Saturday Night Special

- The Hollow Mountain —

By Uri Kurlianchik



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Introduction

The Hollow Mountain is designed for four to six characters of 8th to 12th levels. We recommend 40–50 total character levels between the party members. While the characters can be of any basic character class, a good mix of character classes is helpful. A rogue, strong warrior type, and good-aligned cleric are all extremely valuable in this adventure, druids will be especially useful in the Hollow Mountain and have the greatest motivation to participate in it. See the Scaling Information section for ways to tailor this adventure to your group's unique style of play.

Adventure Summary

A traditionally peaceful tribe of nomadic wood elves suddenly becomes hostile and starts raiding neighboring human settlements with murderous zeal. It seems that the main object of these raids is prisonercapturing and wanton, senseless destruction of any man-made objects. The PCs are hired by the local baron to investigate the cause of this sudden change of heart in his former allies and soon discover that tribe has abandoned its traditional nomadic lifestyle and taken up residence inside a famous local landmark called the Hollow Mountain.

The Hollow Mountain is a very sharp, lone mountain that sticks from the dense forests of the region like a rotten tooth. It derives its name from the fact that it is almost completely empty inside.

On their way to rescue the victims, the PCs encounter a wounded and scared satyr who tells them that plants and sylvan creatures in the area are corrupted by some vile influence that must be destroyed before the whole forest turns on its inhabitants. As they proceed the PCs are attacked by strange and hostile plant creatures that resemble man-sized flowers with dagger-like petals and groups of elven fanatics armed with poisonous arrows. These fanatics claim to be leading a holy war against the unnatural and corrupted civilization and the "false" that produced it.

Once inside the mountain the PCs must brave cave after cave of different misshapen enemies, mutant elves and their animalistic masters and prehistoric plants and monsters. Finally, they pass into a nightmarish plane through a portal opened ages ago by highly-advanced lizardfolk who once occupied the Hollow Mountain and experimented with powerful magic in its higher levels.

There they face the unlikely master of this insane unholy war, the Tree That Sees, a tree-like aberration from before the dawn of time that threatens to spill its madness into the world.

Game Master's Section Scaling Information

The Hollow Mountain is designed for 4–6 characters of 8th to 12th level, but can be modified for parties of different sizes or levels. Consider adapting the adventure using any of the following suggestions: Weaker parties (3 or fewer characters, or lower than 8th **level):** Add two levels to Suric and have him accompany the party throughout the entire adventure. If you use the "curious wizard" hook make the wizard a 10th level combat-oriented sorcerer.

Lower all the reborn by one level and all the named NPCs by two levels. Make the dragon in **Area 1–21** one age category lower, and replace the greater water elemental in **Area 1–20A** with a huge water elemental (*Pathfinder Roleplaying Games Bestiary*).

Lower all DCs by the same amount the party is short of 8th level. The razor wire trap in **Area E–1** is especially potent—heave it deal only 6d6 points of damage.

Decrease the Tree That Sees' HD by 4 and remove his DR and fast healing abilities.

Stronger parties (7 or more characters, or higher than 12th level): Increase all the reborn and elven warriors by one or two levels and all the named NPCs by three to four levels (note that this may result in size increase for some of the NPCs.

Raise Mavetofel (Area 1–21) by one age category and replace the greater water elemental from Area 1–20A with an elder water elemental (*Pathfinder Roleplaying Games Bestiary*).

Getting the Players Involved

The adventure begins once the PCs leave the safety of civilization and are en-route to the Hollow Mountain. There are numerous ways to get the PCs looking for the elf raiders in the forest:

• The local baron hires the PCs to locate his kidnapped subjects and to investigate the cause of his former allies' sudden treason. He offers the PCs 5,000 gp to locate and eliminate the cause of the attacks and an additional 500 gp per kidnapped person they bring back alive.

• A religious PC has a dream where he sees an obsidian dagger sprouting from a lush green forest and slowly drowns the entire area in vile black blood. Any local can identify the obsidian dagger as a metaphor for the Hollow Mountain.

• A druid tells the PCs that he feels that local nature is somehow regressing and that he believes that the source of this corruption is somewhere inside the Hollow Mountain

• The village in which the PCs stay is attacked by an elven warparty that carries some ally or relative of the PCs back with them while the PCs are busy fighting elsewhere. This hook works best if there are good trackers or diviners in the group.

• One of the PCs is a friend of the elven tribe's original shaman (Solianis) or maybe even a member of the tribe. He receives a strange message from his friend asking him to come quickly. Once the group arrives they find the tribe's lands abandoned and a massive trail leading to the Hollow Mountain.

• A local wizard feels a great disturbance in the flow of magic in the area, as if a door to an utterly alien world suddenly opened. Believing it to be both a great threat to the area and the opportunity to discover new arcane secrets he offers the PCs to join forces and investigate together. This hook works best if the group is underpowered.

Background Story

The Tree That Sees is one of the first creations of the gods, a foolish and childish mistake made by young and inexperienced deities and



later discarded as an irrelevant toy. It has lingered angry and forgotten in some remote corner of reality for eons, harboring unspeakable hatred and envy to all which is sane. It languished there until a foolish elf, meddling with lizardfolk magic far beyond his understanding, opened a gate to its eldritch domain. The elf was overwhelmed by its sheer madness and tales from a time best left unexplored.

That elf declared himself the prophet of the "ancient god of true nature" and led his small tribe of peaceful wood elves to settle in the Hollow Mountain where the portal to his god's domain stood open. Slowly but surely, the Tree That Sees began to warp his newfound followers to better suit his aberrant notions of reality and beauty and to plot its revenge against the world that didn't accept it all those ages ago.

Soon, he will have an army of loyal elf mutants and mindless plant slaves under his command, and this false and fragile reality will know its wrath.

The Hollow Mountain

Start the adventure by reading the following:

Day begins to slowly turn into night, painting the entire lush forest in fairylike shades of pink and emerald. For the last six hours you didn't hear a single bird chirp or an insect buzz, although you encountered plenty of signs of animal and humanoid activity in the area. Many of the footprints you did not recognize.

Suddenly you hear an agonized voice calling from the thick bushes, "please help me, good men." After so many hours in utter silence even that poor dying call is enough to startle you. Looking around you find the source of the plea, a young satyr armed with a longbow and a curved dagger who lies gasping in a pool of his own blood, a black-feathered arrow sticking from his stomach. "The elves," he mumbles, "be wary of the treacherous elves."

The young satyr is severely wounded (-7 hp) and dies within a minute unless aided by the PCs. If the group chooses to help him they must first remove the arrow from his body with successful DC 25 Heal check, failure by 10 or more points indicates that they damage a vital organ in the process, dealing the satyr 1d8 points of damage.

If the satyr survives the treatment he can tell the PCs his story:

"My name is Suric and I live in this forest. Two days ago my wife Lukila and I went to the elves to trade as we often do. On the way we were attacked by huge flowers that grew daggers instead of petals. We were able to escape them, but Lukila was direly wounded in the process. As we arrived to the elves we found their camp abandoned, at first we feared that they were destroyed by the murderous flowers. We couldn't be more wrong. Suddenly, a hail of arrows fell on us and a dozen half-naked elves, screaming like madmen, charged on us. They carried Lukila away and left me for dead. Please, I see that you are good men, I beg of you, find my beloved Lukila and stop those insane elves before they harm more denizens of the forest."

Suric is willing to help the PCs to track the elves and even fight them (although he abandons the group once they locate his wife in Area 1–25). He can also tell what he knows of the wood elf tribe:

"They used to be such good and friendly fellows, especially their shaman, an old druid named Solianis. I don't know what madness afflicts them now. Anyway, last time I visited their camp, which was about two months ago, they were about 60 adults, most of them skilled in war and hunting. They also had many tamed guard animals, mainly owls and leopards."

SURIC THE SATYR

XP 2,400 Male satyr ranger 2 CG Medium fey Init +3; Senses low-light vision; Perception +19

AC 19, touch 14, flat-footed 15 (+3 Dex, +1 dodge, +5 natural) **hp** 79 (8d6+2d10+40); currently -7 Fort +9; Ref +12; Will +9 DR 5/cold iron

Speed 40 ft.

Melee dagger +10 (1d4 + 4/19 - 20) or horns +6 (1d6 + 2)**Ranged** masterwork longbow +10(1d8/x3)Special Attacks archery combat style, favored enemy +2 (aberrations), pipes Spell-Like Abilities (CL 8th) At will—charm person (DC 15), dancing lights, ghost sound (DC 14), sleep (DC 15), suggestion (DC 17) 1/day—fear (DC 18), summon nature's ally III

Str 18, Dex 17, Con 19, Int 12, Wis 16, Cha 17 Base Atk +6; CMB +10; CMD 24 Feats Dodge, Mobility, Point Blank Shot, Rapid Shot^B, Skill Focus (Perception), Weapon Focus (horns) Skills Bluff +14, Diplomacy +14, Disguise +8, Intimidate +8, Knowledge (geography) +11, Knowledge (local) +11, Knowledge (nature) +10, Perception +19, Perform (wind instruments) +18, Stealth +18, Survival +; Racial Modifiers +4 Perception, +4 Perform, +4 Stealth Languages Common, Sylvan SQ track, wild empathy +5 **Combat Gear** masterwork dagger, +1 longbow, 40 masterwork arrows; Other Gear 68 gp

Pipes (Su) A satyr can focus and empower his magic by playing haunting melodies on his panpipes. When he plays, all creatures within a 60-foot radius must make a DC 18 Will save or be affected by charm person, fear, sleep, or suggestion, depending on what tune the satvr chooses. A creature that successfully saves against any of the pipes' effects cannot be affected by the same set of pipes for 24 hours, but can still be affected by the satyr's other spell-like abilities as normal. The satyr's use of his pipes does not count toward his uses per day of his spell-like abilities, and if separated from them he may continue to use his standard abilities. The pipes themselves are masterwork, and a satyr can craft a replacement with 1 week of labor. The save DC is Charisma-based.

The Elven Forest

The elven forest is a lush forest of gigantic trees that block out the sun and thick brushes that hide many deadly predators and even deadlier plant abominations. Once the home of many sylvan creatures and a small but powerful tribe of wood elves, the forest is now mostly abandoned. Its wicked inhabitants moved to the Hollow Mountain to serve the Tree That Sees, and the good inhabitants are now either dead, enslaved or fleeing to nearby forests where the Tree That Sees' evil has not yet taken root.

The elven camp is (or rather was) a few hundred yards from the place where the PCs meet Suric. The Hollow Mountain is located about 12 miles north-east of the camp. The DC to follow the tracks is 17 but rises to 22 in three rocky areas.

Wandering Monsters

Check for wandering monsters once every four hours in the forest. Roll a 1d4; an encounter occurs on a 1. If an encounter is called for, roll 1d12 to determine the creature encountered. Note that some encounters can occur a limited amount of times. If you roll this encounter after this many times no encounter takes place.

1d12	Encounter	CR
1–4	Scared Dryad	3
5-6	Elven War Party	9
7-8	4 War Flowers	8
9–10	1d3 Trolls	5-8
11-12	Hill Giant	7

The following statistics are provided for easy reference:

Elven War Party

ELVEN FANATICS (8) XP 400 Male and female elf ranger 2 CE Medium humanoid (elf) Init +2; Senses low-light vision; Perception +6

AC 18, touch 12, flat-footed 16 (+4 armor, +2 Dex, +2 shield) hp 17 (2d10 plus 2) Fort +3; Ref +5; Will -1; +2 vs. enchantment Immune fear, sleep

Speed 30 ft.

Melee masterwork scimitar +5 (1d6+2/18–20) Ranged javelin +5 (1d6+2) Special Attacks archery combat style, favored enemy +2 (humanoids [humans])

Str 15, Dex 14, Con 10, Int 8, Wis 9, Cha 8

Base Atk +2; CMB +4; CMD 16 Feats Rapid Shot ^B, Weapon Focus (javelin) Skills Intimidate +4, Knowledge (nature) +4, Perception +6, Stealth +4, Survival +4; Racial Modifiers +2 Perception, +2 Spellcraft to identify properties of magic items Languages Elf SQ track +1, wild empathy +1 Combat Gear chain shirt, heavy wooden shield, masterwork scimitar, 3 javelins; Other Gear 4d6 gp

Fanatic (Ex)

Elven fanatics are immune to fear (magical or otherwise) and intimidation.

CAPTAIN ZUNDALIN

XP 2,400 Male elf ranger 5, sorcerer 2 CE Medium humanoid (elf) Init +3; Senses low-light vision; Perception +14

AC 20, touch 13, flat-footed 17 (+6 armor, +3 Dex, +1 shield) hp 51 (5d10+ 2d6+7 plus 5) Fort +5; Ref +7; Will +5; +2 vs. enchantment Immune fear, sleep

Speed 30 ft.

Melee masterwork rapier +10/+5 (1d6+2/18–20) Ranged +1 mighty composite longbow +11/+6 (1d8+3/x3) Special Attacks archery combat style, favored enemy +4 (humanoids [humans])/+2 (humanoids [dwarves]) Ranger Spells Prepared (CL 5th): 1st—entangle (DC 12), longstrider Sorcerer Spells Known (CL 2nd): 1st (4/day)—shield, true strike 0 (at will)—detect magic, read magic, resistance, light Bloodline Destined

Str 14, **Dex** 17, **Con** 12, **Int** 10, **Wis** 12, **Cha** 12 **Base Atk** +6; **CMB** +8; **CMD** 22

Feats Endurance^B, Point Blank Shot, Rapid Shot^B, Skill Focus (Perception), Weapon Finesse, Weapon Focus (longbow) Skills Handle Animal +9, Intimidate +9, Knowledge (arcana) +5, Knowledge (nature) +8, Perception +14, Spellcraft +5, Stealth +9, Survival +9; Racial Modifiers +2 Perception, +2 Spellcraft to identify properties of magic items Languages Common, Elf SQ favored terrain +2 (forest), hunter's bond (Eater the Wolf),

touch of destiny +1 (4/day), track, wild empathy +6 **Combat Gear** elven chain, masterwork buckler, masterwork rapier, +1 mighty composite (+2) longbow, spell component pouch

Fanatic (Ex)

CR 1

Elven fanatics are immune to fear (magical or otherwise) and intimidation.

EATER THE WOLF

N Medium animal Init +2; Senses low-light vision, scent; Perception +8

AC 14, touch 12, flat-footed 12 (+2 Dex, +2 natural) hp 19 (3d8+6) Fort +5; Ref +5; Will +2

Speed 50 ft. **Melee** bite +3 (1d6+1 plus trip)

Str 13, Dex 15, Con 15, Int 2, Wis 12, Cha 6 Base Atk +1; CMB +2; CMD 14 (18 vs. trip) Feats Skill Focus (Perception), Weapon Finesse Skills Perception +8, Stealth +6, Survival +2 (+6 scent tracking); Racial Modifiers +4 Survival when tracking by scent SQ link, share spells

Captain Zundalin and his band are on their way for yet another assault on their human neighbors. Because they believe the forest to be cleansed of the enemies of their god, they are careless and haughty (-2 circumstance penalty on Perception checks). While the fanatics





THE ELVEN FOREST

fight to the death, Zundalin retreats if the battle seems to be lost. Any elf who survives the encounter is encountered again in Area 1-2. This does not cause the rest of the elves to be on higher alert as the incident is viewed as a pure stroke of bad luck. Captured elves can give a general description of Areas 1-1 to 1-11 and tell that they worship an ancient and forgotten god who will soon help them shed their false forms and be reborn as the real sons nature. This encounter may occur only once.

HILL GIANT

XP: 3,200

hp: 85; (see the Pathfinder Roleplaying Games Bestiary "Giant, Hill")

The hill giant is fleeing from the elven raiders after they attacked and wiped out most of his tribe with the aid of a "very big lizard that breathes bad water." Despite his rush to leave the area, he does not pass an opportunity to waylay human travelers. This encounter may occur 3 times.

SCARED DRYAD

XP: 800

hp: 27; (see the Pathfinder Roleplaying Games Bestiary "Dryad")

The dryad is very scared and angry and attacks the party, believing it to be in league with the evil elves unless the group is accompanied by Surie or includes a druid or a good-aligned nature cleric. She fights to the death unless pacified (Diplomacy DC 30, +4 circumstance bonus if characters speak Sylvan). If befriend she can say that the elves suddenly became evil and tried to kill her. She managed to chase them away but knows it's only a matter of time until they come back in greater number and cut down her oak. This encounter may occur only once.

TROLLS (1-3)

XP: 1,600 each

hp: 63; (see the Pathfinder Roleplaying Games Bestiary "Troll")

These dumb brutes are hunting in the forest and are not aware of any changes to their environment except that there is less prey for some reason.

WAR FLOWERS (4) **XP 1.200** N Medium Plant Init +9; Senses low-light vision; Perception +9

CR 4

AC 20, touch 15, flat-footed 15 (+5 Dex, +5 natural) hp 33 (6d8+6) **Fort** +6; **Ref** +9; **Will** +2 **Immune** plant traits Weakness thin stem

Speed 40 ft.

Melee masterwork rapier +10 (1d6+2/18-20), or dagger +9(1d4+2/19-20)Special Attacks dagger wind (1d4 daggers, Ref DC 18 avoids) Spell-like Abilities (CL 6th): 1/day—haste (self only)

Str 14, Dex 21, Con 12, Int 1, Wis 10, Cha 6 Base Atk +4; CMB +6; CMD 21 Feats Lightning Reflexes, Improved Initiative, Weapon Finesse Skills Perception +9

Dagger Wind (Ex)

A war flower can lunch all its dagger-petals in all directions at once. Every creature in a 30 ft. radius must succeed a DC 18 Reflex save or be hit by 1d4 daggers for 1d4+2 damage each. This attack is usually performed when the flower is mortally wounded or hopelessly outnumbered. The save DC is Dexterity-based.

Thin Stem (Ex)

A war flower has a thin and fragile stem. The thin stem makes it extremely vulnerable to slashing weapons. A war flower that suffers a critical hit from a slashing weapon must make a Fortitude save equal to DC 10 + the damage dealt or die as result of its stem being chopped in two.

This beautiful and yet disturbing flower resembles a man-sized sunflower that grows daggers instead of petals and has a great, round eye in its center. From its thin stem a small iron shield and a needle thin rapier sprout. Suddenly, the thing stirs.

War flowers were among of the first of the Tree That Sees creations, a union of the gentleness and beauty of the flower with the grace and deadliness of a rapier. Although only slightly smarter than normal flowers they nevertheless can follow one-word orders, tell the difference between friends and foes and fight with unpredictable style and elegance.

War flowers usually wait until an enemy comes close enough to rain a hail of daggers on him before charging with their rapiers. Since they are nearly mindless they fight until either they or their designated target are dead.

The group stumbles upon a group of warflowers lying in ambush for any trespassers into the Tree That Sees' realm. There is a 20% chance for a dead adventurer along with his treasure to lie in the area.

Level 1: Giant Mushroom Cap

The first level of the Hollow Mountain is a single gigantic cavern that's occupied with thousands of petrified mushrooms ranging from normal-sized fungi to mushrooms the size of small hills.

The elves live inside the cap of the largest mushroom. Because the cavern is so huge they concentrate their efforts on defending the cap itself. Therefore, PCs wandering in the cavern or exploring other caps are safe from being noticed unless they produce a terrible amount of noise.

Every 3 days starting from the beginning of the adventure, three "unblessed" wood elves (starting with the named NPCs) gain the reborn template and six slaves turn to plant abominations. Fionlion and Golfier remain "unblessed" until the end of this adventure.

There are two likely ways to get inside the mushroom cap; by climbing the vines in **Area 1–1** or through the crack in the wall in **Area 1–16F**.

Another method of penetrating the mushroom cap is through the camouflaged exit from Mavetofel's lair in **Area 1–24**. This method is highly unlikely, however, as it requires the characters to carefully search the roof of the cap for passages.

The four elf breeds (unblessed, reptilian, animalistic, plant) compete against each other for treasure and the Tree That Sees' attention and neither asks for nor gives aid to the other breeds unless more than 50% of that breed were killed by the PCs. Elves of the same breed generally aid one another, except for Golfier (Area 1–3) and Minwana (Area 1–4) who hate one another bitterly.

Unless otherwise stated all doors are made of strong wood and have good locks that are usually left unlocked.

Areas with thick vegetation (green on the map) impose a -2 penalty to sight-based Perception checks and limit vision to 60 feet unless otherwise stated.

Partially submerged areas (light blue on the map) are filled with waist-deep frigid water, having the same effects on movement as deep bogs. Fully submerged areas (dark blue on the map) are completely filled with frigid water. This area is underwater for the purposes of combat.

The water counts as severe cold, so characters lingering in these areas for more than 10 minutes must make Fortitude saves to avoid frostbite.

For more details on deep bogs, underwater combat, and severe cold, see the *Pathfinder Core Rulebook*.

Strong Wooden Door 2 in. thick; hardness 5; hp 20; Break DC 23/25 locked

Wandering Monsters

Check for wandering monsters once every hour in the cavern and on mushroom caps not occupied by the elves. Roll a 1d3; an encounter occurs on a 1. If an encounter is called for, roll 1d4 to determine the creature encountered. These monsters and neutral and attack both the PCs and the elves with equal zeal.

1d4	Encounter	CR
1	Shambling Mound	6
2	2 Rust Monsters	5
3	1-2 Ankhegs	3-5
4	3 Gelatinous Cubes	6

The following statistics are provided for easy reference:

ANKHEGS (1-2)

XP: 800 each

hp: 28; (see the Pathfinder Roleplaying Games Bestiary "Ankheg")

GELATINOUS CUBES (3) XP: 800 each

hp: 50; (see the Pathfinder Roleplaying Games Bestiary "Dryad")

RUST MONSTERS (2)

XP: 800 each **hp:** 27; (see the *Pathfinder Roleplaying Games Bestiary* "Rust Monster")

SHAMBLING MOUND

XP: 2,400 **hp:** 67; (see the *Pathfinder Roleplaying Games Bestiary* "Shambling Mound")

Areas of the Map Area I-I – Entrance Cave (CR 5)

In order to reach this cave one must either fly or climb the 60 ft. long vines that dangle all the way to the ground. Unfortunately these vines have a limited awareness that lets them tell the difference between friend and foe. Any non-plant, non-wood elf creature that attempts to climb the vines encounters a violent shaking that starts some 30 ft. from the ground and continues all the way until the character climbs off the hostile vines. Climbing the vines is DC 15, but the DC increases to DC 25 once they start to fight. Also, a character must make a DC 15 Reflex save for every round spent on a shaking vine; failure indicates that he was slammed against the wall for 1d6+3 points of damage which imposes an additional Climb check. The vines can be affected by any spell that affects plants or objects.

Once the PCs reach the cave read or paraphrase the following:

This large natural cavern has three man-sized wooden doors on its northern wall, a wide ledge protruding from the southern wall and a wide dark corridor leading southeast. Sounds of laughter and talking in Elven come from northern rooms, and light spills from beneath the two further doors.

Development: If the PCs make noise in this room they may be noticed by the avian elves sitting on the ledge (Area 1–12) or by any of the elves in Areas 1–3 and 1–4 (who take a –10 on their Perception checks because the doors are very thick and the elves themselves are a noisy lot). Elves who notice the PCs attack them outright.

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Area 1-2 – Zundalin's Barracks (CR 4)

Read or paraphrase the following:

This long stone room lies in near total darkness. The walls are decorated with beautiful but disturbing images of halfhuman, half-plant creatures painted in traditional elven style. The only furniture in the room are ten narrow beds with a small wooden chest under every bed.

Development: Unless Zundalin and his men encountered the PCs in **Level F** they are currently away except for two sick warriors who stayed behind because they were unable to participate in the difficult

journey. The two lie in their beds, moaning from stomachache but rise and attack the PCs if disturbed, like all elves they fight to the death. Loud noises in this room are 20% likely to alert the inhabitants of **Area 1–3** to the party's presence. They storm into the room and attack the PCs, but they do not alert the inhabitants of **Area 1–3** because they don't want to share any treasure recovered from the intruders' corpses.

Treasure: Zundalin keeps his personal wealth in a small hidden alcove (Perception DC 25) above his bed (**Area A**). If the treasure is disturbed a small guillotine falls and cut the thief's hand. The blade can be fixed by inserting a small metal rod in a special hole above the alcove.

Zundalin's treasure consists of 352 gp and two black pearls worth 200 gp each.

The pictures on the wall were painted by one of Zundalin's men and can be sold for up to 20 gp per picture (there are 6).

The chests contain 1d12 gp each and personal items of sentimental nature.

SICK ELVEN FANATICS (2) XP 100

Male elf ranger 2 CE Medium humanoid (elf) Init +2; Senses low-light vision; Perception +6

AC 18, touch 12, flat-footed 16 (+4 armor, +2 Dex, +2 shield) hp 17 (2d10 plus 2); currently 8 Fort +3; Ref +5; Will -1; +2 vs. enchantment Immune fear, sleep Weakness sick

Speed 30 ft.

Melee masterwork scimitar +5 (1d6+2/18–20) Ranged javelin +5 (1d6+2) Special Attacks archery combat style, favored enemy +2 (humanoids [humans])

Str 15, Dex 14, Con 10, Int 8, Wis 9, Cha 8

Base Atk +2; CMB +4; CMD 16 Feats Rapid Shot ^B, Weapon Focus (javelin) Skills Intimidate +4, Knowledge (nature) +4, Perception +6, Stealth +4, Survival +4; Racial Modifiers +2 Perception, +2 Spellcraft to identify properties of magic items Languages Elf SQ track +1, wild empathy +1 Combat Gear chain shirt, heavy wooden shield, masterwork scimitar, 3 javelins; Other Gear 4d6 gp

Fanatic (Ex)

Elven fanatics are immune to fear (magical or otherwise) and intimidation. Sick (Ex)

These elves are sick and have the staggered condition.

HAND GUILLOTINE TRAP

CR 3

Type mechanical; **Perception** DC 22; **Disable Device** DC 15 **Trigger** location; **Reset** manual

Effect Atk +20 melee touch (1d6+4); the hand guillotine chops off the victim's hand on a natural 20

Area 1-3 - Golfier's Study (CR 7)

Read or paraphrase the following:

The walls of this small but cozy-looking room are decorated with mystic runes and arcane sigils, some of which emit soothing light and warmth. There is a long stone table in the middle of the room on which colorful bubbling potions, halfwritten scrolls and rune encrusted arrows lie. The air smells of strange exotic spices and acrid chemicals.

Golfier is not a member of the tribe but a newcomer who sensed that there was a new power rising in the forest and wanted to be on the right side once the war starts. He serves the tribe as a councilor and supplier of weapons and potions but do hesitate to desert or even betray the clan if he believes that it will serve him well.

Tactics: If Golfier becomes aware of the PCs he casts the following spells on himself in this order: *mage armor, shield, haste*. If the PCs seem to be resistant to his "charms" or if he takes more than 15 points of damage he attempts to flee using *fly* and *invisibility*.

Development: If Golfier survived the battle he joins Lord Fionlion in **Area 1–6** where the two prepare to meet the PCs. If that battle goes poorly, too, Golfier flees the Hollow Mountain altogether.

Treasure: The following items can be found on the table: scroll

CR 1/4 of fireball, scroll of summon monster III, 2 scrolls of invisibility, 2 potions of bear's endurance, potion of reduce person. Golfier's spellbook is hidden under his pillow and includes all the spells prepared by Golifer and also the following: 0—all, 1—alarm, comprehend languages, hypnotism, identify, sleep, unseen servant; 2—arcane lock, bear's endurance, cat's grace, daze monster, detect thoughts, resist energy, summon monster II; 3—dispel magic, fireball, hold person, summon monster III

GOLFIER XP 2,400

CR 6

Male elf wizard 6/fighter 1 LE Medium humanoid (elf) Init +6; Senses low-light vision; Perception +2

AC 14, touch 13, flat-footed 12 (+1 armor, +2 Dex, +1 dodge) hp 31 (5d6+1d10 plus 6) Fort +4: Paf +4: Will +5: +2 vs. anghantmants

Fort +4; Ref +4; Will +5; +2 vs. enchantments Immune sleep

Speed 30 ft.

Melee dagger +4 (1d4/19–20), or dazing touch +4 melee touch (dazed) **Ranged** dagger +6 (1d4/19–20)

Special attacks dazing touch 7/day (6HD or less) **Wizard Spells Prepared** (CL 6th):

3rd—*deep slumber* (DC 17), *haste, hold person* (DC 17) 2nd—*daze monster* (DC 16), *hideous laughter* (DC 16), *see invisibility, web* (DC 16)

1st—*charm person* (x2) (DC 15), *mage armor, shield* 0— *detect magic, detect poison, mending, read magic* **Arcane School** enchantment; **Opposing Schools** evocation, necromancy

Str 11, **Dex** 14, **Con** 10, **Int** 16 (18), **Wis** 11, **Cha** 10 **Base Atk** +4; **CMB** +4; **CMD** 17

Feats Brew Potion^B, Dodge^B, Greater Spell Focus (enchantment), Improved Initiative, Scribe Scroll^B, Spell Focus (enchantment), Toughness

Skills Bluff +8, Craft (bows) +12, Craft (weapons) +12, Diplomacy +8, Knowledge (arcana) +12, Knowledge (dungeoneering) +12, Spellcraft +12 (+14 identifying magic items); Racial Modifiers +2 Perception, +2 Spellcraft to identify properties of magic items Languages Common, Draconic, Elven, Sylvan

SQ +2 to overcome spell resistance, arcane bond (ring), enchanting smile (+3)

Combat Gear bracers of armor +1, dagger, headband of intellect +2, scroll of confusion, scroll of fly, scroll of invisibility; **Other Gear** bonded ring, cloak

Area 1–4 – Minwana's Barracks (CR 9)

Read or paraphrase the following:

This large room is in a state of complete disarray; clothes, coins, weapons, bedrolls, gems and half-eaten fruits are scattered all over the thick layer of stained furs that covers the floor. The odor of stale sweat and alcohol fills the air.

Development: Minwana and her men are celebrating a successful raid by drinking, boasting, wrestling and arguing over how to share the treasure. Unless the PCs cause some unusual or exceptionally loud noises in this room, the sounds of combat go unnoticed by the neighbors.

Treasure: the objects strewn on the floor include 9 bedrolls,

CR 5

17 winter blankets, 2 travelers' outfits, 3 daggers (one of them masterwork), 17 longbow arrows, a shortspear, 4, 3 +1 flaming arrows, elixir of love, a book of local history (worth 10 gp), 43 gp, 27 sp.

ELVEN FANATICS (6) XP 400

hp 17 (see Level F: The Elven Forest)

LADY MINWANA

XP 1,600 Female elf druid 6 NE Medium humanoid (elf) Init +1; Senses low-light vision; Perception +11

AC 22, touch 11, flat-footed 21 (+9 armor, +1 Dex, +2 shield) **hp** 30 (6d8–6 plus 6)

Fort +6; Ref +3; Will +8; +2 vs. enchantment, +4 vs. the spell-like and supernatural abilities of fey Immune fear, sleep

Speed 30 ft.

Melee masterwork shortspear +7(1d6+2), or dagger +6(1d4+2/19-20)

Ranged masterwork shortspear +6 (1d6+2), or dagger +5(1d4+2/19-20)

Druid Spells Prepared (CL 6th):

3rd—cure moderate wounds, greater magic fang, poison (DC 16) 2nd—bear's endurance, heat metal (DC 15), resist energy, summon swarm

1st—charm animal (x2, DC 14), cure light wounds (x2) 0 (at will)—create water, detect magic, light, virtue

Str 14, Dex 12, Con 8, Int 11, Wis 17, Cha 12 Base Atk +4; CMB +6; CMD 17

Feats Combat Casting, Great Fortitude, Heavy Armor Proficiency Skills Heal +12, Knowledge (nature) +11, Perception +11, Spellcraft +6 (+8 identifying magic items), Survival +14; Racial Modifiers +2 Perception, +2 Spellcraft to identify properties of magic items

Languages Elf, Sylvan

SQ nature bond (Zaptac the Leopard), nature sense +2, resist nature's lure, trackless step, wild empathy +7, wild shape 2/day (beast shape II, elemental body I), woodland stride

Combat Gear Dragonhide plate, darkwood shield, masterwork shortspear, dagger, 2 divine scrolls of bear's endurance, scroll of summon nature's allv V, scroll of cure moderate wounds and cure serious wounds

Fanatic (Ex)

Elven fanatics are immune to fear (magical or otherwise) and intimidation.

ZAPTAC THE LEOPARD

N Medium animal Init +5; Senses low-light vision, scent; Perception +6

AC 21, touch 15, flat-footed 16 (+5 Dex, +6 natural) hp 33 (6d8+12) Fort +7; Ref +10; Will +3 Defensive Abilities evasion

Speed 30 ft., climb 20 ft. Melee bite +9 (1d8+4 plus grab), 2 claws +9 (1d3+4) **Special Attacks** pounce, rake (2 claws +9, 1d3+3)

Str 19, Dex 21, Con 15, Int 2, Wis 13, Cha 6 Base Atk +4; CMB +8 (+12 grapple); CMD 23 (25 vs. trip) Feats Improved Natural Attack (bite), Skill Focus (Stealth), Weapon Finesse

Skills Acrobatics +10, Climb +12, Perception +6, Stealth +13 (+17 in undergrowth); Racial Modifiers +4 on Stealth in undergrowth **SQ** devotion, link, share spells

CR1 Area 1-5 - Mass Hall (CR varies)

Read or paraphrase the following:

This large and dimly lit cavern is dominated by a gargantuan stone table with dozens of stools standing or lying around it. Weapons and crude hides hang on the rough walls, along with barbaric tapestries that depict elves with animalistic features slaughtering humans and dwarves. A large fire burns in the middle spreading both light and thick smoke. There are many doors and passages along the cavern, all unmarked except one, above which a large a large sign in Elven hangs.

This room serves as the mess hall for all unblessed and animalistic inhabitants of the mushroom cap. The others eat in their respective dwellings. The smoke in the room imposes a -2 circumstance penalty on all Perception checks and grants concealment to targets more than 25 feet away.

The sign in Elven reads: "DO NOT ENTER!"

Development: Every time the PCs enter the mess hall (assuming at least an hour passed from the previous visit) there is 50% chance that 2d6 unblessed elves or 2d4 animalistic elves are dining in the hall, served by 1d4 charmed slaves. These elves get a -2 circumstance bonus on their Perception checks because of the smoke and the noise in the room. Other creatures and named NPCs can dine in the mess hall too but that is left for the GMs' discretion. Sounds of combat in this room may alert Lord Fionlion and his wolf (Area 1-6). Make Perception checks separately and with a +5 to DC for listening through a closed door.

UNBLESSED WARRIORS **XP 400**

Male and female elf ranger 2 CE Medium humanoid (elf) Init +2; Senses low-light vision; Perception +6

AC 18, touch 12, flat-footed 16 (+4 armor, +2 Dex, +2 shield) **hp** 17 (2d10 plus 2) Fort +3; Ref +5; Will -1; +2 vs. enchantment Immune fear, sleep

Speed 30 ft.

Melee masterwork scimitar +5 (1d6+2/18-20) **Ranged** javelin +5 (1d6+2) Special Attacks archery combat style, favored enemy +2 (humanoids [humans])

Str 15, Dex 14, Con 10, Int 8, Wis 9, Cha 8 Base Atk +2; CMB +4; CMD 16 Feats Rapid Shot ^B, Weapon Focus (javelin) Skills Intimidate +4, Knowledge (nature) +4, Perception +6, Stealth +4. Survival +4; Racial Modifiers +2 Perception, +2 Spellcraft to identify properties of magic items Languages Elf SQ track +1, wild empathy +1Combat Gear chain shirt, heavy wooden shield, masterwork scimitar, 3 javelins; Other Gear 4d6 gp

Fanatic (Ex)

Elven fanatics are immune to fear (magical or otherwise) and intimidation.

ANIMALISTIC REBORN **XP 800**



CR 1

CR 3

Male and female elf ranger 2/barbarian 1 CE Medium humanoid (elf) Init +4; Senses low-light vision; Perception +11

AC 18, touch 14, flat-footed 14 (+4 armor, +4 Dex) hp 33 (2d10+1d12+10 plus 5); fast healing 5 Fort +9; Ref +7; Will +0; +2 vs. enchantment Immune fear, sleep

Speed 40 ft.

Melee masterwork battleaxe +8 (1d8+4/x3), or masterwork handaxe +8 (1d6+4/x3) or masterwork battleaxe +6 (1d8+4/x3) and masterwork handaxe +6 (1d6+2/x3)

Special Attacks favored enemy +2 (humanoids [humans]), rage 6 rounds/day (+2 to hit, +2 to damage, +6 hp, +2 to Will, +2 to Strand Dex-based skills), two-weapon combat style

Str 18, **Dex** 18, **Con** 14, **Int** 5, **Wis** 11, **Cha** 8 **Base Atk** +3; **CMB** +7; **CMD** 21

Feats Alertness^B, Athletic^B, Great Fortitude, Power Attack^B, Toughness, Track^B, Two-Weapon Fighting^B, Weapon Finesse^B **Skills** Climb +2, Knowledge (prehistory) +0, Perception +11, Sense Motive +2, Stealth +5, Survival +6, Swim +2; **Racial Modifiers** +3 Knowledge (prehistory), +4 Perception, +2 Spellcraft to identify properties of magic items

Languages Elf

SQ random feature, track +1, wild empathy +1

Combat Gear chain shirt, masterwork battleaxe, masterwork handaxe, 3 hand axes, *potion of cure light wounds*; **Other Gear** 1d3 gems

Fanatic (Ex)

Elven fanatics are immune to fear (magical or otherwise) and intimidation.

Random Feature (Ex)

Animalistic reborn have one random animalistic feature.

CHARMED SLAVES

CR 1/4

XP 100 Male and female human commoner 1 N Medium humanoid (human) **Init** +0; **Perception** +0

AC 10, touch 10, flat-footed 10 hp 4 (1d6+1) Fort +1; Ref +0; Will +0

Speed 30 ft.

Str 11, Dex 10, Con 12, Int 9, Wis 10, Cha 11 Base Atk +0; CMB +0; CMD 10 Feats Skill Focus (Craft [any one]), Skill Focus (Profession [any

one])

Skills Craft (any one) +3, Profession (any one) +6 Languages Common

Area 1-5A – Unstable Cavern (CR 8)

Read or paraphrase the following:

Judging by the debris and earth on the ground and the mining equipment strewn on the floor this shapeless cavern has been only recently dug. Wooden beams support the tall ceiling but the way they are bent is not very reassuring.

The elves dug this cavern in order to house members of other wood

elf tribes wishing to join the Tree That Sees' cult but found it too unstable to use. Any violent actions taken in this room are 20% likely to trigger a cave-in, destroying any of the beams automatically brings down the ceiling. Except for its obvious effects a cave-in also heard by everyone in **Areas 2** through **13** (except for **Areas 11** and **12** that are too far away).

See the Pathfinder Core Rulebook for rules regarding cave-ins.

Area 1–6 – Commander Fionlion's Quarters (CR 10)

The door to this room is made of iron and is locked with an amazing lock. Read or paraphrase the following once the PCs enter the room:

This spacious and opulent room has an elegant oak table, a closet filled with fancy clothes, a wide bed with satin sheets and a cushioned chair embroidered with beautiful and intricate Elven designs. On the table there is a bottle of fine wine and an open notebook. The air smells of flowers and expensive perfume.

Lord Fionlion, the commander of all the raiding operations of the tribe and the one responsible for the distribution of loot and weapons among the cult's warriors, lives and works in this room. He shares it with his loyal wolf and an occasional unblessed wood elf female lover (50% present, see **Area 1–4** for stats). Fionlion is not particularly pious but is fiercely loyal to his tribe and would rather die than dishonor himself or his fellow tribesmen, a world-view that makes him a close friend of the equally skeptical wizard Golfier.

Development: If captured and interrogated (possible only with enchantment magic) he can give a general description of the entire mushroom cup. He states that the upper levels have the remains of some lizardfolk temple now used by his tribe to transform wood elves to "strange nature things." If asked who or what the Tree That Sees is, he replies "the god of the nature of the past."

If the PCs visit the room after Fionlion is killed or captured they find it occupied by Golfier or by a random plant reborn if Golfier was killed or chased away.

If Fionlion survives the encounter with the PCs he immediately summons Golfier, Minwana and 6 unblessed warriors and start looking for the PCs within the "unblessed" area of the mushroom (Areas 1–1 to 1–10).

If the PCs defeated but did not kill Golfier he is in this room.

The notebooks have logistical information about the Hollow Mountain from which the PCs can deduce (Int DC 17) that there are about 70 elves in the tribe of whom 20 no longer need to eat and 40 are "filthy cannibals".

Trap: Fionlion keeps the tribe's treasury in a locked iron chest in his room. The chest has Open Lock DC 30, hardness 10, 80 hp and break DC 28 and is magically protected (more against the other elves than against intruders). If anyone opens the chest, with or without a key, without uttering the phrase "The tree doesn't see!" the trap is triggered.

CONFUSION TRAP

CR 5

Type magical; Perception DC 28; Disable Device DC 29 Trigger touch; Reset none Effect *confusion* (CL 7th, DC 19 Will negates)

Treasure: the chest contains the following:

- Rust bag of tricks
- Brooch of shielding (with 73 hp remaining)
- A gold, silver and ruby statue of the sun god worth 1400 gp
- A jewel-encrusted ritual sacrificial dagger worth 600 gp
- 4 fire opals worth 200 gp each



CR 7

- 7 golden topazes worth 150 gp each
- 6,474 gp and 12,381 sp

LORD FIONLION XP 3,200

Male elf ranger 4/fighter 4 NE Medium humanoid (elf) Init +2; Senses low-light vision; Perception +12

AC 18, touch 12, flat-footed 16 (+6 armor, +2 Dex) **hp** 60 (4d10+4d10+8 plus 8) Fort +9; Ref +7; Will +3; +2 vs. enchantment Defensive Abilities bravery +1; Immune sleep

Speed 30 ft.

Melee +1 orc double axe +14/+9 (1d8+9/x3) or +1 orc double axe +12/+7 (1d8+7x3) and +1 orc double axe +12 (1d8+5/x3) or handaxe +12/+7 (1d6+4/x3) **Ranged** handaxe +10/+5 (1d6+4/x3) Special Attacks favored enemy humanoids +2 (humans), twoweapon combat style Ranger Spells Prepared (CL 4th): 1st-delay poison

Str 18, Dex 15, Con 13, Int 8, Wis 12, Cha 8 Base Atk +8; CMB +12; CMD 24

Feats Cleave^B, Endurance^B, Exotic Weapon Proficiency (orc double axe)^B, Great Cleave, Power Attack, Step Up^B, Two-Weapon Fighting^B, Weapon Focus (orc double axe), Weapon Specialization (orc double axe)

Skills Intimidate +8, Knowledge (nature) +7, Linguistics +0,

Perception +12, Survival +10; Racial Modifiers +2 Perception, +2 Spellcraft to identify properties of magic items

Languages Common, Elf

SQ armor training 1, favored terrain forests +2, hunter's bond (Zuk the Wolf), track +2, wild empathy +3

Combat Gear elven chain, +1/+1 orc double axe, 4 handaxes, potion of cure moderate wounds, potion of bear's endurance; Other Gear keys to room and chest

ZUK THE WOLF

N Medium animal Init +2; Senses low-light vision, scent; Perception +8

AC 14, touch 12, flat-footed 12 (+2 Dex, +2 natural) hp 13 (2d8+4) **Fort** +5; **Ref** +5; **Will** +1

Speed 50 ft. Melee bite +2 (1d6+1 plus trip)

Str 13, Dex 15, Con 15, Int 2, Wis 12, Cha 6 Base Atk +1; CMB +2; CMD 14 (18 vs. trip) Feats Skill Focus (Perception) Skills Perception +8, Stealth +6, Survival +1 (+5 scent tracking); Racial Modifiers +4 Survival when tracking by scent **SQ** link, share spells

Area 1-7 – Storage (CR 3)

Read or paraphrase the following:

This crude room is arrayed with dozens of rows containing various kinds of foods, drinks and spices. Eight straw bedrolls lie on the filthy, flower and sugar covered floor.

This room is the unblessed elves' food storage. Although there is

nothing of value in the room, the PCs can find any type of food here except for fresh meat and alcohol (Fionlion doesn't trust his men to drink wisely.)

Seven *charmed* slaves sleep in the storage when not serving their masters. They attack strangers on sight screaming "death to the infidels" and fight to the death unless subdued or their charm is somehow removed (CL 6th).

Development: Sounds of combat in this room are likely to alert the cooks from area 1-8 who come to inspect what the fuss is about. If the cooks are met with violence they order the slaves to stall the PCs giving, them time to retreat and call for help.

CHARMED SLAVES (7) XP 100 hp 4 (see Area 1-5)

CR 1/4

Area I-8 – Kitchen (CR 3)

Read or paraphrase the following:

This room appears to be a well-equipped kitchen with a four large ovens and dozens of plates, bowels, pots, kettles, pans, glasses and other kitchen utilities. The air smells pleasantly of cooked meat and wine.

There is a small water hall in the corner of the room. It is filled to the brink with clear, dark water.

This room serves as the kitchen for the more civil animalistic reborn and all the unblessed warriors. It is operated by a married wood elf couple and seven human slaves who live in the storage. When not working in the kitchen the two can be found in Area 1–2 or 1-3, usually resting or drinking with friends.

The water hall in the corner is connected to the stream (see Area 1–20 for more details). A Small creature can crawl the narrow tunnel at half his speed to the stream provided he survives the lack of air and the frigid water (See the Pathfinder Core Rulebook for rules regarding the dangers of cold water.)

Development: Every time the PCs enter the kitchen there is a 75% chance that Vusin and Loawana are cooking in this room, singing elvish songs, giving chores to the *charmed* slaves and throwing flour at each other.

They are not warriors and if attacked they attempt to flee and warn Fionlion and any elves who may be dining in the mess hall. If cornered they fight to the death with the fury of caged animal.

If the PCs visit the room after the two were killed or captured, they find that a pair of *charmed* slaves replaced the cooks and all the elves extremely angry at the inferior cooking.

Treasure: The kitchen equipment is masterwork and grants +2 circumstance bonus to Profession (cook) checks. It can be sold for about 250 gp to a restaurant or some noble household.

CR 1

XP 400 Male and female elf expert 3 NE Medium humanoid (elf) Init +1; Senses low-light vision; Perception +9

AC 12, touch 12, flat-footed 10 (+1 Dex, +1 dodge) **hp** 10 (3d8–3) Fort +0; Ref +2; Will +4; +2 vs. enchantment Immune sleep

Speed 30 ft. Melee kitchen utensil -1 (1d4+1)

ELVEN COOKS (2)

Str 12, Dex 13, Con 8, Int 8, Wis 13, Cha 9 Base Atk +2; CMB +3; CMD 15 Feats Dodge, Skill Focus [Profession (cook)]



Skills Craft (pottery) +5, Knowledge (nature) +5, Perception +9, Profession (brewer) +5, Profession (cook) +10, Profession (herbalist) +5; **Racial Modifiers** +2 Perception, +2 Spellcraft to identify properties of magic items

Languages Elf

Combat Gear kitchen implements (pots, pans, meat cleavers, rolling pins, etc.)

Area 1–9 – Meditation Hall (CR 11)

Read or paraphrase the following:

This room is perfectly lit although there are no sources of light, nor any windows. The floor is covered in gray mats as are the walls and the ceiling. Something about this room feels inherently wrong, as if you've just wandered into a daydream...

The meditation hall is a strange place created by the civilized lizardfolk who once occupied the mountain to gain mental and physical perfection by reversing the two, forcing the trainee to raise his weaker attributes to the lever of the better.

The first to brave this room became the Philosopher, a powerful monk who serves as the paragon of the unblessed elves, in the same fashion the "sacred beasts" inspire and tutor the reborn.

He lives and practices in this room (**Area c**) along with two apprentices named Luchfisan and Sfilninia, a brother and a sister who live in areas a and b, respectively.

Because items and furniture hamper one's quest for perfection there is nothing of value in the hall, nor does the Philosopher or his apprentices carry any items.

All ability scores are replaced as follows for anyone entering the room:

STR becomes INT DEX becomes WIS

CON becomes CHA

The room is also affected by an *antimagic field* that cannot be dispelled.

The reversed abilities for the Philosopher and his apprentices are already included in their stat blocks.

Development: The overall CR of this encounter is increased by 1 due to the stat-swapping effects in place in the room. The apprentices' individual CRs are reduced by 2 since they have no gear. The Philosopher's CR is reduced by only 1; he has no gear either but he does have exceptional stats.

Since the Philosopher believes himself to be nearly perfect he does not allow his apprentices to aid him in the fighting. They simply stand by and watch unless attacked or the Philosopher is slain, in which case they attack but flee to Fionlion's room if brought to less than 50% hp or if one of them is killed. If they find Fionlion dead they despair and flee to the forest, never to return again.

THE PHILOSOPHER XP 6,400

CR 9

XP 6,400 Male elf monk 11 LE Medium humanoid (elf) Init +5; Senses low-light vision; Perception +21

AC 23, touch 23, flat-footed 17 (+5 Dex, +1 dodge, +2 monk, +5 Wis)

hp 83 (11d8+44); wholeness of body 11

Fort +11; Ref +12; Will +12; +4 vs. enchantment

Defensive Abilities improved evasion, slow fall (50 ft.), still mind; **Immune** disease, poisons, sleep **Melee** unarmed strike +14/+7 (1d10+3/19–20), or +15/+15/+10/+5 (1d10+3/19–20) **Special Attacks** flurry of blows, ki pool 10 (lawful, magic), maneuver training

Str 16, **Dex** 20, **Con** 18, **Int** 20, **Wis** 20, **Cha** 16 **Base Atk** +8; **CMB** +14; **CMD** 34

Feats Combat Expertise, Combat Reflexes^B, Dodge^B, Improved Critical^B, Improved Disarm, Improved Unarmed Strike^B, Power Attack, Scorpion Style^B, Stunning Fist^B, Weapon Finesse, Weapon Focus (unarmed strike)

Skills Acrobatics +17 (+28 jumping), Climb +17, Escape Artist +19, Intimidate +17, Knowledge (history) +19, Knowledge (religion) +19, Perception +21, Profession (guru) +19, Sense Motive +, Stealth +19, Survival +19; Racial Modifiers +2 Perception, +2 Spellcraft to identify properties of magic items Languages Common, Draconic, Elven, Lizardfolk, Sylvan SQ fast movement, high jump +11

LUCHFISAN AND SFILNINIA XP 800 Male and female wood elf monk 6

CR 3

Male and female wood elf monk 6 LE Medium humanoid (elf) Init +2; Senses low-light vision; Perception +12

AC 16, touch 16, flat-footed 13 (+2 Dex, +1 dodge, +1 monk, +2 Wis)

hp 36 (6d8 plus 6)

Fort +5; Ref +7; Will +7; +4 vs. enchantment

Defensive Abilities evasion, slow fall (30 ft.); **Immune** disease, sleep

Speed 50 ft.

Melee unarmed strike +6 (1d8), or +6/+6/+5 (1d8) **Special Attacks** flurry of blows, ki pool 5 (magic), maneuver training

Str 10, **Dex** 14, **Con** 11, **Int** 16, **Wis** 15, **Cha** 10 **Base Atk** +4; **CMB** +6; **CMD** 20

Feats Combat Expertise, Combat Reflexes^B, Dodge^B, Improved Disarm, Improved Unarmed Strike^B, Scorpion Style^B, Stunning Fist^B, Weapon Finesse

Skills Acrobatics +8 (+14 jumping), Climb +7, Escape Artist +10, Intimidate +7, Knowledge (history) +11, Knowledge (religion) +10, Perception +12, Sense Motive +10, Stealth +10; Racial Modifiers +2 Perception, +2 Spellcraft to identify properties of magic items Languages Elf

SQ fast movement, high jump +6

Area 1–10 – Great Tiger Cave (CR 10)

Read or rephrase the following if the PCs approach the cave from **Area 1–10**:

The smell of refuse and blood that come from the end of the corridor are all but overwhelming. The sounds of some gigantic beast's foul breath echo in the huge cave ahead, along with its steps, which literally shake the ground beneath your feet.

Read or rephrase the following once the PCs actually enter the cave:

This gargantuan natural cave is covered in lush, jungle-like vegetation. Dozens of mostly eaten humanoid corpses are strewn carelessly on the ground. Suddenly you notice a tiger the size of a small elephant moving through the trees, its plate-sized eyes watching you with cruel amusement. The tiger is adorned with expensive looking jewelry and wears a crimson turban.

Kurjaf the tiger joined the elven clan after he was promised to be fed with living humans and adorned with gold and silver, the monster's two favorite things in life. He is the paragon of the animalistic reborn and embodies all the ideals they value—utter ruthlessness, ravenous greed and wild fury.

In his own eyes Kurjaf is a dragon trapped in a tiger's body, so he tries to keep as much a "draconic" way of life as possible. This includes eating a maiden now and then, amassing unneeded wealth in his lair, and bossing the elves around. He doesn't know why he was *awakened*. He believes it to be an act of the tiger gods while the elves believe that he was *awakened* by the Tree That Sees to serve it.

Kurjaf is fairly intelligent and extremely witty and cynical and likes to lead prolonged philosophical debates with his neighbor, the stoic and somber Philosopher. The two never agree on anything, but enjoy the arguments nevertheless.

In the far end of the cavern there is a large hole which Kurjaf uses to get in and out of the Hollow Mountain; the 100-foot fall is deadly for most humanoids but relatively harmless for the powerful beast.

Development: Unless attacked, Kurjaf speaks to the PCs, trying to wrestle as much information from them before eating them and adding their equipment to his already impressive hoard. He describes himself as "an unfortunately hairy dragon" and claims that he is the "beasty elves" god and that they appease him with human sacrifices and jewels so that he won't eat them all. He promises to let the PCs live if they hand over their equipment. If the PCs do so Kurjaf immediately attacks, remarking on the "endless stupidity of men."

Kurjaf attacks the moment the PCs stop being entertaining (he's great fan of small talk and cynical witticism), attack him or try to escape. If the caretakers in **Area 1–11** hear the combat they strengthen themselves with magic and come running to aid their paragon. Unless attacked they aid Kurjaf with magic rather than directly confronting the PCs.

Treasure: Kurjaf's hoard lies in one great heap in his sleeping spot and includes the following:

- Helm of comprehend languages and read magic
- Fire elemental gem
- +1 dragon bane greatsword
- *3 potions of cure moderate wounds*
- 9 rubies worth 500 gp each
- Emerald statue of a tiger with golden pearls worth 1,200 gp
- 5 crimson garnets worth 300 gp each
- 13,786 gp and 19,461 sp

KURJAF, ADVANCED AWAKENED DIRE TIGER CR 10 XP 9,600

N Large magical beast (augmented animal) Init +8; Senses low-light vision, scent; Perception +27

AC 25, touch 17, flat-footed 21 (+4 armor, +4 Dex, +8 natural, -1 size) hp 152 (16d8+80) Fort +17; Ref +16; Will +11

Speed 40 ft.

Melee 2 claws +22 (2d4+10 plus grab), bite +22 (3d6+10/19–20 plus grab)



Space 10 ft.; Reach 5 ft. Special Attacks pounce, rake (2 claws +22, 2d4+10)

Str 31, Dex 19, Con 21, Int 15, Wis 21, Cha 17 Base Atk +12; CMB +23 (+27 grapple); CMD 37 (40 vs. trip) Feats Improved Critical (bite), Improved Initiative, Improved Natural Attack (bite), Run, Skill Focus (Perception), Skill Focus (Stealth), Weapon Focus (bite), Weapon Focus (claw) Skills Acrobatics +24, Perception +27, Stealth +29 (+33 in tall grass), Swim +29; Racial Modifiers +4 Acrobatics, +4 Stealth (+8 in tall grass)

Languages Common, Draconic, Elven, Sylvan Combat Gear *bracers of armor* +4 (worn like a pair of rings), *cloak of resistance* +2 (worn like a turban); Other Gear golden necklace with rubies and emeralds worth 2,200 gp

Area 1-11 - The Caretakers (CR 7)

Read or paraphrase the following:

This long and narrow room seems as if was artificially carved in stone but designed to look as natural as possible. The ground is covered with tall grass, thick vines hung from the ceiling and the walls are aligned with colorful flower bushes. A small campfire smolders in the middle of the room.

This small room was carved by the elves to serve as a living space for the three druids tasked with satisfying the Kurjaf's (Area 1–10) every need. Recently he devoured one of them because the maiden he brought for dinner was too skinny. The remaining two don't hold a grudge, however, because they view the tiger as perfect and thus any action he takes is somehow beneficial to the Tree That Sees' cause.

Development: The druids are fanatically loyal to Kurjaf and gladly

die in his service. If Kurjaf is already dead they attack the PCs with homicidal desperation and fight until slain, cursing the PCs for their terrible sin all the while.

If attacked before Kurjaf the two flee to his lair, knowing that they don't stand a chance against the better armed and trained PCs.

Treasure: The plants in the room are carefully chosen for their healing qualities and give a +4 circumstance bonus to any Craft (alchemy), Craft (herbalist), or Heal checks made within this room.

CARETAKER RULIAN

CR 4

XP 1,200 Male reborn elf druid 4 CN(E) Medium humanoid (elf) Init +4; Senses low-light vision; Perception +10

AC 23, touch 14, flat-footed 19 (+4 armor, +4 Dex, +4 natural, +1 shield) hp 29 (4d8+4 plus 4); fast healing 5 Fort ± 5 : Bof ± 5 : Will ± 6 : ± 2 us or shortment ± 4 us the snall like

Fort +5; Ref +5; Will +6; +2 vs. enchantment, +4 vs. the spell-like and supernatural abilities of fey Immune fear, sleep

Speed 20 ft.

Melee *shillelagh staff* +8 (1d6+4), or *shillelagh staff* +6/+6 (1d6+4/1d6+2) or wooden fist +7 (1d3+5) **Ranged** sling +8 (1d4+3)

Special Attacks wooden fists 5 rounds/day (+2 damage) **Druid Spells Prepared** (CL 4th):

2nd—bear's endurance, bull's strength, summon swarm

1st—*barkskin^D*, entangle (DC 13), entangle^D (DC 13), longstrider, magic fang, magic stone

0 (at will)—create water, detect magic, detect poison, purify food and water

Domain Plant

Str 17, Dex 19, Con 13, Int 9, Wis 15, Cha 13

Base Atk +4; CMB +7; CMD 21

Feats Alertness^B, Athletic^B, Power Attack^B, Two-Weapon Defense, Two-Weapon Fighting, Weapon Finesse^B

Skills Knowledge (nature) +8, Knowledge (prehistory) +3, Linguistics +0, Perception +10, Profession (herbalist) +6, Sense Motive +4, Survival +11; Racial Modifiers +4 Knowledge (prehistory), +6 Perception, +2 Spellcraft to identify properties of magic items

Languages Elven, Sylvan

SQ nature bond (Plant domain), nature sense +2, random plant features (barkskin, plant anatomy), trackless step, woodland stride, wild empathy +5, wild shape 1/day (*beast shape I*)

Combat Gear *shillelagh staff*, sling, 20 bullets, masterwork, hide armor, *scroll of 3 cure light wounds, scroll of summon nature's ally II*

Fanatic (Ex)

Rulian is immune to fear (magical or otherwise) and intimidation. Shillelagh Staff (Sp)

When activated the shillelagh staff changes Rulians attacks as follows: *shillelagh staff* +8 melee (2d6+4), or *shillelagh staff* +6/+6 melee (2d6+4/1d6+2);

CARETAKER VUSGLOIN XP 800

Male reborn elf druid 3 CN Medium humanoid (elf) Init +2; Senses low-light vision; Perception +11

AC 18, touch 12, flat-footed 16 (+4 armor, +2 Dex, +2 shield) hp 32 (3d8+9 plus 6); fast healing 5 Fort +6; Ref +5; Will +6; +2 vs. enchantment Immune fear, sleep

Speed 20 ft.

Shillelagh Staff

Aura faint transmutation; CL 3rd Slot weapon; Price 8,300 gp; Weight X lb.

DESCRIPTION

This simple-looking +1 quarterstaff is a weapon favored by elven druids, rangers, and monks everywhere. This masterwork oaken quarterstaff can be activated three times per day by speaking the command phrase "death to the enemies of nature!" which causes the staff to glow with green light and grow leaves. While so enchanted it inflicts 2d6+1 points of damage and counts as magic weapon for causes of overcoming damage reduction for three minutes.

CONSTRUCTION

Requirements Craft Arms and armor, *shillelagh*; **Cost** 4,300 gp

Melee masterwork club +6 (1d6+3) Ranged sling +5 (1d4+3) Spell-like Abilities (CL 3rd): 3/day—color spray (DC 14) Druid Spells Prepared (CL 3rd): 2nd—lesser restoration, resist energy 1st—entangle, good berry, magic fang 0 (at will)—create water, guidance, stabilize, virtue

Str 17, Dex 15, Con 16, Int 11, Wis 17, Cha 13 Base Atk +2; CMB +5; CMD 17 Feats Alertness^B, Athletic^B, Lightning Reflexes, Power Attack^B, Toughness, Weapon Finesse^B Skills Heal +9, Knowledge (nature) +8, Knowledge (prehistory) +3, Perception +11, Profession (herbalist) +6, Sense Motive +5, Survival +11; Racial Modifiers +3 Knowledge (prehistory), +6 Perception, +2 Spellcraft to identify properties of magic items Languages Elf SQ nature bond (Seer the Eagle), nature sense +2, wild empathy +4, trackless step, woodland stride

Combat Gear masterwork club, masterwork. hide, heavy wooden shield, *wand of cure light wounds (3rd level), 2 scrolls of cure moderate wounds*

Fanatic (Ex)

Vusgloin is immune to fear (magical or otherwise) and intimidation. **Random Feature (Ex)** Vusgloin's random feature is Flowers.

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SEER THE EAGLE

N Small animal Init +7; Senses low-light vision; Perception +15

AC 17, touch 14, flat-footed 14 (+3 Dex, +3 natural, +1 size) hp 16 (3d8+3) Fort +4; Ref +5; Will +3 Defensive Abilities evasion

Speed 10 ft., fly 80 ft. (average) **Melee** 2 talons +6 (1d4), bite +6 (1d4)

Str 11, Dex 16, Con 12, Int 2, Wis 15, Cha 7 Base Atk +2; CMB +1; CMD 14 Feats Improved Initiative, Weapon Finesse Skills Fly +8, Perception +15; Racial Modifiers +8 Perception SQ link, share spells

17

CR 3

Area 1-12 - Natural Ledge (CR 5) Area 1-13 - Hatchery

Read of paraphrase the following once the PCs are on the ledge:

This wide and flat ledge is covered in feathered and oversized bird droppings. There are three opening in the wall from which it sprouts, all leading into dark and narrow corridors that smell of bird droppings and rotting flesh.

The ledge is wholly natural. It is used as a guard post by the avian elves who, unfortunately, would rather play ball games with human heads or argue over nothing than actually watching the entrance. Avian elves are animalistic elves who have wings. A full 50% of the avian elves have one more random feature, usually a beak or talons.

Development: If the sentries notice the PCs climbing the ledge they immediately emit a loud shriek, alerting their comrades in **Area 1–14** (who come within 1d4+1 rounds) and fly into the entrance cave from which they can attack the climbing PCs. Once the PCs are on the ledge they retreat to **Area 1–13** to protect the young.

Tactics: Avian elves like to hide in a dark place, launch a volley of arrows on a flat-footed opponent and then hide in some other corner, repeating the maneuver. If forced to fight on the ground they work in pairs with one distracting the victim while the other sneak attacks him. They are unbelievably greedy and do not pass an opportunity to attempt to steal something from the PCs, even in the heat of combat.

AVIAN REBORN (2)	CR 3
XP 800	
Male and female reborn elf ranger 2/rogue 1	
CE Medium humanoid (elf)	
Init +6; Senses low-light vision; Perception +12	

AC 20, touch 16, flat-footed 14 (+3 armor, +6 Dex, +1 shield) hp 25 (2d10+1d8+3 plus 2); fast healing 5 Fort +4; Ref +11; Will +0; +2 vs. enchantment Immune fear, sleep

Speed 30 ft, fly 30 ft. (poor) Melee rapier +8 (1d6+4/18–20) Ranged masterwork composite shortbow +9 (1d6+4), or masterwork composite shortbow +7/+7 (1d6+4) Special Attacks archery combat style, favored enemy humanoids +2 (human), sneak attack 1d6

Str 18, Dex 22, Con 12, Int 7, Wis 11, Cha 8 Base Atk +2; CMB +6; CMD 22

Feats Alertness^B, Athletic^B, Point Blank Shot, Power Attack^B, Rapid Shot^B, Stealthy, Weapon Finesse^B Skills Climb +10, Escape Artist +8, Fly +8, Knowledge (dungeoneering) +3, Knowledge (prehistory) +1, Perception +12, Sleight of Hand +11, Stealth +14, Swim +6; Racial Modifiers +3 Knowledge (prehistory), +6 Perception, +2 Spellcraft to identify properties of magic items Languages Elf SQ track +1, trapfinding +1, wild empathy +1

Combat Gear rapier, masterwork. mighty (+4) composite shortbow, masterwork. studded leather, buckler; **Other Gear** 1d4 gems, 1d10 x 10 gp

Fanatic (Ex)

Avian warriors are immune to fear (magical or otherwise) and intimidation.

Random Feature (Ex)

Avian reborn have the Wings animalistic feature and one other random feature.

Area 1–13 – Hatchery (CR 2-plus)

Read or paraphrase the following (note that this room lies in utter darkness so the second paragraph may not be appropriate if the PCs don't have some source of light or are not able to see in the dark):

This small and dark room reeks terribly of birds and blood and is uncomfortably hot and humid. Loud, annoying screeches that sound like a mixture of baby cries and bird shrieks reverberate under the low ceiling.

On the gore smeared ground there are three filthy nests populated with half a dozen half-elf, half-bird babies that crawl around, playing with human bones and hair.

An opening in the ground leads to a small hole from which sounds of pitiful groaning and gurgling come.

The hatchery is where the females lay their eggs and grow their young. Because egg-laying elves are a relatively new phenomenon presently there are only 7 such hatchlings in the room and they are all very young.

Four gravely wounded human prisoners are lying in the hole in **Area A**, along with three rotting corpses. They are too injured to call for help or fight the viscous little hatchlings who tear large chunks of flesh from the dying prisoners whenever they are hungry.

Development: One of the unfortunate prisoners (Lina) is the daughter of a moderately rich caravan master who awards the PCs 500 gp for the rescue of his daughter.

Note that although they are aggressive and cannibalistic, the hatchlings are too young to have an alignment so killing them may be considered immoral by high-principled characters such as paladins or good-aligned clerics. If the PCs slaughter the hatchlings, they provoke homicidal wrath in all of the avian elves giving them a temporary +2 competence bonus to attack and damage rolls made against the PCs.

Treasure: Although the prisoners were stripped naked and thoroughly searched before being discarded as bird-food, one of the dead prisoners (a low-level cleric of the God of Nature) managed to hide his most treasured possession by clutching it in his fist: the *blessed leaf*.

The small holy symbol is still clutched in his rotting fist (Perception DC 25 to notice).

Blessed Leaf

Aura faint transmutation; CL 5th Slot none; Price 1,000 gp; Weight 1lb.

DESCRIPTION

This leaf-shaped wooden holy symbol enables clerics, druids and paladins to turn and rebuke plants as a cleric four levels lower even if they don't normally have this ability. Clerics who can already turn or rebuke plants gain +1 to their level for purposes of determining turning effects.

CONSTRUCTION

Requirements Craft Wondrous Item, nature domain; Cost 500 gp

AVIAN ELF HATCHLINGS (7) XP 65 N Small humanoid (elf)

18

Init -2; Senses low-light vision; Perception +6

AC 9, touch 9, flat-footed 9 (-2 Dex, +1 size) **hp** 2 (1d8–2); fast healing 5 Fort -2; Ref +0; Will +0; +2 vs. enchantment Immune sleep

Speed 10 ft. **Melee** bite –1 (1d4–3)

Str 5, Dex 7, Con 6, Int 1, Wis 11, Cha 5 Base Atk +0; CMB -4; CMD 4 Feats Weapon Finsse Skills Heal +7; Racial Modifiers +6 Perception, +2 Spellcraft to identify properties of magic items

DYING PRISONERS XP 100

CR 1/2*

Male and female human commoner 1 N Medium humanoid (human) Init +0; Perception +0

AC 10, touch 10, flat-footed 10 **hp** 4 (1d6+1); currently -9, -7, -6, -3**Fort** +1; **Ref** +0; **Will** +0

Speed 30 ft.

Str 11, Dex 10, Con 12, Int 9, Wis 10, Cha 11

Base Atk +0; CMB +0; CMD 10

Feats Skill Focus (Craft [any one]), Skill Focus (Profession [any one])

Skills Craft (any one) +3, Profession (any one) +6Languages Common

* If the PCs rescue the prisoners, restore them to good health, and escort them to the nearest village, award them XP as if defeating a CR 10 opponent (even if the attempt fails).

Area I–I4 – The Nest (CR 3) Read or paraphrase the following:

The ground in this wide, round cave is covered in straw, a thick layer of droppings and hundreds of shiny objects, some of whom look fairly expensive. A large, babbling cauldron with some kind of meat stands above a campfire in the middle of the room, spreading strong appetizing smell throughout the cave that somehow manages to overpower the stench of the droppings and the occupants.

This room serves as the living room of the eight adult avian elves who live in the Hollow Mountain. At any present moments six of them dose in the room while two keep watch on the ledge in Area 1-12.

Development: If the sentries spotted the PCs and sounded the alarm, the occupants of this room join them in battle within 1d4 rounds. Otherwise the PCs find them completely unprepared for the attack, giving the PCs a surprise round.

Treasure: Being greedy and dumb creatures, avian elves like to collect shiny trinkets with which they "adore" their nests. The following can be found on the floor:

• Brooch of shielding (with 15 hp remaining)

- 1 blue diamond worth 2,000 gp.
- 73 semi-precious stones worth 2d4 gp each
- 616 gp, 7,218 sp, 8,369 cp

AVIAN REBORN (6) XP 800 hp 25 (see Area 1-12)



Area 1–15 – Bloodbeak (CR 8)

Show the players the picture above, then read or paraphrase the following:

The walls of this cave are covered in strange arcane signs and nightmarish images, painted with some dark red substance. The empty floor is covered in large feathers and the skeletal remains of at least five people. A terrible 10-foot tall humanoid bird with four limp tentacles protruding from its sides scribbles something on the walls, muttering incoherent blasphemies to itself. "Oh! More ink!" it screams in a highpitched voice and begins to turn.

Bloodbeak was one of the first elves to be reborn. His mind and body were warped to such degree that he can do nothing but mumble terrible secrets to himself while scribing the nightmarish images that the Tree That Sees showed him while he was buried under its roots. Unfortunately, the transformation also gave him great physical power and supernatural stamina.

His fellow avian elves treat him with careful respect, on the one hand they understand that he is a vessel of the Tree That Sees' holy truth but on the other he is an insane murderous psychopath that treats any living creature that enters his cave as "more ink", be it an unfortunate human or his own brother.

The images on the wall tell the story of the Tree That Sees, from its creation to its encounter with the elves. The symbols are a stream of incoherent curses against the gods who betrayed their child and are written in a mixture of Elven, Infernal and Draconic.

BLOODBEAK XP 4,800 Male reborn elf ranger 2/barbarian 6

CR 8

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CR 3



CE Large humanoid (elf) Init +3; Senses low-light vision; Perception +13

AC 17, touch 12, flat-footed 13 (+3 Dex, +4 natural, +1 shield, -1 size) hp 120 (2d10+6d12+56 plus 10); fast healing 5

Fort +12; **Ref** +8; **Will** +2; +2 vs. enchantment **Defensive Abilities** trap sense +2, improved uncanny dodge, uncanny dodge; **Immune** fear, sleep

Speed 40 ft., fly 30 ft. (poor)

Melee +1 large thundering battle axe +16/+11 (2d6+9/x3), or +1 large thundering battle axe +14/+9 (2d6+9/x3) and +1 large hand axe +14 (1d8+9/x3), or bite +15 (1d8+4)

Special Attacks favored enemy humanoids +2 (humans), rage 18 rounds/day (+2 to hit, +2 to damage, +16 hp, +2 to Will, +2 to Str- and Dex-based skills), rage powers (guarded stance +2 AC, intimidating glare, renewed vigor 1d8+4), two-weapon combat style

Str 27, **Dex** 16, **Con** 18, **Int** 4, **Wis** 11, **Cha** 5 **Base Atk** +8; **CMB** +17; **CMD** 30

Feats Alertness^B, Athletic^B, Iron Will, Power Attack^B, Toughness, Two-Weapon Defense, Two-Weapon Fighting^B, Vital Strike, Weapon Finesse^B

Skills Climb +10, Intimidate +8, Knowledge (prehistory) +5, Linguistics -1, Perception +13, Sense Motive +4, Swim +10; Racial Modifiers Knowledge (prehistory) +8, +6 Perception, +2 Spellcraft to identify properties of magic items Languages Draconic, Elven, Infernal

SQ fast movement, track +1, wild empathy -1

Combat Gear +1 large thundering battle axe, +1 large handaxe

Fanatic (Ex)

Bloodbeak is immune to fear (magical or otherwise) and intimidation.

Random Features (Ex)

Bloodbeak has the animalistic features Beak, Tough Hide, and Wings.

Area 1–16 – Blessed Forest (CR Var)

Read or paraphrase the following:

This cavern is so huge that its further ends and ceiling are lost in darkness. As far as the eye can see everything is covered in lush vegetation. Massive trees grow from the ground and thick vines hang from above. Water drops from the unseen ceiling, completing the image of a genuine rain forest.

The roar of a fast-flowing stream comes from somewhere deep in the cavern, along with insect buzzing, animal howling and the shrieks of various exotic birds.

The blessed forest was raised with the mystical aid of the Tree That Sees and serves as the home and breeding ground of the plant reborn (reborn with one or more plant feature) and their allies and pets.

Because trees need light and water to survive the elves drilled a few dozen holes in the cavern's roof to let sun light and the occasional rain to get in.

The stream is natural and goes all the way to **Area 1–20**, which is the reptilian reborn's domain.

The thick vegetation and the cacophony of noises impose a -4 circumstance penalty on Perception checks and limit vision to 60 ft.

There is a small, unlocked trapdoor (**Area 1–16E**) almost completely hidden by vegetation (Perception DC 20 to locate) that leads to an ancient Lizardfolk tomb (**Area E–1**). The trap is unlocked but years

of misuse made it stuck (**Iron trapdoor:** 1 in. thick; hardness 10; hp 30; Break DC 25). And another one in the southern wall of the cavern (**Area 1–16F**) there is a small crack that leads outside of the cavern (Perception DC 30 to locate from the inside, 20 from the outside).

Development: Unlike the other reborn, plant elves are not formed into organized groups or have anything that remotely resembles hierarchy. They spend most of their time just lurking in their forest enjoying the bird chirps and the fresh air and go on raids only when coerced by Fionlion or the Prophet himself. They are very jealous of their blessed forest, however, and attack any intruders, even other elves.

Check for wandering monsters once every ten minutes in the blessed forest. Roll a 1d6; an encounter occurs on a 1-3. If an encounter is called for, roll 1d6 to determine the creature(s) encountered. If all the creatures of a certain type were killed treat this roll as no encounter.

1d6	Encounter	CR	Total
1–2	1d4 Plant Reborn	3-7	24
3–4	4 Assassin Vines	7	20
5-6	The Gardener	7	1

If the PCs make a lot of noise an encounter with 1d4 elves occurs automatically.

Fire is especially offensive for the plant reborn and any source of fire larger than a torch is immediately noticed by 2d4 plant elves who come to destroy it (along with the intruders). Torching the forest is nigh impossible, however, because of the high humidity.

The following statistics are provided for easy reference:

ASSASSIN VINES (4)

XP: 800 each

hp: 30; (see the *Pathfinder Roleplaying Games Bestiary* "Assassin Vine")

CR 3

THE GARDENER

See area 1-16D for statistics.

PLANT REBORN XP 800

XP 800

Male and female reborn wood elf ranger 3 NE Medium humanoid (elf) Init +3; Senses low-light vision; Perception +12

AC 19, touch 13, flat-footed 16 (+6 armor, +3 Dex) hp 23 (3d10+9 plus 3); fast healing 5 Fort +6; Ref +6; Will +1; +2 vs. enchantment Immune fear, sleep

Speed 20 ft.

Melee greatclub +8 (1d10+7) Special Attacks favored enemy humanoids +2 (humans), twoweapon combat style

Str 21, Dex 16, Con 16, Int 7, Wis 11, Cha 3

Base Atk +3; CMB +8; CMD 21

Feats Alertness^B, Athletic^B, Blind-Fight, Endurance^B, Diehard, Power Attack^B, Two-Weapon Fighting^B, Weapon Finesse^B **Skills** Knowledge (nature) +4, Knowledge (prehistory) +1, Perception +12, Stealth +5, Survival +6; **Racial Modifiers** +3 Knowledge (prehistory), +6 Perception, +2 Spellcraft to identify properties of magic items

Languages Elven

SQ favored terrain +2 (forests), track +1, wild empathy -1 **Combat Gear** wooden breastplate, greatclub

Fanatic (Ex)

Plant reborn are immune to fear (magical or otherwise) and intimidation.

Random Feature (Ex)

Plant reborn one random plant feature.

Area 1–16A – The Hidden Terror (CR 8)

A giant praying mantis waits here, carefully hidden (Perception DC 18 to locate, assuming it took 10 on its Stealth check to hite). It waits for anyone to come within its leaping range. It attacks the moment any non-plant creature comes within 40 ft. of its hiding place and, being mindless, fights to the death.

GIANT MANTIS

CR 8

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XP 4,800 N Huge vermin **Init** +0; **Senses** darkvision 60 ft.; **Perception** +6

AC 17, touch 9, flat-footed 17 (+8 natural, -1 size) hp 114 (12d8+60) Fort +13; Ref +4; Will +6 Immune mind-affecting effects

Speed 30 ft., climb 30 ft. fly 40 ft. (poor) Melee 2 claws +14 (1d8+7 plus grab) Space 15 ft.; Reach 15 ft. Special Attacks lunge, mandibles, sudden strike

Str 24, Dex 11, Con 20, Int —, Wis 14, Cha 11 Base Atk +9; CMB +18 (+22 grapple); CMD 28 (32 vs. trip) Skills Climb +15, Fly –8, Perception +6, Stealth –4 (+8 in forests); Racial Modifiers +4 Perception, +4 Stealth (+12 in forests)

Environment temperate forests Organization solitary Treasure none

Lunge (Ex)

A giant mantis's limbs are capable of reaching much farther than normal for a creature of its size. As a full-attack action, it can make a single attack with its claws at double its normal reach. When a giant mantis attacks with a claw in this manner, it gains a +4 bonus on its attack roll. A giant mantis cannot make attacks of opportunity with its lunge.

Mandibles (Ex)

A giant mantis that grabs a foe can make a bite attack against that foe as a secondary attack. The mantis's bite is a +9 attack that inflicts 1d8+3 points of damage on a hit.

Sudden Strike (Ex)

A giant mantis is particularly adept at moving quickly when its foes are surprised. During a surprise round, a giant mantis may act as if it had a full round to act, rather than just one standard action.

Area 1–16B – The Slimy Pond (CR 6)

Read or paraphrase the following:

You come upon a small murky pond, completely opaque from a thick layer of dark greenish putrescence. Numerous oversized lotuses and strange weed-like plants grow in the dark green water.

This innocent-looking pond serves as the plant reborn's treasure trove and, like every treasure trove, it has a powerful guardian. The strange weed that grows at the bottom of the mucky pond is a marine relative of the assassin vine that attacks any non-plant creatures that wades at least 10 feet into its pond, trying to drown them in the filthy

water.

The plant reborn jokingly call the murderous weed that grows in the pond "King Puddle" and "appease" it by throwing treasure (which they don't need anyway) and sick or weak prisoners into it, the later being quickly drowned and consumed by the deadly weeds. Any item that falls into the pond is 50% lost forever.

For more details on the stream that feeds the pond see Area 1–20.

Murder-weed (CR 6): Treat the creature as a continuous *black tentacles* (CL 10th, CMB +15, CMD 25; 1d6+4 plus drowning). A patch of murder-weed is AC 15 (+6 natural, -1 size). Dealing more than 50 points of damage to the plant "destroys" it for 1d4 hours (the time it takes it to grow new weeds).

Treasure: The bottom of the pond is aligned with human skeletons, coins, gems and items made of metal (which plant reborn find offensive). However since the water is completely murky and most of the items drowned deep into the soft slime that covers the bottom of the pond it is unlikely that the PCs ever collect all the loot in the pond.

Instead, whenever a PC reaches a hand to look for something, roll on the following table (even if the PCs somehow destroyed all the water in the pond).

1d%	Treasure
1-40	1d12 gp and a fistful of slime
41-65	Humanoid bone or rotten clothing article
66-80	Item (random piece of gear worth 1d100 gp)
81-90	Gem (value 1d100x1d10 gp)
91–97	Minor magic item (roll on table 15–2: Random Magic
	Generation in the <i>Pathfinder Core Rulebook</i>)
98–100	Medium magic item (roll on table 15–2:
	Random Magic Item Generation in the Pathfinder Core

Random Magic Item Generation in the *Pathfinder Core Rulebook*)

Area 1–16C – The Razor Garden (CR 12)

Read or paraphrase the following:

A tall, thin and gnarled black tree that grows wickedly sharp razors instead of leaves stands in the middle of a carefully tended grove. The ground is covered with its razor leaves, some of them sticking from rocks or other, more regular trees. With every gust of wind, a few leaves fall off, emitting a pleasant but melancholic ringing sound.

The razor treant came to pay homage to the Tree That Sees and stayed to serve as the plant reborn's paragon. It gladly accepted this duty as he shares the Tree That Sees' goal of destroying civilization and technology.

The Gardener was assigned by the Prophet to take care of the razor treant and to make sure it's comfortable, a duty which mainly involves speaking with the melancholic and nostalgic tree that constantly mumbles about different creatures it tortured to death and treants it treacherously defeated and how these beautiful times will never come again.

Since enduring the razor treant's constant stream of sorrowful complaints is nigh impossible the Gardner often aimlessly wanders the blessed forest. There is only a 50% chance of him being by the razor treant when the PCs arrive.

Tactics: The gardener is a clever and treacherous opponent who likes to give the enemy a false sense of victory by fighting defensively and looking scared, then, when he is surrounded by his over-secure enemies, he makes one deadly whirlwind attack with Power Attack which is quite often enough to drop most of the enemy group.

When attacking, he likes to jump into the middle of the enemy





group from a high tree and perform and whirlwind attack on the flatfooted enemy.

RAZOR TREANTCR 11XP 12,800CE Huge plantInit +4; Senses darkvision 60 ft., low-light vision; Perception +25

AC 22, touch 8, flat-footed 22 (+14 armor, -2 size) hp 171 (18d8+90) Fort +18; Ref +6; Will +11 DR 10/slashing; Immune plant traits Weakness vulnerability to fire

Speed 10 ft.

Melee 2 slams +22 (2d6+11 plus 1d4 slashing plus 1 bleed) Space 15 ft.; Reach 10 ft. Special Attacks bloody autumn (10d4 slashing plus 1d4 bleed, Ref DC 20 for half and no bleed), razor leaves

Str 32, Dex 11, Con 21, Int 15, Wis 16, Cha 12 Base Atk +13; CMB +26; CMD 36 Feats Awesome Blow, Cleave, Combat Reflexes, Great Cleave, Great Fortitude, Improved Initiative, Iron Will, Power Attack, Skill Focus (Perception) Skills Bluff +15, Intimidate +17, Knowledge (nature) +16, Perception +25, Sense Motive +17 Languages Infernal, Razor Treant, Sylvan

Bloody Autumn (Ex)

In this awesome attack the razor treant violently shakes itself as a full-round action, letting all of its leaves fall off to the ground. All creatures within 30 feet of the razor treant suffer 10d4 slashing damage and 1d4 bleed damage (Ref DC 20 for half and no bleed damage). Those who fail the Reflex save must succeed on an additional DC 20 Will save or be staggered for 1 round from the terrible pain of the hundreds of small wounds inflicted on them. Using this attack leaves the razor treant without its razor leaves for 2-6 days so it only resorts to this tactic in desperate situations. **Razor Leaves (Ex)**

Razor treants grow razors instead of leaves, hence the name. These extremely keen steel blades range from one to three inches in length and can easily cut through flesh. Any physical attack made by a razor treant is counted as being *keen* and *wounding* (already incorporated into the statistics above). Even merely touching a razor treant (including unarmed melee attacks) inflicts 1d4 points of slashing damage plus wounding on the victim.

When a razor treant is struck for more than 20 points of damage in a single blow, it loses some of its poorly connected leaves. Everyone within 30 feet of the razor treant suffers 1d4 points of wounding slashing damage (Reflex DC 20 negates).

The razor leaves break down quickly after the treant's death, remaining for only 1d2 rounds. The area around the treant is considered difficult terrain during that time.

This thin and gnarled black tree grows wickedly sharp razors instead of leaves. The razors ring like a thousand tiny bells with every wind gust.

Razor treants are the evil and hateful cousins of the treants, often combating with treants over rulership of vast primordial forest in distant and exotic lands. However, unlike their kind cousins, they hate all non-plant creatures with passion and enjoy nothing more than torturing a hapless traveler for hours by inflicting on him hundreds of small wounds, until he finally dies from pain, exhaustion or loss of blood.

Animals know better than to come anywhere near the murderous trees, making the area around the razor treant deathly still when there is no wind.

Because of their slow movement rate, razor treants prefer to trick their opponents into coming within its reach and than attacking with its slam attack if there are few victims or with bloody autumn attack if it is surrounded by a large group. Groups of razor treants enjoy "playing" with their victims by hurling them at each other. Few are the heroes who suffered these sadistic games and lived to tell the tale. Razor treants often let wounded opponents flee on purpose, knowing they will die of loss of blood within minutes anyway.

THE GARDENERCR 7XP 3,200Reborn elf ranger 2/fighter 5CE Large humanoid (elf)Init +5; Senses low-light vision; Perception +13AC 20, touch 15, flat-footed 14 (+1 armor, +5 Dex, +1 dodge, +4

http://www.natural.com/article

Speed 30 ft. Melee +1 large keen scythe +17/+12 (2d6+14/19–20/x4) Space 10 ft.; Reach 10 ft. Special Attacks barbs 1d4, favored enemy humanoids +2 (humans), two-weapon combat style, weapon training 1 (heavy blades)

Str 27, Dex 20, Con 20, Int 11, Wis 13, Cha 11 Base Atk +7; CMB +16 (+17 to trip with scythe); CMD 33 Feats Alertness^B, Athletic^B, Combat Expertise, Dodge^B, Mobility^B, Power Attack^B, Spring Attack, Two-Weapon Fighting^B, Weapon Finesse^B, Weapon Focus (scythe), Whirlwind Attack Skills Heal +7, Knowledge (nature) +6, Knowledge (prehistory) +7, Profession (gardener) +8, Perception +13, Survival +8; Racial

Modifiers +7 Knowledge (prehistory), +6 Perception, +2 Spellcraft to identify properties of magic items

Languages Elven, Infernal

SQ armor training 1, track +1, wild empathy +2 **Combat Gear** +1 *Large keen scythe, bracers of armor* +1; **Other Gear** masterwork gardening tools

Fanatic (Ex)

The Gardner is immune to fear (magical or otherwise) and intimidation.

Random Features (Ex)

The Gardner's random features are Barbs, Barksin, and Sticky Sap.

Area 1-17 - Guest Room (CR 9)

Read or paraphrase the following:

This room is partially submerged in filthy dark water and is bare except for a few massive stone blocks whose purpose is unclear. Two large humanoid lizards idly swim around, quietly speaking in some guttural tongue.

The first is an old and wizened female dressed in a crimson cloak decorated with primitive patterns and holding a long wooden staff decorated with green semi-precious stones. And the second is a tall, young male who seems to be far busier examining his huge, rune-encrusted greataxe then listening to the old female.

A single torch burns a few feet above the water spreading eerie light in the room.

The two lizardfolk are shaman Vakhuka and her young and lazy bodyguard, Vuzakaki. Vakhuka is an emissary from the powerful Three Rivers tribe that controls the nearby swamps. Her tribe was offered an alliance against the barony by the Tree That Sees and she was sent by the chief to negotiate the pact with the elves, a mission she took on extremely reluctantly as she considers the elves to be a far worse affront to nature then her human neighbors.

Unbeknownst to Vakhuka, her bodyguard was *dominated* by the suspicious and treacherous Snake (see Area 1–19 for more details) and given orders to murder her should she try to act against the Tree That Sees in any way, including leaving without notice or parleying with strangers.

Development: Since the Lizarfolk and the Tree That Sees did not sign any agreement yet and are more likely to go to war against each other than unite against humanity Vakhuka's initial reaction to the PCs is curious rather than hostile. If the PCs are civil enough, she tells them that she fears the elves intend to harm her because the negations reached a dead end and promises them a reward if they escort her back to her swamp. If the PCs agree to help her, Vuzakaki suddenly attacks her screaming "death to the false ones!" in Elven. He fights until slain or the *dominate person* spell affecting him is dispelled (CL 6th), in which case he falls on his knees and begs the old shaman to forgive him.

If Vakhuka survives her bodyguard's betrayal she begs the PCs to aid her leave the Hollow Mountain, should they do so, she rewards them with a 1,000 gp worth of precious stones once they reach the lizardfolk's swamp.

Vakhuka can give a general description of the submerged part of the mushroom cap (and warn of the toxicity). She believes that there is "some kind of a water dragon" living deep inside the mushroom. She knows nothing of shaman Solanis or the water elemental that guards the slaves. If asked about the Tree That Sees she tells that she thinks it's some kind of an ancient and evil aberration that is not a part of the modern world or true nature. SHAMAN VAKHUKA

XP 3,200 Female lizardfolk cleric 7 CN Medium humanoid (reptilian) Init +3; Senses Perception +5

AC 15, touch 10, flat-footed 15 (+5 natural) hp 31 (2d8+7d8–9) Fort +7; Ref +1; Will +8 Defensive Abilities bramble armor 7 rounds/day (1d6+3)

Speed 30 ft., swim 15 ft.

Melee quarterstaff +6/+1 (1d8), or quarterstaff +6 (1d8) and bite +4 (1d4), or claw +6 (1d4), bite +6 (1d4) **Special Attacks** channel energy 5/day (4d6, DC 17), wooden fists 6

rounds/day (1d3+3) Spell-Like Abilities (CL 7th)

10 rounds/day—speak with animals

Cleric Spells Prepared (CL 7th):

4th—discern lies (DC 17), sending, summon nature's ally IV^{D} 3rd—bestow curse (x2, DC 16), dispel magic, dominate animal^D (DC 16)

2nd—aid, augury, barksin^b, bull's strength, spiritual weapon 1st—doom (DC 14), entangle^b (DC 14), entropic shield, protection from evil, sanctuary (DC 14), shield of faith 0—detect magic, detect poison, light, purify food and drink **Domains** Animal, Plant

Str 10, **Dex** 8, **Con** 9, **Int** 15, **Wis** 17, **Cha** 15 **Base Atk** +6; **CMB** +6; **CMD** 15

Feats Improved Channel, Improved Initiative, Multiattack, Persuasive, Skill Focus (Diplomacy)

Skills Acrobatics +4, Diplomacy +17, Heal +13, Intimidate +4, Knowledge (religion) +12, Perception +5, Sense Motive +13, Spellcraft +12, Swim +9; Racial Modifiers +4 Acrobatics Languages Common, Draconic, Elven

SQ aura of chaos, Shak'aa the Viper (animal companion via Animal Domain), hold breath

Combat Gear *lesser strand of prayer beads* (worked into a quarterstaff); **Other Gear** shaman's robe (worth 200 gp to collectors)

SHAK'AA THE VIPER

N Medium animal

Init +6; Senses low-light vision, scent; Perception +10

AC 17, touch 12, flat-footed 15 (+2 Dex, +5 natural) hp 22 (4d8+8) Fort +6; Ref +6; Will +2 Defensive Abilities evasion

Speed 20 ft., climb 20 ft., swim 20 ft. **Melee** bite +5 (1d4–1 plus poison)

Str 9, Dex 15, Con 14, Int 1, Wis 13, Cha 2 Base Atk +3; CMB +2; CMD 14 (can't be tripped) Feats Ability Focus (poison), Improved Initiative, Weapon Finesse^B Skills Acrobatics +10, Climb +10, Perception +10, Stealth +11, Swim +10; Racial Modifiers +4 Perception, +4 Stealth, +8 Acrobatics; modifies Climb and Swim with Dexterity SQ link, share spells

Poison (Ex)

Type injury; Save Fort DC 15 Frequency 1/round for 6 rounds Effect 1d2 Con Cure 1 save.

VUZAKAKI

XP 3,200 Male lizardfolk barbarian 6 CN Medium humanoid (reptilian)



Init +1; Senses Perception +1

AC 16, touch 11, flat-footed 15 (+1 Dex, +5 natural) hp 68 (2d8+ 6d12+12 plus 8); Diehard Fort +10; Ref +3; Will +2 Defensive Abilities improved uncanny dodge, trap sense +2, uncanny dodge

Speed 40 ft., swim 15 ft.

Melee +2 greataxe +14/+9 (1d12+8), or +2 greataxe +14 (1d12+8) and bite +9 (1d4+2), or claw +11 (1d4+4) and bite +2 (1d4+4) **Special Attacks** rage 16 rounds/day (+2 to hit, +2 to damage, +12 hp, +2 to Will, +2 to Str- and Dex-based skills), rage powers (quick reflexes, rolling dodge +2, superstition +2)

Str 18, **Dex** 13, **Con** 14, **Int** 6, **Wis** 11, **Cha** 9 **Base** Atk +7; **CMB** +11; **CMD** 22

Feats Diehard, Endurance, Multiattack, Weapon Focus (greataxe) Skills Acrobatics +4, Intimidate +8, Perception +1, Survival +9, Swim +10; Racial Modifiers +4 Acrobatics

Languages Draconic

SQ fast movement, hold breath

Combat Gear +2 greataxe, 2 potions of cure light wounds; **Other Gear** necklace of human and elf ears

Area 1–18 – Snake's Band (CR 9)

The entrance to this room is a small trapdoor located at the bottom of the stream (Perception DC 20 to locate), read or paraphrase the following once the PCs open the trapdoor:

The moment you open the small trapdoor, dark and foul water begins to spread in the clear stream, filling the cavern with a most foul smell of death and decay. The water in the narrow, horizontally downward passage under the trapdoor is so mucky that you can barely see for more than 10 feet.

Read or paraphrase the following once the PCs enter the room:

This wide natural cave is filled with disgusting murky water. Gnawed bones, pieces of rotten flesh and clothing articles float all over the room further hindering vision.

There are shapes moving in the water, some of them humanoid, some of them reptilian and some of them both.

This natural cavern serves as the home of the reborn whose features make them more comfortable being fully submerged in water than in the open air. Currently, there are 8 reptilian reborn resting in this room along with two crocodiles they have taken as pets.

These elves have not seen any action yet, but their self-proclaimed commander, a vile sorcerer called Snake (see Area 1–19 for more details) plans to use them to raid human ships once the holy war breaks out.

Meanwhile they spend their time feasting on human flesh, laying eggs (there are 17 eggs in the room, and the oldest of them hatches in a week) and training for the war to come.

The only object in the room is the remains of a large fishing boat stolen in a raid on a fishing community, which the elves employ for target practice.

Development: If any of the reptilian reborn survive the encounter with the PCs they alerts Snake who warns Mavetofel in **Area 1–24** and then organize a 12-men hunting party to look for the PCs.

Tactics: The amphibious reborn are less savage and feral then most reborn and are well trained to act as a team. They start their attack be trying to entangle as many opponents as possible with their nets and then launching two rapid volleys of tridents before closing in to flank their still-trapped opponents. Attacking the eggs causes them to fly into a rage, forgetting any clever tactics or well-practiced battle formations.

AMPHIBIOUS REBORN (8)	CR 2
XP 600	
Male and female elf ranger 2	
CE Medium humanoid (elf)	
Init +6; Senses low-light vision; Perception +14	

AC 21, touch 16, flat-footed 15 (+3 armor, +6 Dex, +2 shield) hp 27 (3d10+6); fast healing 5 Fort +5; Ref +9; Will +1; +2 vs. enchantment Immune fear, sleep

Speed 20 ft, swim 20 ft.

LEVEL 1: GIANT MUSHROOM CAP

Melee masterwork trident +7 (1d8+2) Ranged masterwork trident +11 (1d8+2), or net +9 touch (entangle) Special Attacks constrict (1d4+2), favored enemy humanoids +2

(humans), two-weapon combat style

Str 15, Dex 22, Con 14, Int 9, Wis 11, Cha 5

Base Atk +3; **CMB** +5; **CMD** 21 **Feats** Alertness^B, Athletic^B, Endurance^B, Exotic Weapon Proficiency (Net); Power Attack^B, Rapid Shot^B, Weapon Finesse^B, Weapon Focus (trident)

Skills Climb +10, Knowledge (prehistory) +2, Knowledge (nature) +5, Perception +14, Sense Motive +2, Stealth +12, Survival +6, Swim +18; Racial Modifiers +3 Knowledge (prehistory), +6 Perception, +2 Spellcraft to identify properties of magic items Languages Elf

SQ favored terrain swamps +2, track +1, wild empathy +0 **Combat Gear** Masterwork studded leather, heavy steel shield, masterwork trident, 2 tridents, 2 nets, *potion of cure light wounds*; **Other Gear** 20% have pearl necklaces worth (4d8 gp)

Fanatic (Ex)

Amphibious reborn are immune to fear (magical or otherwise) and intimidation.

Reptilian Features (Ex)

Amphibious reborn have the Snake Tail reptilian feature along with one other random feature.

CROCODILES (2)

"Crocodile")

XP: 600 each **hp:** 22; (see the *Pathfinder Roleplaying Games Bestiary*

Area 1–19 – Snake's Laboratory (CR 12)

Read or paraphrase the following:

This small, round room is fully submerged in clear water and is well lit with magical illumination. There is a long table in the middle of the room, on which various fish-skin scrolls, strange potions, humanoid lungs and fish fins lies sprawled. Charts of human towns and ships hang on the walls along with arcane symbols and strange images of scaly humans and fishes with skin.

The dissected body of a young female elf lies on a wide stone slab. Small fishes swim in and out of gaping holes in her torso and nimble at her pale-blue flesh.

This room is the laboratory of the diabolical Snake, a talented mage and a fanatic follower of the Tree That Sees. Among his projects are

the creation of permanent water-breathing operation for the reborn, ship-sinking explosives and the surgical blending of humanoids and sea animals—all for the glory of the Tree That Sees, of course.

Snake shares his abode with his beloved fiendish python Green Eyes. He received it as a gift from a demon who took interest in his work, but was soon murdered and dissected by the sorcerer to research his breathing system (parts of which still lie on Snake's table).

The corpse belongs to a young aquatic elf shell trader named Paulina captured in one of Snake's raids; her body is whole enough for *raise dead* or *speak with dead*. She knows that there is a "fully grown black dragon living in a dungeon north to the swamp cavern that the false elves consider the paragon of aquatic elfhood" and that Snake keeps pearls and gems in a drawer with a false floor in his table.

Paulina is rather poor and can offer the PCs nothing but her gratitude if they escort her out of the Hollow Mountain.

If you need stats for Paulina, use the merfolk from the *Pathfinder Roleplaying Games Bestiary*, changing her Speed to 30ft., Swim 30 ft.

Development: Snake is brave but not suicidal. If he loses more than 50% of his hp, or seems to be unable to harm the group he tries to escape to **Area 1–20** and return with reinforcement.

Tactics: Snake prefers fighting with summoned monsters, minions and *charmed* or *dominated* foes rather than physically confronting his victims. If possible, he would rather capture than slay his opponents, even if it means risking his minions (though not himself).

Treasure: The following items can be found lying on the table:

• 3 scrolls of summon monster II

• 2 potion of water breathing

• 250 gp worth of various spell, scroll and potion components

• The lungs and wind pipe of a human, a demon, a high, an aquatic elf and a dryad

• The fins of a various fishes and a sahuagin, and a snake

The false drawer (Perception DC 25 to locate) holds 1,350 gp worth of various semi-precious pearls.

GREEN EYES, ADVANCED FIENDISH CONSTRICTOR SNAKE XP 600

N Medium animal (extraplanar) Init +3; Senses darkvision 60 ft., scent; Perception +12

AC 15, touch 13, flat-footed 12 (+3 Dex, +2 natural) hp 26 (4d8+4 plus 4) Fort +5; Ref +7; Will +2 Resist cold 5, fire 5; SR 5

Speed 20 ft., climb 20 ft., swim 20 ft. Melee bite +6 (1d4+4 plus grab) Special Attacks constrict (1d4+4), smite good 1/day (+4 damage)

Str 17, Dex 17, Con 12, Int 1, Wis 12, Cha 2 Base Atk +3; CMB +6 (+10 grapple); CMD 19 (can't be tripped) Feats Skill Focus (Perception), Toughness Skills Acrobatics +15, Climb +11, Perception +12, Stealth +12, Swim +11; Racial Modifiers +4 Perception, +4 Stealth, +8 Acrobatics

SNAKE

CR 10

XP 9,600 Reborn elf sorcerer 10 CE Large humanoid (elf) Init +2; Senses low-light vision; Perception +21

AC 17, touch 14, flat-footed 13(+3 armor, +2 Dex, +1 dodge, +2 natural, -1 size) hp 57 (10d6+20 plus 10); fast healing 5 Fort +5; Ref +5; Will +8; +2 vs. enchantment Immune fear, sleep; Resist acid 10, fire 15

Speed 20 ft., swim 20 ft.

Melee bite +10 (1d3+6 plus poison), or 2 claws +10 (1d6+6) **Space** 10 ft.; **Reach** 10 ft.

Special Attacks bloodline arcana (acid spells +1 damage), breath weapon 1/day (30-ft. cone of acid, 10d6, DC 20), claws (magic), constrict (1d6+6), poison (bite; Fort DC 15; freq 1/round for 6 rounds; eff 1d6 Str; cure 1 save)

Spell-Like Abilities (CL 10th) 3/day—*hypnotism* (DC 17)

Sorcerer Spells Known (CL 10th):

5th (4/day)—dominate person (DC 21)

4th (6/day)—charm monster (DC 20), fear (DC 19), summon monster IV

3rd (7/day)—deep slumber (DC 19), dispel magic, displacement, fly 2nd (7/day)—bull's endurance, mirror image, hideous laughter (DC 18), resist energy, see invisibility

1st (8/day)—charm person (DC 17), expeditious retreat, mage armor, magic missile, obscuring mist, shield

0 (at will)—acid splash, arcane mark, daze (DC 16), detect magic, light, mage hand, ray of frost, read magic, touch of fatigue (DC 16) **Bloodline** Draconic (green)

Str 23, **Dex** 15, **Con** 15, **Int** 15, **Wis** 13, **Cha** 18 (20) **Base Atk** +5; **CMB** +12; **CMD** 24

Feats Alertness^B, Athletic^B, Brew Potion, Dodge, Eschew Materials^B, Heighten Spell, Power Attack^B, Scribe Scroll, Spell Focus (enchantment), Toughness^B, Weapon Finesse^B **Skills** Intimidate +18, Knowledge (arcana) +15, Knowledge (prehistory) +12, Perception +21, Spellcraft +15 (+17 to identify properties of magic items); **Racial Modifiers** +10 Knowledge (prehistory), +6 Perception, +2 Spellcraft to identify properties of magic items

Languages Common, Draconic, Elven, Infernal

Combat Gear cloak of the manta ray, bracers of armor +3, pink and green ioun stone, pearl of power (3rd level); **Other Gear** spell component pouch, surgical tools, manacles

Fanatic (Ex)

CR 2

Snake is immune to fear (magical or otherwise) and intimidation. **Reptilian Features (Ex)**

Snake has the Hypnotic Eyes, Snake Tail, Salamander Skin, and Poisonous Bite reborn features.

Area 1–20 – The Putrid Swamp (CR Variable)

Read or paraphrase the following:

This gargantuan cavern is partially submerged in foul, greenish swamp-like water which ripples from time to time even though the air is deathly still.

In the middle of this underground swamp is a small island encircled with a rusty barbered wire fence. Dozens of miserable looking humans dressed in wretched rags sit huddled in the middle of the island, their faces devoid of any expression except for hunger and despair. Four terribly twisted humanoids with bark instead of skin and grass instead of hair patrol around the fence with the clumsy gait of a zombie. They are armed with huge clubs that they manipulate with unsettling ease.

A small cell is carved in the southern wall. Inside, an old wood elf dressed in the soiled white robes an wild, unkempt hair sits on the bare floor, somberly staring at the water with sad and broken eyes, mumbling something to himself.

On the far end of the swamp there is a wide opening from which noxious vapors steam. Dead fish and frogs float in the contaminated water, adding to the general stink of the cavern.



The putrid swamp was once a beautiful, crystal-clear underground lake but the irresponsible behavior of the reptilian reborn combined with Mavetofel's hate of everything which is pure and good, quickly turned the lake into an abominable disease-ridden swamp. Characters not protected against normal diseases risk contracting Blinding Disease. The reptilian reborn and their pets are immune to this disease and can drink the water safely.

Blinding Disease

Type Ingested or injury Save DC 16 Onset 1 hour Frequency 1 day Effect 1d4 Str damage, each time a victim takes 2 or more damage from the disease, he must make another Fortitude save or be permanently blinded.) Also the water is undrinkable and targets ingesting the water gain the sickened condition for 1d8 rounds if swallowed (no save) Cure 2 consecutive saves

The water is about waist deep near the walls and more than 10-feet deep around the prisoner's island.

There are many reborn and reptiles living in the swamp, however the water's murkiness works both ways and they are as unlikely to notice the PCs as the PCs are unlikely to notice them. For every five minutes the PCs spend wading or swimming in the water, there is a cumulative 20% chance for an encounter. If an encounter occurs, roll 1d6 to determine the creature encountered. If all the creatures of a certain type were killed treat this roll as no encounter. Every 5 rounds of combat roll for another encounter, but ignore the result of 6 unless the PCs moved a considerable distance.

1d6	Encounter	CR	Total
1–2	1-6 Crocodiles	2-7	12
3	Anaconda	4	3
4–5	2d3 Reptilian Reborn	4-8	27
6	Murder-weed	6	4

Note that passing near a creature does not guarantee spotting it or vice-versa. If both parties fail to notice one another no encounter occurs. If only one group spotted the other it can either avoid the encounter or surprise the unsuccessful party.

A reborn can gather all of its brethren by swimming around and calling for them at the rate of 1d4 per turn, to a maximum of 27. These break into groups of eight, raise their heads slightly above water level (+10 cover bonus to Stealth checks) and look for the PCs, seeking to surprise them by attacking from below.

The following statistics are provided for easy reference:

ANACONDA ADVANCED GIANT CONSTRICTOR SNAKE XP 1,200 N Large animal Init +4; Senses scent; Perception +15

AC 20, touch 13, flat-footed 16 (+4 Dex, +7 natural, -1 size) hp 52 (5d8+25 plus 5) Fort +9; Ref +8; Will +4

Speed 20 ft., climb 20 ft., swim 20 ft. Melee bite +9 (1d8+10 plus grab) Special Attacks constrict (1d8+10)

Str 25, Dex 19, Con 20, Int 1, Wis 16, Cha 6

Base Atk +3; **CMB** +11 (+15 grapple); **CMD** 25 (can't be tripped) **Feats** Improved Natural Attack (bite), Skill Focus (Perception), Toughness **Skills** Acrobatics +16, Climb +15, Perception +15, Stealth +9, Swim +15; **Racial Modifiers** +4 Perception, +4 Stealth, +8 Acrobatics

CROCODILES (1-6)

XP: 600 each

hp: 22; (see the *Pathfinder Roleplaying Games Bestiary* "Crocodile")

REPTILIAN REBORN XP 600

Male and female elf ranger 2 CE Medium humanoid (elf) Init +6; Senses low-light vision; Perception +14

AC 21, touch 16, flat-footed 15 (+3 armor, +6 Dex, +2 shield) hp 27 (3d10+6); fast healing 5 Fort +5; Ref +9; Will +1; +2 vs. enchantment Immune fear, sleep

Speed 20 ft, Swim 20 ft.

Melee masterwork trident +7 (1d8+2) Ranged masterwork trident +11 (1d8+2), or net +9 touch (entangle) Special Attacks constrict (1d4+2), favored enemy humanoids +2 (humans), two-weapon combat style

Str 15, Dex 22, Con 14, Int 9, Wis 11, Cha 5 Base Atk +3; CMB +5; CMD 21

Feats Alertness^B, Athletic^B, Endurance^B, Exotic Weapon Proficiency (Net); Power Attack^B, Rapid Shot^B, Weapon Finesse^B, Weapon Focus (trident)

Skills Climb +10, Knowledge (prehistory) +2, Knowledge (nature) +5, Perception +14, Sense Motive +2, Stealth +12, Survival +6, Swim +18; **Racial Modifiers** +3 Knowledge (prehistory), +6 Perception, +2 Spellcraft to identify properties of magic items **Languages** Elf

SQ favored terrain swamps +2, track +1, wild empathy +0 **Combat Gear** Masterwork studded leather, heavy steel shield, masterwork trident, 2 tridents, 2 nets, *potion of cure light wounds*; **Other Gear** 20% have pearl necklaces worth (4d8 gp)

Fanatic (Ex)

Amphibious reborn are immune to fear (magical or otherwise) and intimidation.

Reptilian Features (Ex)

Amphibious reborn have the Snake Tail reptilian feature along with one other random feature.

MURDER-WEED

CR 6

CR 2

Murder Weed acts as a continuous *black tentacles* (CL 10th, CMB +15, CMD 25; 1d6+4 plus drowning). A patch of murder-weed is AC 15 (+6 natural, -1 size). Dealing more than 50 points of damage to the plant "destroys" it for 1d4 hours (the time it takes it to grow new weeds).

Area 1–20A – Island of the Doomed (CR 11)

This is where the elves keep their prisoners. The healthy ones are sent to serve in the mess hall, while the weak and old are either used as food by the reborn or "sacrificed" to the Prophet. He buries them by the roots of the Tree That Sees to rise as mindless plant abominations in his service (see Level 2 for more details). Many prisoners fall victim to various sadistic pranks played by the plant and reptilian reborn.

The island is protected by four plant abominations that patrol around the fence, making sure the prisoners don't get too close to the water, and a greater water elemental that lies in wait under the water,

CR 4

ready to attack any non-elf who gets closer than 20 feet to the island. There are 37 prisoners at the moment (Suric's elven wife is among

them, use the stats of the sick elves from Area 1-2 for her), 11 of which are suffering from Blinding Disease.

None of the prisoners can aid the PCs in the fighting (they are all common peasants and workers and most of them are sick, famished or wounded) but many know valuable bits of information and would gladly share them with the PCs. Roll 1d8 once per person asked.

1d8 Rumor

- 1 The mastermind behind these terrible raids is the monster that lives in that cave over there (points). It somehow managed to cross the elves with animals and plants, making them evil in the process, and now wants to do it to us all! (False)
- 2 Every three days the elves take a few prisoners to be sacrificed to their god, "The Tree That Sees", I don't know where or how the sacrifice is performed but I don't think its anywhere inside the mushroom. (True)
- 3 One of these walking man-trees who patrolled around the island used to be a being just like you and me. I know it because he was my brother! (True)
- 4 The elves have a secret temple higher in the mountain; anyone who spends a night praying at the temple is forever changed. (Partially true)
- The elves worship an evil treant who calls himself the 5 Tree That Sees. They think he is a god but he is nothing but a big, mad freak of nature that hates all of us normal people! (Partially true)
- The elves speak of the impending war against "false 6 nature" and its "false gods", once they are all "reborn" in their true shape and we are all "cleansed" of our "falseness". You must stop those psychos before it's too late! (True)
- 7 Shaman Solianis, that gloomy old man over there (points) used to be the tribe's shaman but was imprisoned for opposing that new mockery of a religion his tribe now practices. (True)
- The Prophet is a powerful but insane wizard who lives 8 alone higher in the mountain. He is the one responsible for all this madness and the Tree That Sees is nothing but a fantasy born out of his sick mind. (Partially True)

The prisoners beg the PCs to bring them back home before proceeding with their quest. If the PCs decline and proceed to combat Mavetofel or search for the Prophet the prisoners are likely to be slaughtered in retribution by the remaining elves.

GREATER WATER ELEMENTAL

XP: 6,400 hp: 123; (see the Pathfinder Roleplaying Games Bestiary "Elemental, Water")

PLANT ABOMINATION (4)

XP 800

CE Medium plant Init -1; Senses low-light vision; Perception +8

AC 14, touch 9, flat-footed 14 (-1 Dex, +5 natural) **hp** 26 (4d8+4 plus 4); regeneration 5 (acid, fire) **Fort** +5; **Ref** +0; **Will** +1 DR 5/magic; Immune plant traits Weakness vulnerable to fire

Speed 20 ft. Melee greatclub +7 (1d10+6), or slam +7 (1d6+6) Special Attacks random reborn feature

Str 18, Dex 9, Con 13, Int -, Wis 11, Cha 1 Base Atk +3; CMB +7; CMD 16

Feats Improved Natural Attack (slam)^B, Toughness^B Skills Perception +8; Racial Modifiers +8 Perception Combat Gear greatclub

Environment Hollow Mountain **Organization** solitary or gang (2–5)

Random reborn feature (Ex)

A plant abomination has one random reborn plant feature. See the Reborn template for more details.

PRISONERS

XP 135 Male and female human commoner 1 N Medium humanoid (human) **Init** +0; **Perception** +0

AC 10, touch 10, flat-footed 10 **hp** 4 (1d6+1) Fort +1; Ref +0; Will +0

Speed 30 ft.

Str 11, Dex 10, Con 12, Int 9, Wis 10, Cha 11 Base Atk +0; CMB +0; CMD 10 Feats Skill Focus (Craft [any one]), Skill Focus (Profession [any onel) Skills Craft (any one) +3, Profession (any one) +6

Languages Common





CR 1/3

CR 3

Area 1–20B – Prison without Walls (CR 7)

This small cell houses the tribe's shaman and previous spiritual leader, now a broken old man who has seen too much horror and tragedy to keep his sanity intact.

Shaman Solianis is cursed with a very potent curse that can only be removed by powerful means such as a *limited wish*, a *wish* or a *miracle* or by destroying its source—the Tree That Sees. Just like a vampire, Solianis is unable to cross running water, unlike a vampire, however, he suffers from the curse even if flying or being carried over the water.

This terrible curse was bestowed on him when he refused to be reborn as a loyal servant of the Tree That Sees. Once per week the Prophet comes and asks him if he changed his mind, so far the answer always was a spit on the face.

When the PCs arrive they find Solianis staring at the water and mumbling to himself about the "death of proper elfhood" and the "disrespectful youth of today". He is in too poor a shape to aid the PCs in any way, but can answer their questions, even if somewhat incoherently.

Here is a list of likely questions:

What happened to the elves? "That young boy... he opened the old door because he wanted to see... and he saw! He saw the one who sees! But he sees only madness and falsehood! And now he wants us all to see! But I won't! I WON'T!"

Who is this boy? "He thinks he is a prophet, but he is nothing but a misguided fool! I loved him like a son and he left me here to rot! Ha ha ha! He is the one who rots! Personally I like the view! Yes! I like it! Poor humans though, ruin the view."

Who is the Tree That Sees? "He is a liar! He claims to be a god, but he is not even a creature! He is a mistake, a terrible mistake we must make right. I cry when gods make mistakes, don't you see my tears?! I CRY!"

Where are the prophet/ the boy/ the Tree That Sees? "They are above, at the old school for lizards, the smart lizards, that is, they died not to see, the smart lizards... but you have to want to see to get there, and you have to have six hands... six?! Yes, six! I don't want to see! Nooooooo!!!!!"

What's going to happen? "He wants everyone in the world to see, but first he needs to make everyone in the mountain see, my children and the poor humans... he will make the whole world see, unless you burn him."

How can we help? "Don't see, don't let anyone see. Kill the boy. Kill the tree. Kill everyone! Ha ha ha! Kill everyone!"

After the PCs spend 4 rounds speaking with the shaman, read or paraphrase the following:

You hear a loud revolting, sound that resembles the tearing of flesh. Suddenly, two gigantic tentacle-like roots sprout from the filthy water and dart for the old madman.

These tentacles are an advanced form of murder-weed, and answer to the Tree That Sees itself, who wishes to silence the shaman lest he tell something valuable to the PCs. They continue to attack, aiming solely for Solianis until he is destroyed (either dragged into the water or "rescued" by the PCs).

SHAMAN SOLIANIS CR 9 XP 6,400 Male elf druid 11 CG Medium humanoid (elf) Init +0; Senses low-light vision; Perception -2

AC 10, touch 10, flat-footed 10 hp 42 (11d8–11) Fort +8; Ref +3; Will +3; +2 vs. enchantment Immune sleep

Speed 30 ft. **Melee** unarmed strike+7/+2 (1d3–1)

Str 9, Dex 11, Con 9, Int 13, Wis 19 (3), Cha 15 (5)
Base Atk +8; CMB +7; CMD 17
Feats All forgotten
Skills All forgotten; Racial Modifiers +2 Perception, +2 Spellcraft to identify properties of magic items
Languages Common, Elf

ADVANCED MURDER-WEED

CR 7

Advanced Murder-weed acts as a continuous *black tentacles* (CL 13th, CMB +18, CMD 28; 1d6+4 plus drowning). This patch of murder-weed is AC 18 (+9 natural, -1 size). Dealing more than 75 points of damage to the plant "destroys" it for 1d4 hours (the time it takes it to grow new weeds).

Area 1–20C – Lizard Riddle (CR 4)

The door to this chamber is covered in a thick layer of mud (Perception DC 20 to locate). If cleared it reveals a riddle carved in Draconic:

Bring me that which shouldn't see.

If the players touch the wall with any part of a plant the block smoothly slides inside allowing the PCs into the chamber. Read or paraphrase the following:

This small chamber is a perfect cube with walls so smooth that you have to constantly struggle not to lose footing. The skeleton of a man-sized lizard dressed in a beautiful crimson cloak decorated with complex geometrical designs lies on the floor. It clutches in its dead hands a parchment scroll and an empty bottle.

The skeleton is the body of the archmage who opened the portal into the Tree That Sees domain. He created this room for himself and his family to hide from the scourge until help arrived. After a week he realized that neither his family nor the expected help would ever arrive and committed suicide by drinking poison. The scroll is his suicide note, give players the handout at the back of the book:

Beloved brother lizard,

I am leaving this hasty scroll for you so that you know what to write on my epitaph. My name is Zoal'drix and I was an archmage in this university and an expert in planar travel. This is what I want you to engrave on my tomb:

His endless curiosity / destroyed his home and family / the union of plant and animosity / was never meant to be / when you touch the gate of me / please, close your eyes and do not see.

In the southern wall you will find some budget to hire a good mason, protected in the traditional lizard fashion. With shame and sorrow,

Zoal'drix

On the southern wall there is a single brick with the word "budget" in Draconic written on it, it can only be removed by the hand of a lizard or some other reptilian, dead or alive. Any other creature touching the brick takes 1d6 points of electricity damage.

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Treasure: behind the brick there is a single perfect diamond the size of an apple worth 6,000 gp. The cloak the dead lizardfolk is wearing is a *cloak of charisma* +2.

Area 1-21 - Dragon Lair (CR 13)

Read or paraphrase the following:

This large cave is filled with noxious stale water and decaying brownish-black vegetation that cover every inch of dry land in the cave. The air is filled with acidic vapors and an almost overpowering smell of bile.

On the far end of the cave there is a small patch of dry land covered in coins, gems, art objects and decorated weapons.

This cave serves as the home of the most powerful and evil of the paragons, the dragon Mavetofel, who, like the other paragons, was bribed by the promise of easy treasure and food by the elves.

There are two entrances to his cave; the first is the long, labyrinthine tunnel that connects the cave with the putrid swamp, and the second is a carefully camouflaged opening in the cave's roof (Perception DC 20 to locate). Mavetofel can use only the opening as the tunnel is too narrow for him to safely squeeze through.

The tunnels, or the "labyrinth" as the elves like to call it, is fully submerged in acidic water, that except for being frigid and diseaseridden like the water of the putrid swamp is also acidic (1d3 points of acid damage per turn).

Tactics: If Mavetofel is aware of the intruders he is hiding under the water with only his eyes and nostril showing and waiting for the PCs. As soon as he spots them he dives as deep as possible and casts *bear's endurance, bull's strength* and *shield* on himself. Then he floats as far from the PCs as possible, attacks with his breath weapons and dives again, repeating the maneuver until forced into melee.

Being a vain creature he fights to the death, refusing to believe that a band of petite humans can win him.

Treasure: Mavetofel's hoard includes the following:

- Staff of swarming insects (46 charges left)
- +2 scythe
- Amulet of mighty fists +1
- Salve of slipperiness
- Arcane scroll of detect poison, true strike, and delay poison
- Arcane scroll of rage, and animate dead
- Potion of darkvision
- Potion of hide from undead
- 4 deep blue spinels worth 400 gp each
- 12 bloodstones worth 60 gp each
- 935 pp, 3,283 gp and 21,461 sp

MAVETOFEL

XP 19,200

Male mature adult black dragon CE Large dragon (water) Init +5; Senses dragon senses; Perception +24 Aura frightful presence (180 ft., DC 19)

AC 32, touch 11, flat-footed 28 (+1 Dex, +1 deflection, +21 natural, -1 size)

hp 184 (16d12+80) **Fort** +15; **Ref** +11; **Will** +13

DR 10/magic; Immune acid, disease, paralysis, sleep; SR 23

Speed 60 ft., fly 200 ft. (poor), swim 60 ft. **Melee** bite +24 (2d6+12), 2 claws +23 (1d8+8), 2 wings +21 (1d6+4), tail +21 (1d8+12) **Space** 10 ft.; **Reach** 5 ft. (10 ft. with bite) **Special Attacks** breath weapon (80-ft. line, DC 23, 14d6 acid), corrupt water **Spell-Like Abilities** (CL 14th) At will—*darkness* (60-ft. radius) **Spells Known** (CL 5th) 2nd (5/day)—*blur, scorching ray* 1st (7/day)—*alarm, mage armor, magic missile, obscuring mist*

0 (at will)—dancing lights, detect magic, mending, message, read magic, touch of fatigue (DC 12)

Str 27, Dex 12, Con 21, Int 14, Wis 17, Cha 14 Base Atk +16; CMB +25; CMD 36 (40 vs. trip) Feats Alertness, Improved Initiative, Improved Vital Strike, Multiattack, Power Attack, Skill Focus (Stealth), Vital Strike, Weapon Focus (bite)

Skills Fly +13, Handle Animal +18, Intimidate +21, Knowledge (arcana) +21, Perception +26, Spellcraft +21, Stealth +22, Swim +34

Languages Common, Draconic, Giant

SQ speak with reptiles, swamp stride, water breathing **Treasure** *ring of protection* +1, *periapt of health* +2

Level 2: Temple of Roots

The Temple of Roots is located in a gigantic cavern above the mushroom garden, accessible only through flight. Originally, it was designed as a rite of passage by a race of highly advanced and enlightened lizardfolk who once occupied the mountain and later were wiped out by the Tree That Sees. Young lizardfolk were required to pass this test in order to become students in the University of Magic, now utterly destroyed and replaced by a huge graveyard called "memorial fields" (Area 2–2).

The Prophet declared the strange hall to be the temple and home of the Tree That Sees and the chambers and corridors to be holy sites, never to be disturbed by lowly mortals (excluding himself, of course).

Unless stated otherwise, all doors on this level are made from magically treated stone and open by themselves when approached (Str DC 25 to resist or force to open)

Magically treated stone: 1 ft. thick; hardness 16; hp 360; Break DC 50

Areas of the Map Area 2-1 – Memorial Fields (CR Varies)

Read or paraphrase the following:

A gargantuan cavern opens before you. It is so huge that you feel as if you have stepped into another world rather than a cave.

Every few yards, there is a curiously shaped stone protruding from the moss. There are hundreds of such stones spread throughout the cavern.

At the far end of the cavern, hundreds of yards away, two luminous gigantic gates are carved in the rough stone wall, spilling eerie blue light on the walls and strange stones. The masonry is superior and depicts cloak-clad lizards writing scrolls, brewing potions and communing with various outsiders.

The sounds of sawing, hammering and strange inhuman barks echo in the cavern, although the sources of these sounds are lost in darkness.

As the PCs get closer to the gates read the following:

Under the gates there is a small wooden altar decorated with eye-shaped stones and twisted wooden hands. It glisters with freshly spilled blood.

2-IA - Lizard Graves

Every stone marks the resting place of a lizardfolk who died while braving the rite of passage or studying at the University of Magic. Some of the stones are very old and crumbling while others are relatively new (a few hundred years old). Every stone has a name, a position and a short rhyme that describes the deceased. None of the graves belong to the victims of the Tree That Sees, as these were never properly buried.

If the PCs open the graves, roll on the following table to see what they come up with:

e	1d%	Contents
у,	1-50	Nothing
d	51-75	Lizard Skeleton (not undead)
d	76–90	Wraith
e	91-100	Skeleton (not undead) with a minor magical item
y		(table 15-2: Random Magic Item Generation in the
d		Pathfinder Core Rulebook)

WRAITH XP: 1,600

hp: 47; (see the Pathfinder Roleplaying Games Bestiary "Wraith")

2–1B – War Machine (CR 11-plus)

Read or paraphrase the following:

The source of the sounds turns out to be a group of terribly misshapen humanoid plants that work on some strange war machine made of wood, bones and stone.

In preparation for the upcoming war, the Prophet has ordered the construction of mystical war machines to be used as siege weapons. None of the machines is even remotely close to completion and it is unclear whether they will work at all of finished.

Each working crew consists of 14 plant abominations and is supervised by one of the overseers from **area 2–2** who visit every crew once per three hours to give new orders and fix minor mistakes. When the PCs first approach a war machine there is 33% percent chance that an overseer are present, working on the war machine.

The plant abomination does not attack the PCs unless their work is hindered, physically assaulted by the PCs or ordered to do so by their overseers.

PLANT ABOMINATION (14) CR 3 XP 800

hp 26 (see Area 1-20A)

2-IC - The Bloody Gates

The traditional way of opening the gates was simply announcing "I am prepared!" in Draconic but the Tree That Sees changed it. To open the gates one must sacrifice an unwilling sentient creature on an altar by the gates made of living wood and eye-shaped stones.

The PCs can also simply destroy the gate, but the amount of noise that the breaking of the huge stone gate produces is immense, and the PCs have to fight 70 plant abominations and 3 elite warriors commanded by the Prophet himself as soon as they bring down the gates (a CR 16+ encounter!).

Every three days, a delegation from the Mushroom Cap comes (with the aid of a fly spell) to make a sacrifice to the Tree That Sees and be reborn by its roots. The PCs can sneak after the delegation but that means they have to watch three innocent prisoners slaughtered on the wooden altar, something which may not be appropriate to highly moral characters such as paladins and good clerics.

LEVEL 2: TEMPLE OF ROOTS





LEVEL 2: TEMPLE OF ROOTS



Read or paraphrase the following:

The gates open to reveal a magnificent hall unlike any you have ever seen before. It is a perfect grey semi-sphere with every inch of it decorated by beautiful and complex engravings of a completely alien and yet infinitely advanced technique.

There are five doors in the sphere, including the one through which you entered. Every door is inscribed with a different image.

A trail of dried blood leads from the entrance gates to the further of the southern doors.

The blood belongs to the bodies of almost a hundred prisoners whose butchered corpses were dragged from the altar in **Area 2–1A** to the portal to the Tree That Sees' domain to be "cleansed" of their humanity and reborn as gruesome plant abominations. Careful examination of the floor by a skilled tracker (Survival DC 25) also reveals that humanoids wearing boots follow the blood trail to the door, but strange monsters (Wis DC 17 to recognize them as various reborn) tread on it on their way back.

If the PCs examine the engravings, read or paraphrase the following:

The engravings are a series of images that tell of the lives of their creators, a race of civilized and enlightened lizardfolk. According to these images, they developed powerful spells and incredible artifacts, and dabbled in ancient and terrible secrets from a time when the gods where still young and humanity not yet born. They even traveled through the stars to terrifying alien worlds where they uncovered even greater and more maddening truths. The story ends abruptly with an image of a young human-like boy dressed in the rays of the sun toying with the body parts and eyeballs of a dozen different creatures, creating an unspeakably twisted abomination in the process.

Every door is described in the relevant area entry.

Development: There's a 50% percent chance that when the PCs enter the hall that the overseers are there, trying to decipher some insane scroll that the Prophet claims to be the Tree That Sees' newest war machine. Their initial attitude towards the PCs is suspicious but not immediately hostile as the idea of intruders in the Hollow Mountain's innermost sanctum is inconceivable. If the PCs are able to invent some convincing explanation for the presence inside the hall, the overseers leave them alone, muttering "just don't make too much noise, we have a war to plan..." otherwise they attempt to flee and return later with a *commanded* wraith and any surviving plant abominations from **Area 2–1**.

A DC 30 Spellcraft or Knowledge (Arcana) reveals the scrolls to contain scrambled and incomplete directions for creating semiliving war machines that can move on their own and fire massive projectiles.

Treasure: The overseers' spellbooks lie on the floor among the scrolls and the drawings and include all the spells known by the two (respectively) plus:

Fizelbin's spellbook: 0—all; 1st—alarm, charm person, hold portal, magic weapon; 2nd—darkvision, continual flame, locate object, mirror image, web; 3rd—greater magic weapon, keen edge.

Liasana's spellbook: 0—all; 1st—*chill touch, hypnotism, ray of enfeeblement shocking grasp, floating disc;* 2nd—*invisibility, summon swarm, command undead;* 3rd—*haste, ray of exhaustion.*

OVERSEER FIZELBIN XP 2,400 Male reborn elf wizard 5/expert 1 CN Large humanoid (elf) Init +2; Senses low-light vision; Perception +9

AC 11, touch 11, flat-footed 9 (+3 Dex, -1 size) hp 36 (5d6+1d8+12); fast healing 5 Fort +3; Ref +3; Will +7; +2 vs. enchantment Immune fear, sleep; Resist fire 15

Speed 30 ft.

Melee dagger +7 (1d4+6/19–20), or slam +7 (1d4+6 plus grab) Ranged dagger +4 (1d4+6/19–20, 30 ft. range) Space 10 ft.; Reach 10 ft. Special Attacks hand of the apprentice 6/day, spit acid (10 ft. cone of acid, 2d4, DC 13 half, every 1d4 rounds), vines (slam plus grab) Wizard Spells Prepared (CL 5th): 3rd—invisibility sphere, lightning bolt (DC 16) 2nd—command undead (DC 15), detect thoughts (DC 15), glitterdust (DC 15) 1st—expeditious retreat, hold portal, magic missile, unseen servant 0—detect magic, light, disrupt undead, message Arcane School universal

Str 22, Dex 15, Con 15, Int 17, Wis 13, Cha 13
Base Atk +2; CMB +9 (+13 grapple); CMD 21
Feats Alertness^B, Athletic^B, Craft Magic Arms and Armor^B, Craft Wondrous Item, Magical Aptitude, Power Attack^B, Scribe Scroll^B, Spell Focus (transmutation), Weapon Finesse^B
Skills Craft (alchemy) +10, Craft (armor) +12, Craft (bows) +12, Craft (weapons) +12, Knowledge (arcana) +12, Knowledge (enginering) +11, Knowledge (prehistory) +9, Perception +9, Sense Motive +3, Spellcraft +14 (+16 identify properties of magic items), Use Magic Device +3; Racial Modifiers +6 Knowledge (prehistory),

+6 Perception, +2 Spellcraft to identify properties of magic items **Languages** Common, Draconic, Elven, Infernal **SQ** arcane bond (amulet)

Combat Gear bonded amulet, dagger, *wand of hold person* (36 charges left), *potion of displacement, potion of fly, potion of barkskin* +3; **Other Gear** drawing tools, magnifying glass

Fanatic (Ex)

Fizelbin is immune to fear (magical or otherwise) and intimidation. **Random Feature (Ex)**

CR 6

Fizlbin has the random features Salamander Skin, Spit Acid, and Vines.

OVERSEER LIASANA XP 2.400

Female reborn elf wizard 5/expert 1 CN Large humanoid (elf) Init +3; Senses low-light vision; Perception +9

AC 13, touch 12, flat-footed 10 (+3 Dex, +1 natural, -1 size) hp 36 (5d6 + 1d8+12); fast healing 5 Fort +3; Ref +4; Will +7; +2 vs. enchantment Immune fear, sleep; Resist fire 15

Speed 30 ft.

Melee dagger +6 (1d4+5/19–20) Ranged dagger +4 (1d4+6/19–20, 30 ft. range) Space 10 ft.; Reach 10 ft. Special Attacks hand of the apprentice 6/day Spell-like Abilities (CL 6th): 3/day—hypnotism (DC 12) Wizard Spells Known (CL 5th): 3rd—vampiric touch (x2) 2nd—false life, ghoul touch (DC 13), spectral hand 1st—expeditious retreat, magic missile (x2), shield 0—detect magic, disrupt undead, mending, read magic Arcane School universal

Str 20, Dex 17, Con 15, Int 17, Wis 13, Cha 13

CR 6

Base Atk +2; CMB +8; CMD 21

Feats Alertness^B, Athletic^B, Craft Magic Arms and Armor^B, Craft Wondrous Item, Magical Aptitude, Power Attack^B, Scribe Scroll^B, Spell Focus (neuromacy), Weapon Finesse^B

Skills Craft (alchemy) +10, Craft (armor) +12, Craft (bows) +12, Craft (weapons) +12, Knowledge (arcana) +12, Knowledge (enginering) +11, Knowledge (prehistory) +9, Perception +9, Sense Motive +3, Spellcraft +14 (+16 identify properties of magic items), Stealth -1 (+7 in forested areas), Use Magic Device +3; **Racial Modifiers** +6 Knowledge (prehistory), +6 Perception, +2 Spellcraft to identify properties of magic items, +8 Stealth in forested areas **Languages** Common, Draconic, Elven, Infernal

SQ arcane bond (ring)

Combat Gear bonded ring, *robe of bones, amulet of natural armor* +1, *potion of cure moderate wounds, potion of invisibility, scroll of fly, scroll of wall of force and wall of stone*; **Other Gear** drawing tools, magnifying glass

Fanatic (Ex)

Liasana is immune to fear (magical or otherwise) and intimidation. Random Feature (Ex)

Liasana has the random features Hypnotic Eyes, Salamander Skin, and Leaves.

Area 2-3 -Chamber of Combat (CR 5)

Read or paraphrase the following:

This small semi-spherical room is plain except for five imposing life-like statues standing by the walls at equal intervals. Each is a formidable warrior of a different alien race, except the one who looks like a primitive caveman armed with a bone club.

The door to the chamber is decorated with a crossed sword and an ancient lizardfolk holy symbol that looks like a scroll rolled around a flower (Knowledge [religion] DC 30 to recognize).

This room was designed to test one's pacifism rather than one's combat prowess as the ancient Lizardfolk believed that violence and aggression were harmful vices that did nothing but hinder one's path to enlightenment and spread pain and sorrow in the world.

As soon as the party comes within ten feet of any of the statues, it suddenly animates sounds a terrible battle-cry and charges at the nearest creature, obviously intent into cutting him to pieces.

As these statues were designed to educate for pacifism rather than war, their strikes do not deal damage, although it appears so to the PCs (Perception DC 20 to realize the wounds are "fake"). Any damage inflicted to the statues, however, is redirected to the aggressor. The object of this room is to simply not fight the statues. After 3 rounds of pacifism by the PCs, the statues resume their silent vigil over the room.

The method of winning this test is channeling at least five levels of beneficial spells (including from potions and special abilities) into every animated statue, which immediately makes it still again.

After all the statues were "defeated", every PCs who participated in the "fighting" is *healed* for up to 120 hp and *blessed* until his next combat.

Area 2-4 -Passage of History (CR 3)

Read or paraphrase the following:

The walls of this narrow and well lit tunnel are inscribed with draconic runes and the occasional image of some alien creature or dreamlike city.

The sounds of soft feminine sobbing comes from further down the tunnel

The door to this tunnel is decorated with the image of a venerable gold dragon angrily biting its own tail. It can only be opened from the outside.

The Passage of History was designed to both teach the history of the races of the very distant past (now either extinct or inhabiting other worlds) and the dangers of repeating it.

The history on the walls spans over ten thousand years and ends eons before humanity was born. It is a fascinating read for any lover of history but contains no information otherwise relevant to this adventure.

Close to the end of the corridor there is a hidden magical device (Area 2–4B) that *teleports* those who step on it back to the beginning (Area 2–4A) which, too, has a magical device that *teleports* the PCs back to Area 2–4B (except for the first time they pass through it), so whether one walks with or against the passage of history he is doomed to walk in circles forever.

In order to leave the tunnel the PCs must either shatter the walls to get into Area 2–4C or rise above the passage of history by climbing or flying above the tunnel to area 2–4D.

Superior masonry: 1 ft. thick; hardness 8; hp 90; Break DC 35, Climb DC 20



LEVEL 2: TEMPLE OF ROOTS



Read or paraphrase the following:

Through the shattered wall you see a small round chamber with a flat roof and bare walls.

An iron door inscribed with writings in draconic stands at its middle.

The text reads "Those with the courage to break the cycle of history will be rewarded with bravery and endurance."

Except for being a magical portal that leads back to the center of the Grand Hall in Area 2–2 the door also bestows a +2 luck bonus to all saves and attack rolls on those who pass through it. This boon lasts for twenty four hours and cannot be dispelled in any way.

Area 2-4D -Wisdom of the Ages (CR o)

Read or paraphrase the following:

You rise on and on until you suddenly find yourself hovering in space, alone amid an infinite sea of shining stars. The sight is quite breath-taking.

An iron door with writings in Draconic hovers near you.

The text on the door reads "Those with the wisdom to rise above the petty squabbling of history's slaves will be awarded with knowledge and insight."

Except for being a magical portal that leads back to the center of the Grand Hall in Area 2-2 the door also bestows *true sight* on those who pass through it. This boon lasts for twenty four hours and cannot be dispelled in any way.

Area 2-5 – The Corridor of Travel (CR o)

Read or paraphrase the following:

This long and slightly curved corridor contains dozens of shiny metal doors, each decorated with a gem of a different color.

From further down the corridor terrible and unearthly chanting comes, obviously emitted by some utterly inhuman monster of great size.

The door to this chamber is decorated by an image of an endless spiral staircases aligned with a hundred colorful portals.

The doors on the walls are all two-way portals to other planes and planets, most of them unlocked and still functioning. Use any planes or locations appropriate to your campaign.

The source of the terrible chanting is the Prophet, the young elf who had discovered the Tree That Sees and converted his tribe to its worship. When the PCs approach him read or paraphrase the following:

You come upon a destroyed portion of the corridor, the only surviving feature of which is a tall gate of twisted wood that grows eyes, fur, scales and vines all of which seem to constantly move and change, creating terrible unnatural forms on the fluid wood. It stands at the far end of a massive crater filled with debris and strange alien vegetation that tears at the ancient walls even as you look, adding to the general entropy.

A twenty-foot tall nightmarish creature kneels before it, mumbling some terrible prayer in a language no human throat could ever hope to pronounce.

The creature is vaguely humanoid in shape but looks as if someone tried to stash all of nature into a single bloated form. A black rune-encrusted turtle shell, giant leathery wings, a terrible drooling muzzle, powerful tentacle-like vines and a pair of powerful arms-one ending in a crustacean pincer the other with wicked claw are just some of the features of this abomination. It wields an enormous flail decorated with strange arcane symbols.

Without turning, it speaks in Common in a voice that seems to come from a hundred bestial throats: "Have you come to shed your false forms and find truth in the service of the Tree That Sees?"

If the characters reply positively, the Prophet tells them to leave all of their belongings behind because these are "false and offensive to the Great Purifier". While the characters disarm and undress they can speak with monster. It answers any question truthfully but suspicious questions like "what are your plans?" or "how do we kill the Tree That Sees?" immediately provoke its wrath. After the characters are stripped of all of their equipment he opens the gates and let them into the Tree That Sees' domain where they will most likely die and rise as mindless plant abominations.

A negative reply provokes terrible wrath in the Prophet who screams "Fools! You will serve me, one way or the other!" and charge at the group. If the PCs defeat him, his last words are: "Fools! You may kill me but you will never see!"

The wooden gates, despite their horrific appearance, are harmless. To open them the PCs must touch them with the hands of four different creatures from different group (i.e. humanoid, animal, reptile, plant) and boldly exclaim "I want to see!"

The gate leads to Area 3–1.

Tactics: If the prophet is aware of the PCs arrival he starts casting the following spells, in this order: bear's endurance, owl's wisdom, magic vestment, shield of faith, barkskin, divine favor, greater magic weapon. Even if surprised he casts spell resistance and divine power in the first two rounds of combat.

THE PROPHET

CR 13

XP 25.600 Male reborn elf cleric 12 CE Huge humanoid (elf) Init +3; Senses low-light vision; Perception +16

AC 25, touch 11, flat-footed 22 (+8 armor, +3 Dex, +6 natural, -2 size)

hp 120 (12d8+60); Fast Healing 5; Diehard

Fort +15; Ref +7; Will +14; +2 vs. enchantment Defensive Abilities barbs, bramble armor (1d6+6 piercing, 12 rounds/day), fanatic, sticky sap; Resist fire 15; Immune plant traits, sleep

Speed 20 ft., fly 30 ft. (poor), swim 20 ft. Melee +1 huge unholy heavy flail +20/+15 (3d8+18/19-20) or 2 claws +19 (1d8+12 plus grab) and bite +19 (2d6+12 plus poison), or gore +19 (2d6+12) or snake tail +14 (1d6+12) **Space** 15 ft.; **Reach** 15 ft.

Special Attacks channel energy 6d6 (DC 19, 6/day), constrict (snake tail, 1d6+12), destructive aura (30 ft. radius, +6 damage, 12 rounds/day), destructive smite (+6 damage, 6/day), hypnotic eyes, poison, poisonous spores, pounce, spit acid (2d4 damage, Reflex DC 19 for half), wooden fist (+6 damage, 6/day)

Spell-Like Abilities (CL 12th)

3/day—color spray (DC 19), entangle (DC 19), hypnotism (DC 19) Cleric Spells Prepared (CL 12th):

6th—harm (DC 20), harm (DC 20)^D, heal

5th—flame strike (DC 19), greater command (DC 19), spell resistance, wall of thorns^D

4th—*command plants* (DC 18)^D, *death ward, divine power, greater magic weapon, inflict critical wounds* (DC 18)

3rd—*cure serious wounds* (x2), *dispel magic, invisibility purge, magic vestment; rage*^D

2nd—*barkskin^b*, *bear's endurance, bull's strength, death knell* (DC 16), *hold person* (DC 16), *owl's wisdom*

1st—cure light wounds (x3), divine favor, entangle (DC 16)^D, shield of faith

0— *detect magic, light, read magic, resistance, virtue* **Domains** Destruction, Plant

Str 34, Dex 16, Con 21, Int 9, Wis 18, Cha 16 Base Atk +9; CMB +23 (+27 to grapple); CMD 36

Feats Alertness^B, Athletic^B, Combat Casting, Diehard, Endurance^B, Great Fortitude, Iron Will, Power Attack^B, Run^B, Weapon Finesse^B Skills Acrobatics +16, Climb +30, Fly -3, Knowledge (prehistory) +17, Knowledge (religion) +5, Perception +16, Sense Motive +11, Stealth -5 (+3 in forests), Swim +24; Racial Modifiers +8 Acrobatics, +8 Climb, +12 Knowledge (prehistory), +4 Perception, +8 Stealth (in forests)

Languages Common, elven

SA reborn random features

Combat Gear +1 turtle shell of light fortification*, +1 huge unholy heavy flail, 2 potions of cure serious wounds; **Other Gear** wooden holy symbol

*The runes of the magic are inscribed on the prophet's natural turtle shell and keep their power even if the shell is removed from his body

Fanatic (Ex)

The Prophet is immune to fear (magical or otherwise) and intimidation.

Random Features

The Prophet has all random features available from the Reborn template; bonuses are already calculated in his statistics.

Barbs: Unarmed attacks against the reborn inflict 1d4 points of damage on the attacker

Flowers: Can cast color spray 3/day, CL 12th

Hypnotic Eyes: Can cast hypnotism 3/day, CL 12th

Poisonous Bite: Type injury **Save** Fort DC 15 **Frequency** 1/round for 6 rounds, **Effect** 1d6 Str, **Cure** 1 save.

Poisonous Spores: When damaged for the first time, all nonplants within 15-foot radius must succeed on a DC 15 fort save or be nauseated for 1d6 rounds.

Roots: Speed is 10 ft. lower, can cast *entangle* 3/day, CL 12th **Snake tail**: Amphibious, swim speed 20 ft. constrict medium or smaller creatures for 1d6+12 points of damage

Spit Acid: 10-foot cone of acid once per 1d4 rounds for 2d4 points of damage, Reflex DC 19 half

Sticky Sap: Anyone who makes a melee attack against the Prophet must succeed on a DC 15 Reflex save or the attacker's weapon sticks to the reborn and is yanked out of the wielder's grasp. The weapon can be retrieved with a successful touch attack (provoking an attack of opportunity) followed by a DC 15 Strength check as a free action.

Tiger Feet: Pounce and rake for 2d8+12 points of damage



Level 3: The Grove That Should Not Be

The grove that should not be is a small piece of reality utterly perverted to suit its insane master's notion of truth. It is a nightmarish realm, where small metallic insects buzz with unbearable metallic droning above swarms of snake-like roots that prey on living rocks that run about on dozens of scuttling legs. This miniature island of madness hovers in a swirling sea of lunacy mist whose corruption is so powerful that it warps and distorts those brave or foolish to step in this delirium land merely by touching them.

And in the center of all this ungodly horror, grows the Tree That Sees whom the gods banished from the lands of sanity eons ago. Its will controls this world and threatens to spill out and to poison the material plane, but it is no god and not even a divine creature but a terrible mistake that has lingered in the shadow of reality for far too long.

Areas of the map Area 3-1 -The Eldritch Grove (CR 8)

Read or paraphrase the following:

You step into a huge grove that defies your very sense of logic. The sky is dark and yet spills eerie light of unnamable color on moving crystal trees that howl in a terrible language and fluid rocks that crawl across the soft ground like featureless behemoths. The air is filled with the impossibly loud buzzing of metallic insects, and the gruesome sound of Blackwood roots, crawling about like snakes and clinging to your feet.

You feel how this nightmarish landscape aggressively assaults you, threatening not only to shatter you fragile sense of logic but to deform your very being, to make you a proper part of this nameless madness.

The eldritch grove poses a number of risks for any mortal creature that treads its mutant ground:

Metallic insects: These creatures resemble normal sized clockwork flies with ruby and emerald eyes, four wings and razor blades instead of feet. Every round the PCs spend in the grove the suffer 1 point of slashing damage from contact with the swarms. This damage can be negates by preventing the swarm from coming into contact with the PCs exposed flesh or creating a zone inaccessible to living creatures, magic, metal or wood.

The insect's buzzing is extremely annoying and imposes a Concentration check (DC 15+ spell level) on any unprotected spellcaster attempting to cast a spell.

Entangling roots: Same as the *entangle* spell cast by a 14th level druid.

Mists of Madness: For every 10 minutes spent in the grove every living creature must make a DC 20 Will save or go mad (as the insanity spell, CL 14th) and a Fortitude save of DC 15+1 per ten minutes spent in the grove to keep his body from mutating. Failure causes one of the following effects:

1d12 Effect

- Grow another eye (+2 to Perception checks) 1
- 2 Lips connect (unable to speak or cast spells with somatic component)
- 3 Change gender
- 4 Grow atrophied wings (+20 pounds encumbrance, can't wear normal armor)
- 5 Grow additional hand or foot (too clumsy to attack with)
- 6 Spine spikes (1d4 piercing damage to opponent if grappled, can't wear normal armor)
- 7 Huge tongue (50% to lose any spell with somatic components)
- 8 Hair and skin change color
- 9 Skin turns to bark (+4 to natural AC)
- 10 Character grows a long furry tail
- 11 Size change (character either grows or shrinks on size category, 50% each)
- 12 Grow another head (random alignment, doesn't control body)

These effects are permanent but can be removed by break enchantment, limited wish, wish or miracle. Creatures protected against magic or chaos are immune to the physical changes but are not defended against the insanity effect.

In addition to the above-mentioned effects the maddening mists also behaves like normal mist, limiting vision to 20 ft. and giving 40% concealment to enemy creatures within that radius but further than 10 ft.

War flowers: Many war flowers live in this area. Every time the characters pass through one of the spots marked with 'a' on the map they encounter 3-12 war flowers who fight to the death but not follow the PCs if they retreat.

WAR FLOWER XP 1.200 hp 33 (see The Elven Forest)

LEVEL 3: THE GROVE THAT SHOULD NOT BE



LEVEL 3: THE GROVE THAT SHOULD NOT BE

Area 3–2– The Tree That Sees (CR 15)

Show the players the illustration on the previous page, then read or paraphrase the following:

This terrible creature defies every notion you ever held of right and wrong, its very existence is an offense to the orderly universe it sought to refashion.

At first sight the things appears to be a 60-foot tall tree but there the resemblance ends for it is covered at the same time with bleeding skin, filthy fur, rusty iron scales and stone bark. Some of it branches are in fact huge arms or pincers while others are powerful slimy tentacles that flail around wildly bringing down trees and shattering rocks. Its bark is covered in hundreds of slavering mouths, beaks and mandibles that drool acid and foul ooze. Bone spikes, crystal blades and other artificial objects sprout from its vile carcass even as you watch.

It stares at you with myriad of eyes ranging from the human to the utterly alien, some of them tearful, other full of anger, yet others are wise and curious.

"You are wrong!" it yells in a thousand languages and voices "I will fix you!"

Suddenly the ground beneath the abomination shakes and a small group of naked humanoids crawl from the wet earth, covered in blood and disgusting slime.

This creature is the Tree That Sees, the self-styled god of the elves and in order to insure that the terrible cult they destroyed never rises again the PCs must correct one of their gods' worst mistakes—they must kill the Tree That Sees.

The humanoid figures are 3 newly-created reborn and 3 plant abominations. Because they rose before their time, the humanoid figures are non-combative during this encounter unless attacked first.

THE TREE THAT SEESCR 14XP 38,400CE Gargantuan aberration (chaotic, extraplanar)Init +2; Senses darkvision 120 ft.; Perception +28A magnetized for a long (20 % DC 20 Fort)

Aura master of madness (30 ft., DC 20 Fort) AC 24, touch 6, flat-footed 24 (-2 Dex, +20 natural, -4 size)

hp 225 (18d8+144); fast healing 5 Fort +14; Ref +4; Will +18

Defensive Abilities alien mindset; **DR** 5/—; **Immune** acid, death-affects, disease, energy drain

Speed 0 ft.

Melee 3 claws +23 melee (2d6+14/18–20)Ranged 3 eye rays +7 ranged touchSpace 20 ft.; Reach 20 ft.Special Attacks augmented critical, eye rays, swallow whole(4d6+14 bludgeoning damage, AC 20, 22 hp)

Str 38, Dex 6, Con 27, Int 12, Wis 25, Cha 22

Base Atk +13; **CMB** +31 (+35 to grapple); **CMD** 39 (can't be tripped)

Feats Combat Reflexes, Endurance, Diehard, Great Fortitude, Improved Initiative, Improved Iron Will, Iron Will, Power Attack, Vital Strike Skills Intimidate +27, Knowledge (arcana) +19, Knowledge

(history) +19, Knowledge (planes) +22, Perception +28 Languages All

Environment unique

Organization unique

Alien mindset (Ex)

The Tree That Sees' mindset is so bizarre and inhuman that any contact with it endangers the fragile human sanity. Any time a mind-affecting spell or ability is cast on the Tree That Sees the caster must succeed on a DC 25 Will save or be afflicted by the *insanity* spell as cast by a 14th level sorcerer.

Augmented critical (Ex)

The Tree That Sees' claws threaten a critical hit on a natural attack roll of 18–20.

Eye rays (Su)

The Tree That Sees can forgo its normal attack in a given round in order to use its eye rays. Each of the Tree's eyes resembles a spell cast by a 14th level sorcerer. Each eye ray has a range of 60 feet and a save DC of 25. The tree can make up to three attacks at any given direction in one round. The effect of every eye ray is determined randomly according to the following table:

1d%	Effect	Save type
1–15	Greater dispel magic	None
16-30	Slow	Will
31–37	Haste	None
38–52	Ray of enfeeblement	None
53-59	Bull's strength	None
60–69	Hold monster	Will
70-84	Baleful polymorph	Fort
85-91	Flesh to stone	Fort
92–95	Heal	None
96-100	Disintegrate	Fort

Master of Madness (Su)

The Tree That Sees' will is as powerful as its madness. Any nonreborn living creature that starts its turn within 30 feet of the Tree That Sees must succeed on a DC 20 Fortitude save or gain a random mutation (consult the table below). These effects are permanent but can be removed by *break enchantment*, *limited wish*, *wish* or *miracle*. In addition, any creature that comes in contact with the Tree That Sees' roots must make a DC 20 Will save or fall into a deep coma for three days during which he is reshaped in the Tree That Sees' image (see **Reborn** in the appendix for more details).

The Tree's Master of Madness Effects

1d12 Effect

- 1 Grow another eye (+2 to Perception checks)
- 2 Lips connect (unable to speak or cast spells with somatic component)
- 3 Change gender
- 4 Grow atrophied wings (+20 pounds encumbrance, can't wear normal armor)
- 5 Grow additional hand or foot (too clumsy to attack with)
- 6 Spine spikes (1d4 piercing damage to opponent if grappled, can't wear normal armor)
- 7 Huge tongue (50% to lose any spell with somatic components)
- 8 Hair and skin change color
- **9** Skin turns to bark (+4 to natural AC)
- 10 Character grows a long furry non-prehensile tail
- 11 Size change (character either grows or shrinks on size category, 50% each)
- 12 Grow another head (random alignment, can't control the body)

Swallow whole (Ex)

Since the Tree That Sees' mouths are not very deep swallowed creatures can escape simply by jumping out. This requires a successful DC 15 Acrobatics check and provokes an attack of opportunity from the Tree. The Tree That Sees has five mouths large enough to swallow whole, and each of them is 10 ft. higher than the next. Roll 1d6–1 (minimum 1) and multiply by 10 to determine how

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LEVEL 3: THE GROVE THAT SHOULD NOT BE



far from the ground the swallowed creature is when he jumps free. The character is subject to falling damage unless he can fly, has the *feather fall* spell prepared, or has some other way of avoiding the fall.

NEW REBORN (3)

XP 200 Male and female elf ranger 2 CE Medium humanoid (elf) Init +2; Senses low-light vision; Perception +6

AC 12, touch 12, flat-footed 10 (+2 Dex) hp 17 (2d10 plus 2) Fort +3; Ref +5; Will -1; +2 vs. enchantment Immune fear, sleep

Speed 30 ft. **Melee** unarmed +4 (1d3+2) **Special Attacks** archery combat style, favored enemy +2 (humanoids [humans])

Str 15, Dex 14, Con 10, Int 8, Wis 9, Cha 8 Base Atk +2; CMB +4; CMD 16 Feats Rapid Shot ^B, Weapon Focus (javelin) Skills Intimidate +4, Knowledge (nature) +4, Perception +6, Stealth +4, Survival +4; Racial Modifiers +2 Perception, +2 Spellcraft to identify properties of magic items Languages Elf SQ track +1, wild empathy +1 The new reborn are only CR 1/2 since they have no gear.

PLANT ABOMINATION (3) XP 800 hp 26 (see Area 1-20)

CR 3

CR 1/2

Level E: Tomb Of the High Priest

The tomb of High Priest Ga'avtan is a plain semi-spherical chamber divided by a massive wall in the middle. It is accessible through a small, well-hidden trapdoor in the floor of the southern pole.

Like all lizardfolk chambers, this tomb was designed to teach the visitor of the dangers of arrogance, both by the test of humility and the practical example of the High Priest himself who was cursed to suffer forever for his haughty ways.

Areas of the map Area E-I -Test of Humility (CR 7)

Read or paraphrase the following:

This small room is designed like a half circle and is covered in a thick layer of dust. On its far end there is a life-sized statue depicting a tall and noble-looking lizardfolk dressed in a robe who is holding a scroll in one hand and a flower in the other. At the base of the statue there is a short passage in Draconic.

This statue depicts the image of Gahoaqix, the ancient god of the civilized lizardfolk who once occupied the Hollow Mountain (Knowledge [religion] DC 30 to recognize).

The passage reads: "He who is humble shall rise to be great / while the arrogant will suffer a terrible fate / the first shall receive a gift that will open his eyes / the other will surely be cut down to size"

In order to pass the statue the characters must bow before the statue, thus showing humility. This causes the statue to rotate enabling the characters to pass into the Guardian's Room (Area E-2).

Any other interaction with the statue causes a hidden razor wire to rise from the ground at the northern edge of the room and be violently pulled southwards, slashing at the PCs' feet and thus "cutting them down to size" for the arrogance of thinking they can force their way against the god's will.

Magically treated stone wall: 5 ft. thick; hardness 16; hp 1600; Break DC 65

SPRINGING RAZOR WIRE TRAP

CR 8

Type mechanical; Perception DC 25; Disable Device DC 25 Trigger proximity; Reset manual Effect slashing blades, 10d6/×3, Reflex DC20 negates

Area E-2 -The Cursed Priest (CR 12)

Read or paraphrase the following:

This semi-circle room appears to be the other half of the previous. On its far end there is a magnificent stone throne on which the ethereal figure of an old armor-clad lizardfolk sits, fondly examining a beautiful mace.

"Idiots!" it hisses as it begins to rise, "How dare you invade the home of Ga'avtan, greatest of the priests and wisest of the lizards! How dare you to conspire to rob me of my honestly earned wealth!"

During his life Ga'avtan was a mighty priest who committed the sin of hubris. He declared that when he died he wanted to be buried in a magnificent catacomb with all of his wealth instead of the traditional and modest lizardfolk fashion (see Area 2–1 for more details).

For this crime he was turned into a ghost so he could watch his "beautiful" body rot away and his precious wealth gets covered in dust and cobwebs and ultimately taken away by lowly mammals.

Treasure: The skeleton of Ga'avtan unceremoniously lies at the corner of the room, still covering his most treasured belongings, which include the following:

- Plate armor of the deep
- Lion's shield
- +1 heavy mace
- Cloak of charisma +2
- Scroll of raise dead
- Scroll of summon monster v (arcane)
- 800 gp

GA'AVTAN, THE CURSED PRIEST XP 19,200

Male lizardfolk ghost cleric 10

LE Medium undead (augmented humanoid [reptilian], incorporeal) Init +4; Senses darkvision 60 ft.; Perception +16

CR 12

AC 14, touch 14, flat-footed 14 (+4 deflection) hp 81 (10d8+40) Fort +11; Ref +3; Will +12 Defensive Abilities channel resistance +4, incorporeal, rejuvenation; Immune undead traits

Speed fly 30 ft. (perfect) Melee corrupting touch +7 (10d6, Fort DC 19 for half) Ranged +1 heavy mace +11 (1d8+1) Special Attacks channel negative energy 6/day (5d6, DC 21), corrupting gaze (30 ft., 2d10 plus 1d4 Cha damage, Fortitude DC 19 negates Cha damage), draining touch, hand of the acolyte (+1 heavy mace, 6/day), malevolence (Will DC 19) Spell-Like Abilities (CL 10th) At will—clairvoyance/clairaudience (10 rounds/day) Cleric Spells Prepared (CL 10th):

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LEVEL E: TOMB OF THE HIGH PRIEST



5th—song of discord (DC 17), summon monster V, true seeing^D 4th—dimensional anchor, divination^D, summon monster IV, unholy blight (DC 16)

3rd—bestow curse (DC 16) x2, dispel magic^D, invisibility purge, summon monster III

2nd—darkness, desecrate, detect thoughts (DC 15)^D, hold person (DC 15) x2

1st—command (DC 14), comprehend languages^D, doom (DC 14), entropic shield, protection from good, shield of faith 0—detect magic, guidance, mending, resistance **Domains** Knowledge, Magic

Str —, Dex 11, Con —, Int 9, Wis 17, Cha 18
Base Atk +7; CMB +7; CMD 21 (can't be tripped)
Feats Augment Summoning, Improved Channel, Improved Initiative, Iron Will, Spell Focus (conjuration)
Skills Diplomacy +9, Fly +16, Heal +8, Intimidate +9, Knowledge (religion) +4, Perception +16, Sense Motive +8, Stealth +12, Spellcraft +4; Racial Modifiers +8 Perception, +8 Stealth Languages Draconic

Concluding the Adventure

Rewards

Except for the experience earned fighting the Tree That Sees and its vile minions the PCs may be eligible for the following story awards. Note that that these awards are given to the entire party and divided by the number of characters, just like combat awards:

Rescuing Suric the Satyr's wife and escorting her back (player beginning)—200 XP

Avoiding combat with the scared dryad (Level F)-400 XP

Saving Paulina the aquatic elf from Snakes's experiments (Area 1–19)—600 XP

Helping Paulina to return to her faraway home (Area 1–19)—1,200 XP

Bringing the prisoners back home alive (Area 1–20)—250 XP per prisoner

Saving Solianis from the murder-weed (Area 1–21)—1,600 XP Healing and restoring Solianis (Area 1–21)—800 XP

Destroying the Tree That Sees in the smart way (Area 3–2)—Like defeating it at combat

What Next?

The monstrous cult that once sought to enslave and destroy the entire region lies in ruins along with its diabolical master and most of its members are dead or fled into the darkness of the woods from which they are unlikely to ever reemerge again as a force to be reckoned with.

Does it mean that the PCs are through with the Hollow Mountain? Definitely not!

Here are a few possible adventure ideas:

• You killed my brother. Any surviving members of the cult, while no longer posing any danger to the area may plot and scheme to avenge the death of their friends' at dreams at the hands of the PCs. These make take the form of direct assault by insane wood elf, or an elaborate plot that involves framing the PCs for a vile murder, alienating them from their friends and family or destroying their homes while they are away.

• That's a big mushroom. The Hollow Mountain used to be the home of a highly advanced people with a love of magic and riddles. Who knows what other wonders are hidden in secret chambers in the other mushrooms inside the mountain? Ancient tombs, strange mystical devices or even a group of surviving lizardfolk leading a desperate war against greedy drow who live under the mountain, these are all possible.

• **Oops! I did it again.** The Tree That Sees was not the first and certainly not the worst failed creation of the gods. By killing it the PCs have provoked the hatred of its siblings, equally mad and misshaped creatures, some of whom are extremely powerful and have cults of their own. The PCs may even be hired by the gods themselves to cleanse the universe of their mistakes, an adventure that literally take the PCs to the far reaches of the cosmos.

• Look at me! After defeating the Tree That Sees the PCs are likely to be a bunch of hideous mutants deformed beyond recognition by the unspeakable madness they faced during their ordeal. How will they regain their old forms back and cope with the mockery and harassment of their peers meanwhile?

pendix: New Monsters

6

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Reborn

The creature looks like a twisted humanoid with features from everything natural—a bit of shaggy fur, some scales, fingers that resemble gnarled roots and the cold and viscous eyes of a snake. It moves like a reasonable being however and wields its weapons with confidence and proficiency.

The reborn are the most devoted servants of the Tree That Sees who have been given the gift of transformation. To become a reborn one must spend three days buried by the Tree That Sees' roots. There he dies and than is reborn in the likeness of the Twisted Deity. Corpses buried by the Tree That Sees are not reborn but rise as Plant Abominations (see page X for more details).

The reborn fight like normal members of their race except that they are utterly fearless and far more savage.

Creating a Reborn

"Reborn" is an acquired template that can be added to any humanoid creature (referred to hereafter as the base creature). A reborn uses all the base creature's statistics and special abilities except as noted here.

Challenge Rating: Same as base creature +1.

Alignment: The base creature's alignment changes to chaotic, retaining its good/neutral/evil axis.

Size and Type: The base creature's size changes according to its total HD: 1-4 Medium or as base creature, whichever is larger, 5-8 Large or as base creature, whichever is larger, 9+ Huge or as base creature, whichever is larger.

Armor Class: The base creature's natural armor class, if any, increases by +2.

Defensive Abilities: The base creature gains fast healing 5 if it didn't already have it.

Abilities: Str +4, Dex +4, Con +4

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Horns

Feats: The reborn gain Alertness, Athletic, Power Attack, and Weapon Finesse even if the base creature doesn't have the base perquisites for these feats.

Skills: The reborn gain a +4 racial bonus on Perception checks and a racial bonus equal to their HD in Knowledge (prehistory). Reborn always treat Climb, Knowledge (prehistory), Perception, and Swim as class skills.

Special Qualities: Random feature. Every reborn gains a random feature of an animal, a reptile or a plant when it is created and another every 4 levels after that. Most reborn have feature of only one type and stick to their kind but powerful or lucky reborn often have features of various types. Roll on the table below for every reborn encountered.

Туре (1d3):			5	Roots
Roll	Туре		3	KOOIS
1	Animal			
2	Reptile		6	Leaves
3	Plant		7	Barbs
Anima	listic Features (1d	10):		
Roll	Feature	Effect	8	Plant Anat
1	Wings	Fly 30 ft. (poor)	9	Flowers
2	Muzzle/Beak	Bite for 1d8 points of damage	9	Flowers
3	Claws/Talons	2 claw attacks for 1d4 points of	10	Reroll twi
		damage	10	Kelon two
4	Tough Hide	+4 natural armor		

Gore 1d12 points of damage

Hooves	Gain Endurance and Run as bonus feats, speed 40 ft.
Ape Nimbleness Tiger Feet	+8 to Acrobatics and Climb checks Pounce and rake for 1d6 points of
Sharp Senses	damage +4 to Perception checks
Reroll Twice	

Reptilian Features (1d10): Rentile Roll 1

1	Reptile	Effect
	Tongue	Acts as a whip that cannot be dropped
	Turtle Shell	+8 armor bonus, base speed 10 ft.
	Hypnotic Eyes	Can cast hypnotism 3/day like a
		sorcerer of the reborn's level
	Poisonous Bite	Bite for 1d3 points of damage plus
		poison, Fort DC 15, frequency 1/
		round for 6 rounds, effect 1d6 Str,
		cure 1 save.
	Snake tail	Amphibious, speed 20 ft., swim
		speed 20 ft. constrict medium or
		smaller creatures for 1d6 point of
		damage
	Frog Eyes	+4 to Perception checks
	Salamander Skin	Fire resistance 15
	Crocodile Bite	Bite for 1d8 points of damage
	Spit Acid	10-foot cone of acid once per 1d4
		rounds for 2d4 points of damage,
		Reflex DC 13 half
	Reroll twice	_

Plant Features (1d10):

Roll	Feature	Effect
1	Vines	Slam for 1d4 points of damage and
		grab
2	Barkskin	+4 natural armor
3	Sticky Sap	Anyone who makes a melee attack against the reborn must succeed on a DC 15 Reflex save or the attacker's weapon sticks to the reborn and is yanked out of the wielder's grasp. The weapon can be retrieved with a successful touch attack (provoking an attack of opportunity) followed by a DC 15 Strength check as a free action.
4	Poisonous Spores	When damaged for the first time all non-plants within 15-foot radius must succeed on a DC 15 fort save or be nauseated for 1d6 rounds.
5	Roots	Speed is 10 ft. lower, can cast entangle 3/day as a druid of the reborn's level
6	Leaves	+8 to Stealth checks in forested areas
7	Barbs	Unarmed attacks against the reborn inflict 1d4 points of damage on the attacker
8	Plant Anatomy	Plant traits
9	Flowers	Can cast <i>color spray</i> 3/day as a sorcerer of the reborn's level
10	Reroll twice	—

Player Handout

Beloved brother lizard, I am leaving this hasty scroll for you so that you know what to write on my epitaph. My name is Zoal drix and I was an archmage in this university and an expert in planar travel.

This is what I want you to engrave on my tomb:

His endless curiosity destroyed his home and family the union of plant and animosity was never meant to be when you touch the gate of me please, close your eyes and do not see.

In the southern wall you will find some budget to hire a good mason, protected in the traditional lizard fashion.

With shame and sorrow, Zoal'drix Saturdat Night Special: The Hollow Mountain is written under version 1.0a of the Open Game License. As of yet, none of the material first appearing in Saturdat Night Special: The Hollow Mountain is considered Open Game Content.

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