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INFINITE DUNGEON



THE HALLS OF THE ETERNAL MOMENT

LEVEL 1: THE OVERGROWN

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THE HALLS OF THE ETERNAL MOMENT

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LEVEL 1: THE OVERGROWN

FLOOR 1 - THE OVERGROWN

Despite their name, the Halls of the Eternal Moment are not a single structure. Instead, they are the collective name for every temple, fortress and complex that has been built to venerate, protect, or harness the mysterious power radiating from deep underground. Some of these structures extend deep underground, while others simply built atop the foundations of what is already there. Yet whether their motives are pure or not, whether they seek to guard the complex by means of traps or guardians, or whether they seek to use the power or destroy it - every one of them has eventually faded out of memory leaving the temple abandoned once more.

Built atop the foundations of a long-ago ruined city, the most recent group to claim the Halls as their own were the Circle of Ages: a group of druids who venerated the power of the Eternal Moment as a natural force. Yet after only a few years living in the Halls, the druids were already passing on from age. After burying his allies, the last of their number sacrificed himself in a great ritual, calling nature itself to continue to protect the Halls in their stead.

The spirits of nature answered his call, animating the trees of the forest by taking the form of Leaf Leshies (*Pathfinder Roleplaying Game: Bestiary 2*). These Leshies took to their task enthusiastically, filling the complex with a riot of plant life and doing what they could to keep everything else away. The result is a clatter of rooms who share twisting hallways instead of walls, where every surface is overgrown by lush moss, thick vines, blooming bushes, and trees of all shapes and sizes.

THE STATE OF THE OVERGROWN

Engineered to withstand the ravages of time, and especially time magic, the Overgrown is sprawling more than it is grand. Yet no engineering could account for the number of plants that now thrive within the Halls, whose roots ever so slowly pull the building apart brick by brick.

WALLS

The walls of the Overgrown are constructed from of huge, interlocking granite blocks, each two by two by three feet. Between them, a rough mortar offers purchase for all sorts of plant life, and nearly every surface in the Overgrown is covered in creepers, moss and vines. Climbing a wall without clearing it off (which takes 2d4 rounds per 5 ft. section) is nearly impossible (DC 30) as the vines rip free under any real weight. Once cleared off, the large blocks offer plenty of purchase and can be climbed easily (DC 15).

CEILINGS

The ceilings in most chambers begin 10 feet high, and arch upwards to a height of 15 feet at their peak. Despite the expert

engineering that went into them, the ceilings in most rooms have begun to fail, and man-sized holes in the roofs leave the interior of the structure open to the elements. Despite the damage in some places, the ceilings remain sturdy overall, and are not at risk of accidental collapse.

HALLS

Despite being aboveground, the individual rooms of the overgrown are connected by narrow passages, built to comfortably accommodate Medium creatures, with ceilings 7 feet high. Unlike the chambers themselves the halls are almost entirely intact, and mostly clear of plant life as a result.

DOORS

Every doorway in the Overgrown was once home to a door, but between the Leshies and the irregular flow of adventurers in and out of the Halls, few remain. Those that do remain are good wooden doors that are beginning to rot, and easily torn from their hinges with a few good strikes.

LIGHTING

Though there are no lights in this level, artificial or otherwise, the gaps in the ceiling allow for plenty of natural lighting. Rooms in this level are brightly lit during the day, and dimly lit at night.

INHABITANTS OF THE OVERGROWN

Most of the creatures that live or nest in the Overgrown have everything they need near the place where they make their lair. They rarely wander, and when they do they typically leave by climbing or flying up through the holes in the roof instead of navigating the passages towards the entrance.

The leshies that care for the room remain bound here by magic, and while they don't wander from location to location they regrow quickly when defeated. When a party clears a room that contains leshies, those leshies will regrow from the surrounding plants in 1d6 hours. Any encounters the PCs have against regrown leshies is worth 1/4 the normal amount of experience for the encounter.

Any room that did not contain leshies is likely to be visited by one or more giant caterpillars after any dangers within have been cleared away. Any time the party clears a room that did not contain leshies, there is a 10% chance that when they return they will encounter an unfriendly giant caterpillar rapidly devouring the plantlife within. This caterpillar is worth 1/4 the normal amount of experience for the encounter.

The only creatures who are always unfriendly to the PCs are the overgrown zombies, headless humanoids held together by fungus and animated by dark magic. Any time the PCs stop for more than 1 hour in a single location, there is a 25% chance that an overgrown zombie will stumble into their location after 1 hour and immediately attack. These zombies are worth 1/4 the normal

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amount of experience for the encounter. No more than one overgrown zombie can be encountered in this way per day.

LEAF LESHIE

The Leshies that grow throughout the Overgrown aren't passive, but they are far from aggressive. They grow hostile only when attacked, and prefer to deter or drive off creatures instead of killing them. When creatures at least as large as they are (Small or larger) try to move through the area they are protecting despite their efforts, only then will they attack.

The leshies are intelligent opponents, though simple. If characters manage to speak to them, the plant-creatures cryptically repeat "It is the will of the order" - referring to the order of druids interred in area 13.

LEAF LESHIE

CR 1/2 — XP 200

hp 5 (Pathfinder Roleplaying Game: Bestiary 3)

Knowledge (nature) DC 11 for facts on leshies, and DC 16 for leaf leshies

GIANT CATERPILLAR

Although normal caterpillars aren't particularly hostile, the combination of magical energy and plentiful food have resulted in an infestation of enormous and territorial insects throughout the Overgrown. Though they typically ignore creatures while they're eating, they will otherwise react with posturing or outright

attacking any creature that comes close--even eating leshies who try and corral them.

HORN CATERPILLAR

CR 1 — XP 400

hp 16 (Pathfinder Roleplaying Game Bestiary 5)

OVERGROWN ZOMBIE

The leshies that inhabit the Overgrown occasionally deal with undead wandering up from below. Normally leshies use those who die on this level to fertilize the plants, however there has been a strange interaction between the plant life and the necromantic energies of the headless zombies who most commonly wander up.

Their rotting bodies quickly sprout with fungal growth, remaining animate and hostile to animals but otherwise subject to the commands of the leshies. They appear as shambling, corpses, overgrown with plant and fungal growth, with a cluster of mushrooms where their heads should be.

OVERGROWN ZOMBIE

CR 2 — XP 800

Fungal human zombie (Pathfinder Roleplaying Game Bestiary, Pathfinder Roleplaying Game Bestiary 4)

NE Medium plant (augmented undead)

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

DEFENSE

AC 13, **touch** 9, **flat-footed** 13 (-1 Dex, +4 natural)

hp 16 (2d8+7)

Fort +5; **Ref** -1; **Will** +0

Defensive Abilities poisonous blood (DC 13); **DR** 5/slashing; **Immune** disease, plant traits

OFFENSE

Speed 20 ft.

Melee *slam* +4 (1d6+4)

Special Attacks *create spawn*, *poison spore cloud* (DC 13)

STATISTICS

Str 17, **Dex** 8, **Con** 14, **Int** --, **Wis** 10, **Cha** 10

Base Atk +1; **CMB** +4; **CMD** 13

Feats *Toughness*^B

SQ *fungal metabolism*, *rejuvenation*, *staggered*

ROOM I - THE COLLAPSED ENTRY HALL

The interior of this stone temple is no less verdant than the forest outside. Flowering vines create brilliant patterns along the walls and floor as the room stretches out ahead of you, seemingly ending as the remains of a stairwell thrusts feebly upwards, the only remains of what used to be a tower. In the wall to your left, the pattern of vines and flowers is interrupted by two yawning doorways, leading deeper into the ruins.

This large room once served as an entranceway for the original complex, and a central place of worship for the Circle of Ages. It still serves as the only convenient entryway, but the detailed



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illustrations that cover the walls are now overgrown with moss and vines, and the bell tower that once rose behind the altar has long since crumbled to rubble. The arched ceiling of the room begins at a height of 20 feet, before rising to an apex twice as high - where it remains intact.

Characters who succeed a DC 15 Perception or Knowledge (nature) check during a search of the room will realize the pattern of growth is not merely the random accumulation of nature, but seems to have been guided by an outside force: the growth is too uniform, and there are no dead spots behind or beneath larger plants.

Examining the rubble in detail remains the peak of the tower's buried iron bell, rusted to uselessness even if it weren't mostly buried. However, from the vantage atop the pile of rubble characters are able to see the door in the eastern wall.

While the doorways in the northern wall (to areas 2 and 5) are obscured by nothing more than a tangle of hanging vines the eastern door (leading to area 10) opens less than an inch before striking a large, heavy object that blocks the door from opening further. Only destroying the door entirely can open it from this side.

Connections: This room connects to rooms 2, 5, and 10.

ROOM 2 - WRITHING HALL (EL 1)

Vines and roots reach down from the ceiling, overtaking three statues along the West wall. The shells of insects and the bones of small mammals litter the flagstone floor of this room, like sacrifices laid at the feet of the barely-visible statues.

This anteroom was once a place where visitors could pay their respects to the three high druids of the temple. Time has weathered the features of the statues so much that not even those familiar with the temple's history would recognize who the statues represent.

Characters who succeed on a Knowledge (nature) check (DC 15) recognize that the shells and bones all belong to herbivores - creatures who exclusively eat plants.

Creatures: Under the vines and roots, the three statues are recognizably humanoid. However, they are hosts to the local pest control. Even getting within five feet of a statue draws the ire of two giant centipedes. Characters who succeed on a Perception check (DC 20) spot the giant centipedes before they attack. The leshies tolerate and avoid the centipedes because the giant arthropods eat creatures that would otherwise eat the plants and fungi of the temple.

GIANT CENTIPEDES (2) CR 1/2 — XP 200

hp 5 each (*Pathfinder Roleplaying Game Core Rulebook*)

Knowledge (nature), DC 11, for facts about giant centipedes.

An archway in the North opens into a corridor that leads north to rooms 3 and east to room 6. A curtain of vines obscures a doorway in the South leading to room 1.

Connections: This room connects to rooms 1, 3 and 6

Secret: A hidden door exists in the eastern wall, leading to area 24, which can be discovered by a PC who succeeds a DC 25 Perception check, so long as the Patron has a minimum level of funding.

ROOM 3 - BRAMBLE MAZE (EL 1/3)

The dimensions of this room are lost in twisting bramble hedges, as is anything that might remain within.

Hazard: This room is filled with a maze of brambles that naturally secrete an irritating poison.

Poisonous brambles CR 1/3 — XP 135

The thorns of these brambles are poisonous. Creatures that move through them find they catch and scratch, and the natural oils of the plants aggravate the wounds. For every 10 feet traveled in this room, a creature without a natural armor bonus takes 1 hit point of nonlethal damage and must succeed at a Fortitude saving throw (DC 12) or suffer a -2 penalty to Dexterity for the next hour as its wounds itch and burn terribly (A DC 15 Heal check will alleviate the Dexterity penalty, as will *delay poison* or stronger magics). A successful Perception or Survival check (DC 14) reveals twisting paths through the undergrowth. Creatures of Small or smaller size that notice these paths can use them to traverse the room at half speed without suffering damage from the thorns. Slashing weapons can be used to cut through the brambles. This takes 3 rounds to cut a clear path through a 5-foot square. The cutter must make a Reflex save each round (DC 12) or be caught by the thorns and suffer their effects. Cutting the brambles with a reach weapon does not require a Reflex save.

Connections: This room connects to rooms 2 and 4.

ROOM 4 - TIME-TWISTED OAK

The room's stone floor is split open like a pulsing boil, allowing a single oak tree to grow in the center of a narrow shaft of light from a split in the ceiling. As you watch, you realize that the ground isn't pulsing of its own accord. Instead, the ground is slowly shifting as the tree grows, so quickly you can see buds blossoming into leaves. In a ring around the tree lie the bodies of two dozen assorted forest animals, overtaken by purple and green mushrooms.

The tree isn't dangerous, merely caught in a long time loop. PCs examining the tree who succeed a DC 10 Knowledge (nature) or Knowledge (arcana) check will determine as much. Passing the check by 5 or more suggests that the tree is growing about three thousand times its natural rate - and roughly a decade would pass over the course of a day.

This effect extends beyond the tree, but not quite so dramatically. Creatures in the room age, and spells expire, at ten times their

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normal rate. However, 1d12 hours after the PCs first arrive in the room, the time loop will hit it's edge, and time will then flow backwards at the same rate. Creatures in the room age in reverse, while the durations of any effects accumulate one round of duration for each round spent in this room - though when an effect's duration would exceed its normal maximum, it instead is immediately dispelled.

The leshies use the rapid time in this room to help decompose animals they have managed to catch. Roughly once an hour, a leaf leshie enters the room to deliver the recently deceased body of a woodland creature, and take away an armload of soil. Should one encounter the PCs while doing so, it will drop its burden and immediately flee.

The animals here are animated by the same mix of ambulatory fungus and dark magic that animates the overgrown zombies who wander the level. Unlike the larger zombies, these animals are too small and heavily decomposed to be any threat to the PCs, animating only when touched before thrashing themselves apart.

Connections: This room connects to rooms 3 and 7.

ROOM 5 - ROOM OF THE PENITENT

A soft layer of loam and moss covers the floor of this room. Puddles of water stand in several places. Knobby, intertwined, roots hold the ceiling in place. A deep, narrow alcove interrupts one wall.

When the temple was still operating, this room was where supplicants came to leave offerings and to pray. Prayer rugs, wooden benches, and tables once furnished the room. They rotted away long ago, and provided a rich foundation for growing things. Where roots pierce the ceiling, earth and water seep through. The loam and moss do not extend into the alcove.

While the vaulted ceiling of this room reaches twenty feet high at its peak, the ceiling of the alcove is only ten feet high.

The alcove was once a place where a member of the temple clergy could hear prayers and confessions. At that time, a tapestry hung from the ceiling, concealing the far end of the alcove from parishioners. Although the tapestry has long since rotted away, the cunningly concealed door at the far end of the alcove remains hidden.

The door is stone (hardness 8, 60 hp, break DC 28). Characters who succeed on a DC 20 Perception check discover the presence of the secret door (leading to room 9). The secret door has a central pivot, requiring characters of Small or Medium size to squeeze through it. Tiny and smaller characters can pass through normally. Large creatures can squeeze through the alcove, but cannot pass through the secret door.

A curtain of vines hangs in the archway between this room and room 1.

Connections: This room connects to rooms 1 and 9.

ROOM 6 - THE STRANGLER (EL 2)

The rich smells of soil and greenery in this room are enhanced by air flowing through cracks in the walls and ceiling. The floor, walls, and ceiling are covered in vegetation, including a wild tangle of vines which sway gently in the breeze.

The doors exiting this room are overgrown with vines and considered stuck and must be forced open (DC 16). A character that succeeds on a DC 16 Perception check notices bones, bits of cloth and leather, and rusting metal poking out amid the loam and vines in the southeast corner of the room.

Creature: Not all movement of the vines is caused by the air currents here. One plant in particular is mobile. The strangling vine is a smaller cousin of the assassin vine. Kept from growing out of control by the leshies, it eagerly grasps at other creatures that enter the room, seeking more food to grow.

STRANGLING VINE CR 2 — XP 600

Young assassin vine

N Medium plant (*Pathfinder Roleplaying Game: Bestiary*)

AC 16, touch 12, flat-footed 14; **hp** 22

Fort +6; **Ref** +3; **Will** +2

Melee slam +5 (1d6+3 plus grab); **CMB** +6 (+10 grapple); **CMD** 18

Knowledge (nature) DC 13 for facts on assassin vines

Treasure: Among the remains of the strangling vine's previous victims are 37 gp, 42 sp, and 38 cp in loose coin, as well as 2 flasks of alchemist's fire and a silver ring set with black onyx worth 50 gp.

Connections: This room connects to room 7.

ROOM 7 - THE EMPTY CHEST (EL 1)

Grass and small trees have grown up between the complex maze of interlocking tiles that make up the floor of this room. In the center, a heavy stone chest stands open, empty save for a skeleton leaning in. A spiderweb of cracks zigzags across the ceiling, seemingly held together only by the heavy vines that anchor themselves in these hair-thick crevasses.

The ground in front of both doors into this room is warded with a *phantom trap* - as is the open chest in the middle of the room. While the *phantom traps* are obviously unable to do anything other than pretend to be threatening, a pair of leaf leshies hide in the ceiling of the room, one above each door. When a creature steps into the room, and at random intervals afterwards, they will make a scraping noise against the ceiling with a rock. A character succeeding a DC 12 Perception check will identify the sound as from the ceiling, and passing the check by 5 or more will realize the sound isn't as in time with stepping as it seems to be - implying it isn't related to movement in the room. Characters

failing the Perception check instead determine that they have triggered a mechanism that has lead to a change in another area.

The leshies are simply attempting to protect the chest in the center of the room - oblivious to it being empty. When a character reaches it, they will begin firing at that character. Characters on the ground can reach leshies directly above them with melee weapons, but any attack made against them that misses has a 25% chance of causing a cascade of masonry that does 1d6 points of bludgeoning damage to any character in that square - though it will also knock the leshie free from the ceiling.



LEAF LESHIE (2)

CR 1/2 — XP 200

hp 5 (Pathfinder Roleplaying Game: Bestiary 3)

Treasure: The skeleton in the chest has been stripped bare, of both possessions and head, and the chest is empty. In the lock of the chest is a small ring of corroded bronze keys. One key belongs to this chest, but the other two belong to the chest in room 8 and to the chest in room 16.

Connections: This room connects to rooms 4 and 6

ROOM 8 - THE PARDONER'S CHEST (EL 1)

Though the door in the North wall is obvious from inside the room, locating it from the corridor requires successful DC 20 Perception check. The door is stone (hardness 8, 60 hp, break DC 28).

Time has been kinder to this room than to some others. The ceiling is mostly free of roots. The crumbling masonry walls are free of vines. A few clusters of spongy mold spatter the floor, and large petrified tree stump rises from the center of the room as if shaped from the very stones of the floor. A verdigrised padlock mounted on its front.

This room has no light. Creatures without darkvision are effectively blinded. In addition to the obvious effects, a blinded creature has a 50% miss chance in combat (all opponents have total concealment), loses any Dexterity bonus to AC, takes a -2 penalty to AC, and takes a -4 penalty on Perception checks that rely on sight and most Strength- and Dexterity-based skill checks.

The petrified stump is actually a cunningly shaped chest. The lock, however, is a dead giveaway as to its true purpose. The chest is locked and trapped. It uses nested hinges, which cannot be attacked directly. The chest itself has hardness 8 and 60 hp, while the lock has AC 12, hardness 10 and 30 hp. It can be picked (Disable Device, DC 25), but attempting to pick the lock triggers a poison needle trap. Using the key from room 7 bypasses the trap, disabling it until the lock is locked again.

If PCs elect to smash the chest open rather than pick the lock, they bypass the poison needle trap but each round that they spend hacking at the chest attracts 1d4 leaf leshies to the room, up to a total of 4.

POISON NEEDLE TRAP

CR 1 — XP 400

Type mechanical; Perception DC 20; Disable Device DC 20

EFFECTS

Trigger touch (lock); **Reset** manual

Effect Atk +8 ranged (1 plus greenblood oil poison)

Treasure: Inside the chest, PCs find:

- 330 gp
- 100 sp
- 80 cp

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- 7 flasks of alchemist's fire (worth 20 gp each)
- 1 dose of antitoxin (worth 50 gp)
- A suit of banded mail armor (worth 250 gp)
- 2 suits of Small masterwork studded leather armor (worth 175 gp each)
- A Large mighty composite longbow (+1 Str bonus) (worth 200 gp)
- A Large mighty composite longbow (+2 Str bonus) (worth 300 gp)

Connections: This room connects rooms 6 and 14 indirectly.

Secret: The door in the West wall (leading to room 24) is cunningly concealed from both sides. Success on a DC 25 Perception check reveals its presence, and how to open it, so long as Paetreon has a minimum level of funding.

ROOM 9 - THE SAFE ROOM

The room beyond the concealed door is nearly free of vegetation, save for creepers that have grown in around the cracks of the door and fungi sprouting up in damp corners. A pile of dried undergrowth sits next to the remains of a camp fire. A crevice in the ceiling serves as a natural chimney. A canvas tarp covers something sitting in a far corner. The walls and even parts of the floor are scrawled in all manner of graffiti.

This hidden room has been used in the past by delvers to rest and recuperate, and the door can be securely barred from the inside.

The graffiti is done mostly in charcoal, though in some writers used ink or scratched words into the wall with sharp objects. Much has become unreadable over time, though many messages still remain legible. PCs can find the following words left here by their predecessors.

"Beware the water on the fourth level."

"Eyes! Eyes everywhere! WATCHING ALWAYS WATCHING ALWAYS"

"I cannot sleep for the stench of Farnoth's foul feet and the thunderous snoring of Alessa."

"9, 3, 6, 6," (There appear to have been more numbers, but they've been smeared away.)

"Amira al-Shabbah slew his mortal enemy, Ursio. She cut out Ursio's eyes so that her enemy could not see his way to the afterlife. Three days later, Amira was slain on the third level, killed by flying heads without bodies. One of the heads belonged to Ursio. None had eyes."

"Don't forget to look up."

"We hid Teril's spear in a sarcophagus on the fifth level."

"Lost my lucky hat on level 3. If found, return it to the Fyreside Inn. Reward. --Vera the Currently Not-so-Fortunate."

"Brunik went down a pit on level 5. Couldn't get the lid open. Can still hear him screaming. Never heard him scream, ever, before then. What was down there?"

"Made of wood: always good. Made of stone: leave it alone. Made of steel: might be real. Made of gold: do as you're told."

Treasure: Under the canvas is a pile of cached goods, including three days worth of firewood, six days of iron rations, a cask containing a gallon of water, a pint of oil, and two flasks of alchemist's fire. The pile of dried vegetation is kindling.

Connections: This room connects to room 5

ROOM 10 - ABANDONED SANCTUARY (EL I)

A large stone planter holding a potted bush has been pushed up against the western door of this room, likely to save it from the bowing floor in the center of the room. Empty alcoves that may once have held statuary run along the north and south walls, now empty.

While the floor of this chamber is unstable, the obvious dip in the center of this room is relatively stable. Anyone keeping an eye on the floor can detect this with a successful DC 10 Knowledge (engineering) or a DC 15 Perception check. Characters who pass their check by 5 or more also recognize that the northwest and southwest corner of the room are actually in danger of collapse, despite the less obvious damage.

A single Medium character standing in one of those corners of the room has a 30% chance per round of the ground collapsing beneath them, dropping them into the crawlspace beneath the chamber. Two or more Medium characters automatically cause the floor to collapse.

The crawlspace is three to four feet tall and about six feet wide, requiring a Medium character to squeeze, and runs from the northwest to southwest corner of the room. Beneath the door and the planter has been reinforced by a second leshie who is carefully shaping the growth of a sturdy root underground. Any character entering the crawlspace surprises it, causing it to immediately attack.

In addition to the leshie under the floor, Inside the planter is not a typical bush, but a leaf leshie transformed into tree form. It waits for someone to try and move the planter (A DC 13 Strength check) before acting - transforming into leshie form to swat away the character moving it and try to move the planter back. Moving the planter north or south immediately causes that section of floor to collapse. A character pushing must make a DC 12 Reflex save or fall prone into the crawlspace. A character aiding or pulling must make a DC 16 Reflex save or fall into the pit and have the planter fall on top of them, dealing them 1d6 points of falling damage.

LEAF LESHIE (2)

CR 1/2 — XP 200

hp 5 (Pathfinder Roleplaying Game: Bestiary 3)

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Connections: This room connects to rooms 1 and 11

ROOM 11 - THE WAGES OF FEAR (EL 2)

This room has the detritus you've come to expect, including leaves, the husks of dead insects, moss, and so forth. Dim light filters through the roots and dirt visible through cracks in the ceiling. Splashes of lichen and fungus provide colorful splashes on the crumbling masonry walls. A stone-lined pool rests at the base of the East wall.

The pool radiates a faint necromantic aura, visible to anyone examining the pool with *detect magic*.

There are two traps in this room. One is the pool, and the other is triggered by anyone moving through the archway in the North wall, connecting to room 12.

POOL OF FEAR TRAP CR 1 — XP 400

Type magical; **Perception** DC 26; **Disable Device** DC 26

EFFECTS

Trigger looking into the pool; **Reset** automatic

Effect spell effect (cause fear, frightened for 1d4 rounds, Will DC 11 negates)

Those who gaze into the pool see their reflection as a horrid, rotting creature that slowly turns to murder the others in the room. Those who make their saving throws against this trap are immune to its effects for 24 hours. Those who fail their save flee, screaming.

SWINGING ROCKS TRAP CR 1 — XP 400

Type mechanical; **Perception** DC 15 (the Stonecunning racial trait provides a +2 bonus on this Perception check); **Disable Device** DC 15

EFFECTS

Trigger location (moving through the archway in the North wall); **Reset** manual

Effect Atk +5 (6d6); multiple targets (against everyone in the westernmost 15 feet of this room)

When someone enters the archway linking this room and room 12, for example someone fleeing from the effect of the pool of fear trap, large stones tied to vines swing down from the ceiling and across the room. They attack everyone in the westernmost 15 feet of this room, one stone for every five feet.

2d6 rounds after the swinging rocks trap triggers, 2d4 leaf leshies arrive to reset the trap. If these leshies are attacked, they will scatter and never reset the trap.

Connections: This room connects to rooms 10 and 12

ROOM 12 - DEATH FROM BELOW (EL 2)

The floor of this room is covered with rolling hummocks of green moss, interspersed with thick patches of red ferns. The ceiling is buckled and bowed, seemingly held together by a network of thick roots that twist through the wreckage. In the northwestern corner of the room a skeletal form in rusted armor lies amid the dried husks of several dog-sized caterpillars.

Though it looks unsafe, the roots hold the remnants of the ceiling tightly and only excavation or severe damage will bring it down. It retains its normal 10 foot height in the southwest corner, but lowers to only 5 feet in the northeast corner. The moss is soft and spongy, and covers a litter of rubble from the collapsed ceiling, making it tricky to find footing. The floor of the entire room is considered difficult terrain.

Creature: The corpse was not killed by the caterpillars - both were victims of the room's inhabitant. The trapdoor spider lunges out to attack anyone that moves near to examine the body. It will attempt to grab a victim and drag it into its lair to be devoured. Characters who succeed a DC 25 Perception check will notice the trap door before it opens. The spider will fight to the death, but will not pursue opponents beyond the room.

GIANT TRAPDOOR SPIDER CR 1 — XP 400

hp 16 (*Pathfinder Roleplaying Game Bestiary*)

CMB +2 (+6 grapple); replace web special attack with grab
Knowledge (nature) DC 6 for facts on giant spiders

Treasure: The remains of the adventurer are garbed in rusted chainmail (the armor has the broken condition until cleaned and repaired) and a bastard sword lies nearby. A leather belt on the skeleton's belt contains a pouch holding 16 gp, 12 sp, a polished but uncut agate worth 5 gp, and an average pair of loaded dice (see *Pathfinder Roleplaying Game: Ultimate Equipment*).

Connections: This room connects to rooms 11 and 16

ROOM 13 - THE TOMB OF THE CIRCLE (EL 2)

Not immediately obvious from outside, there were once doors leading into this room, long ago torn from their hinges. Inside, there is only cold stone: you can see not so much as a blade of grass beyond the threshold.

Trap: immediately upon entering the room, the PCs will trigger a trap - the floor immediately inside both doors of this room are protected by wide pressure plates. Stepping on either causes a large swinging axe blade to swing in front of both doors - swinging directly into the doorway. After striking, a counterweight will crank the axes back into the ceiling - though the counterweights will eventually need to be manually reset.

SWINGING AXES TRAP CR 2 — XP 600

Type mechanical; **Perception** DC 20; **Disable Device** DC 20

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EFFECTS

Trigger location (inside door); Reset automatic (1 minute, 3 times)

Effect Atk +12 melee (1d8+2/x3); multiple targets (all targets in a 10-ft. line in front of each door)

Once the PCs have moved beyond the trap, they are able to survey the interior of the room.

The southern end of the room holds a dozen stone coffins, arranged artfully around a carved stone tree. Ten are sealed tight, but one has been smashed open, and one looks like it had never been used. Written in charcoal on the ground in front says “do not open, zombies within.”

Additionally, if characters have not already defeated the giant bees in Room 14, they will hear its deep, irregular buzz coming from the northern door.

The warning is correct - the ten remaining interred corpses have indeed animated as zombies, though they aren't able to break free of their sealed caskets. The caskets have hardness 10 and 15 hp. Breaking one open releases a human zombie that immediately attacks anyone nearby (as Human Zombie, *Pathfinder Roleplaying Game Bestiary*). Because the zombies are easily anticipated or avoided by the PCs, they aren't worth any experience if defeated.

These zombies are the remains of the druidic Circle of Ages who most recently occupied the Halls of the Eternal Moment - except one, who is interred in Room 22, they were buried here simply, without any possessions of value.

Connections: This room connects to rooms 14 and 17.

ROOM 14 - THE SQUIRE'S APIARY (EL 3)

Shafts of sunlight provide flickering illumination this large, L-shaped, room. Piles of debris under large holes in the thirty-foot high ceiling sport an abundance of brilliantly colored flowers. Vines and roots dangle from the holes. A buzzing noise reverberates through the room.

The flickering light is caused by wind blowing leaves and tree limbs above the holes in the ceiling. Otherwise, the room may have bright light, depending on the time of day. Success on a DC 12 Perception check reveals that some of the flickering shadows are caused by the creatures in this room.

Creature: Two giant bees move among the flowers of this room. They perceive the leshies as plants, and do not attack them. They perceive animals and insects as threats, and defend their gathering territory aggressively against all threats.

GIANT BEE (2)

CR 1 — XP 400

hp 16 (*Pathfinder Roleplaying Game Bestiary* 2)

Knowledge (nature) DC 13 for facts about giant bees.

Connections: This room connects to rooms 6, 13, and 15 directly, and to room 8 indirectly.

Secret: The door in the East wall (leading to room 25) is cunningly concealed from both sides. Success on a DC 25 Perception check reveals its presence, and how to open it, so long as Paetreon reaches a minimum level of support.

ROOM 15 - DON'T GO DOWN THE WELL (EL 1)

The vegetation in this room appears limited to mounds of moss, patches of grass, and thin creepers that cover the ceiling. Hanging vines festooned in small, yellow flowers hang down in a gauzy curtain, obscuring the room's top half and exuding a fragrant perfume as gentle drafts cause them to sway. In the center of the room is a well, its low stone rim rising a foot above the floor. An old wooden bucket attached to a coil of rope sits on the well's edge.

The vines are not dangerous, but provide concealment to anything that is in the upper half of the room (including the blind beheaded listed below and the isitoq). If the PCs have not been through Room 14 yet, they can hear a buzzing noise coming down the hallway leading there.



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Creatures: If the PCs linger here for more than two rounds, a trio of blind beheaded rise up out of the well and attack. These wandering creations are typically found on the third level, but occasionally escape to terrorize other levels of the halls. The well is built upon a natural shaft that leads down 40 feet to a flooded cavern (Room 3 of Level 3). If the bucket or any other utensil is sent down, it can draw up clean, drinkable water.

An isitoq also lurks here, winding its way silently through the concealing vines, observing. If spotted (Perception check DC 28) it will attempt to flee down the well, only fighting if cornered or prevented from doing so.

BLIND BEHEADED (3) CR 1/3 — XP 135 (PATHFINDER BESTIARY 4)

hp 4 each; replace darkvision with lifesense
Knowledge (religion) DC 15 for facts about beheaded

ISITQ CR 1/2 — XP 200

hp 9 (Pathfinder Bestiary 4)
Knowledge (religion) DC 15 for facts about isitoq

Treasure: A character who succeeds on a DC 15 Perception check to search the room discovers a well-oiled masterwork dagger in a partially rotten sheath that lies on the floor, nearly overgrown with moss.

Connections: This room connects to room 14.

ROOM 16 - DISABLED TRAP

A tangle of briars and bushes grow in the center of the room, climbing up a pair of narrow central supports so thickly overgrown it is impossible to tell at a glance what they might have once been. Almost a perfectly circular path has been worn into the ground around them, revealing the stone tiles beneath.

The central 'supports' are actually swinging axe blades; part of a trap that had been tripped by the growth of plants in the floor of the room, and are immediately obvious upon closer examination. The leshies simply left the swinging blades hanging limp and uselessly to slowly dissolve away to rust.

Characters who succeed at a DC 12 Disable Device check will identify that the pendulum-style axe blades originally emerged from a concealed section of ceiling to swing North-to-South in a tight arc, separating the room into thirds. Passing their check by 5 or more will also realize that rust dripping off the axe-blades highlights a very faint pattern in the trigger tiles beneath the trap, one that is consistent for all traps throughout the Overgrown. Characters discovering this gain a +4 circumstance bonus on all Perception checks to detect traps throughout the Overgrown.

Treasure: A previous adventuring party used the tangle of growth between the two blades to stash supplies in a small chest. The chest is invisible at a glance, but obvious to anyone who takes time to search the growth. It is locked with an average lock (Disable Device DC 20 to open), while the key was in possession of a now-dead adventurer in Room 7. Inside are a dozen glass

phials (ten are inert alchemical extracts, but two are *potions of cure light wounds*), a drawstring pouch (containing 35gp and an elaborate silver scroll tube worth 55gp), two winter blankets, and some long-ago spoiled provisions.

Connections: This room directly connects to rooms 12, 17, and 20.

ROOM 17 - A REPTILE'S FLOWERBED (EL 1)

This room is barely more than a wide section of a long hallway. Narrower corridors lead East and West from here. The vaulted ceiling is ten feet high at its peak. Part of the ceiling has collapsed along the North wall. Vines and roots cascade down through the hole, carpeting the wall there. Ferns grow thick among the rubble below the hole.

Behind the vines and roots on the north wall is a door (leads to room 18). The vines and roots are so thick that success on a DC 20 Perception check is required to locate the door.

Creature: A fungal lizardfolk basks in the light beneath the hold in the ceiling, concealed among the ferns. Even when seen, it appears to be dead. A character who succeeds a DC 10 Perception check allows a character to realize that it is a living creature. Note that because of the dirt that fell in when the ceiling collapsed, this area counts as moist natural earth for the fungal lizardfolk's rejuvenation ability.

The fungal lizardfolk attacks creatures that disturb its rest. The leshies avoid it, considering it useful for reducing the numbers of intruders and threats to their cultivated plants.

FUNGAL LIZARDFOLK CR 1 — XP 400

hp 11 (Pathfinder Roleplaying Game Bestiary, Pathfinder Roleplaying Game Bestiary 4)
Knowledge (nature) DC 17 for facts about fungal creatures.
Knowledge (local) DC 11 for facts about lizardfolk

An archway in the West wall opens onto a short corridor that leads to room 13. An archway in the South wall leads to room 16. A hallway leads from the East wall to a corridor that leads to rooms 20 and 21.

Connections: This room connects to rooms 13, 16, and 18; and indirectly to rooms 20 and 21.

ROOM 18 - COMPOST HEAP (EL 2)

This room emits a powerful odor of decay. In its center sits a large pile of charnel debris, including several humanoid bodies, all missing their heads. A large growth of fungus covers most of the heap, as well as portions of the floor and walls. Patches of pale, bulbous mushrooms sprout from the rotting pile.

The fungus here is harmless to living creatures. The leshies use it to raise new fungal zombies from the headless that wander up from the third level, as well as breaking down compost to use elsewhere in the Overgrown.

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Creature: An overgrown zombie moves about slowly in this room, piling new material onto the compost heap. It attacks any creatures other than the leshies who enter the room or attack it from outside.

OVERGROWN ZOMBIE CR 2 — XP 600

hp 16 (See *Inhabitants of the Overgrown*)

Treasure: The leshies care little for valuables and tend to overlook items on their victims. Adventurers who brave the compost heap can find 39 gp, 72 sp, 101 cp, a gold bracelet worth 30 gp, and a *potion of cure light wounds*.

Connections: This room connects to room 17.

ROOM 19 - CATERPILLAR'S GARDEN (EL 2)

Short trees with broad leaves grow in a perfect grid, every five feet through the center of this room. Despite the care taken to grow them in such a precise manner, none of the trees is entirely intact; caterpillars of all sizes, some as long as a foot, crawl through the miniature forest, gorging themselves at the expense of the trees around them.

The caterpillars aren't here by accident, but by design of the leshies who care for this area. The trees here have been carefully grown and treated to attract caterpillars from other areas of the Halls, to protect the plants elsewhere. The leshies also use this lure to attempt to exterminate the caterpillar population when it becomes too abundant.

In the center of the room, one brave leshy is attempting to harness one of the giant caterpillars with a harness made of bark and sap. When it notices the PCs - which it will if the PCs get within 15 feet of it, or 3 rounds after they enter, it will shriek at the caterpillar and climb on top without any saddle, and hold on tight as it directs the caterpillar's attention towards the PCs.

LEAF LESHIE CR 1/2 — XP 200

hp 5 (See *Inhabitants of the Overgrown*)

HORN CATERPILLAR CR 1 — XP 400

hp 16 (See *Inhabitants of the Overgrown*)

Morale when reduced to 10 hp or less, as a swift action the caterpillar twists and devours its leshie rider. This kills the leshie, but the resulting verdant burst heals the caterpillar to full health.

Hazard: The regularly planted trees makes diagonal movement between squares impossible. Each tree has hardness 3 and 10 hp.

Treasure: A character who succeeds a DC 12 Knowledge (nature) or Craft (alchemy) check realizes that the cocoon silk that litters the trees and floors of this room is a reasonably uncommon alchemical ingredient. By spending 20 minutes collecting it, the party can amass 150 gp worth of cocoon fragments. A character who succeeds a DC 17 Spellcraft check recognizes their potential

to take the place of 1,000 gp of materials towards the creation of a *cocoon cloak* (*Pathfinder Roleplaying Game: Ultimate Equipment*).

Connections: This room connects to rooms 15 and 23

Secret: The door in the South wall (leading to room 25) is cunningly concealed from both sides. Success on a DC 25 Perception check reveals its presence, and how to open it, so long as Paetreon reaches a minimum level of support.

ROOM 20 - FIRE HAZARD (EL 2)

This large room seems cooler than the surrounding rooms. Most of the roots and vines seem dry and withered. Patches of brown and gray lichen and mold flake off the crumbling masonry walls. Hallways in the West and North walls provide exits from this room. Curved stone benches, shaped from the earth itself, provide places to rest.

This room was once a place for debate and conversation, with participants sitting on the benches in small groups. Now, the benches provide cover and sufficient concealment to allow Stealth checks.

Hazard: Brown Mold CR2 — XP 600 (*Pathfinder Roleplaying Game Core Rulebook*)

There is a patch of brown mold on the floor of this room. Running in a line directly south from the doorway opening to room 21, ending in the center of the room, above a cluster of benches. It is the source of the cooler temperatures in this room. Leshies know to stay away from it. Characters who criss-cross this room searching for treasure, secret doors, or other interesting features do not know it's there until they're adjacent to it and take 3d6 points of nonlethal cold damage, or until they're torches or lanterns cause it to double in size instantly.

Knowledge (nature), DC 10, to identify brown mold once it has been noticed, and to know anything about the hazard.

Connections: This room connects to rooms 16 and 21

ROOM 21 - FLOWER ROOM (EL 3)

This room is a tapestry of bright colors, as many flowering plants grow here. The air is perfumed by the myriad blossoms that grow in bunches from the loamy soil or from bushes scattered around the room.

Creatures: A leaf leshy is here, overseeing an overgrown zombie as it tends to the flowers. Upon noticing intruders, the leshy commands the overgrown zombie to attack while it hangs back and hurls seeds at opponents with missile weapons and spellcasters.

LEAF LESHY CR 1/2 — XP 200

hp 5 (See *Inhabitants of the Overgrown*)

OVERGROWN ZOMBIE

CR 2 — XP 600

hp 16 (see *Inhabitants of the Overgrown*)

Connections: This room connects to rooms 20 and 23.

ROOM 22 - THE TITANIC OAK (CR 3)

No trace of this room's ceiling remains - it has given way entirely to allow for the growth of a titanic oak. The tree's roots grow almost artistically around the room, giving room for a simple grave in the center, marked by a massive mushroom instead of a headstone.

In the branches of the tree above, a trio of leaf leshies watch, perpetually caring for the tree and the druid's grave at its foot. As the PCs enter the room, they descend the walls of the chamber cautiously, ready to defend the druid's grave if required.

The druid's spirit however, is less concerned about subtlety, and possesses the large mushroom that serves as his gravestone as the PCs approach, animating it as a Fungus Leshy.

Though not immediately hostile, the mushroom druid will croak out a warning that nothing good can come from delving deeper into the Halls, and he has sealed them away for good: growing a massive tree in the only way to descend below.

So long as PCs stay away from the trunk of the tree against the Eastern wall, the druid and leshies leave the PCs be. However if the PCs are hostile or attempt to examine the tree, the leshies attack from hiding.

LEAF LESHY (3)

CR 1/2 — XP 200

hp 5 (See *Inhabitants of the Overgrown*)

FUNGUS LESHY

CR 2 — XP 800

hp 15 (*Pathfinder Roleplaying Game: Bestiary 3*)

Knowledge (nature) DC 17 for facts on fungus leshies

Development: Defeating the druid has the effect of dispersing the energy that caused the leshies to constantly regrow throughout the Overgrown. Over the next 24 hours, all remaining leshies will flee the area into the surrounding forest. For 48 hours afterward, giant caterpillars are voraciously devouring the local plantlife, and 1d4-1 of them will be in every room of the floor. After the ecosystem of the floor has been destroyed, they too will move into the forest, leaving the floor mostly empty.

Connections: This room connects to rooms 21 and 23.

Secret: The door in the West wall (leading to room 25) is cunningly concealed from both sides. Success on a DC 25 Perception check reveals its presence, and how to open it, so long as Paetreon reaches a minimum level of support.

ROOM 23 - THE STONE GYRE

Slender stone pillars support the ceiling of this room. Each one stands five feet away from a corner of the room. Near the center



of the room, a large tree has been halfway torn from the ground, revealing a broad, spiral staircase leading down into the darkness.

The stairs spiral down and to the right. In addition to the features of gradual stairs, they provide cover (+4 to AC, +2 Reflex) from attacks originating above.

The slender pillars are only two feet across, and don't occupy a whole square. A creature standing in the same square as a slender pillar gains a +2 cover bonus to Armor Class and a +1 cover bonus on Reflex saves (these bonuses don't stack with cover bonuses from other sources). The presence of a slender pillar does not otherwise affect a creature's fighting space, because it's assumed that the creature is using the pillar to its advantage when it can. These pillars have AC 4, hardness 8, and 250 hit points.

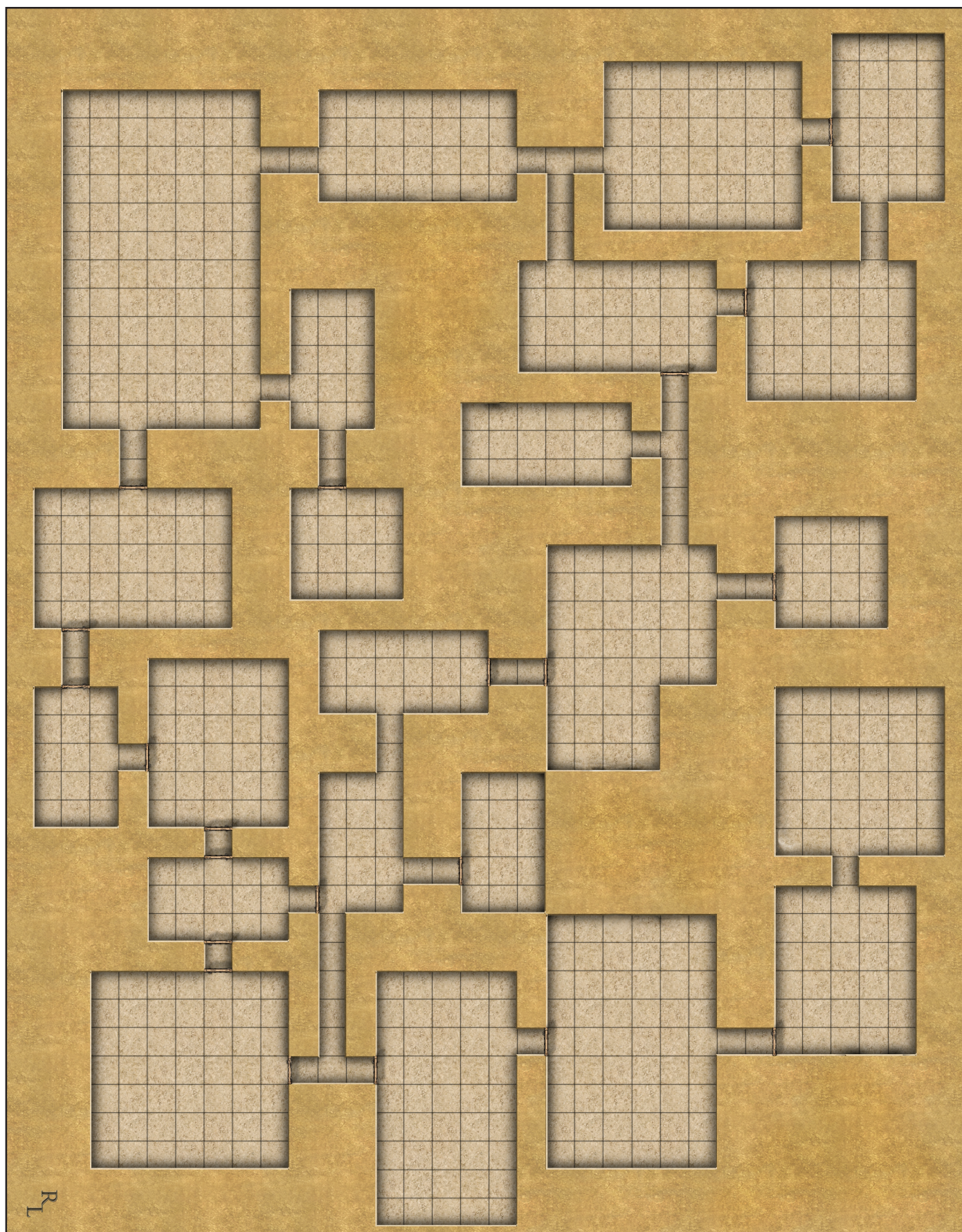
Destroying any two pillars causes the ceiling to collapse, a CR 8 hazard (*Pathfinder Adventure Roleplaying Game Core Rulebook*).

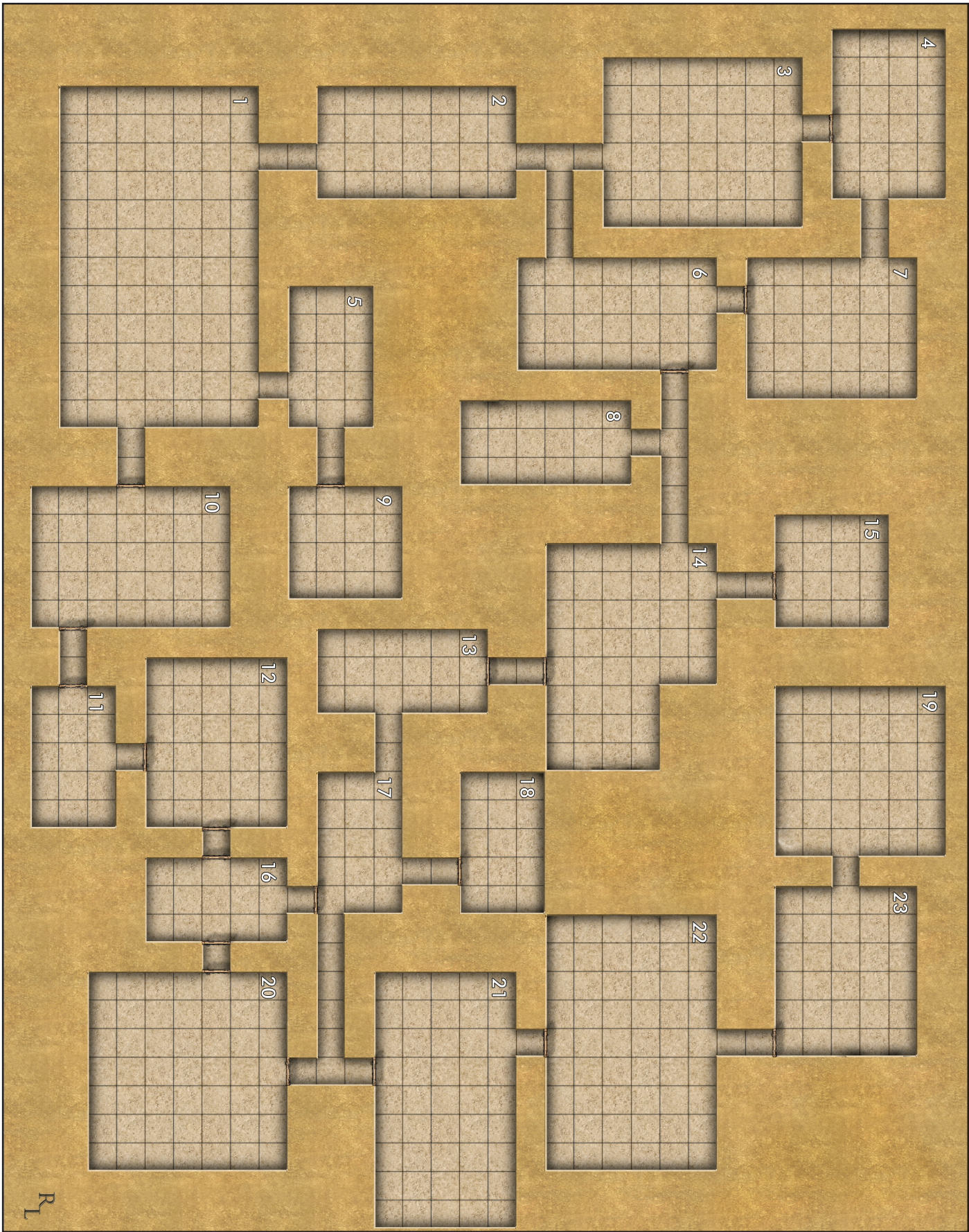
Treasure: In the northwest corner of the room, characters can find the following items, neatly piled.

- An unlocked tin box containing 76 gp and 1,000 sp
- A skeleton wearing a suit of half-plate armor (600 gp)
- A medium masterwork heavy mace (312 gp) clutched in the skeleton's right hand

Connections: This room connects to rooms 19 and 22, and to room 1 on Level 2.

Secret: The door in the East wall (leading to area 26) is cunningly concealed from both sides. Success on a DC 25 Perception check reveals its presence, and how to open it, so long as Paetreon reaches a minimum level of support.





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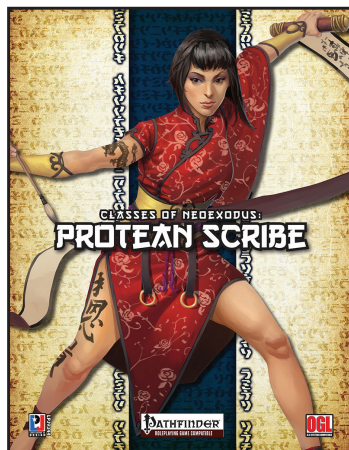
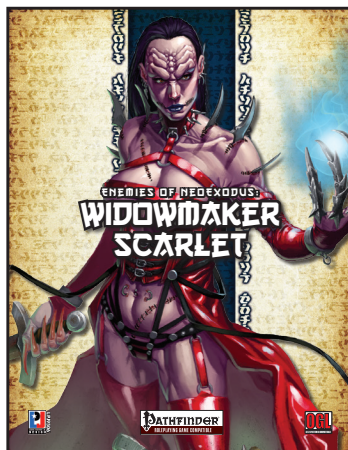
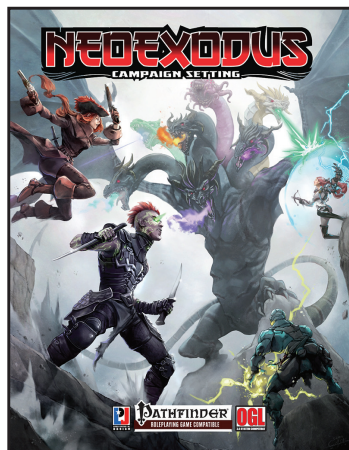
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