melee 4 leaves +5 touch (grab), 6 stalks +5 (1d4+3)

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

Special Attacks snap and saw

STATISTICS

Str 17, **Dex** 10, **Con** 22, **Int** -, **Wis** 13, **Cha** 9

Base Atk +3; **CMB** +7 (+11 grapple); **CMD** 17

SPECIAL ABILITIES

Snap and Saw (Ex)

A forester's bane can saw at an opponent, dealing slashing damage, when it makes a successful grapple check. This attack deals 1d4+3 points of slashing damage per stalk. It cannot attack a pinned opponent with any stalk that has already attacked another opponent that round. A forester's bane can only attempt to grapple opponents 1 or more sizes smaller than itself. Because of its four leaves, it can grapple up to four different opponents at one time with a single grapple check. It can also attack a single opponent with more than one leaf, gaining a +2 bonus on its grapple check with each extra leaf (+13 grapple with two leaves, +15 grapple with three leaves, and +17 grapple with all four leaves).

Both leaves and stalks each have 10 hit points and can be attacked by making a successful sunder attempt. Attacking a forester's bane's leaf or stalk does not provoke an attack of opportunity. If the leaf is currently grappling a target, the forester's bane takes a -4 penalty on its opposed roll to resist the sunder attempt. Severing a leaf or stalk deals no damage to a forester's bane. Attacks that hit a leaf deal half their damage to the monster and half to the trapped

victim.

Destroyed leaves and stalks grow back in 2d4 weeks if the forester's bane is not killed.

Vampire Rose

CR 3

This bush has many flowering white bulbs and petals, green stems lined with tiny thorns, and many small branches of greenish-brown.

XP 800

N Small plant

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

Perception +1

DEFENSE

AC 17, touch 11, flat-footed 17 (+6 natural, +1 size)

hp 30 (4d8+12)

Fort +7, **Ref** +1, **Will** +2

Defensive Abilities camouflage; **Immune** plant traits

OFFENSE

Speed 5 ft.

Melee stalk +6 (1d4+2 plus grab)

Space 5 ft.; **Reach** 5 ft. (10 ft. with stalk)

Special Attacks blood drain (1d4 Constitution)

TACTICS

A vampire rose stands motionless until its prey moves within range, when it strikes with a thorny stalk. Opponents are grabbed and drained of blood. When fully sated with blood, a vampire rose's petals flush red.

STATISTICS

Str 14, **Dex** 10, **Con** 16, **Int** --, **Wis** 13, **Cha** 8

Base Atk +3; **CMB** +4 (+8 grapple); **CMD** 16 (can't be tripped)

SPECIAL ABILITIES

Camouflage (Ex)

Since a vampire rose looks like a normal white rose bush when at rest, it takes a DC 20 Perception check to notice it before it attacks. Anyone with ranks in Survival or Knowledge (nature) can use one of those skills instead of Perception to notice the plant. Dwarves can use *stonecunning* to notice the subterranean version.



Balinderry, the Gardener

CR 13

XP 25,600

Male Leprechaun Druid 11

N Small Fey

Init +10; **Senses** -low light vision; Perception +15

DEFENSE

AC 20 (+1 size, +3 dex, +5 bracers, +1 dodge), Touch 15, Flat-footed 16

HP 59 (11d8+3)

Fort +7 **Ref** +8 **Will** +11

Defensive Abilities: dodge, lightning reflexes, mobility, Invisibility (self only)

OFFENSE

Speed 40 ft.

Melee Melee dagger +9 melee (1d3-2/19-20x2) or gardening shears +10 (1d6-2/19-20/x3)

Ranged dagger +14 (1d4/19-20/x2)

Special Attacks spell-like abilities, spells

STATISTICS

Str 7 **Dex** 16 **Con** 11 **Int** 16 **Wis** 15 **Cha** 16

Base Attack +8/+3; **CMB** +5 ; **CMD** 18

Feats Dodge, Improved Initiative, Lightning Reflexes, Mobility, Spring Attack, Weapon Finesse

Skills Bluff +12, Escape Artist +7, Handle Plant +8, Heal +5, Knowledge (nature) +10, Perception +15, Perform (comedy) +10, Perform (dance) +10, Perform (limericks) +10, Profession (gardener) +10, Sense Motive +9, Sleight of Hand +11, Spellcraft +12, Stealth +12, Survival +9, Swim +3

Languages Common, Sylvan, Druidic

SQ Damage Reduction 10/ cold iron, low light vision, SR 27

Combat Gear gardening shears, dagger, bracers of armor +5

SPECIAL ABILITIES

Dodge - +1 bonus to AC against selected target

Improved Initiative - +4 to init roll

Lightning Reflexes - +2 bonus on reflex saves

Mobility - +4 dodge bonus vs. AoO

Spring Attack - move before and after melee attack

Weapon finesse - use your dex instead of strength on attacks with a light weapon (+3)

Plant Companion (Ex)

Nature Sense (Ex) +2 on Knowledge (nature) and survival

checks

Wild Empathy (Ex) (plants) - improve the attitude of a plant

Woodland Stride (Ex) move through underbrush at normal speed

Trackless Step (Ex) cannot be tracked

Resist Nature's Lure (Ex) +4 bonus on saves against spell-like ability of other fey

Wild Shape (Su) (plants) - can change into a small or medium plant

Venom immunity (Ex) immunity to all poisons

Spell-like Abilities: At will: *Dancing Lights*, *Invisibility* (self only), *permanent image* (visual and auditory elements only DC 19), *polymorph any object* (affects objects only DC 21), *ventriloquism* DC14, the save DCs are charisma-based

Druid Spells

0-level - *Create Water*, *Detect Poison*, *Flare*, *Mending*, *Purify Food & Drink*, *Virtue*

1st level - *Calm Animals** *Cure Light Wounds*, *Detect Animal or Plant*, *Entangle*, *Longstrider*

2nd level - *Barkskin*, *Soften Earth & Stone*, *Tree Shape*, *Warp Wood*

3rd level - *Cure Moderate Wounds*, *Diminish Plants*, *Plant Growth*, *Speak with Plants*

4th level - *Blight*, *Command Plants*, *Control Water*

5th level - *Awaken*, *Wall of Thorns*

6th level - *Liveoak*

Balinderry substitutes a plant companion for an animal one. In addition he is able to use the Druid ability Wild Empathy on plants.

BACKGROUND

Balinderry has served the McDonagals as their gardener for as long as anyone can remember. Originally, Balinderry hadn't the slightest clue how to tend a garden. Over time he began to develop a kindred spirit with his plants. Now Balinderry frolics through his garden with not a care in the world. He loves his "children" and the love him.

TACTICS

As long as the PCs are friendly none of the plant life will attack. On the other hand if the PCs decide to attack either the plants or it's gardener, well then all bets are off. Both

Balinderry and his children will fight to the death to defend each other.

MOTIVATION

Like those of his kin, Balinderry is spirited, playful and loves a good joke just as much as the next leprechaun. His playfulness can be seen in his gardening choices.

Bloody Bones

CR 4

This creature appears as a skeletal humanoid with bits of muscle and sinew hanging from its body. Four long, sinewy tendrils writhe from its midsection. The entire creature constantly oozes a mixture of blood and mucus. Its eye sockets are hollow and show no pupils.

XP 1,200

CE Medium undead

Init +1; **Senses** darkvision 60 ft.; Perception +10

DEFENSE

Speed 30 ft.

Melee 2 claws +6 (1d6+3)

Ranged 4 tendrils +5 touch (grab)

Special Attacks pull (tendrils, 5ft.), tendrils, rend (2 claws, 1d6+4)

OFFENSE

Str 17, **Dex** 12, **Con** —, **Int** 12, **Wis** 14, **Cha** 16

Base Atk +3; **CMB** +6 (+10 grapple); **CMD** 17

Feats Great Fortitude, Toughness, Weapon Focus (tendrils)

Skills Climb +11, Escape Artist +21, Intimidate +11, Perception +10, Stealth +9; **Racial Modifier** +15 Escape Artist

STATISTICS

Str 17, **Dex** 12, **Con** —, **Int** 12, **Wis** 14, **Cha** 16

Base Atk +3; **CMB** +6 (+10 grapple); **CMD** 17

Feats Great Fortitude, Toughness, Weapon Focus (tendrils)

Skills Climb +11, Escape Artist +21, Intimidate +11, Perception +10, Stealth +9; **Racial Modifier** +15 Escape Artist

SPECIAL ABILITIES

Slippery (Ex)

Bloody bones are difficult to grapple or snare due to the constant flow of blood and mucus across their bodies. Webs, magic or otherwise, do not affect bloody bones.

Against most other forms of confinement the bloody bones gains a +15 racial bonus to Escape Artist checks.

Tendrils (Ex)

A bloody bones can fire up to 4 sinewy tendrils from its body at a time, launching them to a range of 30 feet. A bloody bones's attacks with its tendrils resolve as ranged touch attacks. These tendrils are quite strong (10 hp) but can be severed with a slashing weapon or a sunder combat maneuver. Attacking a bloody bones's tendrils does not provoke an attack of opportunity. If the tendrils are currently wrapped around a target, the bloody bones takes a –4 penalty to CMD to resist the sunder attempt. Severing a tendrils deals no damage to a bloody bones.

Ghoul Wolves

CR 2

This creature resembles a wolf with matted dark fur torn away in places. Its flesh is sickly gray where its fur is torn away. Its eyes are stark white.

XP 600

NE Medium undead

Init +2; **Senses** darkvision 60 ft., scent; Perception +9

DEFENSE

AC 14, touch 12, flat-footed 12 (+2 Dex, +2 natural)

hp 18 (4d8)

Fort +1, **Ref** +3, **Will** +6

Defensive Abilities channel resistance +2; **Immune** undead traits

OFFENSE

Speed 50 ft.

Melee bite +7 (1d6+4 plus paralysis plus trip)

Special Attacks paralysis (1d4+2 rounds, DC 12, elves are immune to this effect)

TACTICS

Ghoul wolves hunt in packs, surrounding their prey and circling as they move in for the kill.

STATISTICS

Str 17, **Dex** 15, **Con** —, **Int** 6, **Wis** 14, **Cha** 10

Base Atk +3; **CMB** +6; **CMD** 18 (22 vs. trip)

Feats Skill Focus (Perception), Weapon Focus (bite)

Skills Perception +9, Stealth +6, Survival +2 (+6 tracking)

by scent), Swim +5; **Racial Modifiers** +4 Survival when tracking by scent

Ghoul wolves are carnivorous undead wolves that delight in hunting living creatures, catching them, and tearing them to shreds. These creatures are most often found haunting desolate moors and marshes.

Giant Boring Beetle

CR 3



This giant beetle has a greenish-gray carapace and wing-covers, and its legs and mandibles are black.

XP 800

N Large vermin

Init +0; **Senses** darkvision 60 ft.; Perception +0

DEFENSE

AC 15, touch 9, flat-footed 15 (+6 natural, -1 size)

hp 30 (4d8+12)

Fort +7; **Ref** +1; **Will** +1

Defensive Abilities hive mind; **Immune** mind-affecting effects

OFFENSE

Speed 20 ft.

Melee bite +6 (2d6+6)

Space 10 ft.; **Reach** 5 ft.

STATISTICS

Str 18, **Dex** 10, **Con** 16, **Int** —, **Wis** 10, **Cha** 9

Base Atk +3; **CMB** +8; **CMD** 18 (26 vs. trip)

SPECIAL ABILITIES

Hive Mind (Ex)

All boring beetles within 1 mile of each other are in constant communication. If one is aware of a particular danger, they all are. If one in the group is not flatfooted, then none of them are. No boring beetle in a group is considered flanked unless all of them are.

-brown noose connects the creature to the massive tree behind it.

XP 1,200

N Medium plant

Init +6; **Senses** darkvision 60 ft., low-light vision, tremorsense 60 ft.; Perception +9

DEFENSE

AC 17, touch 12, flat-footed 15 (+2 Dex, +5 natural)

hp 33 (6d8+6); fast healing 5

Fort +6; **Ref** +4; **Will** +2

Immune plant traits

OFFENSE

Speed 30 ft.

Melee 2 slams +8 (1d6+4)

Special Attacks spore cloud

STATISTICS

Str 19, **Dex** 15, **Con** 13, **Int** 4, **Wis** 10, **Cha** 1

Base Atk +4; **CMB** +8; **CMD** 24

Feats Improved Initiative, Power Attack, Skill Focus (Perception)

Skills Perception +9, Stealth +8

Languages Common (cannot speak); empathy with gallows tree

SQ tether-vine

SPECIAL ABILITIES

Spore Cloud (Ex)

As a free action, once every 1d4 rounds (but no more than three times per day), a gallows tree zombie can breathe a cloud of poisonous, greenish spores in a 5-foot cube directly in front of it. A creature caught in the cloud must succeed on a DC 14 Fortitude save or be slowed (as the slow spell) for 6 rounds. One minute later, the creature must make another Fortitude save (same DC) or take 1d3 points of Strength damage. The save DC is Constitution-based.

Tether-Vine (Ex)

A gallows tree zombie is connected to the gallows tree that created it by a long, sinewy vine. This vine can be lengthened to allow the zombie to move up to 100 feet away from the tree. The vine is AC 19 (touch 12) and has 10 hit points. Harming the vine deals no damage to the gallows tree zombie or the gallows tree, but if severed, does

Gallow's Tree Zombie

CR 4



This creature is a humanoid with deathly gray-green skin dressed in tattered and torn clothes. Small plants, weeds, and fungi grow on the creature's body. A long, sinewy, greenish-

gallows tree zombie or the gallows tree, but if severed, does prevent the zombie from using its fast healing ability.

Tremorsense (Ex)

Gallows tree zombies can automatically sense the location of anything within 60 feet that is in contact with the same vegetation the zombie is touching.

Eluiwaue

CR 2

XP 600

Female Elven Commoner 4

LG Medium Humanoid (Elven)

Init +1; **Senses** low light vision Perception +7

DEFENSE

AC 12 (+1 dex, dodge +1) Touch 12; Flat-footed 10

HP 4 (4d4-4)

Fort +1 **Ref** +1 **Will** +1

Defensive Abilities Immunity to magic sleep effects, +2 racial saving throw bonus against enchantment spells and effects

OFFENSE

Speed 30 ft.

Melee Unarmed (1d3-2/x2)

STATISTICS

Str 7 **Dex** 12 **Con** 8 **Int** 12 **Wis** 9 **Cha** 14

Base Attack +2; **CMB** +0; **CMD** 11

Feats Dodge, Self-Sufficient

Skills Perception +5, Profession (kitchen maid)+4,

Survival +2, Swim +1

Languages Common, Elven

SPECIAL ABILITIES

Dodge: +1 dodge bonus to AC against selected targets

Self-sufficient: +2 bonus on heal or survival checks

BACKGROUND

Eluiwaue is a beautiful red-haired kitchen maid. Although easily the most beautiful girl in Prince's Folly, she lacks confidence and is highly insecure due to her red hair. It was a dream come true when the handsome prince showed her attention. Elian told Eluiwaue he loved her and vowed to be hers forever. Unfortunately this was just a line Elian used many times to get what he wanted. For Elian she was just another conquest.; a bet with his school mates. It

wasn't long before Elian was finished with her, but unfortunately for Elian, Eluiwaue refused to go away quietly. She showed up one day at the estate professing her undying love and apologizing for whatever she did to cause Elian to leave. Elian knew he had to do something to quiet her. After all his father must never know.

Rage Demon (Aeshma)

CR 11

This creature appears to be an 8-foot tall humanoid with basalt-colored skin. Dark hair covers its head and its hair is long and braided. Its arms are well-muscled and its hands end in powerful claws. Its head is human-like and its eyes are sapphire blue. Large leathery, bat-like wings protrude from its shoulders.

XP 12,800

CE Large outsider (chaotic, demon, evil, extraplanar)

Init +4; **Senses** darkvision 60 ft., see invisibility;

Perception +28

DEFENSE

AC 25, touch 13, flat-footed 21 (+4 Dex, +12 natural, -1 size)

hp 189 (14d10+112)

Fort +12; **Ref** +13; **Will** +14

DR 10/good; **Immune** electricity, poison; **Resist** acid 10, cold 10, fire 10; **SR** 22

OFFENSE

Speed 40 ft., fly 60 ft. (good)

Melee +1 wounding spear +21/+16/+11 (2d6+10/19-20/x3 plus 1 bleed) or 2 claws +19 (1d6+6)

Ranged +1 wounding spear +19 (2d6+6/19-20/x3 plus 1 bleed)

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

Special Attacks rage

Spell-like Abilities (CL 14th):

Constant—*see invisibility*

At will—*dispel magic*, *greater teleport* (self plus 50 lbs. of objects only), *unholy blight* (DC 17)

2/day—*blasphemy* (DC 20), *web* (DC 15)

1/day—*summon* (level 5, 1 aeshma 35% or 4d10 dretches 35%)

TACTICS

Aeshma are very potent fighters and prefer a straight fight to subterfuge. They fight aggressively against any foe, relying on their claws only if they are unarmed.

STATISTICS

Str 23, **Dex** 18, **Con** 27, **Int** 14, **Wis** 17, **Cha** 17

Base Atk +14; **CMB** +21; **CMD** 35

Feats Blind-Fight, Cleave, Great Cleave, Improved Critical (spear), Iron Will, Power Attack, Weapon Focus (spear)

Skills Diplomacy +20, Escape Artist +18, Fly +23, Knowledge (arcana) +19, Perception +28, Spellcraft +16, Stealth +17, Survival +20; **Racial Modifiers** +8 Perception

Languages Abyssal, Celestial, Draconic; telepathy 100 ft.

Gear +1 wounding spear

SPECIAL ABILITIES

Rage (Ex)

An aeshma that takes 50% or more of its total hit points in damage in combat flies into a berserk rage on its next turn, swinging madly with its spear. A raging aeshma fights until either it or its opponent is dead. An enraged aeshma gains +4 Strength and -2 AC. The aeshma can end its rage voluntarily.

Shrieker

CR 1

The purple toadstool trembles as it emits a piercing scream.

XP 400

N Small plant

Init +0; **Senses** blindsight 60 ft.; Perception +1

DEFENSE

AC 14, touch 11, flat-footed 13 (+3 natural, +1 size)

hp 11 (2d8+2)

Fort +4, **Ref** +0, **Will** +0

Immune sonic, plant traits

OFFENSE

Speed 5 ft.

Space 5 ft.; **Reach** 0 ft.

Special Attacks shriek (DC 11 Fort, 1d4 sonic)

STATISTICS

Str 9, **Dex** 10, **Con** 13, **Int** --, **Wis** 12, **Cha** 10

Base Atk +1; **CMB** -2; **CMD** 8 (can't be tripped)

Languages none

SPECIAL ABILITIES

Shriek (Ex)

Light sources or movement within 10 feet of a shrieker causes it to emit a piercing sound that lasts for 1d3 rounds. All creatures within 30 feet of a shrieker when it emits this noise must succeed on a DC 11 Fortitude save or take 1d4 sonic damage each round. A creature that successfully saves is not subject to the same shrieker's noise for 24 hours. The save DC is Constitution-based.

LORE

Characters with ranks in Knowledge (nature) can learn more about a Shrieker. When a character makes a successful skill check, the following lore is revealed, including the information from lower DCs.

Knowledge (nature)

DC	Result
DC 11	Shriekers are subterranean plants that emit a loud wail when they sense movement or light.
DC 16	Subterranean predators know a shrieker's noise indicates the presence of possible prey and move toward the sound.
DC 21	Some civilized underground creatures use shriekers to alert them to the presence of intruders.
DC 26	Shriekers sometimes form symbiotic relationships with aggressive, mobile plant creatures.

Violet Fungus

CR 3

This mushroom grows from a bed of tentacular roots. Deep violet tendrils slither out of the dozens of fissures in its pointed cap.

XP 800

N Medium plant

Init -1; **Senses** low-light vision; Perception +0

DEFENSE

AC 15, touch 9, flat-footed 15 (-1 Dex, +6 natural)

hp 30 (4d8+12)

Fort +7, **Ref** +0, **Will** +1

Immune plant traits

OFFENSE

Speed 10 ft.

Melee 4 tentacles +4 (1d4+1 plus rot)

Space 5 ft.; **Reach** 10 ft.

STATISTICS

Str 12, **Dex** 8, **Con** 16, **Int** —, **Wis** 11, **Cha** 9

Base Atk +3; **CMB** +4; **CMD** 13

SPECIAL ABILITIES

Rot (Ex)

A creature struck by a violet fungus's tentacle must succeed on a DC 15 Fortitude save or the flesh around the point of contact swiftly begins to rot away, exposing raw bone with shocking swiftness. This hideous affliction causes 1d4 points of Strength damage and 1d4 points of Constitution damage. This is a poison effect. The save DC is Constitution-based.

Violet Fungus Venom

Although a violet fungus's tentacles swiftly grow inert after the mushroom is slain, they can be wielded as Medium-sized whips for 2d6 minutes after being harvested from the creature. These whips inflict rot on anything they touch—including the wielder of the deadly weapon—and both save DCs to resist and effects are identical to the stats presented above.

A DC 25 Craft (alchemy) check and 250 gp worth of reagents can preserve the venom somewhat, although the procedure dilutes it significantly.

Violet Venom: Poison—contact; save Fort DC 13, frequency 1/minute for 6 minutes, effect 1d2 Strength and 1d2 Con damage; cure 1 save; cost 800 gp.

Ant Lion, Giant

CR 5

This gigantic burrowing insect has an oversized abdomen. A terrifying set of long, hooked mandibles protrudes from its head.

XP 1,600

N Large vermin

Init +0; **Senses** darkvision 60 ft., tremorsense 60 ft.;

Perception +0

DEFENSE

AC 19, touch 9, flat-footed 19 (+10 natural, -1 size)

hp 60 (8d8+24)

Fort +9, **Ref** +2, **Will** +2

Immune mind-affecting effects

OFFENSE

Speed 30 ft., burrow 10 ft.

Melee bite +10 (2d8+7 plus grab)

Space 10 ft.; **Reach** 5 ft.

Special Attacks sand trap

STATISTICS

Str 20, **Dex** 11, **Con** 17, **Int** —, **Wis** 11, **Cha** 10

Base Atk +6; **CMB** +12 (+16 grapple); **CMD** 22 (30 vs. trip)

SPECIAL ABILITIES

Sand Trap (Ex)

A giant ant lion can create a 60-foot-diameter, 20-foot-deep pit in any sand or soft earth surface. Creating a sand trap takes 1 hour. A DC 15 Perception check allows a creature to realize such a depression in the sand is in fact a trap. Any creature that steps into the trap slides to the center if it fails a DC 14 Reflex save—such victims take no damage, but they do fall prone. A giant ant lion can make an attack of opportunity against any creature that falls to the bottom of its sand trap. These creatures can move across sand traps at their normal speed and are immune to the trap's effects. Other creatures can navigate the trap's walls with a DC 20 Climb check.

Behir

CR 8

This slithering, multilegged blue reptile has a fearsome head crowned with two large, curling horns.

XP 4,800

N Huge magical beast

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

Perception +8

DEFENSE

AC 21, touch 9, flat-footed 20 (+1 Dex, +12 natural, -2 size)

hp 105 (10d10+50)

Fort +12, Ref +8, Will +5

Immune electricity

OFFENSE

Speed 40 ft., climb 20 ft.

Melee bite +15 (2d6+9 plus grab)

Space 15 ft.; **Reach** 10 ft.

Special Attacks breath weapon (20-foot line, 7d6 electricity damage, Reflex DC 20 for half, usable every 1d4 rounds), constrict (2d6+9), rake (6 claws +14, 1d4+6), swallow whole (2d8+9 bludgeoning damage, AC 16, 10 hp)

STATISTICS

Str 23, **Dex** 12, **Con** 21, **Int** 7, **Wis** 14, **Cha** 12

Base Atk +10; **CMB** +18 (+22 grapple); **CMD** 29 (can't be tripped)

Feats Alertness, Cleave, Great Cleave, Power Attack, Weapon Focus (bite)

Skills Climb +14, Perception +8, Stealth +5

Languages Common

SPECIAL ABILITIES

Grab (Ex)

A behir's grab attack works against creatures of any size category. It can constrict the same round it establishes a hold. On any round thereafter that it maintains its hold, the behir can choose to rake the grappled target or swallow it whole.

The average behir is 40 feet long and weighs 4,000 pounds. In addition to the two prominent horns on its head, many have additional decorative spines at regular intervals along the central ridges of their backs.



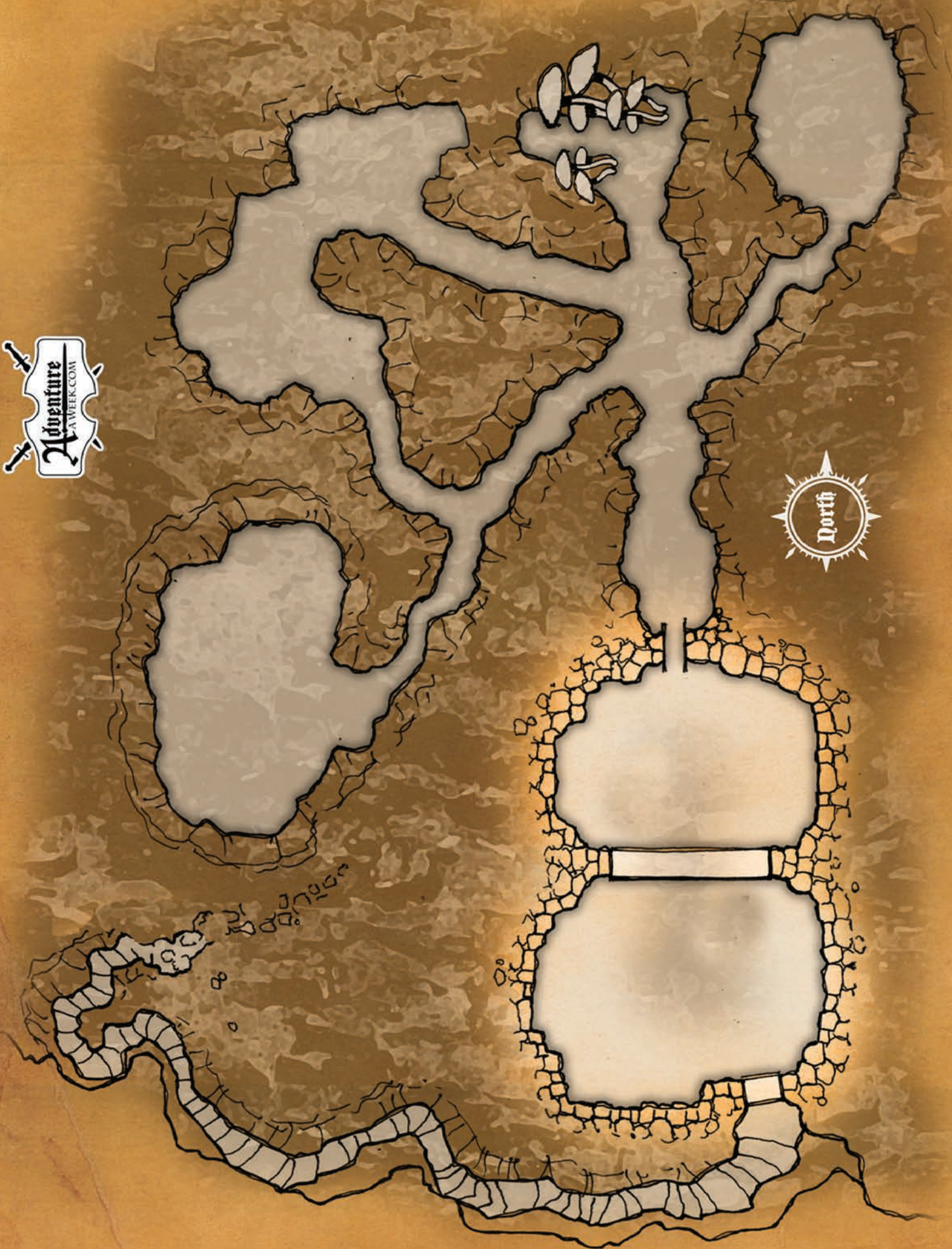




North







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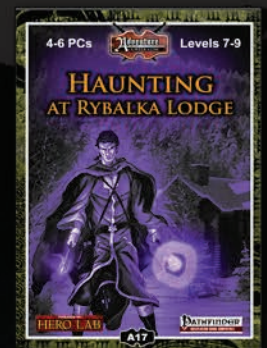
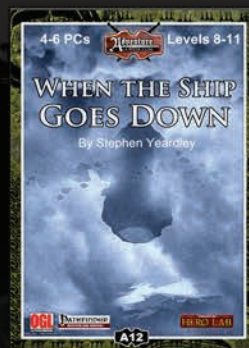
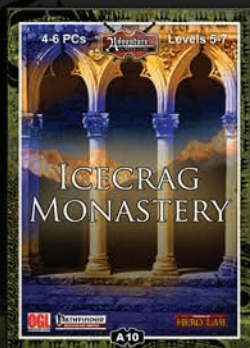
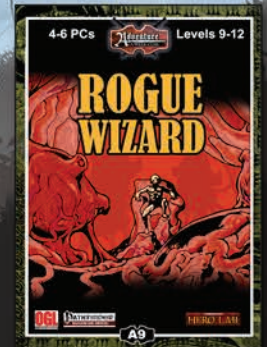
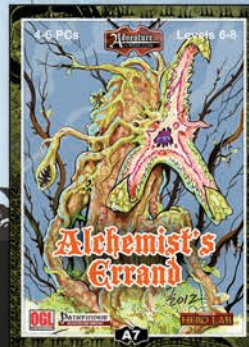
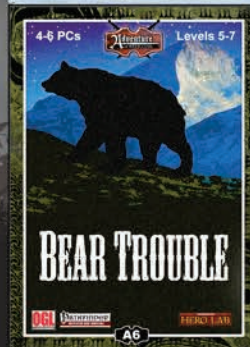
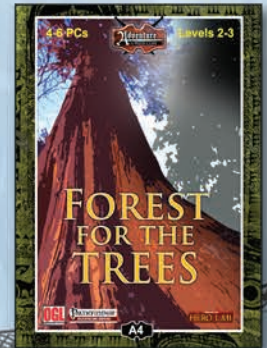
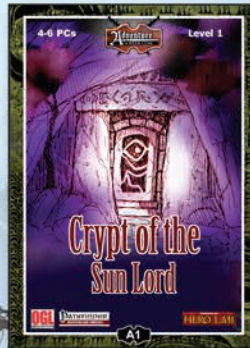
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