



How Does Your Garden Grow

By Keith Knecht

A Two-Round Adventure for the *Legends of the Shining Jewel* Campaign

A call from one thought sleeping brings the Heroes of Amthydor back to the Lost City. This module contains some spoilers for *The City That Never Sleeps*. It is recommended, but not required, to play that module first. For heroes of levels 5-15.

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WELCOME TO LSJ!

This is a *Legends of the Shining Jewel* campaign adventure. It is written to be played in a standard four-hour convention time slot. It is a good idea to have the players and judge place some sort of name tag in front of them, so everyone can easily identify each other and the names of the characters they are playing. Some of the text in this adventure is in *bold italics*. This text is for the players to hear, although you are certainly free to paraphrase or summarize the text if you feel it is necessary.

LSJ GM EMPOWERMENT CLAUSE

The coordinators of the campaign empower GMs to make changes to the module as necessary to accommodate any unforeseen actions taken by the PCs. If the players find another way to deal with the module, they should be successful and appropriately rewarded. The GM may also invent new NPCs as needed to populate the city of Amthydor, which is not completely detailed due to practical limitations.

If the party is having trouble dealing with say, undead encounters, the GM can always have a patrol of priests or the like come along to finish the combat and save the

PCs. Full XP awards should not be given for the encounter if this is necessary.

Do NOT save the PCs if their failure is a result of their own ill-advised actions or lack of forethought. Softening the blow from a bad set of rolls or simple bad luck is one thing, but stupid actions deserve what they get.

CALCULATING ATL (AVERAGE TABLE LEVEL)

Add up the levels of all characters at the table (plus cohorts and entourages) and any animals that will take part in combat that are not granted by class features (such as familiars, animal companions, or bonded mounts). Divide this total by 6, regardless of how many player characters are at the table. This gives you the Average Table Level (ATL) for running combats.

A NOTE ABOUT ATLS AND THE POWER OF PCs

Not all parties are created equal. Some level 1 parties can handle anything the GM can throw at them, and some level 3 parties are relatively weak for their levels. If the GM finds that the party at the table is really not up to the challenge of the tier, he should adjust the encounters DOWN for that party. This is particularly important if the party has a broad mix of experience levels, is lacking clerics and paladins who can heal, or is a “role-playing” rather than “battle-ready” party. The encounters should be a worthy challenge, not an impossible task or a slaughter fest. Regardless of what the instructions say, the GM should let common sense rule the day (and the module).

ABOUT THE MODULE

“*How Does Your Garden Grow*” is a continuation of the Eiosia story line. Other LSJ modules involving the City of Eiosia are *Genesis* and *The City That Never Sleeps*. This module will contain some spoilers for *The City That Never Sleeps* so it is recommended, but not required, to play that module first.

LIFESTYLE IN LSJ

Player Characters have to spend money on many things during downtime: food, rent, repairs on weapons and armor, and other daily expenses. In the LSJ Campaign this is reflected in Lifestyle Costs, which are paid at the start of every LSJ adventure. See page 151 of the *LSJ Campaign Guide*.

ADVENTURE BACKGROUND

The City of Eiosia has existed for around 4,000 years. It was originally constructed as an outpost for the Thyran Empire. Due to a magical mishap by the residents way back then, the city became a living and evil thing. It absorbed the life force and bodies of the citizens to fuel itself. It then absorbed the energy from the surrounding lands. When all of the energy close enough to feed it was gone, Eiosia went into a dormant state.

The actions of some Pyrrothians (detailed in the LSJ module *Genesis*) awoke the beast again. Not long after, actions of the Heroes of Amthydor put it back into slumber.(detailed in LSJ module *The City That Never Sleeps*).

Unfortunately, the dormant state is far from permanent. Enough of Eiosia remained active for it to search the vast amount of information on things magical that its former residents knew. It came across the ritual that grew the city. It has also found a way to adapt its creation ritual to allow it to control or move its intellect into any new places it constructs.

Orisunek, the last living Eiosian at the time and record keeper for the Council of Eiosia, became a ghost in the machine when her consciousness was absorbed whole instead of being consumed. Being part of the city, she knows what the city knows. She has sent a message to Amthydor and the PCs since she has had help from some adventurers before. When the PCs go to speak to her, she will ask them to find the last remaining Eiosian, namely a lich, and convince him to help stop the city.

Additional information on Eiosia and its effects on the PCs can be found in **Player Handout 1** and the **GM Appendix**.

Introduction: The PCs and the League of Thaumaturgical Studies receive a troubling message from Orisunek, the last ‘survivor’ of Eiosia.

Encounter 1: PCs head to the League for information and transport. Optionally, PCs can make their own way to Eiosia.

Encounter 2: PCs travel to Eiosia to speak to Orisunek.

Encounter 3: At the Council Hall and Ori’s task.

Encounter 4: Enlist the aid of the Dead One and find out what he needs. (roleplay)

Encounter 5: Get the Air widget from earth. (combat)

Encounter 6: Get the Earth widget from air. (diplomacy / roleplay)

Encounter 7: Get the Water widget from fire. (combat)

Encounter 8: Get Fire widget from water. (diplomacy and combat)

Encounter 9: The Great Greenhouse.

Encounter 10: Helping the Dead One stop the city. (most surely combat)

Conclusion A: We did it – sort of.

Conclusion B: We didn’t do it.

Conclusion C: We wimped out.

INTRODUCTION

You are sleeping peacefully when a sudden nagging in your brain awakens you. A sky blue orb with swirls of white floats in the air about a foot above your face.

The orb flashes once and a human woman of middle age appears at the foot of your bed. She is dressed in a style that looks very old. Her voice sounds in your head, “I have need of adventurers. Journey to the city of Eiosia and meet with me in the Council Hall. Your League of Mages has this missive also and can facilitate your travel.”

The blue orb blinks again and the woman vanishes. The orb then fades away.

The woman is a projected image of Orisunek (or-REE-soo-nek) of Eiosia. PCs that played *The City*

That Never Sleeps should recognize her. She was the last record keeper of Eiosia.

A Knowledge (history) DC 25 check, or Knowledge (arcana) DC 25 check will let the PC know that the woman wears noble or mage type clothes of a style from the era of the Thyran Empire, roughly 3500 – 4000 years ago.

At this point, have each PC give you 5 will saves. The saves will be needed later to hold off the influence of Eiosia. Or not...

Also, find out if anyone has the *Visit to The Lost City* cert from *Genesis* or *The City That Never Sleeps* and which boxes were checked.

- If the PCs go the League of Thaumaturgical Studies **GO TO Encounter 1 (Page 4)**
- If the PCs travel to Eiosia on their own **GO TO Encounter 2 (Page 5)**

ENCOUNTER 1 – NOT L.O.T.S. OF HELP

Upon arriving at the League of Thaumaturgical Studies, you are shown to a meeting room and told that Adept Jonas Waveweaver will be there shortly to speak with you. There are refreshments and breakfast foods on a table along one wall.

After a couple of minutes, a male sea elf walks in. He wears blue and green robes in a rather plain style. The colors of the robes match well with the light blue of his skin. He also has a torc around his neck. The torc appears to be generating a bubble of water around his head. The bubble disappears when he speaks. “Good morning, I am Jonas Waveweaver. I assume you are here about the message?”

If the PCs answer no, he will ask what they do want and deal with it quickly as he has more pressing issues at the moment, namely the mystery request from Orisunek.

“Ah, good. I can give you some background on Eiosia, if you want it before we get to the present issues.”

If the PCs want background, give them **Player Handout 1**. When they are ready, continue.

“The missive from Orisunek of Eiosia does not come as a surprise to the League. We had hoped that the spell used to put Eiosia back to sleep 2 1/2 years ago would have been permanent, but feared it would not be.”

“Having only just received the missive, we have worked to get whatever information we could. We tried to set up an arcane eye at the site of an abandoned research camp to try and find out what is happening. We can see nothing through the eye. The only thing I can assume is that Eiosia does not want us to see anything.”

“I can have your party teleported to the old camp site. It’s a flat area about a quarter mile from there to the city walls. We cleared out all of the tents and belongings after the last group of adventurers returned from there.”

“Orisunek said to meet her in the Council Hall, so I brought a map of what we know of the city from the last expedition.” He unrolls a parchment on the table. The map of the explored area of the city shows the Council Hall is about two miles inside the city walls in the city center. Also marked on the map is an arena and a greenhouse, as well as a few smaller buildings between the city gates and the city center. None of the marked buildings in the city center are too far from each other.

“We did have a divination done. Here is the result.

**Summer’s shower, Winter’s heat
Autumn’s breeze, Spring’s peat
These are what the dead one needs
To decimate the garden seeds
Make a sacrifice this very day
That shall speed you on your way.**

The divination is available as **Player Handout 2**.

If the players ask for details of the last expedition, it is the basis of the LSJ module *The City That Never Sleeps*. A quick plot summary is that the League sent a research group to study Eiosia. Said group vanished without a peep. The League sends in the party to find out what happened. The party finds out a whole lot about Eiosia and also meets Orisunek. If the players are ok with spoilers, you can relay the details from the **GM Appendix**. Of course, there is still more information in the other adventure, so play it next. ☺

Unfortunately, Jonas has no more information to give the party about what is happening now.

Jonas gathers you all together in a circle. He hands a stone to (any arcane caster in the group, if not any other PC). “This is a stone of recall. It will return you to Amthydor, but it will only work outside of Eiosia. Teleportation and planar travel magic do not work inside the city. Good luck and may the gods be with you.” Jonas says as he casts his spell and you are teleported on your mission.

ENCOUNTER 2 – BACK TO THE CITY

You arrive at the location of the former research camp. It is a flat area that looks like it may have been a meadow at one time where caravans were staged. A wide, cracked, and long unused road runs past the area where you stand. Except for sounds you make yourselves, it is unearthly quiet. No insects buzz, no birds tweet, and no animals scurry about. Down the road in one direction lies Amthydor, in the other you can see the massive buildings of Eiosia.

It will be early afternoon when the PCs arrive at the old camp site. The PCs can camp in this area safely (from creatures, anyway) if they wish.

The camp site is about a quarter mile from the walls of Eiosia. When the PCs are ready, they can make the journey to the city proper.

You make the short trek from the old camp site to the city walls of Eiosia. As you approach the city

wall, you can see all types of decorations and carvings on the massive buildings.

Some have ornate roof lines and parapets or gargoyles adorning their corners while others look to be made of pure black glass. Others have carvings or scrollwork that any dwarven artisan would be proud to call his own.

A wide space in the wall allows the crumbling road to pass into the city proper. The road surface changes from ancient cobblestone the pure black material like the rest of Eiosia at the line of the city wall.

When the party enters the city, any good-aligned PC must make a **Will save (DC 10 + ATL)** and any neutral aligned PC must make a **Will save (DC 5 + ATL)** or be so revolted by the feeling of evil which permeates the place to easily pass through the gates. Use one of the will saves that the PCs rolled at the start of the adventure.

This is a fear-based effect. PCs immune to fear must make this save just as other characters do, but they may apply any bonuses granted by class abilities like a paladin’s *aura of courage*.

Any PC that has a *Visit to The Lost City* cert from the LSJ module **Genesis** or **The City That Never Sleeps** and has the “failed the save” box on it checked gets a -2 circumstance penalty on this save. If they have both certs and failed on both, the penalty stacks. If they have the “PC was attuned” box checked, they get an additional -2 circumstance penalty on the save. (So yes, they can have a total penalty of -6 to the save. Eiosia remembers the ones that get away.)

Any PCs that fail the save will be *shaken* (suffer a -2 penalty to attacks rolls, saving throws, skill checks, and ability checks) until they get outside the city walls and stay out for at least 24 hours. They may remain within the city’s 10 mile influence and get over the *shaken* condition, they just need to be outside the city walls.

Also, since the city is slowly growing in power, all PCs must make a second **Will save (DC 13 + character level)** to hold off Eiosia’s influence

when they enter the city. (Use the second of the will saves each PC rolled at the start of the adventure.) They must make a new Will save at -1 each day they spend in Eiosia's area of effect. (See GM Appendix for details on effects)

Give any PC that fails this save **Player Handout # 3**. They may share or not share this information with other party members as they wish. If you really want to have some fun, have the lowest will save fail automatically. ☺

If a PC casts (or has functioning) *detect magic / arcane sight / true seeing* or the like anywhere within Eiosia's walls, they will behold quite a sight. Use the text below for what they see.

As you look around you, you can see auras of various strengths coursing through the fabric of Eiosia. The entire city flows with magical energies of every sort. The buildings around you, the roads through the city, the ground upon which you stand, everything carries the power. You can almost see auras in the very air of the city. The sight looks much like blood flowing through the body of some gigantic creature.

(If you have seen the Matrix movie series, it looks kind of like Neo's sight when he views things in the matrix – the code and power flowing in and forming everything.)

If a PC looks at another PC that has been attuned to Eiosia while any special vision spell is active, they will notice something. Looking at an unattuned PC shows nothing odd.

You notice that the skin on the back of the neck of (attuned PC being observed) is stretched out into what looks like a thread or a thin piece of rope. You can see that this thread winds around in the air a bit and finally merges into the fabric of Eiosia.

The PCs can head through the city to the Council Hall as they wish. If they want to explore any other buildings, make up some things to keep them on edge using ideas from the GM Appendix or

your own mind, but do not waste too much time on it.

ENCOUNTER 3 – THE COUNCIL HALL

As you approach the building you seek, you see it is about 110' long by 60' wide. A smooth dome about 40' in diameter and 40' high covers the center section of the building. A set of 20 steps leads to a 10' wide archway flanked by columns in the front wall of the building. The building has huge faces, fully the size of a grown man, carved into the corners at the roof line, which is about 20' high. It gives you the impression that the building sees all things happening around it.

A map of the Council Hall is provided.

A. Entry / Waiting Room

You ascend the stairs and enter through the arch into the building and find yourself in a 30' x 20' room. Like everything else in the city, it is black, smooth, and empty. Another arch that mirrors your entry portal is in the wall across the room.

This room was the reception area and waiting room for the Council of Eiosia back in the city's prime.

B. Main Council Chamber

You pass through an ornate archway almost 20' high at the apex into a 40' x 40' chamber. The domed ceiling rises to almost 40' in the center. Your gaze is drawn upward toward a mosaic set in the dome that covers the entire interior of the space.

The workmanship is flawless. The view is spectacular - a huge wrap around view from a point near the top of a high tower in the city. It is as if you were standing there surveying your domain. In one direction, you can see the sun rising over the Tasman Sea. In the opposite direction lies a rough pass through the Delambir Mountains. To the right of the sunrise, the mountain range, sea coast, and a grassy plain vanish in the distance. Opposite this, the foothills of the mountains meet the sea at the edge of the vision.

There is an arch out of this chamber in the wall to either side of the one you entered through.

This is the main meeting hall where Orisunek will meet the PCs.

A few moments after the party enters this room, give them a bit of time to admire the place or worry, continue with the **Orisunek Arrives** section below.

C & E. Auxiliary Council Chamber

A short hallway through an arch in the domed chamber leads to this 25' x 25' chamber. It is a blank black cube with another arch in the south wall. There is no mosaic in this room.

These rooms are smaller council meeting chambers.

They are usually used when the intimidating setup of the main chamber is not required.

They were also used as staging areas for food or servants when the council had functions. Even in a city that does the work for you, the proper tradition and respect for the council was followed by throwing banquet parties and the like.

D & F. Private Meeting Chamber

This 15' x 15' room is reached through the arch in south wall of the smaller council chamber. There is a mosaic in the center of the wall across from the arch.

These rooms were originally used as a private meeting chamber for any sensitive council business.

They were easily secured against scrying and other mundane, magical, or psionic spying.

Orisunek Arrives

As you take in the contrast between the stark blackness and the superb artwork of the main council chamber of Eiosia, the arches in the walls fill with a sky blue and white mist. The entire interior of the room changes to the same color an instant later. A female voice sounds from all around. A human woman appears in the center of the room as the voice speaks. She looks

exactly like the woman in the vision you had about your mission.

“It is good that you have answered my call. I am Orisunek of Eiosia and we can speak freely here now.”

The PCs are sure to have many questions by this time, so let them ask away.

If the players want more information about Eiosia than answered in these questions, you can give them info from the *GM Handout* about the plot of **The City That Never Sleeps** IF THEY DON'T MIND SPOILERS. Even this is only basic details of what happened in that adventure.

Speak freely here? / etc:

“Eiosia knows all that goes on within its walls. I have put up a spell of non detection so that it will not hear or see what we do here. That is what gives the walls the blue coloring.”

The city knows what goes on within the city walls, but since it has nowhere near the power it used to millennia ago, it does suffer dead zones and drop outs occasionally. As long as the PCs don't take hours to finish speaking to Orisunek, Eiosia will be none the wiser. She will tell the party this if they ask.

So why are we here? / What do you need us for? / etc:

“After my last encounter with adventurers from your city, Eisoia was returned to its former dormant state. However, it has not been as deeply asleep as I have wished. During its slumber, Eiosia has dreamed – slowly searching its vast knowledge base with what energy it could spare for things it once knew and powers it once had.”

“Eiosia has gained access to parts of itself that were long forgotten and has again learned of the ritual that created it. It can use this ritual to grow or send out offshoots much like a tree sends out roots or branches.”

“This means that Eiosia can send out roots almost anywhere on this continent, and possibly anywhere on Raia, to grow more parts of itself.”

“Imagine having part of your city transform overnight into the fabric of Eiosia with the power of Eiosia. To stop this is why I summoned you.”

☛ **How can we stop this? / What can we do? / etc:**

“I have also looked at this ritual and I must say that it is beyond my skills to understand all of it. I have surmised that there is a counterspell that can be done.”

Orisunek grins. “Unfortunately, having to be physically present to do it, puts the counterspell beyond my ability at the moment. However, I do know of someone that has both the ability and the body to do this. Morsipheran is his name.”

A Knowledge (history) DC 25 check, Knowledge (arcane) DC 25 check will let the party recall that Morsipheran was an extremely powerful mage in Thyras.

And yes, Thyras has been in ruin below a desert for the past 4000 or so years. Morsipheran is a lich now. He has been for quite some time. ☺

☛ **Who is Morsipheran?**

“Morsipheran was a mage of Thyras. He was one of the mages that created the magic to form the cities of Thyras and Eiosia. Not the ritual that made Eiosia sentient, but the spells that originally constructed it. If anybody can do what needs to be done, he can.”

☛ **Where can we find Morsipheran?:**

“Here in Eiosia as a matter of fact. He has been stopping in Eiosia every century or so for quite some time. The city pays him no mind because he can not feed it or be influenced by it. I shall mark his current location on your map if you wish me to.”

If the party wishes, a small blue dot will appear on their map of Eiosia marking a modest sized warehouse about a mile from the Council Hall.

☛ **What do you mean by “he can’t feed the city”? / etc:**

“Well, Eiosia only exists by draining the life energy from things. Being undying, Morsipheran has none of that. So Eiosia pays him no mind.”

☛ **We got this divination?**

Orisunek listens as you read the divination. “I can only assume that this refers to items that Morsipheran will need to complete the ritual. He can confirm this and give you more information.”

- If the PCs go see Morsipheran, **GO TO Encounter 4 (Page 8)**
- If the PCs head back to Amthydor, **GO TO Conclusion C (Page 50)**

ENCOUNTER 4 – THE DEAD ONE

This encounter is rather free form when the PCs deal with Morsipheran to enlist his aid. He is an ancient and extremely powerful creature that is only listening to the PCs because it might divert his interests and gain him new tools for a time.

After he asks the PCs why he should help, have fun with it as they toss out reasons. Treat the party as useful children or pawns. Be sarcastic, mean, or anything you want to be – just not too nice. ☺

The trek to the location given by Orisunek is uneventful. Except for the fact that it feels as though there is something in the city watching you or lurking just beyond your perception. Your every step and movement sounds muffled as you travel.

The building is a squat black cube about 60’ square. It looks like it may have been a warehouse or storage building at one time. An open archway 10’ wide sits in the center of the north wall.

When the PCs enter the building, continue.

You pass through the archway into the building. The interior is one large open space. You see that the entire place is lined floor to ceiling with

shelves made of the same black material as everything else in Eiosia. The shelves hold books and scrolls of various sizes and styles. Some look like they were put there yesterday and others look like they have been there for ages.

In the center of the building is a large desk with papers strewn all over it. Behind the desk sits a creature that may have once been a man. His skin is aged, brown, and drawn tight about his skull, looking quite like the parchment that he is writing on. He wears a suit of nobleman's clothes and a cape that is not too far out of date as well as an ornate necklace and ring. You can see a bare rib or two inside his vest. His eyes gleam red in the dimness as if small rubies were set into his eye sockets.

His quill stops writing as you enter his domain and he turns his gaze your way. "Only thrice since the Fall have I seen living folk enter my domicile uninvited. It did not end well for them."

This is Morsipheran, the lich. He is one of the mages of Thyras that created the magic that formed the city of Eiosia as well as the city of Thyras. (Both cities were formed the same way. Eiosia was perverted by the ritual that made it sentient. Thyras, having never had that happen, remained just a plain city.) He is also the mage responsible for the destruction of Thyras those many years ago. He sought godhood and was challenged in his claim by other mages of Thyras. It finally got violent and everything went kaboom. Not long after, he became a lich and now magically sustains himself. He is currently around 4000 years old.

Getting him to help the party will be the task here. He is undeniably Evil, albeit lawful. If he gives his word, he will keep up his end of the bargain. Getting him to give his word is the part that can be challenging.

The party can give any reasons or explanations for their presence here, but Morsipheran will only listen to more conversation if they mention Orisunek.

"So Orisunek sent you to me? Poor misguided Ori. Is she seeking to save the world again? In that case, I suppose I can hear you out. It will be worth the time to here what her newest plan is." He makes a gesture and a chair for each of you flows out of the floor near his desk.

The PCs can tell their story and he will listen. As they converse, the party will notice that the quill on his desk starts writing again. It is apparently taking notes on what the party is saying.

When they are finished telling their tale, Morsipheran simply asks **"And why should I trouble myself to do this for you?"**

The only way the party can get his cooperation is to play up to his weakness, which is that Morsipheran is an information whore. He will do whatever he can to gather information on various types of magic, how it interacts with the world, and how he can adapt it to his use. Being ancient and evil, he doesn't care if people die or cities crumble from the results of said magic, as long as he can document it and try to adapt it for his ends.

Every single book or scroll in the building was written by Morsipheran over the years he has been a lich. The things are of various ages, materials, and qualities, but all written in his hand. The PCs can notice this with a Perception DC 5+ATL check. They will note this automatically if they take time to look at a few documents.

GM NOTE: The main reason for him to help the party is that if Eiosia expands / spawns and takes over other lands, much knowledge of the people / environment / whatever there will be lost forever. Being the information whore he is, he will help prevent this since it suits his needs. Things very similar to this will also work. If the party has a hard time coming up with something that fits, drop a couple more hints. If they remain stumped, give them an intelligence check of DC 15 to figure it out. The point is to let the PCs sweat about getting him to help, not to derail the adventure.

If the party is bold (foolish) enough to attack Morsipheran, they will not like the result. He will take the first hit from whoever makes it. His chill (fire) shield will kick in and damage the attacker for 30 points of cold damage. This will hurt a ranged or melee attacker. He will then dismiss the party by teleporting them back to Amthydor. The PCs can return to continue their mission, but they had better be very apologetic... (And yes, we know that teleportation across Eiosia's walls is not possible...) Morsipheran is not statted out in the module since the PCs are not supposed to fight him. If they attack him again, he dismisses them again and he will be gone when the party returns for the third try. Game over. End of adventure.

Some PCs may have qualms about working for or with an evil creature, but in this case the ends definitely justify the means.

When the PCs come up with the satisfactory reason, Morsipheran will finally agree to help them.

Morsipheran ponders your reasoning for quite a while before responding. "Astonishingly enough, you do make a good point. I shall assist you in your mission as it suits me to do so at the moment. Listen well as I tell you what needs doing."

He gestures and you can see a scroll from the wall float to his desk and unroll itself. He consults it for a moment before continuing. The scroll then rolls itself and floats back to where it came from.

"Back many centuries ago, I was part of a mage council that designed magic that could create a city. That city was Thyras. The same magic was later used to create Eiosia. The cities were not so much built as formed from the very elements of Raia – grown from the fabric of the world itself you could say. This ritual is what Eiosia has 'remembered' and has modified to create offshoots of itself."

"I can create a counterspell to purge this information from the mind of Eiosia, but to do so

as quickly as you say you need, I will require some artifacts of an elemental nature. These you will fetch for me."

"I need the Unfailing Breeze, the Unyielding Stone, the Unmelting Ice, and the Undying Blaze. Each of these are keyed to one of the elemental forces of the world and will act as a focus for the spell."

"Each artifact was given to its opposite eons ago for safe keeping. Fire to water, water to fire, air to earth, and earth to air."

He gestures again and a book forms out of his desk. It opens itself to about the middle and he consults it. The book is then absorbed back into the desk.

"I have confirmed the locations of each artifact and I can give you a talisman to take your group to each and return you to me at your request. Simply join hands and think where you wish to go.

"After you have collected the items, return to me and escort me to the heart of Eiosia. That is where we must be for the spell to work properly. Eiosia will surely attempt to prevent this casting and I shall need all my concentration to do what needs be done. Therefore, you must keep whatever the city throws at me away."

When you do not leave immediately, he glances at the party. "Why are you are still lurking about? Yes, yes... You need to know where the Heart of Eiosia is, correct? Beneath the statue on the central isle of the Great Greenhouse is where it can be found. Now begone until you acquire what I require."

Morsipheran will not answer questions. He is not the type to give up any information if it does not suit him or give him leverage.

- If the PCs seek the Unfailing Breeze, **GO TO Encounter 5 (Page 11)**
- If the PCs seek the Unyielding Stone, **GO TO Encounter 6 (Page 15)**

- If the PCs seek the Unmelting Ice, **GO TO Encounter 7 (Page 17)**
- If the PCs seek the Undying Blaze, **GO TO Encounter 8 (Page 22)**
- If the PCs head back to Amthydor, **GO TO Conclusion C (Page 50)**

ENCOUNTER 5 – THE UNFAILING BREEZE

You all grab hands and think about where to find the Unfailing Breeze. The talisman gives off a slight buzz, the world shifts, and you are elsewhere.

You stand on a bare rock surface. Looking around, you see that you have been deposited in a large cave. It looks to be about 100' in diameter and is mostly open area. The walls, floor, and ceiling are all raw stone with some sand on the floor. There are no exits or passages from the cavern. Despite the fact that the cave is sealed, it is dimly lit and there is a fairly strong breeze blowing though the entire area.

The source of the breeze can be seen easily enough. In the center of the cavern, a whirlwind hangs 50' off the floor and turns swiftly, generating the gusts you feel.

The PCs have been teleported to a cavern deep underground that is a node to the elemental plane of earth. A demi-plane you could call it. Morsipheran's talisman protects them from the semi-toxic atmosphere and other bad conditions here. A Knowledge (planes) DC 15 check will inform the party of this.

The whirlwind is the Unfailing Breeze. There is no way to reach it currently unless the party can fly. If the PCs can fly, they will not be able to approach closer than 10' to the Unfailing Breeze. The wind force of it is too great to get any closer. The breeze is not strong enough to affect ranged combat or to damage the PCs.

As the party moves farther into the cavern, flying or otherwise, things will happen. They can get

about half way to the spot over which the whirlwind hovers before they get hit with more boxed text.

As you trek across the cave, you feel the ground tremble. Creatures form out of the very rock itself to bar your path. They appear to be waiting.

These creatures are the earth elemental guardians of the Unfailing Breeze. They will attack if the PCs move in farther or try to take the whirlwind. If the PCs use the talisman to teleport away, they will be free to go. Unfortunately, that will not help them in their mission. The only way to get the Unfailing Breeze is to beat the guardians.

The elementals have gems of various colors and sizes in their hides that the PCs can take when they defeat them. Total is ATL * 500 gp.

Use a standard battlemat and mark off a 10' x 10' square in the center to mark the location of the Unfailing Breeze. Remember, it is 50' in the air.

Earth elementals have the following common traits:

Earth Glide (Ex) A burrowing earth elemental can pass through stone, dirt, or almost any other sort of earth except metal as easily as a fish swims through water. If protected against fire damage, it can even glide through lava. Its burrowing leaves behind no tunnel or hole, nor does it create any ripple or other sign of its presence. A *move earth* spell cast on an area containing a burrowing earth elemental flings the elemental back 30 feet, stunning the creature for 1 round unless it succeeds on a DC 15 Fortitude save.

Earth Mastery (Ex) An earth elemental gains a +1 bonus on attack and damage rolls if both it and its foe are touching the ground. If an opponent is airborne or waterborne, the elemental takes a –4 penalty on attack and damage rolls. These modifiers apply to bull rush and overrun maneuvers, whether the elemental is initiating or resisting these kinds of attacks. (These modifiers are not included in the statistics block.)

Elemental Traits: An elemental is a being composed entirely from one of the four classical elements: air, earth, fire, or water. An elemental has the following features.

- Immunity to paralysis, poison, sleep effects, and stunning.
- Not subject to critical hits or flanking. Does not take additional damage from precision-based attacks, such as sneak attack.
- Proficient with natural weapons only, unless generally humanoid in form, in which case proficient with all simple weapons and any weapons mentioned in its entry.
- Elementals do not breathe, eat, or sleep.

Flight: Due to the presence of the Unfailing Breeze for such a long period of time, the earth elementals in this cavern have absorbed some of its magic and gain a fly speed of 20' (poor).

Also, since the cavern the party is in is a node to the elemental plane of earth, a *dismissal* spell or similar effect will not send the elementals back to their native plane. This area basically is their native plane.

ATL 5

⚔ Large Earth Elemental (2) CR 5

N Large outsider (earth, elemental, extraplanar)

Init -1; **Senses** darkvision 60 ft., tremorsense 60 ft; Perception +11

AC 18, touch 8, flat-footed 18 (-1 Dex, +10 natural, -1 size)

hp 68 (8d10+24)

Fort +9, **Ref** +1, **Will** +6

Defense abilities elemental traits; **DR** 5/—;

Immune elemental traits; **SR** Nil

Speed 20 ft., burrow 20 ft., fly 20 ft. (poor), earth glide

Melee 2 slams +14 (2d6+7)

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

Special Attacks earth mastery

Str 24, **Dex** 8, **Con** 17, **Int** 6, **Wis** 11, **Cha** 11

Base Atk +8; **CMB** +16; **CMD** 25

Feats Cleave, Greater Bull Rush, Improved Bull Rush, Improved Overrun, Power Attack

Skills Appraise +6, Climb +15, Knowledge (dungeoneering) +3, Knowledge (planes) +6, Perception +11, Stealth +5

Special Abilities earth glide

ATL 7**⚡ Huge Earth Elemental (2) CR 7**

N Huge outsider (earth, elemental, extraplanar)

Init -1; **Senses** darkvision 60 ft., tremorsense 60 ft.; Perception +13**AC** 19, touch 7, flat-footed 19 (-1 Dex, +12 natural, -2 size)**hp** 95 (10d10+40)**Fort** +11, **Ref** +2, **Will** +7**Defense abilities** elemental traits; **DR** 5/—;**Immune** elemental traits; **SR** Nil**Speed** 20 ft., burrow 20 ft., fly 20 ft. (poor), earth glide**Melee** 2 slams +17 (2d8+9)**Space** 15 ft.; **Reach** 15 ft.**Special Attacks** earth mastery**Str** 28, **Dex** 8, **Con** 19, **Int** 6, **Wis** 11, **Cha** 11**Base Atk** +10; **CMB** +21; **CMD** 30**Feats** Awesome Blow, Cleave, Greater Bull Rush, Improved Bull Rush, Improved Overrun, Power Attack**Skills** Appraise +6, Climb +18, Knowledge (dungeoneering) +4, Knowledge (planes) +7, Perception +13, Stealth +4**Special Abilities** earth glide**ATL 9****⚡ Greater Earth Elemental (2) CR 9**

N Huge outsider (earth, elemental, extraplanar)

Init -1; **Senses** darkvision 60 ft., tremorsense 60 ft.; Perception +16**AC** 21, touch 7, flat-footed 21, (-1 Dex, +14 natural, -2 size)**hp** 136 (13d10+65)**Fort** +13, **Ref** +3, **Will** +8**Defense abilities** elemental traits; **DR** 10/—;**Immune** elemental traits; **SR** nil**Speed** 20 ft., burrow 20 ft., fly 20 ft. (poor), earth glide**Melee** 2 slams +21 (2d10+10)**Space** 15 ft.; **Reach** 15 ft.**Special Attacks** earth mastery**Str** 30, **Dex** 8, **Con** 21, **Int** 8, **Wis** 11, **Cha** 11**Base Atk** +13; **CMB** +25; **CMD** 34**Feats** Awesome Blow, Cleave, Greater Bull Rush, Greater Overrun, Improved Bull Rush, Improved Overrun, Improved Sunder, Power Attack**Skills** Appraise +10, Climb +25, Knowledge (dungeoneering) +10, Knowledge (planes) +13, Perception +16, Stealth +7**Special Abilities** earth glide

ATL 11**⚔ Elder Earth Elemental (2) CR 11**

N Huge outsider (earth, elemental, extraplanar)
Init -1; **Senses** darkvision 60 ft., tremorsense 60 ft.; Perception +19
AC 23, touch 7, flat-footed 23 (-1 Dex, +16 natural, -2 size)
hp 168 (16d10+80)
Fort +15, **Ref** +4, **Will** +10
Defense abilities elemental traits; **DR** 10/—;
Immune elemental traits; **SR** Nil
Speed 20 ft., burrow 20 ft., fly 20 ft. (poor), earth glide
Melee 2 slams +26 (2d10+12/19-20)
Space 15 ft.; **Reach** 15 ft.
Special Attacks earth mastery
Str 34, **Dex** 8, **Con** 21, **Int** 10, **Wis** 11, **Cha** 11
Base Atk +16; **CMB** +30; **CMD** 39
Feats Awesome Blow, Cleave, Greater Bull Rush, Greater Overrun, Improved Bull Rush, Improved Critical (slam), Improved Overrun, Improved Sunder, Power Attack
Skills Appraise +19, Climb +31, Knowledge (dungeoneering) +19, Knowledge (planes) +19, Perception +19, Stealth +10
Special Abilities earth glide

ATL 13**⚔ Advanced Elder Earth Elemental (2) CR 13**

N Huge outsider (earth, elemental, extraplanar)
Init -1; **Senses** darkvision 60 ft., tremorsense 60 ft.; Perception +24
AC 25, touch 7, flat-footed 25 (-1 Dex, +18 natural, -2 size)
hp 232 (19d10+111)
Fort +17, **Ref** +5, **Will** +11
Defense abilities elemental traits; **DR** 10/—;
Immune elemental traits; **SR** Nil
Speed 20 ft., burrow 20 ft., fly 20 ft. (poor), earth glide
Melee 2 slams +28 (2d10+14/19-20)
Space 15 ft.; **Reach** 15 ft.
Special Attacks earth mastery
Str 38, **Dex** 8, **Con** 22, **Int** 12, **Wis** 12, **Cha** 11
Base Atk +18; **CMB** +32; **CMD** 41
Feats Awesome Blow, Cleave, Greater Bull Rush, Greater Overrun, Improved Bull Rush, Improved Critical (slam), Improved Overrun, Improved Sunder, Power Attack
Skills Appraise +24, Climb +37, Knowledge (dungeoneering) +24, Knowledge (planes) +24, Perception +24, Stealth +15
Special Abilities earth glide

ATL 15

Advanced Elder Earth Elemental (2) CR 15
N Huge outsider (earth, elemental, extraplanar)
Init -1; **Senses** darkvision 60 ft., tremorsense 60 ft.; Perception +29
AC 27, touch 7, flat-footed 27 (-1 Dex, +20 natural, -2 size)
hp 263 (22d10+125)
Fort +18, **Ref** +7, **Will** +12
Defense abilities elemental traits; **DR** 10/—;
Immune elemental traits; **SR** Nil
Speed 20 ft., burrow 20 ft., fly 20 ft. (poor), earth glide
Melee 2 slams +30 (2d10+16/19–20)
Space 15 ft.; **Reach** 15 ft.
Special Attacks earth mastery
Str 40, **Dex** 8, **Con** 22, **Int** 12, **Wis** 12, **Cha** 11
Base Atk +20; **CMB** +34; **CMD** 43
Feats Awesome Blow, Cleave, Greater Bull Rush, Greater Overrun, Improved Bull Rush, Improved Critical (slam), Improved Overrun, Improved Sunder, Power Attack
Skills Appraise +29, Climb +41, Knowledge (dungeoneering) +29, Knowledge (planes) +29, Perception +29, Stealth +20
Special Abilities earth glide

After the elementals are dealt with, the Unfailing Breeze will sink to the ground and slow its rotation speed. It will not stop totally but it will only generate a fraction of the wind that blew through the cavern. The PCs can take it with them if they have whatever sort of container they have.

- If the PCs seek the Unyielding Stone, **GO TO Encounter 6 (Page 15)**
- If the PCs seek the Unmelting Ice, **GO TO Encounter 7 (Page 17)**
- If the PCs seek the Undying Blaze, **GO TO Encounter 8 (Page 22)**
- If the PCs head back to Amthydor, **GO TO Conclusion C (Page 50)**
- If the PCs go back to Morsipheran, **GO TO Encounter 9 (Page 30)**
- If the PCs head back to Amthydor, **GO TO Conclusion C (Page 50)**

ENCOUNTER 6 -THE UNYIELDING STONE

You all grab hands and think about where to find the Unyielding Stone. The talisman gives off a slight buzz, the world shifts, and you are elsewhere.

You appear on a mountain top surrounded by clouds as far as the eye can see. The air is chill and the wind is brisk as you survey the area. In the distance, you see what looks like several tents on one of the clouds.

The PCs have been teleported to a high mountain top. The peak and the area surrounding it is a node to the elemental plane of air. A demi plane you could call it. Morsipheran's talisman protects them from the thin air, high winds, and extreme cold here. A Knowledge (planes) DC 15 check will inform the party of this.

The party will be able to walk out on the clouds to the tents if they wish. The magic of Morsipheran's talisman lets them adapt in some ways to the various elemental places that they are going. Of course, you can let them think they will be falling through if you want. When they are ready, continue. Adapt the text as needed if they fly or go some other way.

You step cautiously off of the mountain onto the cloud. You sink slightly into the surface, but amazingly you do not plummet through and fall to your death.

You bounce across the cloudscape toward the tents. Occasionally, you can see the ground very far below through an open spot in the cloud. As you approach, you realize the tents are much larger than you thought from your landing point. They look big enough to house ogre sized creatures, or maybe even small giants.

There are about a dozen tents spaced around the area. They make up what appears to be a trading camp. The tents all appear to be made of a light, airy fabric that looks like it will blow away in a good wind. The predominant colors used are blue, white, and gray with some red and orange

highlights thrown in. The largest tent in the center of the area is more ornately decorated than the rest and appears to be made at least partly of cloudstuff.

All this the PCs can see before getting to the camp if they want. When they are ready to enter the camp, things will happen.

As you enter the camp area, you are approached by a group of large, blue-skinned humanoids. They carry great scimitars and wear vests or tunics of varying bright colors. However, where they should have legs, they seem to be made of the cloud itself. It makes them appear to be just upper torsos floating among parts of the clouds.

They look at you for a moment and then one of them speaks. "You shall come with us."

These creatures are djinn, a race of beings originally from the elemental plane of air. (A Knowledge(planes) DC 17 check will tell the party this) They have noticed that the PCs carry the talisman of Morsipheran and they don't like that very much. Being under orders, they will do their duty. The djinn will let the PCs teleport away if they wish, but that will not help them in their mission.

The Grand Vizier of this djinn camp has tasked his guards to bring any unknown folk from the lands below to him so he can decide their merit or lack thereof. So the guards will take them to see the Grand Vizier in the central tent as guests - for now.

Fighting the Djinn

If the PCs want to fight the guards, make sure they know that it would be a bad idea. There are roughly 30 djinn in the camp as well as the vizier and his advisors. The party would be overpowered quickly, if they decide to fight. If they continue and do attack, they will be subdued and teleported back to Morsipheran. If they return, the PCs will need a **Diplomacy DC 15+ATL check** to get the guards to let them back into the camp.

When the party finally decides to go with the guards, continue.

You are escorted to the central tent of the camp and brought inside. The interior is spacious and airy. It is dominated by a tapestry showing the blue skinned creatures fighting against large red skinned humanoids wielding falchions that appear to be made of fire (efreeti). In front of the tapestry, on a mound of comfortable looking pillows, sits a larger humanoid. He looks like the others you have seen here except that he has legs and wears finer clothes. A half dozen others lounge around the vizier on smaller piles of cushions.

The vizier looks you over, gaze pausing on the talisman you carry (or the area where you stash it when not using it), and speaks in common. "You are servants of Morsipheran and we do not care much for him and his. Explain your presence here and if I deem you worthy, you may remain."

The party can tell the vizier whatever story they wish. Djinn are telepathic, so the guards will have informed the vizier of the party's arrival. The vizier will have a *discern lies* effect running while he is speaking to the PCs. Use one of the will saves that each PC rolled at the module start against **DC 10 + ATL** to see if the spell affects them.

The vizier will NOT grant any wishes for the party. They have not captured him so he is not obligated to.

If the party is mostly truthful, the vizier will find then to be honorable, even though they carry the taint of Morsipheran and will speak to them more.

If they toss around too many tall tales, they will be politely asked to tell their true story. If they lie again, they will be shown the door. (See above - fighting the djinn - for how they can redeem themselves.)

"I have deemed you honorable and welcome you to my home. Please, sit and be refreshed." Some water and food is created for you by one of the Vizier's council. "So, what can a humble one such as myself do for you?"

☛ **What is this place? / What's the purpose of this camp? / etc.**

"My clan has been here for many centuries. We trade information and sometimes goods with travelers from the lands below as well as the realm above. All those of honor who find us in peace can stay with us and leave the same."

The djinn do have a few items to give out, but will only do so after the PCs have completed the 'favor' that the vizier requests. They can find any basic items from the Pathfinder book here at any time after they become friends of the djinn.

☛ **Realm above?**

"The realm above is what you call the elemental plane of air. My clan's encampment is located on a node between that plane and your material plane. A demi-plane you could call it. My ancestors hailed from the air realm and my people have strong ties to it. One day we shall return there."

☛ **We seek the Unyielding Stone. / Where's the rock? / etc.**

"Ah yes, the Unyielding Stone. It is with my clan, as it has been for many centuries." He moves a couple of the cushions he is sitting on and you can see part of a chunk of clean cut granite beneath them.

☛ **That tapestry is nice, what does it show? / What's the tapestry mean? / etc**

"The tapestry depicts a battle between my clan of djinn and the efreet. We have waged war with them since time began. They seek to consume everything in their fire and we seek to keep their blaze extinguished."

☛ **How can we get the Unyielding Stone?**

The vizier considers your request for a few moments. He grins widely and replies. "With but a favor to your new friends. I have knowledge that there are efreet holding another of the items you seek. If you were to, shall we say, damage some of them and theirs in your quest I would then be glad to aid your noble cause."

"Return to me with proof that you have done this deed and the Unyielding Stone shall be yours."

The efreet are the guards of the Unmelting Ice, which is the next logical stop on the PCs mission. They can bring back an efreeti's weapon, head, body, etc to prove they have done their task. Having the Unmelting Ice will also do the trick, since the party can not get it without killing the guardians.

Encounter 6A-Unyielding Stone

If the PCs return with proof that they killed an Efreeti, the vizier will congratulate them and give them the Unyielding Stone.

The Unyielding Stone looks like a slab of clean cut granite about 3 feet square. The vizier struggles to move it out of its spot beneath his seating area and heavily places it on the cloud before you. A moment after he does this, the Unyielding Stone compresses itself into the shape and weight of a normal brick. It seems that the Stone does yield for you.

- If the PCs seek the Unfailing Breeze, **GO TO Encounter 5 (Page 11)**
- If the PCs seek the Unmelting Ice, **GO TO Encounter 7 (Page 17)**
- If the PCs seek the Undying Blaze, **GO TO Encounter 8 (Page 22)**
- If the PCs go back to Morsipheran, **GO TO Encounter 9**
- If the PCs head back to Amthydor, **GO TO Conclusion C (Page 50)**

ENCOUNTER 7 - THE UNMELTING ICE

You all grab hands and think about where to find the Unmelting Ice. The talisman gives off a slight buzz, the world shifts, and you are elsewhere.

You arrive in a room that appears to be constructed entirely of large bricks of obsidian. The room is 60' square with a ceiling of about 40' high. There are no apparent exits. It is hot here,

desert type uncomfortable hot. The air shimmers with the heat.

Looking around, you can see the source of the heat. In the center of the room is a column of fire, fully 20' in diameter, that stretches from the floor to the ceiling. In the center of this inferno, you can make out what appears to be a sphere of ice the size of a person's head on an obsidian pedestal.

The PCs have been teleported to a chamber deep in a volcanic island that is a node to the elemental plane of fire. A demi-plane you could call it. Morsipheran's talisman protects them from the toxic atmosphere and extreme heat here. A Knowledge (planes) DC 15 check will inform the party of this.

The column of fire

The column of fire is the raw fabric of the elemental plane of fire leaking through into this chamber. It will instantly incinerate anything that comes into contact with it. Since it fills the entire central area of the room, the PCs cannot simply teleport inside it to get the Unmelting Ice. The efreeti has a natural immunity to fire and is an elemental creature, so it is immune to the column of fire's effect.

This means that the PCs will be burned to ash if they try to move through the fire. If they want to try it, give them warning that something bad could happen, that the fire is unearthly hot, etc. If they insist, then they get what they pay for. Any type of fire resistance will not prevent this since the column is pure elemental fire.

The PCs can leave or move into the chamber as they desire. When they begin to move toward the center of the room, things will happen.

As you move farther into the room, a large humanoid creature steps out of the column of fire. It carries a large, finely crafted falchion. Its skin is almost as red as the fire that spawned it. It smiles a wickedly fanged smile at your group and says "I haven't had fresh meat for years. Leave one and the rest of you may live."

The creature is an efreeti. A Knowledge (planes) DC 18 check will reveal this. Not to mention that the djinn told the party that if they went there first.

The efreet guardians will indeed let the PCs go unmolested if they leave one of their number behind. Since that most likely isn't happening, it will degrade to combat easily enough since they are quite bored and hungry.

All Efreet have the following abilities in common:

Change Size (Sp) Twice per day, an efreeti can magically change a creature's size. This works just like an *enlarge person* or *reduce person* spell (the efreeti chooses when using the ability), except that the ability can work on the efreeti. A DC 13 Fortitude save negates the effect. The save DC is Charisma-based. This is the equivalent of a 2nd-level spell.

Heat (Ex) An efreeti's body deals 1d6 points of fire damage whenever it hits in melee, or in each round it grapples.

Lesser Cold Vulnerability: The efreet in this encounter have been around the Unmelting Ice for so long that their natural vulnerability to cold is half of normal. They take only 25% extra damage from cold based attacks instead of the normal 50%.

Also, since the area the party is in is a node to the elemental plane of fire, a *dismissal* spell or similar effect will not send the efreet back to their native plane. This area basically is their native plane.

ATL 5

⚔ Wounded Efreeti (1) CR 6
 LE Large outsider (extraplanar, fire)
Init +7; **Senses** darkvision 60 ft., detect magic; Perception +15
AC 19, touch 13, flat-footed 15 (+3 Dex, +1 dodge, +6 natural, -1 size)
hp 70 (10d10+40 wounded)
Fort +7, **Ref** +10, **Will** +9
Immune fire; **Vulnerability** cold (25%)
Speed 20 ft., fly 40 ft. (perfect)
Melee slam +15 (1d8+6 plus 1d6 fire) or mwk falchion +16 (2d6+9/18–20)
Space 10 ft.; **Reach** 10 ft.
Special Attacks change size, heat
Spell-Like Abilities (CL 11th)
 Constant—*detect magic*
 At Will—*plane shift* (willing targets to elemental planes, Astral Plane, or Material Plane only), *produce flame*, *pyrotechnics* (DC 14), *scorching ray*
 3/day—*invisibility*, quickened *scorching ray*, *wall of fire* (DC 16)
 1/day— *gaseous form*, *permanent image* (DC 18)
Str 23, **Dex** 17, **Con** 18, **Int** 12, **Wis** 14, **Cha** 15
Base Atk +10; **CMB** +17; **CMD** 31
Feats Combat Casting, Combat Reflexes, Deceitful, Dodge, Improved Initiative, Quicken Spell-Like Ability (*scorching ray*)
Skills Bluff +19, Craft (any one) +14, Disguise +10, Fly +14, Intimidate +15, Perception +15, Sense Motive +15, Spellcraft +14, Stealth +8
Languages Auran, Aquan, Common, Ignan, Terran; telepathy 100 ft.
SQ change shape (humanoid or giant, *alter self* or *giant form I*)

ATL 7

⚔ Efreeti (1) CR 8
 LE Large outsider (extraplanar, fire)
Init +7; **Senses** darkvision 60 ft., detect magic; Perception +15
AC 21, touch 13, flat-footed 17 (+3 Dex, +1 dodge, +8 natural, -1 size)
hp 95 (10d10+40)
Fort +7, **Ref** +10, **Will** +9
Immune fire; **Vulnerability** cold (25%)
Speed 20 ft., fly 40 ft. (perfect)
Melee 2 slams +15 (1d8+6 plus 1d6 fire) or mwk falchion +16/+11 (2d6+9/18–20)
Space 10 ft.; **Reach** 10 ft.
Special Attacks change size, heat
Spell-Like Abilities (CL 11th)
 Constant—*detect magic*
 At Will—*plane shift* (willing targets to elemental planes, Astral Plane, or Material Plane only), *produce flame*, *pyrotechnics* (DC 14), *scorching ray*
 3/day—*invisibility*, quickened *scorching ray*, *wall of fire* (DC 16)
 1/day— *gaseous form*, *permanent image* (DC 18)
Str 23, **Dex** 17, **Con** 18, **Int** 12, **Wis** 14, **Cha** 15
Base Atk +10; **CMB** +17; **CMD** 31
Feats Combat Casting, Combat Reflexes, Deceitful, Dodge, Improved Initiative, Quicken Spell-Like Ability (*scorching ray*)
Skills Bluff +19, Craft (any one) +14, Disguise +10, Fly +14, Intimidate +15, Perception +15, Sense Motive +15, Spellcraft +14, Stealth +8
Languages Auran, Aquan, Common, Ignan, Terran; telepathy 100 ft.
SQ change shape (humanoid or giant, *alter self* or *giant form I*)

ATL 9**☞ Efreet (2) CR 8**

LE Large outsider (extraplanar, fire)

Init +7; **Senses** darkvision 60 ft., detect magic; Perception +15**AC** 21, touch 13, flat-footed 17 (+3 Dex, +1 dodge, +8 natural, -1 size)**hp** 95 (10d10+40)**Fort** +7, **Ref** +10, **Will** +9**Immune** fire; **Vulnerability** cold (25%)**Speed** 20 ft., fly 40 ft. (perfect)**Melee** 2 slams +15 (1d8+6 plus 1d6 fire) or mwk falchion +16/+11 (2d6+9/18-20)**Space** 10 ft.; **Reach** 10 ft.**Special Attacks** change size, heat**Spell-Like Abilities** (CL 11th)Constant—*detect magic*At Will—*plane shift* (willing targets to elemental planes, Astral Plane, or Material Plane only), *produce flame*, *pyrotechnics* (DC 14), *scorching ray*3/day—*invisibility*, quickened *scorching ray*, *wall of fire* (DC 16)1/day— *gaseous form*, *permanent image* (DC 18)**Str** 23, **Dex** 17, **Con** 18, **Int** 12, **Wis** 14, **Cha** 15**Base Atk** +10; **CMB** +17; **CMD** 31**Feats** Combat Casting, Combat Reflexes, Deceitful, Dodge, Improved Initiative, Quicken Spell-Like Ability (*scorching ray*)**Skills** Bluff +19, Craft (any one) +14, Disguise +10, Fly +14, Intimidate +15, Perception +15, Sense Motive +15, Spellcraft +14, Stealth +8**Languages** Auran, Aquan, Common, Ignan, Terran; telepathy 100 ft.**SQ** change shape (humanoid or giant, *alter self* or *giant form I*)**ATL 11****☞ Efreet Noble (2) CR 10**

LE Large outsider (extraplanar, fire)

Init +7; **Senses** darkvision 60 ft., detect magic; Perception +15**AC** 23, touch 13, flat-footed 19 (+3 Dex, +1 dodge, +2 armor, +8 natural, -1 size)**hp** 122 (13d10+52)**Fort** +7, **Ref** +10, **Will** +9**Immune** fire; **Vulnerability** cold (25%)**Speed** 20 ft., fly 40 ft. (perfect)**Melee** 2 slams +15 (1d8+6 plus 1d6 fire) or mwk falchion +16/+11 (2d6+9/18-20)**Space** 10 ft.; **Reach** 10 ft.**Special Attacks** change size, heat**Spell-Like Abilities** (CL 15th)Constant—*detect magic*At Will—*plane shift* (willing targets to elemental planes, Astral Plane, or Material Plane only), *produce flame*, *pyrotechnics* (DC 14), *scorching ray*3/day—*invisibility*, quickened *scorching ray*, *wall of fire* (DC 16), *fireball*, *heat metal*1/day— *gaseous form*, *permanent image* (DC 18)*greater invisibility*, *pyroclastic storm* (as *ice storm*, with fire instead of cold damage).**Str** 23, **Dex** 17, **Con** 18, **Int** 12, **Wis** 14, **Cha** 15**Base Atk** +10; **CMB** +17; **CMD** 31**Feats** Combat Casting, Combat Reflexes, Deceitful, Dodge, Improved Initiative, Quicken Spell-Like Ability (*scorching ray*)**Skills** Bluff +19, Craft (any one) +14, Disguise +10, Fly +14, Intimidate +15, Perception +15, Sense Motive +15, Spellcraft +14, Stealth +8**Languages** Auran, Aquan, Common, Ignan, Terran; telepathy 100 ft.**SQ** change shape (humanoid or giant, *alter self* or *giant form I*)

ATL 13**☞ Efreet Noble Fighter 2 (2) CR 12**

LE Large outsider (extraplanar, fire)

Init +7; **Senses** darkvision 60 ft., detect magic; Perception +17**AC** 23, touch 13, flat-footed 19 (+3 Dex, +1 dodge, +2 armor, +8 natural, -1 size)**hp** 142 (15d10+60)**Fort** +10, **Ref** +10, **Will** +9 (+10 vs fear)**Immune** fire; **Vulnerability** cold (25%)**Speed** 20 ft., fly 40 ft. (perfect)**Melee** 2 slams +18 (1d8+7 plus 1d6 fire) or mwk falchion +20/+15/+10 (2d6+10/18-20)**Space** 10 ft.; **Reach** 10 ft.**Special Attacks** change size, heat**Spell-Like Abilities** (CL 15th)Constant—*detect magic*At Will—*plane shift* (willing targets to elemental planes, Astral Plane, or Material Plane only), *produce flame*, *pyrotechnics* (DC 14), *scorching ray*3/day—*invisibility*, quickened *scorching ray*, *wall of fire* (DC 16), *fireball*, *heat metal*1/day— *gaseous form*, *permanent image* (DC 18) *greater invisibility*, *pyroclastic storm* (as *ice storm*, with fire instead of cold damage).**Str** 25, **Dex** 17, **Con** 18, **Int** 12, **Wis** 14, **Cha** 15**Base Atk** +12; **CMB** +19; **CMD** 33**Feats** Combat Casting, Combat Reflexes, Deceitful, Dodge, Improved Initiative, Quicken Spell-Like Ability (*scorching ray*), Power Attack, Weapon Focus (falchion)**Skills** Bluff +19, Craft (any one) +14, Disguise +10, Fly +14, Intimidate +15, Perception +17, Sense Motive +15, Spellcraft +14, Stealth +8**Languages** Auran, Aquan, Common, Ignan, Terran; telepathy 100 ft.**SQ** change shape (humanoid or giant, *alter self* or *giant form I*)**ATL 15****☞ Efreet Noble Fighter 4 (2) CR 14**

LE Large outsider (extraplanar, fire)

Init +7; **Senses** darkvision 60 ft., detect magic; Perception +19**AC** 26, touch 13, flat-footed 19 (+3 Dex, +1 dodge, +5 armor, +8 natural, -1 size)**hp** 160 (17d10+68)**Fort** +12, **Ref** +11, **Will** +10 (+11 vs fear)**Immune** fire; **Vulnerability** cold (25%)**Speed** 20 ft., fly 40 ft. (perfect)**Melee** 2 slams +21 (1d8+8 plus 1d6 fire) or mwk falchion +23/+18/+13 (2d6+13/18-20)**Space** 10 ft.; **Reach** 10 ft.**Special Attacks** change size, heat**Spell-Like Abilities** (CL 15th)Constant—*detect magic*At Will—*plane shift* (willing targets to elemental planes, Astral Plane, or Material Plane only), *produce flame*, *pyrotechnics* (DC 14), *scorching ray*3/day—*invisibility*, quickened *scorching ray*, *wall of fire* (DC 16), *fireball*, *heat metal*1/day— *gaseous form*, *permanent image* (DC 18) *greater invisibility*, *pyroclastic storm* (as *ice storm*, with fire instead of cold damage).**Str** 26, **Dex** 17, **Con** 18, **Int** 12, **Wis** 14, **Cha** 15**Base Atk** +14; **CMB** +21; **CMD** 35**Feats** Combat Casting, Combat Reflexes, Deceitful, Dodge, Improved Initiative, Quicken Spell-Like Ability (*scorching ray*), Power Attack, Weapon Focus (falchion), Weapon Specialization (falchion)**Skills** Bluff +19, Craft (any one) +14, Disguise +10, Fly +14, Intimidate +15, Perception +19, Sense Motive +15, Spellcraft +14, Stealth +8**Languages** Auran, Aquan, Common, Ignan, Terran; telepathy 100 ft.**SQ** change shape (humanoid or giant, *alter self* or *giant form I*)

After the battle is over, the column of fire does not disappear. Nor does the Unmelting Ice make itself accessible.

The PCs will find some loot on the efreit. One item of interest is a bottle about the size of a potion bottle. Even in the heat of this room, the bottle is cold to the touch and frosted over.

The contents of this bottle will allow whoever drinks it to pass through the column of fire unharmed for 5 rounds. That is plenty of time to get in, grab the Unmelting Ice and get out. The only down side to this solution is that the liquid is so cold that it will damage the drinker for the same length of time. Cold resistance will not prevent this damage as it is ancient elemental magic.

ATL 5 - 3 cold damage / round for 5 rounds
ATL 7 - 4 cold damage / round for 5 rounds
ATL 9 - 5 cold damage / round for 5 rounds
ATL 11 - 6 cold damage / round for 5 rounds
ATL 13 - 7 cold damage / round for 5 rounds
ATL 15 - 8 cold damage / round for 5 rounds

Once a PC gets to the Unmelting Ice, the sphere will shrink to roughly the size of an apple. It will be almost totally clear ice and cool to the touch. Once the party has it, they are free to move on.

- If the PCs seek the Unfailing Breeze, **GO TO Encounter 5 (Page 11).**
- If the PCs seek the Unyielding Stone, **GO TO Encounter 6 (Page 15)**
- If the PCs return with the proof for the Unyielding Stone, **GO TO Encounter 6A (Page 1)**
- If the PCs seek the Undying Blaze, **GO TO Encounter 8 (Page 22)**
- If the PCs go back to Morsipheran, **GO TO Encounter 9 (Page 30)**
- If the PCs head back to Amthydor, **GO TO Conclusion C (Page 50)**

ENCOUNTER 8 - THE UNDYING BLAZE

You all grab hands and think about where to find the Undying Blaze. The talisman gives off a slight buzz, the world shifts, and you are elsewhere.

You appear underwater, floating a few inches above the sea floor. Which sea you can only guess. Surprisingly, you are not gasping for air or feeling any other effects from being deep below the surface. You can also move as if you were in the air.

Around you in all directions, large clumps of long seaweed wave in the currents like trees blown by a light spring breeze. To the right of your landing spot, you can see merfolk tending some of the seaweed patches. They appear to be farming it. A few of the merfolk notice you and swim your way.

The PCs have appeared deep below the Great Southern Sea. This location is a node to the elemental plane of water. A demi-plane you could call it. Morsipheran's talisman protects them from drowning, cold, and pressure here. A Knowledge (planes) DC 15 check will inform the party of this.

The merfolk are peaceful and are just wondering what the surface dwellers are doing down in their realm. If the PCs make to attack, they will swim out of range and try again slowly. They are not averse to shouting at the PCs from yards away if they need to, but would rather not be so crude.

Three of the merfolk swim toward you with arms open and hands empty. They slow and float to a stop a few feet away. One of them hails you in common. "Well met travelers. We have not seen surface folk for much time. Come and relax at our shoal if you wish."

If the party accepts continue. If they don't, they are free to leave.

You walk / swim along with the merfolk past the seaweed that they are farming. After about 15

minutes, you see a coral reef ahead. As you swim closer, you notice that the reef appears to form a wall surrounding several huts built of woven seaweed and coral.

In the center of this area burns a bright and cheery bonfire around 10' in diameter.

Your escort shows you to a fairly large coral hut and informs you this is the garrison building for the shoal. Inside the building is a room that looks like just about any other city watch waiting room. The only difference is that there are no chairs here, your escort just floats in place. You see a rack of tridents on the wall near the arch where you entered.

After a few minutes, a merman swims out of an arch in the far wall. "Hail surface folk. I am the Watch Captain of the Shoal of the Fire. My true name is (he makes a bubbling noise that sounds like a combination burp and razzberry), but you may call me Bruce. So what brings you so far from your lands?"

The PCs may now tell their story if they wish to.

The bonfire in the center of the shoal is indeed the Undying Blaze. The party can get a look at it on the way in, if they wish. It burns as if it were in the open air and needs no wood to burn.

The Watch Captain will answer questions if the party asks.

☛ **What is this shoal / camp / village?**

"We are the Shoal of the Fire. A merfolk shoal is what you would call a small village. Our ancestors had been tasked to protect the Undying Blaze and we have guarded it for many generations."

☛ **So we're on another plane here? / etc**

"Sort of. This is an entry point to the elemental plane of water. It is a demi-plane. A node between the two planes if you want to call it that. Or at least that is the legend that has been passed down through the generations."

☛ **Can we take the Undying Blaze? / Give us the fire / etc.**

"I am afraid that I cannot just give it to you. If you can prove yourselves worthy, then we might part with it."

☛ **How can we prove ourselves worthy? / What's that going to take? / etc.**

"There is a tribe of sahaugin and their chuul pets that have discovered our shoal and its relation to the plane of water. They have been harrying us now and again for the past few weeks. I fear they may be gearing up for..."

The Watch Captain's request is cut off by the sounds of loud crashing from outside. Seconds later you hear several merfolk yell "To arms! To arms! They have breached the walls!"

The Watch Captain quickly swims out the arch that you entered by, pulling a trident from the rack on the wall as he passes.

The PCs can sit in here and wait or follow the Watch Captain to go investigate.

If they do nothing but wait, they will hear sounds of combat all around and after about 10 minutes the Watch Captain will return.

Watch Captain Bruce gazes at you with a look of contempt as he swims back into the room. "So, you are cowardly and thrice cursed surface dwellers after all. I suggest you leave our shoal now and do not return." He summons a few guards to escort you out of the shoal.

As they are escorted out under guard, the PCs can see some of the merfolk making ready to follow the retreating invaders.

If the PCs offer to track down the retreaters for the merfolk and are successful, the Watch Captain will change his opinion enough to give them the Undying Blaze. If they don't, drop a couple hints to get them back on track. :)

If the PCs follow the Watch Captain and go to investigate, they will see the following:

The coral reef surrounding the shoal has been shattered in several locations. Watch Captain Bruce swims a bit above the shoal calling out orders to his troops to set defensive positions. He swings his trident around and a bunch of dolphins swim up to him. The dolphins then move off to help defend one of the breached areas.

He notices you following him out toward the battle and salutes you with his trident. "I can use more good arms right now. If you would be kind enough to hold that breach, I would be thankful."

He gestures toward a hole in the reef nearby where a large lobster clawed creature has just come through.

Whichever task the PCs do, use the same stats for the foes.

At ATL 5, only chuul have been sent to raid the shoal. At ATL 7+, some sahaugin mutants have accompanied the chuul. They will fight to the death since sahaugin hate merfolk (and most other aquatic races).

ATL 5

𐄂 Chuul (1) CR 7

CE Large aberration (aquatic)

Init +7; **Senses** darkvision 60 ft.; Perception +19

AC 22, touch 12, flat-footed 19 (+3 Dex, +10 natural, -1 size)

hp 85 (10d8+40)

Fort +7, **Ref** +6, **Will** +9

Immune poison

Speed 30 ft., swim 20 ft.

Melee 2 claws +14 (2d6+7 plus grab)

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

Special Attacks constrict (2d6+7), paralytic tentacles

Str 25, **Dex** 16, **Con** 18, **Int** 10, **Wis** 14, **Cha** 5

Base Atk +7; **CMB** +15 (+19 grapple); **CMD** 28 (32 vs. trip)

Feats Alertness, Blind-Fight, Combat Reflexes, Improved Initiative, Weapon Focus (claw)

Skills Knowledge (nature) +8, Perception +19, Sense Motive +9, Stealth +9, Swim +28

Languages Common (sometimes Undercommon for subterranean variants)

SQ amphibious

Special Abilities

Paralytic Tentacles (Ex) A chuul can transfer a grappled victim from a claw to its tentacles as a move action. The tentacles grapple with the same strength as the claw but deal no damage, instead exuding a paralytic secretion. Anyone held in the tentacles must succeed on a DC 19 Fortitude save each round on the chuul's turn or be paralyzed for 6 rounds. The save DC is Constitution-based. While held in the tentacles, paralyzed or not, a victim automatically takes 1d8+7 points of damage each round from the creature's mandibles.

ATL 7**⚔ Chuul (1) CR 7**

CE Large aberration (aquatic)

Init +7; **Senses** darkvision 60 ft.; Perception +19

AC 22, touch 12, flat-footed 19 (+3 Dex, +10 natural, -1 size)

hp 85 (10d8+40)

Fort +7, **Ref** +6, **Will** +9

Immune poison

Speed 30 ft., swim 20 ft.

Melee 2 claws +14 (2d6+7 plus grab)

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

Special Attacks constrict (2d6+7), paralytic tentacles

Str 25, **Dex** 16, **Con** 18, **Int** 10, **Wis** 14, **Cha** 5

Base Atk +7; **CMB** +15 (+19 grapple); **CMD** 28 (32 vs. trip)

Feats Alertness, Blind-Fight, Combat Reflexes, Improved Initiative, Weapon Focus (claw)

Skills Knowledge (nature) +8, Perception +19, Sense Motive +9, Stealth +9, Swim +28

Languages Common (sometimes Undercommon for subterranean variants)

SQ amphibious

Special Abilities

Paralytic Tentacles (Ex) A chuul can transfer a grappled victim from a claw to its tentacles as a move action. The tentacles grapple with the same strength as the claw but deal no damage, instead exuding a paralytic secretion. Anyone held in the tentacles must succeed on a DC 19 Fortitude save each round on the chuul's turn or be paralyzed for 6 rounds. The save DC is Constitution-based. While held in the tentacles, paralyzed or not, a victim automatically takes 1d8+7 points of damage each round from the creature's mandibles.

⚔ Sahaugin Mutant monk 7 (1) CR 7

LE Medium monstrous humanoid (aquatic)

Init +1; **Senses** blindsense 30 ft., darkvision 60 ft.; Perception +13

AC 20, touch 15, flat-footed 18 (+1 Dex, +5 natural, +1 class, +2 wis, +1 dodge)

hp 54 (2d10+4 + 7d8+14)

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

Weaknesses light blindness

Speed 50 ft., swim 80 ft.

Melee 4 claws +9 (1d8+2), bite +9 (1d4+2)

Ranged heavy crossbow +8 (1d10/19-20)

Special Attacks blood frenzy

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

Base Atk +7; **CMB** +11; **CMD** 22

Feats Great Fortitude, Improved Unarmed Strike, Combat Reflexes, Dodge, Mobility, Stunning Fist (stun or fatigue - fort DC 15),

Skills Acrobatics +8, Escape Artist +8, Handle Animal +1, Intimidate +7, Perception +13, Ride +6, Sense Motive +9, Stealth +13, Survival +6, Swim +15

Languages Aquan, Common; speak with sharks

Special Abilities

Blood Frenzy (Ex) Once per day, a sahuagin that takes damage in combat can fly into a frenzy in the following round. It gains +2 Constitution and +2 Strength, but takes a -2 penalty to its AC. The frenzy lasts as long as the battle or 1 minute, whichever is shorter.

Speak with Sharks (Su) A sahuagin can communicate telepathically with sharks to a distance of 150 feet. This communication is limited to simple concepts, such as "come here," "defend me," or "attack this target."

Evasion, Slow Fall 30'

Still Mind: +2 on will saves vs enchantments.

Ki Pool: 5 ki points. Can make Ki strike (treat weapons as magical) as long as 1 point remains. Can spend 1 point as a swift action for either +20 ft speed for 1 round, +4 dodge bonus to AC for 1 round, or 1 additional attack on flurry at highest BAB. Can spend 2 points as a standard action to heal 7 hit points.

ATL 9**⚔ Chuul (2) CR 7**

CE Large aberration (aquatic)

Init +7; **Senses** darkvision 60 ft.; Perception +19

AC 22, touch 12, flat-footed 19 (+3 Dex, +10 natural, -1 size)

hp 85 (10d8+40)

Fort +7, **Ref** +6, **Will** +9

Immune poison

Speed 30 ft., swim 20 ft.

Melee 2 claws +14 (2d6+7 plus grab)

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

Special Attacks constrict (2d6+7), paralytic tentacles

Str 25, **Dex** 16, **Con** 18, **Int** 10, **Wis** 14, **Cha** 5

Base Atk +7; **CMB** +15 (+19 grapple); **CMD** 28 (32 vs. trip)

Feats Alertness, Blind-Fight, Combat Reflexes, Improved Initiative, Weapon Focus (claw)

Skills Knowledge (nature) +8, Perception +19, Sense Motive +9, Stealth +9, Swim +28

Languages Common (sometimes Undercommon for subterranean variants)

SQ amphibious

Special Abilities

Paralytic Tentacles (Ex) A chuul can transfer a grappled victim from a claw to its tentacles as a move action. The tentacles grapple with the same strength as the claw but deal no damage, instead exuding a paralytic secretion. Anyone held in the tentacles must succeed on a DC 19 Fortitude save each round on the chuul's turn or be paralyzed for 6 rounds. The save DC is Constitution-based. While held in the tentacles, paralyzed or not, a victim automatically takes 1d8+7 points of damage each round from the creature's mandibles.

⚔ Sahaugin Mutant monk 7 (2) CR 7

LE Medium monstrous humanoid (aquatic)

Init +1; **Senses** blindsense 30 ft., darkvision 60 ft.; Perception +13

AC 20, touch 15, flat-footed 18 (+1 Dex, +5 natural, +1 class, +2 wis, +1 dodge)

hp 54 (2d10+4 + 7d8+14)

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

Weaknesses light blindness

Speed 50 ft., swim 80 ft.

Melee 4 claws +9 (1d8+2), bite +9 (1d4+2)

Ranged heavy crossbow +8 (1d10/19-20)

Special Attacks blood frenzy

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

Base Atk +7; **CMB** +11; **CMD** 22

Feats Great Fortitude, Improved Unarmed Strike, Combat Reflexes, Dodge, Mobility, Stunning Fist (stun or fatigue - fort DC 15),

Skills Acrobatics +8, Escape Artist +8, Handle Animal +1, Intimidate +7, Perception +13, Ride +6, Sense Motive +9, Stealth +13, Survival +6, Swim +15

Languages Aquan, Common; speak with sharks

Special Abilities

Blood Frenzy (Ex) Once per day, a sahuagin that takes damage in combat can fly into a frenzy in the following round. It gains +2 Constitution and +2 Strength, but takes a -2 penalty to its AC. The frenzy lasts as long as the battle or 1 minute, whichever is shorter.

Speak with Sharks (Su) A sahuagin can communicate telepathically with sharks to a distance of 150 feet. This communication is limited to simple concepts, such as "come here," "defend me," or "attack this target."

Evasion, Slow Fall 30'

Still Mind: +2 on will saves vs enchantments.

Ki Pool: 5 ki points. Can make Ki strike (treat weapons as magical) as long as 1 point remains. Can spend 1 point as a swift action for either +20 ft speed for 1 round, +4 dodge bonus to AC for 1 round, or 1 additional attack on flurry at highest BAB. Can spend 2 points as a standard action to heal 7 hit points.

ATL 11**⚔ Advanced Chuul (2) CR 9**

CE Large aberration (aquatic)

Init +7; **Senses** darkvision 60 ft.; Perception +21**AC** 24, touch 12, flat-footed 21 (+3 Dex, +12 natural, -1 size)**hp** 108 (12d8+48)**Fort** +7, **Ref** +6, **Will** +9**Immune** poison**Speed** 30 ft., swim 20 ft.**Melee** 2 claws +16 (3d6+9 plus grab)**Space** 10 ft.; **Reach** 5 ft.**Special Attacks** constrict (2d6+9), paralytic tentacles**Str** 25, **Dex** 16, **Con** 18, **Int** 10, **Wis** 14, **Cha** 5**Base Atk** +9; **CMB** +17 (+21 grapple); **CMD** 30 (34 vs. trip)**Feats** Alertness, Blind-Fight, Combat Reflexes, Improved Initiative, Improved Natural Attack (claw), Weapon Focus (claw)**Skills** Knowledge (nature) +8, Perception +21, Sense Motive +10, Stealth +10, Swim +28**Languages** Common (sometimes Undercommon for subterranean variants)**SQ** amphibious**Special Abilities**

Paralytic Tentacles (Ex) A chuul can transfer a grappled victim from a claw to its tentacles as a move action. The tentacles grapple with the same strength as the claw but deal no damage, instead exuding a paralytic secretion. Anyone held in the tentacles must succeed on a DC 20 Fortitude save each round on the chuul's turn or be paralyzed for 6 rounds. The save DC is Constitution-based. While held in the tentacles, paralyzed or not, a victim automatically takes 1d8+9 points of damage each round from the creature's mandibles.

⚔ Sahaugin Mutant monk 9 (2) CR 9

LE Medium monstrous humanoid (aquatic)

Init +6; **Senses** blindsense 30 ft., darkvision 60 ft.; Perception +15**AC** 22, touch 17, flat-footed 20 (+2 Dex, +5 natural, +2 class, +2 wis, +1 dodge)**hp** 65 (2d10+4 + 9d8+18)**Fort** +10, **Ref** +10, **Will** +11**Weaknesses** light blindness**Speed** 60 ft., swim 90 ft.**Melee** 4 claws +10 (1d10+2), bite +10 (1d4+2)**Ranged** heavy crossbow +9/+4 (1d10/19-20)**Special Attacks** blood frenzy**Str** 14, **Dex** 14, **Con** 14, **Int** 14, **Wis** 14, **Cha** 9**Base Atk** +8; **CMB** +12; **CMD** 23**Feats** Great Fortitude, Improved Unarmed Strike, Combat Reflexes, Dodge, Mobility, Stunning Fist (stun or fatigue - fort DC 15), Improved Initiative**Skills** Acrobatics +10, Escape Artist +10, Handle Animal +1, Intimidate +9, Perception +15, Ride +6, Sense Motive +11, Stealth +15, Survival +6, Swim +15**Languages** Aquan, Common; speak with sharks**Special Abilities**

Blood Frenzy (Ex) Once per day, a sahuagin that takes damage in combat can fly into a frenzy in the following round. It gains +2 Constitution and +2 Strength, but takes a -2 penalty to its AC. The frenzy lasts as long as the battle or 1 minute, whichever is shorter.

Speak with Sharks (Su) A sahuagin can communicate telepathically with sharks to a distance of 150 feet. This communication is limited to simple concepts, such as "come here," "defend me," or "attack this target."

Improved Evasion, Slow Fall 40'**Still Mind:** +2 on will saves vs enchantments.

Ki Pool: 6 ki points. Can make Ki strike (treat weapons as magical) as long as 1 point remains. Can spend 1 point as a swift action for either +20 ft speed for 1 round, +4 dodge bonus to AC for 1 round, or 1 additional attack on flurry at highest BAB. Can spend 2 points as a standard action to heal 9 hit points.

ATL 13**⚔ Advanced Chuul (2) CR 11**

CE Large aberration (aquatic)

Init +7; **Senses** darkvision 60 ft.; Perception +23**AC** 26, touch 12, flat-footed 23 (+3 Dex, +14 natural, -1 size)**hp** 131 (14d8+56)**Fort** +9, **Ref** +8, **Will** +11**Immune** poison**Speed** 30 ft., swim 20 ft.**Melee** 2 claws +19 (3d6+11 plus grab)**Space** 10 ft.; **Reach** 5 ft.**Special Attacks** constrict (2d6+11), paralytic tentacles**Str** 26, **Dex** 16, **Con** 18, **Int** 10, **Wis** 14, **Cha** 5**Base Atk** +11; **CMB** +20 (+24 grapple); **CMD** 33 (37 vs. trip)**Feats** Alertness, Blind-Fight, Combat Reflexes, Improved Initiative, Improved Natural Attack (claw), Weapon Focus (claw)**Skills** Knowledge (nature) +8, Perception +23, Sense Motive +11, Stealth +11, Swim +28**Languages** Common (sometimes Undercommon for subterranean variants)**SQ** amphibious**Special Abilities**

Paralytic Tentacles (Ex) A chuul can transfer a grappled victim from a claw to its tentacles as a move action. The tentacles grapple with the same strength as the claw but deal no damage, instead exuding a paralytic secretion. Anyone held in the tentacles must succeed on a DC 21 Fortitude save each round on the chuul's turn or be paralyzed for 6 rounds. The save DC is Constitution-based. While held in the tentacles, paralyzed or not, a victim automatically takes 1d8+11 points of damage each round from the creature's mandibles.

⚔ Sahaugin Mutant monk 11 (2) CR 11

LE Medium monstrous humanoid (aquatic)

Init +6; **Senses** blindsense 30 ft., darkvision 60 ft.; Perception +17**AC** 22, touch 17, flat-footed 20 (+2 Dex, +5 natural, +2 class, +2 wis, +1 dodge)**hp** 76 (2d10+4 + 11d8+22)**Fort** +11, **Ref** +11, **Will** +12**Weaknesses** light blindness**Speed** 60 ft., swim 90 ft.**Melee** 4 claws +12 (1d10+2), bite +12 (1d4+2)**Ranged** heavy crossbow +11/+6 (1d10/19-20)**Special Attacks** blood frenzy**Str** 14, **Dex** 15, **Con** 14, **Int** 14, **Wis** 14, **Cha** 9**Base Atk** +10; **CMB** +14; **CMD** 25**Feats** Great Fortitude, Improved Unarmed Strike, Combat Reflexes, Dodge, Mobility, Stunning Fist (stun or fatigue - fort DC 15), Improved Initiative, Spring Attack**Skills** Acrobatics +12, Escape Artist +12, Handle Animal +1, Intimidate +11, Perception +17, Ride +6, Sense Motive +13, Stealth +17, Survival +6, Swim +15**Languages** Aquan, Common; speak with sharks**Special Abilities**

Blood Frenzy (Ex) Once per day, a sahuagin that takes damage in combat can fly into a frenzy in the following round. It gains +2 Constitution and +2 Strength, but takes a -2 penalty to its AC. The frenzy lasts as long as the battle or 1 minute, whichever is shorter.

Speak with Sharks (Su) A sahuagin can communicate telepathically with sharks to a distance of 150 feet. This communication is limited to simple concepts, such as "come here," "defend me," or "attack this target."

Improved Evasion, Slow Fall 50'**Diamond Body:** immune to all poisons.**Still Mind:** +2 on will saves vs enchantments.

Ki Pool: 7 ki points. Can make Ki strike (treat weapons as magical and lawful) as long as 1 point remains. Can spend 1 point as a swift action for either +20 ft speed for 1 round, +4 dodge bonus to AC for 1 round, or 1 additional attack on flurry at highest BAB. Can spend 2 points as a standard action to heal 11 hit points.

ATL 15**⚔ Advanced Chuul (2) CR 13**

CE Large aberration (aquatic)

Init +7; **Senses** darkvision 60 ft.; Perception +25**AC** 28, touch 12, flat-footed 25 (+3 Dex, +16 natural, -1 size)**hp** 154 (16d8+64)**Fort** +9, **Ref** +8, **Will** +11**Immune** poison**Speed** 30 ft., swim 20 ft.**Melee** 2 claws +21 (3d6+13 plus grab)**Space** 10 ft.; **Reach** 5 ft.**Special Attacks** constrict (2d6+13), paralytic tentacles**Str** 26, **Dex** 16, **Con** 18, **Int** 10, **Wis** 14, **Cha** 5**Base Atk** +13; **CMB** +22 (+26 grapple); **CMD** 35 (39 vs. trip)**Feats** Alertness, Blind-Fight, Combat Reflexes, Improved Initiative, Improved Natural Attack (claw), Weapon Focus (claw)**Skills** Knowledge (nature) +8, Perception +25, Sense Motive +12, Stealth +12, Swim +28**Languages** Common (sometimes Undercommon for subterranean variants)**SQ** amphibious**Special Abilities**

Paralytic Tentacles (Ex) A chuul can transfer a grappled victim from a claw to its tentacles as a move action. The tentacles grapple with the same strength as the claw but deal no damage, instead exuding a paralytic secretion. Anyone held in the tentacles must succeed on a DC 22 Fortitude save each round on the chuul's turn or be paralyzed for 6 rounds. The save DC is Constitution-based. While held in the tentacles, paralyzed or not, a victim automatically takes 1d8+13 points of damage each round from the creature's mandibles.

⚔ Sahaugin Mutant monk 13 (2) CR 13

LE Medium monstrous humanoid (aquatic)

Init +6; **Senses** blindsense 30 ft., darkvision 60 ft.; Perception +19**AC** 24, touch 19, flat-footed 22 (+3 Dex, +5 natural, +3 class, +2 wis, +1 dodge)**hp** 87 (2d10+4 + 13d8+26)**Fort** +12, **Ref** +12, **Will** +13**Weaknesses** light blindness**Speed** 70 ft., swim 100 ft.**Melee** 4 claws +13 (2d6+2), bite +13 (1d4+2)**Ranged** heavy crossbow +12/+7 (1d10/19-20)**Special Attacks** blood frenzy**Str** 14, **Dex** 16, **Con** 14, **Int** 14, **Wis** 14, **Cha** 9**Base Atk** +11; **CMB** +15; **CMD** 26**Feats** Great Fortitude, Improved Unarmed Strike, Combat Reflexes, Dodge, Mobility, Stunning Fist (stun or fatigue - fort DC 15), Improved Initiative, Spring Attack, Stand Still**Skills** Acrobatics +14, Escape Artist +14, Handle Animal +1, Intimidate +13, Perception +19, Ride +6, Sense Motive +15, Stealth +19, Survival +6, Swim +15**Languages** Aquan, Common; speak with sharks**Special Abilities**

Blood Frenzy (Ex) Once per day, a sahuagin that takes damage in combat can fly into a frenzy in the following round. It gains +2 Constitution and +2 Strength, but takes a -2 penalty to its AC. The frenzy lasts as long as the battle or 1 minute, whichever is shorter.

Speak with Sharks (Su) A sahuagin can communicate telepathically with sharks to a distance of 150 feet. This communication is limited to simple concepts, such as "come here," "defend me," or "attack this target."

Improved Evasion, Slow Fall 60', SR 23**Diamond Body:** immune to all poisons.**Still Mind:** +2 on will saves vs enchantments.

Ki Pool: 8 ki points. Can make Ki strike (treat weapons as magical and lawful) as long as 1 point remains. Can spend 1 point as a swift action for either +20 ft speed for 1 round, +4 dodge bonus to AC for 1 round, or 1 additional attack on flurry at highest BAB. Can spend 2 points as a standard action to heal 13 hit points or as a move action to *dimension door* up to 920'.

After the combat (or when the PCs bring back proof of the dead retreating raiders) the Watch Captain will thank the PCs and give them the Undying Blaze as well as a *trident of fish command*.

- If the PCs go back to Morsipheran, **GO TO Encounter 9**
- If the PCs seek the Unfailing Breeze, **GO TO Encounter 5 (Page 11)**
- If the PCs seek the Unyielding Stone, **GO TO Encounter 6 (Page 15)**
- If the PCs seek the Unmelting Ice, **GO TO Encounter 7 (Page 17)**
- If the PCs go back to Morsipheran, **GO TO Encounter 9 (Page 30)**
- If the PCs head back to Amthydor, **GO TO Conclusion C (Page 50)**

ENCOUNTER 9 - THE GREAT GREENHOUSE OF EOSIA

If the PCs return to Morsipheran before they have all 4 items, continue below.

Morsipheran looks up from his scrolls and turns his glowing red gaze toward you when you teleport into his warehouse. "Well, I can't feel all of the items I need yet. No spark of ability or glimmer of wit among the lot of you it seems. I suggest you get back to it, if the situation is as urgent as you said it was." He then returns his attention to his desk and ignores you.

If the PCs return to Morsipheran and have all 4 items, continue below.

Morsipheran looks up from his scrolls and turns his glowing red gaze toward you when you teleport into his warehouse. "So, found all the items, have we? I see that you do have a modicum of ability after all. Well then, let's have them." He sits waiting.

When the PCs place the items on his desk or hand them over, continue.

Morsipheran picks up and looks over each item as if savoring a beautiful piece of art or

appraising expensive jewels. After a moment, he places the items within his ribcage. "Now, if you are ready, let us go and get this task done."

GM NOTE: If the PCs wish to investigate the Greenhouse at any time during their adventure, you can use this part of the encounter. It will not change except for the fact that without the items the PCs will not be able to get beneath the statue to the heart of Eiosia.

The Great Greenhouse of Eiosia is in the city center, not far from the Council Hall and the arena. You make your way through the barren streets and head toward your target.

The Great Greenhouse is a massive building 300' square and around 160' high. There is an ornate archway 60' wide and about as high in the center of each wall.

The archways and walls around them are festooned with carvings and etchings of plants of many varieties. There are no doors in the archways. The corners and roofline of the building are carved to make it look like black ivy is growing out of the walls themselves.

If the PCs look around, there is nothing outside the building except the normal deserted places of Eiosia.

When the PCs enter the building, continue below.

You enter the building through one of the grand archways. 50' directly ahead of you is another 40' wide archway through which you can see trees and plants. To either side of that archway, a wall of glass stretches toward either end of the building.

To the right and left of you, you see more of the glass walls. They stretch from the floor to the ceiling 40' above. There is a 30' wide clear path between the sets of glass walls that circles the huge central garden.

A map of the greenhouse is provided.

If the PCs examine the glass walls, they will find that the material is not really glass. It appears to be the same material as found everywhere else in Eiosia, but it is almost totally clear with just a slight black tint to it.

The outer glass cases are displays of local flora (when there was local flora around Eiosia). The displays are neat and clean and look like they have been well taken care of.

The inner glass wall shows different views into the central garden area as the PCs walk around it.

There are four floors to the outer area of the greenhouse. Each floor is 40' high and has the same setup of display cases around the outside and viewing glass into the central garden around the inside. There are no entry arches to the central garden on floors 2, 3, or 4 since they would be 40', 80', and 120' up in the air.

At the areas marked on the map as stairways (the * marks in the corners of the 30' walkways), there is a levitation field that will lift or lower the party 40' to the next floor of the outer area of the greenhouse.

If the PCs ask, they can see a pond farther in the central garden through the trees and shrubs. With a Perception DC 20 check, they will also see a bit of what looks like a black statue in the same area.

When the PCs enter the central garden, continue.

As you pass through the arch and into the central garden, it's as if you have entered another world. The glass, which was clear and easy to see through from the other side, acts like a mirror from this side and reflects the garden back at you. This makes it feel like you are actually out in the wild instead of inside a building.

Almost 160' above you, the roof covering the huge garden area looks to be made of the same clear material as the walls. This lets Sorena's light shine down upon the plants to nurture them.

It is slightly warmer in here than it was outside the glass-like walls.

The garden is exquisite. The grass is cut, the trees are pruned, the shrubs are styled, and there are no weeds to be seen anywhere. The place looks as good, if not better than, many of the manicured gardens of the Nobles district in Amthydor.

There are flagstone pathways through the garden, so passage is a simple thing. The flagstones appear to be normal granite stones.

A Knowledge (nature) DC 15 check or Survival DC 15 check will show that these are real plants that can be found in this area of Raia outside the city's influence. (And would be found around Eiosia if not for the field the city generates.)

The PCs are free to wander the garden for as long as they wish. They will find nothing pertaining to their mission here until they continue on with Morsipheran.

When the PCs finally decide to check out the pond and statue, continue.

Just ahead through the trees, you see a pond. The water is the deepest blue color that you have seen in a long time.

The pond stretches 30' to a 40' square island in the center. On the island is a 15' tall statue of a man. It is made of the same black material as everything else in Eiosia.

The statue is so finely crafted that it looks more like a large man painted black or transformed into the stony material than something carved by an artist.

The visage of the statue looks toward the roof and the heavens beyond with its hands cupped in front of its chest, palms up.

A Knowledge (history) DC 25 check, or Knowledge (arcana) DC 25 check will let the PC know that the statue wears noble or mage type

clothes of a style from the era of the Thyran Empire, roughly 3500 – 4000 years ago.

The pond is only 3' deep, so the party can wade across it at ½ speed if they wish. They can also fly, swim, levitate, etc if they have the means.

- If the PCs go back to Morsipheran, **GO TO Encounter 9 (Page 30)**
- If the PCs are ready to continue to the Heart of Eiosia, **GO TO Encounter 10 (Page 32)**
- If the PCs head back to Amthydor, **GO TO Conclusion C (Page 50)**

ENCOUNTER 10 - THE HEART OF DARKNESS

When the PCs are ready to go beneath the statue in the greenhouse, they must first figure out how to activate the statue and make it open for them.

If they search around the statue and its location, they will notice something.

As you look around the area, you find that the statue has symbols going down the lapels of its robe. Four symbols are etched into each lapel. They are the same symbols on each lapel. You know that they were not there a moment ago.

A Knowledge (arcana) DC 10+ATL check or Knowledge (nature) DC 10 + ATL check will show these symbols to be ancient representations of the 4 elements - earth, air, fire, and water.

These symbols appear only if the party has the 4 elemental items (or Morsipheran + the items) with them.

To activate the statue, the PCs must draw a line in blood to connect an element symbol on one lapel with its opposite on the other lapel. Earth to air, air to earth, fire to water, water to fire. The blood can be from one PC or many. This is the sacrifice that the divination they got from the League of Thaumaturgical Studies mentions.

If for some reason the party did not stop at the League and get the divination, Morsipheran will drop hints if asked what to do. He will tell the PCs things like "You must offer something that I can not" or "I do not have what the task needs". Don't come right out and tell them what to do unless they are really and truly stuck.

When the party makes their sacrifice, continue.

You connect the elemental symbols on the statue's robe lapels to their counterparts with the fluid of your being. The instant you connect the final pair, the lines of blood seem to glow from within and are absorbed into the material of the statue.

Seconds later, the eyes of the statue light with a sickly green glow and the entire thing rises 10' straight up. Beneath it is a square, smooth sided hole in the fabric of the greenhouse floor.

Each PC that gave blood to draw the lines will take **1d6 constitution drain** now as Eiosia uses their life force to power the statue. Unlike the drain from being attuned to the city, this drain can be fixed with potions or spells, if the party has them.

The pit beneath the statue is a 10' square hole made of the same black material as everything else in Eiosia. It is smooth sided, dark, and goes deeper than you can see. There is no ladder or apparent way to secure a rope.

There is however, a levitation field that will lower them down or raise them out safely if they step into the pit. When they do (Morsipheran will lose patience if they wait too long and jump in himself) continue below.

You float down the black pit like a feather on a light breeze. The fall seems endless. The shaft finally opens into a huge chamber that you descend into through the ceiling. The room must be fully the size of the greenhouse above.

As you descend toward the floor, you can see hundreds, if not thousands of roots and vines

passing through the roof of the chamber from the greenhouse far above. They range in size from a fine rope to the roots of a mighty oak.

They all connect and intertwine in a colossal mass in the center of the chamber. This mass of vegetation is sickly green and black in color, about 60' around, and stretches at least as high before branching out and merging into the myriad of vines and offshoots like some twisted and perverted banyan tree.

The floor and walls are mostly covered in moss, fungi, roots, vines, and creepers. In the few spots where there is no cover, you can see the ever present black material of Eiosia.

You land gently on the floor of the chamber about 100' from the mass. Morsipheran looks around and says "We must approach within 50' of that," he points to the mass of vegetation, "for the spell to be effective. When you are ready, we shall advance and I shall begin. I will need a minute or two to complete the spell. You shall keep me clear until I finish."

Morsipheran will need 10 rounds to complete his spell. The PCs must keep him reasonably safe during this time. He will not fail any concentration checks to keep his spell going if he takes damage, but the party won't know this so you can roll dice if the need arises.

The PCs can roam around the entire room freely to look around if they wish and will find nothing more than the moss, roots, huge tree like mass, and the black material. Eiosia will ignore them unless they start the spell or attack / damage the central mass somehow.

When they are ready and Morsipheran begins the spell, continue.

You approach the massive tree like thing at the center of the chamber. As you get closer, you can see it slowly pulsating, almost as if it breathes or beats like a huge heart. When you signal that you are ready Morsipheran begins chanting in a language you have never heard before. (That

would be ancient Thyran / Eiosian) *Seconds later, the Undying Blaze expands into a 10' diameter bonfire in front of him. At almost the same instant, the ground around you flows and forms into plant creatures. It seems Eiosia doesn't care for what you are doing.*

The spell works as follows and if you wish, you can narrate it out during the fight. The Undying Blaze expanding counts as the end of round 1, so the party really needs to protect Morsipheran for only 9 rounds.

- End of round 1 - the Undying Blaze expands into a 10' area bonfire in front of Morsipheran. Creatures form and battle starts.
- End of round 3 (2 rounds later) - the Unmelting Ice expands into a small snowstorm and merges with the fire. The fire now burns white.
- End of round 5 (2 rounds later) - the Unyielding Stone shatters into a cloud of dirt and sand and merges with the fire. The fire flares and now burns tan.
- End of round 7 (2 rounds later) - the Unending Breeze expands into a 10' whirlwind and sucks up the fire. The whirlwind turns to a storm cloud grey color.
- End of round 10 (3 rounds later) - the whirlwind spins around the chamber and spirals in toward the mass of vegetation that is the Heart of Eiosia expanding to 50' diameter as it goes.

If the party finishes the fight in less than 10 rounds, they can stand guard. Nothing else will pop up.

At the end of round 10, when the whirlwind hits the mass, any remaining creatures will dissolve back into Eiosia.

Tactics - the creatures will fight until destroyed. A map is included. Throw some random sized and located mounds / roots / etc on the map as blocking / rough terrain.

ATL 5**⚡ Shambling Mound (1) CR 6**

N Large plant

Init +0; **Senses** darkvision 60 ft., low-light vision; Perception +11**AC** 19, touch 9, flat-footed 19 (+10 natural, -1 size)**hp** 67 (9d8+27)**Fort** +9, **Ref** +5, **Will** +5**Defensive Abilities** plant traits; **Immune** electricity; **Resist** fire 10**Speed** 20 ft., swim 20 ft.**Melee** 2 slams +11 (2d6+5 plus grab)**Space** 10 ft.; **Reach** 10 ft.**Special Attacks** constrict (2d6+7)**Str** 21, **Dex** 10, **Con** 17, **Int** 7, **Wis** 10, **Cha** 9**Base Atk** +6; **CMB** +12 (+16 grapple); **CMD** 22**Feats** Cleave, Iron Will, Lightning Reflexes, Power Attack, Weapon Focus (slam)**Skills** Perception +11, Stealth +8 (+16 in swamps or forest), Swim +13;**Racial Modifiers** +4 Stealth (+12 in swamps or forests), +4 Perception**Languages** Common, Sylvan (cannot speak)**SQ** electric fortitude**Special Abilities****Electric Fortitude (Ex)** Shambling mounds take no damage from electricity. Instead, any electricity attack used against a shambling mound temporarily increases its Constitution score by 1d4 points. The shambling mound loses these temporary points at the rate of 1 per hour.**Plant Traits (Ex)** Plants are immune to all mind-affecting effects (charms, compulsions, morale effects, patterns, and phantasms), paralysis, poison, polymorph, sleep, and stun.**⚡ Vegepygmy Chieftan Fighter 3 (1) CR 3**

E Small plant

Init +2; **Senses** darkvision 60 ft., low-light vision; Perception +7**AC** 17, touch 14, flat-footed 14; (+2 Dex, +3 natural, +1 size, +1 dodge)**hp** 25 (1d8+1 + 3d10+3)**Fort** +6, **Ref** +5, **Will** +3 (+1 vs fear)**Defensive Abilities** plant traits, **DR** 5/slashing or bludgeoning; **Immune** electricity**Speed** 30 ft.**Melee** 2 claws +5 (1d4) or longspear +4 (1d6)**Str** 11, **Dex** 14, **Con** 12, **Int** 8, **Wis** 11, **Cha** 11**Base Atk** +3; **CMB** +2; **CMD** 14**Feats** Skill Focus (Perception), Dodge, Weapon Focus (claw), Iron Will, Lightning Reflexes**Skills** Climb +3, Intimidate +3, Perception +7, Stealth +10 (+18 in vegetation);**Racial Modifiers** +4 Stealth (+12 in vegetation)**Languages** Undercommon, Vegepygmy (cannot speak)**Plant Traits (Ex)** Plants are immune to all mind-affecting effects (charms, compulsions, morale effects, patterns, and phantasms), paralysis, poison, polymorph, sleep, and stun.**Russet Mold:** A creature hit by a claw of a vegepygmy chieftain must make a DC 15 Fortitude save or the mold spores quickly take root in their victims, inflicting 2 points of Constitution damage per round. A new Fortitude save can be attempted each round to halt the growth. Although immunity to disease won't protect against russet mold spores, the growth can be halted by *remove disease* and similar effects. Exposure to sunlight also halts the spores' growth. Plants are immune to russet mold spores.

⚔ **Vegepygmy Sorcerer 3 (1) CR 3**

E Small plant Aberrant Bloodline

Init +6; **Senses** darkvision 60 ft., low-light vision; Perception +7

AC 17, touch 14, flat-footed 14; (+2 Dex, +3 natural, +1 size, +1 dodge)

hp 19 (1d8+1 + 3d6+3)

Fort +4, **Ref** +3, **Will** +3

Defensive Abilities plant traits, **DR** 5/slashing or bludgeoning; **Immune** electricity

Speed 30 ft.

Melee 2 claws +1 (1d4) or longspear +1 (1d6)

Str 11, **Dex** 14, **Con** 12, **Int** 8, **Wis** 11, **Cha** 12

Base Atk +1; **CMB** +0; **CMD** 12

Feats Skill Focus (Perception), Dodge, Eschew Materials, Improved Initiative

Skills Perception +7, Stealth +10 (+18 in vegetation), Spellcraft +3, Use Magic Device +4;

Racial Modifiers +4 Stealth (+12 in vegetation)

Languages Undercommon, Vegepygmy (cannot speak)

Plant Traits (Ex) Plants are immune to all mind-affecting effects (charms, compulsions, morale effects, patterns, and phantasms), paralysis, poison, polymorph, sleep, and stun.

Acidic Ray (Sp): You can fire an acidic ray as a standard action, targeting any foe within 30 feet as a ranged touch attack. The acidic ray deals 1d6+1 acid damage. You can use this ability 4 times per day.

Long Limbs (Ex): At 3rd level, your reach increases by 5 feet whenever you are making a melee touch attack. This ability does not otherwise increase your threatened area.

Spells per Day */6 Save DC 11+ spell level

Spells Known:

Bloodline - Enlarge Person

0 - Acid Splash, Bleed, Flare, Touch of Fatigue, Ray of Frost

1 - Mage Armor, Magic Missile, Ray of Enfeeblement

⚔ **Vegepygmy Cleric 3 (1) CR 3**

E Small plant Death & Madness domains

Init +2; **Senses** darkvision 60 ft., low-light vision; Perception +7

AC 17, touch 14, flat-footed 14; (+2 Dex, +3 natural, +1 size, +1 dodge)

hp 22 (1d8+1 + 3d8+3)

Fort +6, **Ref** +5, **Will** +3

Defensive Abilities plant traits, **DR** 5/slashing or bludgeoning; **Immune** electricity

Speed 30 ft.

Melee 2 claws +2 (1d4) or longspear +2 (1d6)

Str 11, **Dex** 14, **Con** 12, **Int** 8, **Wis** 12, **Cha** 11

Base Atk +2; **CMB** +1; **CMD** 13

Feats Skill Focus (Perception), Dodge, Lightning Reflexes

Skills Perception +7, Stealth +10 (+18 in vegetation), Knowledge (planes) +3, Knowledge (religion) +3;

Racial Modifiers +4 Stealth (+12 in vegetation)

Languages Undercommon, Vegepygmy (cannot speak)

Plant Traits (Ex) Plants are immune to all mind-affecting effects (charms, compulsions, morale effects, patterns, and phantasms), paralysis, poison, polymorph, sleep, and stun.

Channel Energy: standard action, no AOO, 3 / day. 2d6 damage to all living creatures in a 30' radius. Will save DC 11 for 1/2 damage.

Bleeding Touch (Sp): As a melee touch attack, you can cause a living creature to take 1d6 points of damage per round. This effect persists for 1 rounds or until stopped with a Heal DC 15 check or any spell or effect that heals damage. You can use this ability 4 times per day.

Vision of Madness (Sp): You can give a creature a *vision of madness* as a melee touch attack. Choose one of the following: attack rolls, saving throws, or skill checks. The target receives a +1 bonus to the chosen rolls and a -1 penalty to the other two types of rolls. This effect fades after 3 rounds. You can use this ability 4 times per day.

Spells: Save DC 11+ spell level

0 - Bleed, Guidance, Resistance, Virtue

1 - Bane, Bless, Lesser Confusion (d), Shield of Faith

2 - Spiritual Weapon, Touch of Idiocy (d)

ATL 7**⚡ Advanced Shambling Mound (1) CR 8**

N Large plant

Init +0; **Senses** darkvision 60 ft., low-light vision; Perception +13**AC** 21, touch 9, flat-footed 21 (+12 natural, -1 size)**hp** 82 (11d8+33)**Fort** +9, **Ref** +5, **Will** +5**Defensive Abilities** plant traits; **Immune** electricity; **Resist** fire 10**Speed** 20 ft., swim 20 ft.**Melee** 2 slams +13 (2d6+7 plus grab)**Space** 10 ft.; **Reach** 10 ft.**Special Attacks** constrict (2d6+9)**Str** 21, **Dex** 10, **Con** 17, **Int** 7, **Wis** 10, **Cha** 9**Base Atk** +8; **CMB** +14 (+18 grapple); **CMD** 24**Feats** Cleave, Iron Will, Lightning Reflexes, Power Attack, Weapon Focus (slam)**Skills** Perception +13, Stealth +10 (+18 in swamps or forest), Swim +15;**Racial Modifiers** +4 Stealth (+12 in swamps or forests), +4 Perception**Languages** Common, Sylvan (cannot speak)**SQ** electric fortitude**Special Abilities****Electric Fortitude (Ex)** Shambling mounds take no damage from electricity. Instead, any electricity attack used against a shambling mound temporarily increases its Constitution score by 1d4 points. The shambling mound loses these temporary points at the rate of 1 per hour.**Plant Traits (Ex)** Plants are immune to all mind-affecting effects (charms, compulsions, morale effects, patterns, and phantasms), paralysis, poison, polymorph, sleep, and stun.**⚡ Vegepygmy Chieftan Fighter 5 (1) CR 5**

E Small plant

Init +2; **Senses** darkvision 60 ft., low-light vision; Perception +7**AC** 19, touch 14, flat-footed 16; (+2 Dex, +5 natural, +1 size, +1 dodge)**hp** 38 (1d8+1 + 5d10+5)**Fort** +7, **Ref** +5, **Will** +3 (+1 vs fear)**Defensive Abilities** plant traits, **DR** 5/slashing or bludgeoning; **Immune** electricity**Speed** 30 ft.**Melee** 2 claws +8 (1d4+4) or longspear +6 (1d6+1)**Str** 12, **Dex** 14, **Con** 12, **Int** 8, **Wis** 11, **Cha** 11**Base Atk** +5; **CMB** +5; **CMD** 17**Feats** Skill Focus (Perception), Dodge, Weapon Focus (claw), Iron Will, Lightning Reflexes, Weapon Specialization (claw)**Skills** Climb +5, Intimidate +5, Perception +7, Stealth +10 (+18 in vegetation);**Racial Modifiers** +4 Stealth (+12 in vegetation)**Languages** Undercommon, Vegepygmy (cannot speak)**Plant Traits (Ex)** Plants are immune to all mind-affecting effects (charms, compulsions, morale effects, patterns, and phantasms), paralysis, poison, polymorph, sleep, and stun.**Weapon Training (close)** +1**Russet Mold:** A creature hit by a claw of a vegepygmy chieftain must make a DC 16 Fortitude save or the mold spores quickly take root in their victims, inflicting 2 points of Constitution damage per round. A new Fortitude save can be attempted each round to halt the growth. Although immunity to disease won't protect against russet mold spores, the growth can be halted by *remove disease* and similar effects. Exposure to sunlight also halts the spores' growth. Plants are immune to russet mold spores.

⚔ **Vegepygmy Sorcerer 5 (1) CR 5**

E Small plant Aberrant Bloodline

Init +6; **Senses** darkvision 60 ft., low-light vision; Perception +7

AC 18, touch 14, flat-footed 15; (+2 Dex, +4 natural, +1 size, +1 dodge)

hp 28 (1d8+1 + 5d6+5)

Fort +4, **Ref** +3, **Will** +4

Defensive Abilities plant traits, **DR** 5/slashing or bludgeoning; **Immune** electricity

Speed 30 ft.

Melee 2 claws +3 (1d4) or longspear +3 (1d6)

Str 11, **Dex** 14, **Con** 12, **Int** 8, **Wis** 11, **Cha** 13

Base Atk +2; **CMB** +1; **CMD** 13

Feats Skill Focus (Perception), Dodge, Eschew Materials, Improved Initiative

Skills Perception +7, Stealth +10 (+18 in vegetation), Spellcraft +5, Use Magic Device +6;

Racial Modifiers +4 Stealth (+12 in vegetation)

Languages Undercommon, Vegepygmy (cannot speak)

Plant Traits (Ex) Plants are immune to all mind-affecting effects (charms, compulsions, morale effects, patterns, and phantasms), paralysis, poison, polymorph, sleep, and stun.

Acidic Ray (Sp): You can fire an acidic ray as a standard action, targeting any foe within 30 feet as a ranged touch attack. The acidic ray deals 1d6+2 acid damage. You can use this ability 4 times per day.

Long Limbs (Ex): At 3rd level, your reach increases by 5 feet whenever you are making a melee touch attack. This ability does not otherwise increase your threatened area.

Spells per Day */7/4 Save DC 11+ spell level

Spells Known:

Bloodline - Enlarge Person, See Invisibility

0 - Acid Splash, Bleed, Flare, Touch of Fatigue, Ray of Frost, Read Magic

1 - Mage Armor, Magic Missile, Magic Weapon, Ray of Enfeeblement

2 - Hideous Laughter, Scorching Ray

⚔ **Vegepygmy Cleric 5 (1) CR 5**

E Small plant Death & Madness domains

Init +2; **Senses** darkvision 60 ft., low-light vision; Perception +7

AC 18, touch 14, flat-footed 15; (+2 Dex, +4 natural, +1 size, +1 dodge)

hp 33 (1d8+1 + 5d8+5)

Fort +7, **Ref** +5, **Will** +4

Defensive Abilities plant traits, **DR** 5/slashing or bludgeoning; **Immune** electricity

Speed 30 ft.

Melee 2 claws +4 (1d4) or longspear +4 (1d6)

Str 11, **Dex** 14, **Con** 12, **Int** 8, **Wis** 13, **Cha** 11

Base Atk +3; **CMB** +2; **CMD** 14

Feats Skill Focus (Perception), Dodge, Lightning Reflexes

Skills Perception +7, Stealth +10 (+18 in vegetation), Knowledge (planes) +5, Knowledge (religion) +5;

Racial Modifiers +4 Stealth (+12 in vegetation)

Languages Undercommon, Vegepygmy (cannot speak)

Plant Traits (Ex) Plants are immune to all mind-affecting effects (charms, compulsions, morale effects, patterns, and phantasms), paralysis, poison, polymorph, sleep, and stun.

Channel Energy: standard action, no AOO, 3 / day. 3d6 damage to all living creatures in a 30' radius. Will save DC 12 for 1/2 damage.

Bleeding Touch (Sp): As a melee touch attack, you can cause a living creature to take 1d6 points of damage per round. This effect persists for 2 rounds or until stopped with a Heal DC 15 check or any spell or effect that heals damage. You can use this ability 4 times per day.

Vision of Madness (Sp): You can give a creature a *vision of madness* as a melee touch attack. Choose one of the following: attack rolls, saving throws, or skill checks. The target receives a +2 bonus to the chosen rolls and a -2 penalty to the other two types of rolls. This effect fades after 3 rounds. You can use this ability 4 times per day.

Spells: Save DC 11+ spell level

0 - Bleed, Guidance, Resistance, Virtue

1 - Bane, Bless, Doom, Lesser Confusion (d), Shield of Faith

2 - Hold Person, Spiritual Weapon, Touch of Idiocy (d)

3 - Rage (d), Searing Light

ATL 9**⚡ Advanced Shambling Mound (1) CR 10**

N Large plant

Init +0; **Senses** darkvision 60 ft., low-light vision; Perception +15**AC** 23, touch 9, flat-footed 23 (+14 natural, -1 size)**hp** 97 (13d8+39)**Fort** +10, **Ref** +6, **Will** +6**Defensive Abilities** plant traits; **Immune** electricity; **Resist** fire 10**Speed** 20 ft., swim 20 ft.**Melee** 2 slams +16 (2d6+10 plus grab)**Space** 10 ft.; **Reach** 10 ft.**Special Attacks** constrict (2d6+12)**Str** 22, **Dex** 10, **Con** 17, **Int** 7, **Wis** 10, **Cha** 9**Base Atk** +10; **CMB** +17 (+21 grapple); **CMD** 27**Feats** Cleave, Iron Will, Lightning Reflexes, Power Attack, Weapon Focus (slam)**Skills** Perception +15, Stealth +12 (+20 in swamps or forest), Swim +17;**Racial Modifiers** +4 Stealth (+12 in swamps or forests), +4 Perception**Languages** Common, Sylvan (cannot speak)**SQ** electric fortitude**Special Abilities****Electric Fortitude (Ex)** Shambling mounds take no damage from electricity. Instead, any electricity attack used against a shambling mound temporarily increases its Constitution score by 1d4 points. The shambling mound loses these temporary points at the rate of 1 per hour.**Plant Traits (Ex)** Plants are immune to all mind-affecting effects (charms, compulsions, morale effects, patterns, and phantasms), paralysis, poison, polymorph, sleep, and stun.**⚡ Vegepygmy Chieftan Fighter 7 (1) CR 7**

E Small plant

Init +2; **Senses** darkvision 60 ft., low-light vision; Perception +7**AC** 21, touch 14, flat-footed 18; (+2 Dex, +7 natural, +1 size, +1 dodge)**hp** 41 (1d8+1 + 7d10+7)**Fort** +8, **Ref** +6, **Will** +4 (+2 vs fear)**Defensive Abilities** plant traits, **DR** 5/slashing or bludgeoning; **Immune** electricity**Speed** 30 ft.**Melee** 2 claws +10/+5 (1d4+4) or longspear +8/+3 (1d6+1)**Str** 12, **Dex** 14, **Con** 12, **Int** 8, **Wis** 11, **Cha** 11**Base Atk** +7; **CMB** +7; **CMD** 19**Feats** Skill Focus (Perception), Dodge, Weapon Focus (claw), Iron Will, Lightning Reflexes, Weapon Specialization (claw), Combat Reflexes, Disruptive**Skills** Climb +7, Intimidate +7, Perception +7, Stealth +10 (+18 in vegetation);**Racial Modifiers** +4 Stealth (+12 in vegetation)**Languages** Undercommon, Vegepygmy (cannot speak)**Plant Traits (Ex)** Plants are immune to all mind-affecting effects (charms, compulsions, morale effects, patterns, and phantasms), paralysis, poison, polymorph, sleep, and stun.**Weapon Training (close)** +1**Russet Mold:** A creature hit by a claw of a vegepygmy chieftain must make a DC 17 Fortitude save or the mold spores quickly take root in their victims, inflicting 2 points of Constitution damage per round. A new Fortitude save can be attempted each round to halt the growth. Although immunity to disease won't protect against russet mold spores, the growth can be halted by *remove disease* and similar effects. Exposure to sunlight also halts the spores' growth. Plants are immune to russet mold spores.

⚔ **Vegepygmy Sorcerer 7 (1) CR 7**

E Small plant Aberrant Bloodline

Init +6; **Senses** darkvision 60 ft., low-light vision; Perception +7

AC 19, touch 14, flat-footed 16; (+2 Dex, +5 natural, +1 size, +1 dodge)

hp 37 (1d8+1 + 7d6+7)

Fort +5, **Ref** +4, **Will** +5

Defensive Abilities plant traits, **DR** 5/slashing or bludgeoning; **Immune** electricity

Speed 30 ft.

Melee 2 claws +4 (1d4) or longspear +4 (1d6)

Str 11, **Dex** 14, **Con** 12, **Int** 8, **Wis** 11, **Cha** 13

Base Atk +3; **CMB** +2; **CMD** 14

Feats Skill Focus (Perception), Dodge, Eschew Materials, Improved Initiative, Point Blank Shot, Precise Shot

Skills Perception +7, Stealth +10 (+18 in vegetation), Spellcraft +7, Use Magic Device +8;

Racial Modifiers +4 Stealth (+12 in vegetation)

Languages Undercommon, Vegepygmy (cannot speak)

Plant Traits (Ex) Plants are immune to all mind-affecting effects (charms, compulsions, morale effects, patterns, and phantasms), paralysis, poison, polymorph, sleep, and stun.

Acidic Ray (Sp): You can fire an acidic ray as a standard action, targeting any foe within 30 feet as a ranged touch attack. The acidic ray deals 1d6+3 acid damage. You can use this ability 4 times per day.

Long Limbs (Ex): At 3rd level, your reach increases by 5 feet whenever you are making a melee touch attack. This ability does not otherwise increase your threatened area.

Spells per Day */7/6/4 Save DC 11+ spell level

Spells Known:

Bloodline - Enlarge Person, See Invisibility, Tongues

0 - Acid Splash, Bleed, Detect Magic, Flare, Touch of Fatigue, Ray of Frost, Read Magic

1 - Grease, Mage Armor, Magic Missile, Magic Weapon, Ray of Enfeeblement

2 - Blindness / Deafness, Hideous Laughter, Scorching Ray

3 - Haste, Lightning Bolt

⚔ **Vegepygmy Cleric 7 (1) CR 7**

E Small plant Death & Madness domains

Init +2; **Senses** darkvision 60 ft., low-light vision; Perception +7

AC 19, touch 14, flat-footed 16; (+2 Dex, +5 natural, +1 size, +1 dodge)

hp 44 (1d8+1 + 7d8+7)

Fort +8, **Ref** +5, **Will** +6

Defensive Abilities plant traits, **DR** 5/slashing or bludgeoning; **Immune** electricity

Speed 30 ft.

Melee 2 claws +5 (1d4) or longspear +5 (1d6)

Str 11, **Dex** 14, **Con** 12, **Int** 8, **Wis** 14, **Cha** 11

Base Atk +4; **CMB** +3; **CMD** 15

Feats Skill Focus (Perception), Dodge, Lightning Reflexes

Skills Perception +7, Stealth +10 (+18 in vegetation), Knowledge (planes) +7, Knowledge (religion) +7;

Racial Modifiers +4 Stealth (+12 in vegetation)

Languages Undercommon, Vegepygmy (cannot speak)

Plant Traits (Ex) Plants are immune to all mind-affecting effects (charms, compulsions, morale effects, patterns, and phantasms), paralysis, poison, polymorph, sleep, and stun.

Channel Energy: standard action, no AOO, 3 / day. 4d6 damage to all living creatures in a 30' radius. Will save DC 13 for 1/2 damage.

Bleeding Touch (Sp): As a melee touch attack, you can cause a living creature to take 1d6 points of damage per round. This effect persists for 3 rounds or until stopped with a Heal DC 15 check or any spell or effect that heals damage. You can use this ability 4 times per day.

Vision of Madness (Sp): You can give a creature a *vision of madness* as a melee touch attack. Choose one of the following: attack rolls, saving throws, or skill checks. The target receives a +3 bonus to the chosen rolls and a -3 penalty to the other two types of rolls. This effect fades after 3 rounds. You can use this ability 4 times per day.

Spells: Save DC 12+ spell level

0 - Bleed, Guidance, Resistance, Virtue

1 - Bane, Bless, Cure Light Wounds, Doom, Lesser Confusion (d), Shield of Faith

2 - Cure Moderate Wounds, Hold Person, Sound Burst, Spiritual Weapon, Touch of Idiocy (d)

3 - Dispel Magic, Rage (d), Searing Light

4 - Confusion (d), Unholy Blight

ATL 11

⚡ Advanced Shambling Mound (1) CR 12

N Large plant

Init +0; **Senses** darkvision 60 ft., low-light vision; Perception +17

AC 25, touch 9, flat-footed 25 (+16 natural, -1 size)

hp 112 (15d8+45)

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

Defensive Abilities plant traits; **Immune** electricity; **Resist** fire 10

Speed 20 ft., swim 20 ft.

Melee 2 slams +18 (2d6+12 plus grab)

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

Special Attacks constrict (2d6+14)

Str 22, **Dex** 10, **Con** 17, **Int** 7, **Wis** 10, **Cha** 9

Base Atk +12; **CMB** +19 (+23 grapple); **CMD** 31

Feats Cleave, Iron Will, Lightning Reflexes, Power Attack, Weapon Focus (slam)

Skills Perception +17, Stealth +14 (+22 in swamps or forest), Swim +19;

Racial Modifiers +4 Stealth (+12 in swamps or forests), +4 Perception

Languages Common, Sylvan (cannot speak)

SQ electric fortitude

Special Abilities

Electric Fortitude (Ex) Shambling mounds take no damage from electricity. Instead, any electricity attack used against a shambling mound temporarily increases its Constitution score by 1d4 points. The shambling mound loses these temporary points at the rate of 1 per hour.

Plant Traits (Ex) Plants are immune to all mind-affecting effects (charms, compulsions, morale effects, patterns, and phantasms), paralysis, poison, polymorph, sleep, and stun.

⚡ Vegepygmy Chieftan Fighter 9 (1) CR 9

E Small plant

Init +2; **Senses** darkvision 60 ft., low-light vision; Perception +7

AC 23, touch 14, flat-footed 21; (+2 Dex, +9 natural, +1 size, +1 dodge)

hp 54 (1d8+1 + 9d10+9)

Fort +9, **Ref** +7, **Will** +5 (+2 vs fear)

Defensive Abilities plant traits, **DR** 5/slashing or bludgeoning; **Immune** electricity

Speed 30 ft.

Melee 2 claws +13/+8 (19-20, 1d4+5) or longspear +10/+5 (1d6+1)

Str 13, **Dex** 14, **Con** 12, **Int** 8, **Wis** 11, **Cha** 11

Base Atk +9; **CMB** +9; **CMD** 21

Feats Skill Focus (Perception), Dodge, Weapon Focus (claw), Iron Will, Lightning Reflexes, Weapon Specialization (claw), Combat Reflexes, Disruptive, Greater Weapon Focus (claw), Improved Critical (claw)

Skills Climb +9, Intimidate +9, Perception +7, Stealth +10 (+18 in vegetation);

Racial Modifiers +4 Stealth (+12 in vegetation)

Languages Undercommon, Vegepygmy (cannot speak)

Plant Traits (Ex) Plants are immune to all mind-affecting effects (charms, compulsions, morale effects, patterns, and phantasms), paralysis, poison, polymorph, sleep, and stun.

Weapon Training (close) +2

Russet Mold: A creature hit by a claw of a vegepygmy chieftain must make a DC 18 Fortitude save or the mold spores quickly take root in their victims, inflicting 2 points of Constitution damage per round. A new Fortitude save can be attempted each round to halt the growth. Although immunity to disease won't protect against russet mold spores, the growth can be halted by *remove disease* and similar effects. Exposure to sunlight also halts the spores' growth. Plants are immune to russet mold spores.

Vegepygmy Sorcerer 9 (1) CR 9

E Small plant Aberrant Bloodline

Init +6; **Senses** darkvision 60 ft., low-light vision; Perception +7

AC 20, touch 14, flat-footed 17; (+2 Dex, +6 natural, +1 size, +1 dodge)

hp 46 (1d8+1 + 9d6+9)

Fort +6, **Ref** +7, **Will** +6

Defensive Abilities plant traits, **DR** 5/slashing or bludgeoning; **Immune** electricity

Speed 30 ft.

Melee 2 claws +5 (1d4) or longspear +5 (1d6)

Str 11, **Dex** 14, **Con** 12, **Int** 8, **Wis** 11, **Cha** 14

Base Atk +4; **CMB** +3; **CMD** 15

Feats Skill Focus (Perception), Dodge, Eschew Materials, Improved Initiative, Lightning Reflexes, Point Blank Shot, Precise Shot

Skills Perception +7, Stealth +10 (+18 in vegetation), Spellcraft +9, Use Magic Device +11;

Racial Modifiers +4 Stealth (+12 in vegetation)

Languages Undercommon, Vegepygmy (cannot speak)

Plant Traits (Ex) Plants are immune to all mind-affecting effects (charms, compulsions, morale effects, patterns, and phantasms), paralysis, poison, polymorph, sleep, and stun.

Acidic Ray (Sp): You can fire an acidic ray as a standard action, targeting any foe within 30 feet as a ranged touch attack. The acidic ray deals 1d6+4 acid damage. You can use this ability 5 times per day.

Long Limbs (Ex): Your reach increases by 5 feet whenever you are making a melee touch attack. This ability does not otherwise increase your threatened area.

Unusual Anatomy (Ex): You have a 25% chance to ignore any critical hit or sneak attack.

Spells per Day */7/7/6/4 Save DC 12+ spell level

Spells Known:

Bloodline - Black Tentacles, Enlarge Person, See Invisibility, Tongues

0 - Acid Splash, Bleed, Detect Magic, Disrupt Undead, Flare, Touch of Fatigue, Ray of Frost, Read Magic

1 - Grease, Mage Armor, Magic Missile, Magic Weapon, Ray of Enfeeblement

2 - Blindness / Deafness, Glitterdust, Hideous Laughter, Scorching Ray

3 - Haste, Lightning Bolt, Stinking Cloud

4 - Enervation, Resilient Sphere

⚔ **Vegepygmy Cleric 9 (1) CR 9**

E Small plant Death & Madness domains

Init +6; **Senses** darkvision 60 ft., low-light vision; Perception +7

AC 20, touch 14, flat-footed 17; (+2 Dex, +6 natural, +1 size, +1 dodge)

hp 55 (1d8+1 + 9d8+9)

Fort +9, **Ref** +6, **Will** +7

Defensive Abilities plant traits, **DR** 5/slashing or bludgeoning; **Immune** electricity

Speed 30 ft.

Melee 2 claws +6/+1 (1d4) or longspear +6/+1 (1d6)

Str 11, **Dex** 14, **Con** 12, **Int** 8, **Wis** 15, **Cha** 11

Base Atk +6; **CMB** +5; **CMD** 17

Feats Skill Focus (Perception), Dodge, Lightning Reflexes, Improved Initiative

Skills Perception +7, Stealth +10 (+18 in vegetation), Knowledge (planes) +9, Knowledge (religion) +9;

Racial Modifiers +4 Stealth (+12 in vegetation)

Languages Undercommon, Vegepygmy (cannot speak)

Plant Traits (Ex) Plants are immune to all mind-affecting effects (charms, compulsions, morale effects, patterns, and phantasms), paralysis, poison, polymorph, sleep, and stun.

Channel Energy: standard action, no AOO, 3 / day. 5d6 damage to all living creatures in a 30' radius. Will save DC 14 for 1/2 damage.

Bleeding Touch (Sp): As a melee touch attack, you can cause a living creature to take 1d6 points of damage per round. This effect persists for 4 rounds or until stopped with a Heal DC 15 check or any spell or effect that heals damage. You can use this ability 4 times per day.

Vision of Madness (Sp): You can give a creature a *vision of madness* as a melee touch attack. Choose one of the following: attack rolls, saving throws, or skill checks. The target receives a +4 bonus to the chosen rolls and a -4 penalty to the other two types of rolls. This effect fades after 3 rounds. You can use this ability 4 times per day.

Death's Embrace (Ex): You heal damage instead of taking damage from channeled negative energy.

Aura of Madness (Su): You can emit a 30-foot aura of madness for 9 rounds per day. Enemies within this aura are affected by *confusion* unless they make a Will save DC 16. The *confusion* effect

ends immediately when the creature leaves the area or the aura expires. Creatures that succeed on their saving throw are immune to this aura for 24 hours. These rounds do not need to be consecutive.

Spells: Save DC 12+ spell level

0 - Bleed, Guidance, Resistance, Virtue

1 - Bane, Bless, Cure Light Wounds, Doom, Lesser Confusion (d), Shield of Faith

2 - Cure Moderate Wounds, Hold Person, Sound Burst, Spiritual Weapon x2, Touch of Idiocy (d)

3 - Bestow Curse, Dispel Magic, Rage (d), Searing Light

4 - Confusion (d), Divine Power, Unholy Blight

5 - Flame Strike, Slay Living (d)

ATL 13**⚡ Advanced Shambling Mound (1) CR 14**

N Large plant

Init +0; **Senses** darkvision 60 ft., low-light vision; Perception +19**AC** 27, touch 9, flat-footed 27 (+18 natural, -1 size)**hp** 144 (17d8+68)**Fort** +11, **Ref** +6, **Will** +6**Defensive Abilities** plant traits; **Immune** electricity; **Resist** fire 10**Speed** 20 ft., swim 20 ft.**Melee** 2 slams +20 (2d6+14 plus grab)**Space** 10 ft.; **Reach** 10 ft.**Special Attacks** constrict (2d6+16)**Str** 22, **Dex** 10, **Con** 18, **Int** 7, **Wis** 10, **Cha** 9**Base Atk** +14; **CMB** +21 (+25 grapple); **CMD** 33**Feats** Cleave, Iron Will, Lightning Reflexes,

Power Attack, Weapon Focus (slam), Blind Fight

Skills Perception +19, Stealth +16 (+24 in swamps or forest), Swim +21;**Racial Modifiers** +4 Stealth (+12 in swamps or forests), +4 Perception**Languages** Common, Sylvan (cannot speak)**SQ** electric fortitude**Special Abilities****Electric Fortitude (Ex)** Shambling mounds take no damage from electricity. Instead, any electricity attack used against a shambling mound temporarily increases its Constitution score by 1d4 points. The shambling mound loses these temporary points at the rate of 1 per hour.**Plant Traits (Ex)** Plants are immune to all mind-affecting effects (charms, compulsions, morale effects, patterns, and phantasms), paralysis, poison, polymorph, sleep, and stun.**⚡ Vegepygmy Chieftan Fighter 11 (1) CR 11**

E Small plant

Init +2; **Senses** darkvision 60 ft., low-light vision; Perception +7**AC** 25, touch 14, flat-footed 23; (+2 Dex, +11 natural, +1 size, +1 dodge)**hp** 67 (1d8+1 + 11d10+11)**Fort** +10, **Ref** +7, **Will** +5 (+3 vs fear)**Defensive Abilities** plant traits, **DR** 5/slashing or bludgeoning; **Immune** electricity**Speed** 30 ft.**Melee** 2 claws +15/+10/+5 (19-20, 1d4+5) or longspear +12/+7/+2 (1d6+1)**Str** 13, **Dex** 14, **Con** 12, **Int** 8, **Wis** 11, **Cha** 11**Base Atk** +11; **CMB** +11; **CMD** 23**Feats** Skill Focus (Perception), Dodge, Weapon

Focus (claw), Iron Will, Lightning Reflexes,

Weapon Specialization (claw), Combat Reflexes,

Disruptive, Greater Weapon Focus (claw),

Improved Critical (claw), Spellbreaker

Skills Climb +11, Intimidate +11, Perception +7, Stealth +10 (+18 in vegetation);**Racial Modifiers** +4 Stealth (+12 in vegetation)**Languages** Undercommon, Vegepygmy (cannot speak)**Plant Traits (Ex)** Plants are immune to all mind-affecting effects (charms, compulsions, morale effects, patterns, and phantasms), paralysis, poison, polymorph, sleep, and stun.**Weapon Training (close)** +2**Russet Mold:** A creature hit by a claw of a vegepygmy chieftain must make a DC 19 Fortitude save or the mold spores quickly take root in their victims, inflicting 2 points of Constitution damage per round. A new Fortitude save can be attempted each round to halt the growth. Although immunity to disease won't protect against russet mold spores, the growth can be halted by *remove disease* and similar effects. Exposure to sunlight also halts the spores' growth. Plants are immune to russet mold spores.

Vegepygmy Sorcerer 11 (1) CR 11

E Small plant Aberrant Bloodline

Init +6; **Senses** darkvision 60 ft., low-light vision; Perception +7

AC 21, touch 14, flat-footed 18; (+2 Dex, +7 natural, +1 size, +1 dodge)

hp 54 (1d8+1 +11d6+11)

Fort +6, **Ref** +7, **Will** +7

Defensive Abilities plant traits, **DR** 5/slashing or bludgeoning; **Immune** electricity

Speed 30 ft.

Melee 2 claws +6 (1d4) or longspear +6 (1d6)

Str 11, **Dex** 14, **Con** 12, **Int** 8, **Wis** 11, **Cha** 15

Base Atk +5; **CMB** +4; **CMD** 16

Feats Skill Focus (Perception), Dodge, Eschew Materials, Improved Initiative, Point Blank Shot, Precise Shot, Lightning Reflexes

Skills Perception +7, Stealth +10 (+18 in vegetation), Spellcraft +11, Use Magic Device +13;

Racial Modifiers +4 Stealth (+12 in vegetation)

Languages Undercommon, Vegepygmy (cannot speak)

Plant Traits (Ex) Plants are immune to all mind-affecting effects (charms, compulsions, morale effects, patterns, and phantasms), paralysis, poison, polymorph, sleep, and stun.

Acidic Ray (Sp): You can fire an acidic ray as a standard action, targeting any foe within 30 feet as a ranged touch attack. The acidic ray deals 1d6+5 acid damage. You can use this ability 5 times per day.

Long Limbs (Ex): Your reach increases by 10 feet whenever you are making a melee touch attack. This ability does not otherwise increase your threatened area.

Unusual Anatomy (Ex): You have a 25% chance to ignore any critical hit or sneak attack.

Spells per Day */7/7/6/6/4 Save DC 12+ spell level

Spells Known:

Bloodline - Black Tentacles, Enlarge Person, Feeblemind, See Invisibility, Tongues

0 - Acid Splash, Bleed, Detect Magic, Disrupt Undead, Flare, Open / Close, Touch of Fatigue, Ray of Frost, Read Magic

1 - Grease, Mage Armor, Magic Missile, Magic Weapon, Ray of Enfeeblement

2 - Blindness / Deafness, Flaming Sphere, Glitterdust, Hideous Laughter, Scorching Ray

3 - Haste, Lightning Bolt, Slow, Stinking Cloud

4 - Enervation, Resilient Sphere, Stoneskin

5 - Cone of Cold, Dominate Person

⚔ **Vegepygmy Cleric 11 (1) CR 11**

E Small plant Death & Madness domains

Init +6; **Senses** darkvision 60 ft., low-light vision; Perception +7

AC 21, touch 14, flat-footed 18; (+2 Dex, +7 natural, +1 size, +1 dodge)

hp 66 (1d8+1 + 11d8+11)

Fort +10, **Ref** +6, **Will** +8

Defensive Abilities plant traits, **DR** 5/slashing or bludgeoning; **Immune** electricity

Speed 30 ft.

Melee 2 claws +8/+3 (1d4) or longspear +8/+3 (1d6)

Str 11, **Dex** 14, **Con** 12, **Int** 8, **Wis** 16, **Cha** 11

Base Atk +8; **CMB** +5; **CMD** 17

Feats Skill Focus (Perception), Dodge, Lightning Reflexes, Improved Initiative

Skills Perception +7, Stealth +10 (+18 in vegetation), Knowledge (planes) +11, Knowledge (religion) +11;

Racial Modifiers +4 Stealth (+12 in vegetation)

Languages Undercommon, Vegepygmy (cannot speak)

Plant Traits (Ex) Plants are immune to all mind-affecting effects (charms, compulsions, morale effects, patterns, and phantasms), paralysis, poison, polymorph, sleep, and stun.

Channel Energy: standard action, no AOO, 3 / day. 6d6 damage to all living creatures in a 30' radius. Will save DC 15 for 1/2 damage.

Bleeding Touch (Sp): As a melee touch attack, you can cause a living creature to take 1d6 points of damage per round. This effect persists for 6 rounds or until stopped with a Heal DC 15 check or any spell or effect that heals damage. You can use this ability 4 times per day.

Vision of Madness (Sp): You can give a creature a *vision of madness* as a melee touch attack. Choose one of the following: attack rolls, saving throws, or skill checks. The target receives a +5 bonus to the chosen rolls and a -5 penalty to the other two types of rolls. This effect fades after 3 rounds. You can use this ability 4 times per day.

Death's Embrace (Ex): You heal damage instead of taking damage from channeled negative energy.

Aura of Madness (Su): You can emit a 30-foot aura of madness for 11 rounds per day. Enemies within this aura are affected by *confusion* unless they make a Will save DC 18. The *confusion* effect

ends immediately when the creature leaves the area or the aura expires. Creatures that succeed on their saving throw are immune to this aura for 24 hours. These rounds do not need to be consecutive.

Spells: Save DC 13+ spell level

0 - Bleed, Guidance, Resistance, Virtue

1 - Bane, Bless, Cure Light Wounds, Doom, Lesser Confusion (d), Shield of Faith

2 - Cure Moderate Wounds, Hold Person, Sound Burst, Spiritual Weapon x2, Touch of Idiocy (d)

3 - Bestow Curse x2, Dispel Magic, Rage (d), Searing Light x2

4 - Confusion (d), Divine Power, Freedom of Movement, Unholy Blight

5 - Cure Light Wounds Mass, Flame Strike, Slay Living (d)

6 - Blade Barrier, Phantasmal Killer (d)

ATL 15**⚡ Advanced Shambling Mound (1) CR 16**

N Large plant

Init +0; **Senses** darkvision 60 ft., low-light vision; Perception +21**AC** 27, touch 9, flat-footed 27 (+18 natural, -1 size)**hp** 161 (19d8+76)**Fort** +12, **Ref** +7, **Will** +7**Defensive Abilities** plant traits; **Immune** electricity; **Resist** fire 10**Speed** 20 ft., swim 20 ft.**Melee** 2 slams +22 (2d6+16 plus grab)**Space** 10 ft.; **Reach** 10 ft.**Special Attacks** constrict (2d6+18)**Str** 22, **Dex** 10, **Con** 18, **Int** 7, **Wis** 10, **Cha** 9**Base Atk** +16; **CMB** +23 (+27 grapple); **CMD** 35**Feats** Cleave, Iron Will, Lightning Reflexes, Power Attack, Weapon Focus (slam), Blind Fight**Skills** Perception +21, Stealth +18 (+26 in swamps or forest), Swim +23;**Racial Modifiers** +4 Stealth (+12 in swamps or forests), +4 Perception**Languages** Common, Sylvan (cannot speak)**SQ** electric fortitude**Special Abilities****Electric Fortitude (Ex)** Shambling mounds take no damage from electricity. Instead, any electricity attack used against a shambling mound temporarily increases its Constitution score by 1d4 points. The shambling mound loses these temporary points at the rate of 1 per hour.**Plant Traits (Ex)** Plants are immune to all mind-affecting effects (charms, compulsions, morale effects, patterns, and phantasms), paralysis, poison, polymorph, sleep, and stun.**⚡ Vegepygmy Chieftan Fighter 13 (1) CR 13**

E Small plant

Init +2; **Senses** darkvision 60 ft., low-light vision; Perception +7**AC** 27, touch 14, flat-footed 23; (+2 Dex, +13 natural, +1 size, +1 dodge)**hp** 80 (1d8+1 + 13d10+13)**Fort** +11, **Ref** +8, **Will** +6 (+3 vs fear)**Defensive Abilities** plant traits, **DR** 5/slashing or bludgeoning; **Immune** electricity**Speed** 30 ft.**Melee** 2 claws +18/+13/+8 (19-20, 1d4+9) or longspear +15/+10/+5 (1d6+2) (+4 to confirm crit)**Str** 14, **Dex** 14, **Con** 12, **Int** 8, **Wis** 11, **Cha** 11**Base Atk** +13; **CMB** +13; **CMD** 25**Feats** Skill Focus (Perception), Dodge, Weapon Focus (claw), Iron Will, Lightning Reflexes,

Weapon Specialization (claw), Combat Reflexes, Disruptive, Greater Weapon Focus (claw),

Improved Critical (claw), Spellbreaker, Greater Weapon Specialization (claw), Critical Focus

Skills Climb +13, Intimidate +13, Perception +7, Stealth +10 (+18 in vegetation);**Racial Modifiers** +4 Stealth (+12 in vegetation)**Languages** Undercommon, Vegepygmy (cannot speak)**Plant Traits (Ex)** Plants are immune to all mind-affecting effects (charms, compulsions, morale effects, patterns, and phantasms), paralysis, poison, polymorph, sleep, and stun.**Weapon Training (close)** +3**Russet Mold:** A creature hit by a claw of a vegepygmy chieftain must make a DC 20 Fortitude save or the mold spores quickly take root in their victims, inflicting 2 points of Constitution damage per round. A new Fortitude save can be attempted each round to halt the growth. Although immunity to disease won't protect against russet mold spores, the growth can be halted by *remove disease* and similar effects. Exposure to sunlight also halts the spores' growth. Plants are immune to russet mold spores.

Vegepygmy Sorcerer 13 (1) CR 13

E Small plant Aberrant Bloodline

Init +6; **Senses** darkvision 60 ft., low-light vision; Perception +7

AC 22, touch 14, flat-footed 19; (+2 Dex, +8 natural, +1 size, +1 dodge)

hp 63 (1d8+1 +13d6+13)

Fort +9, **Ref** +8, **Will** +8

Defensive Abilities plant traits, **DR** 5/slashing or bludgeoning; **Immune** electricity

Speed 30 ft.

Melee 2 claws +7/+2 (1d4) or longspear +7/+2 (1d6)

Str 11, **Dex** 14, **Con** 12, **Int** 8, **Wis** 11, **Cha** 16

Base Atk +6; **CMB** +5; **CMD** 17

Feats Skill Focus (Perception), Dodge, Eschew Materials, Improved Initiative, Point Blank Shot, Precise Shot, Lightning Reflexes, Great Fortitude, Silent Spell

Skills Perception +7, Stealth +10 (+18 in vegetation), Spellcraft +13, Use Magic Device +16;

Racial Modifiers +4 Stealth (+12 in vegetation)

Languages Undercommon, Vegepygmy (cannot speak)

Plant Traits (Ex) Plants are immune to all mind-affecting effects (charms, compulsions, morale effects, patterns, and phantasms), paralysis, poison, polymorph, sleep, and stun.

Acidic Ray (Sp): You can fire an acidic ray as a standard action, targeting any foe within 30 feet as a ranged touch attack. The acidic ray deals 1d6+6 acid damage. You can use this ability 6 times per day.

Long Limbs (Ex): Your reach increases by 10 feet whenever you are making a melee touch attack. This ability does not otherwise increase your threatened area.

Unusual Anatomy (Ex): You have a 25% chance to ignore any critical hit or sneak attack.

Spells per Day */7/7/7/6/6/4 Save DC 13+ spell level

Spells Known:

Bloodline - Black Tentacles, Enlarge Person, Feeblemind, See Invisibility, Tongues, Veil
0 - Acid Splash, Bleed, Detect Magic, Disrupt Undead, Flare, Open / Close, Touch of Fatigue, Ray of Frost, Read Magic

- 1 - Grease, Mage Armor, Magic Missile, Magic Weapon, Ray of Enfeeblement
- 2 - Blindness / Deafness, Flaming Sphere, Glitterdust, Hideous Laughter, Scorching Ray
- 3 - Haste, Lightning Bolt, Slow, Stinking Cloud
- 4 - Crushing Despair, Enervation, Resilient Sphere, Stoneskin
- 5 - Baleful Polymorph, Cone of Cold, Dominate Person
- 6 - Chain Lightning, Disintegrate

⚔ **Vegepygmy Cleric 13 (1) CR 13**

E Small plant Death & Madness domains

Init +6; **Senses** darkvision 60 ft., low-light vision; Perception +7

AC 22, touch 14, flat-footed 19; (+2 Dex, +8 natural, +1 size, +1 dodge)

hp 77 (1d8+1 + 13d8+13)

Fort +11, **Ref** +7, **Will** +9

Defensive Abilities plant traits, **DR** 5/slashing or bludgeoning; **Immune** electricity

Speed 30 ft.

Melee 2 claws +9/+4 (1d4) or longspear +9/+4 (1d6)

Str 11, **Dex** 14, **Con** 12, **Int** 8, **Wis** 17, **Cha** 11

Base Atk +9; **CMB** +5; **CMD** 17

Feats Skill Focus (Perception), Dodge, Lightning Reflexes, Improved Initiative

Skills Perception +7, Stealth +10 (+18 in vegetation), Knowledge (planes) +13, Knowledge (religion) +13;

Racial Modifiers +4 Stealth (+12 in vegetation)

Languages Undercommon, Vegepygmy (cannot speak)

Plant Traits (Ex) Plants are immune to all mind-affecting effects (charms, compulsions, morale effects, patterns, and phantasms), paralysis, poison, polymorph, sleep, and stun.

Channel Energy: standard action, no AOO, 3 / day. 7d6 damage to all living creatures in a 30' radius. Will save DC 16 for 1/2 damage.

Bleeding Touch (Sp): As a melee touch attack, you can cause a living creature to take 1d6 points of damage per round. This effect persists for 6 rounds or until stopped with a Heal DC 15 check or any spell or effect that heals damage. You can use this ability 4 times per day.

Vision of Madness (Sp): You can give a creature a *vision of madness* as a melee touch attack. Choose one of the following: attack rolls, saving throws, or skill checks. The target receives a +5 bonus to the chosen rolls and a -5 penalty to the other two types of rolls. This effect fades after 3 rounds. You can use this ability 4 times per day.

Death's Embrace (Ex): You heal damage instead of taking damage from channeled negative energy.

Aura of Madness (Su): You can emit a 30-foot aura of madness for 11 rounds per day. Enemies within this aura are affected by *confusion* unless they make a Will save DC 19. The *confusion* effect

ends immediately when the creature leaves the area or the aura expires. Creatures that succeed on their saving throw are immune to this aura for 24 hours. These rounds do not need to be consecutive.

Spells: Save DC 13+ spell level

0 - Bleed, Guidance, Resistance, Virtue

1 - Bane, Bless, Cure Light Wounds, Doom, Lesser Confusion (d), Shield of Faith

2 - Cure Moderate Wounds, Hold Person, Sound Burst, Spiritual Weapon x2, Touch of Idiocy (d)

3 - Bestow Curse x2, Dispel Magic, Rage (d), Searing Light x2

4 - Chaos Hammer, Confusion (d), Divine Power, Freedom of Movement, Unholy Blight

5 - Cure Light Wounds Mass, Flame Strike x2, Slay Living (d)

6 - Blade Barrier, Harm, Phantasmal Killer (d)

7 - Blasphemy, Destruction (d)

◀ If the PCs defeated the creatures and completed the spell, **GO TO Conclusion A (Page 49)**

◀ If the PCs fell to the creatures and do not complete the spell, **GO TO Conclusion B (Page 49).**

CONCLUSION A - WE DID IT!

The whirling wind devil elemental combination roars around the huge chamber. It expands to 50' in diameter and quickens its spin rate as it travels. After a few seconds, it slams into the mass of vegetation that is the Heart of Eiosia.

From where you stand, you can see the wind rip away roots and vines, the fire scorch the central mass, the water flow into cracks and crevasses between branches, and the earth fill in gaps and holes in the surface.

Only seconds after the impact, the entire whirlwind has been absorbed by the main mass. A moment later, the mass turns from its original sickly green and black color to a brown and green that you would see on any normal tree.

You can hear a faint clicking of bones and you look over to see Morsipheran tapping his finger to

the side of his head. He catches your gaze and speaks.

"That did not work out the way I planned. The spell was supposed to only erase the original ritual from Eiosia's memory, not transform it. Apparently, Eiosia has evolved a bit in the last few millennia and I could not account for that. They city appears to have been cured of its evil ways. Such a loss... I wonder if it shall be permanent."

"Also, you have proven yourselves useful. Should I need minions again, I shall be in touch." He reaches into his robe and pulls out a book about a foot square and a couple inches thick and hands it to you. It appears to be made with thin leather pages and a bit thicker covers. "A token gesture for doing my bidding. It is a Facebook."

You begin your return to Amthydor. As you leave the city of Eiosia, you can see that some of the buildings are no longer black. They are still made of the same material but they are now other colors - reds, greens, browns, everything you would expect to find in a normal city. Also, the feeling of wrongness that permeated the city is completely and totally gone.

How long it will last is the question burning in your mind, but for the moment Eiosia lives no more.

CONCLUSION B - WE DID IT?

As the last of you fall to the plant creature's onslaught, you can still hear Morsipheran chanting out the spell...

You suddenly awaken in a totally black room lined with black shelves. You are each reclining on a black bed that is surprisingly comfortable seeing it is made of the fabric of Eiosia.

After a moment, you realize that you are in the warehouse that Morsipheran resides in. He is indeed sitting at his desk looking over yet another

tome as you wake. Apparently he heard you stirring as he gazes your way.

"So, awake at last. I completed the spell just as the last of you fell. The creatures vanished when I did, so I stayed to observe the results. As I am good to my word, I then teleported you back here to regain your strength."

"I do have some news on your task. It did not work out the way I planned. The spell was supposed to only erase the original ritual from Eiosia's memory, not transform it. Apparently, Eiosia has evolved a bit in the last few millennia and I could not account for that. They city appears to have been cured of its evil ways. Such a loss... I wonder if it shall be permanent."

"Also, you have proven yourselves useful. Should I need minions again, I shall be in touch." He reaches into his robe and pulls out a book about a foot square and a couple inches thick and hands it to you. It appears to be made with thin leather pages and a bit thicker covers. "A token gesture for doing my bidding. It is a Face book."

You begin your return to Amthydor. As you leave the city of Eiosia, you can see that some of the buildings are no longer black. They are still made of the same material but they are now other colors - reds, greens, browns, everything you would expect to find in a normal city. Also, the feeling of wrongness that permeated the city is completely and totally gone.

How long it will last is the question burning in your mind, but for the moment Eiosia lives no more.

CONCLUSION C - YOU WANT US TO DO WHAT?

Having decided that the task is not worth the risk, you head back to Amthydor. Hopefully, all the new fuss about Eiosia will turn out to be only rumor.

The PCs will get experience up to the encounter that they bailed out in.

THUS ENDS
“HOW DOES YOUR GARDEN GROW”

TIME UNIT COST: 10 TU

EXPERIENCE POINT SUMMARY

Total the XP earned from the following:

	ATL 5	ATL 7	ATL 9	ATL 11	ATL 13	ATL 15
Module Experience	2400	3600	5800	9000	14000	21000
The PCs dealt peacefully with Morsipheran the first time.	200	200	200	400	400	1000
The PCs dealt peacefully with the djinn the first time.	200	200	200	400	400	1000
Roleplaying XP Bonus	200	200	200	400	400	1000
Maximum Possible XP	3000	4200	6400	10200	15200	24000

Experience earned is based on the Average Table Level (ATL). However, if a PC's level is lower than two levels from the party's ATL, then that PC will only get the experience value based on his level plus one. For example: a 3rd level PC plays at the same table with high-level players and the group comes out to be an ATL 9. The maximum amount of experience the 3rd level PC can earn would be based on ATL 5, and a 6th level PC would earn XP based on ATL 7 (all fractions round down in this case). With such a disparaging range of experience earned from 1st all the way to 19th levels, this is the only way to make sure that low-level PCs don't earn experience too quickly.

TREASURE SUMMARY

If it's not on this list, the PCs cannot keep it.

Encounter 5

- ATL * 500 gp worth of gems that the elementals had adorning their hides.

ATL 9 - 11 +2 enchantment

ATL 13 - 15 +3 enchantment

(Value: varies, CL: varies, Tradable: No, Legality: Legal, Rarity: common)

Encounter 6

- If the party acted peacefully with the djinn from the start and brought back proof of the slain efreet, each PC gets the **Favor of the Djinn Vizier**.

The djinn Vizier will have his craftsmen enchant an item for you. This can be a weapon or suit of armor. This can be an individual enchantment or added to an existing item. It can be any combination of enhancement or properties that equal to the total available enchantment. (Eg: +2 total could be a +2 weapon or a +1 flaming weapon) The value of the enchantment depends on the ATL played.

ATL 5 - 7 +1 enchantment

Encounter 7

- Major Ring of Energy Resistance (fire)
This plain copper ring provides the wearer with resistance 20 to fire.

(Value: 20,000, CL: 7, Tradable: Yes, Legality: Legal, Rarity: Common)

Encounter 8

- Trident of Fish Command
The magical properties of this +1 *trident* with a 6-foot-long haft enable its wielder to charm up to 14 HD of aquatic animals as per the spell *charm animals* (Will DC 16 negates, animals get a +5 bonus if currently under attack by the wielder or his allies), no two of which can be more than

30 feet apart. The wielder can use this effect up to three times per day. The wielder can communicate with the animals as if using a *Speak with Animals* spell. Animals making their saving throws are free of control, but they will not approach within 10 feet of the trident

(Value: 18,650, CL: 7, Tradable: Yes, Legality: Legal, Rarity: Common)

Encounter 10 / Conclusion

➤ **Favor of Morsipheran** (1 per PC)

The lich Morsipheran has found you to be a useful and semi-competent tool. If his whim dictates, he shall call upon your services again in the future.

(Value: Priceless, CL: Nil, Tradable: No, Legality: Legal, Rarity: Common)

➤ **Visit to the Lost City** (1 per PC)

The above-named PC survived a visit to Eiosia, the legendary Lost City of the Freelands. More may be revealed in future Legends of the Shining Jewel tournaments and products.

If the PC is good-aligned and failed a Will save upon trying to enter the city, please check this box. This may have an effect in a future LSJ tournament. If not, cross out this paragraph.

If the PC was attuned to Eiosia, please check this box. This may have an effect in a future LSJ tournament. If not, cross out this paragraph.

(Value: Priceless, CL: Nil, Tradable: No, Legality: Legal, Rarity: Common)

➤ **The Face book**

This tome is about a foot square and 2 inches thick. Its pages are apparently made of a thin leather with heavier leather covers. A **Heal DC 15 check** will reveal that the pages are actually made from the skins of different races (which match the faces pictured on the pages) and the covers are from the hide of a demon of some sort.

The Face book contains 10 pages when it is full (and it currently is). Each page contains an extremely well-drawn picture of a face. There is a human male, a half-orc female, a desert elf male, a dwarf female, a dwarf male, a halfling male, a sky elf female, a human female, a sea elf male, and an aasimar female.

If a page is ripped from the Facebook and held to the face of a living being, the being's face and form will transform into the one pictured on the page. This will effectively give the person a +30 to their disguise check to impersonate the race or creature pictured.

When there are less than 10 pages in The Face book, it can be refilled. To refill the Face book, it must be opened and placed upon the face of a living humanoid creature. Over the course of 10 minutes, the creature's skin will be absorbed into The Face book to form a new page and its face will be imprinted on the newly created page.

The creature will die a slow and grizzly death as it is absorbed into The Face book. Only a *wish* or *miracle* spell can bring back a creature added to The Face book.

(Value: 0, CL: 10, Tradable: No, Legality: Illegal, Rarity: Rare)

GM Note: The Face book is obviously an evil artifact and should be turned in to the League of Thaumaturgical Studies for study and destruction. If a PC decides to keep it, be sure to list the character name, player name, and contact information on the critical event summary.

Player Handout 1 - The Lost City of Eiosia

Eiosia

Ruler: Unknown

Government: Unknown

Approximate size: Large City, believed to have been abandoned over 3,500 years ago

Resources: Unknown

Population: None

Alignment: Probably Evil

Language: None

Deities: None known

Description: The abandoned walled city of Eiosia sits at the edge of a towering cliff, overlooking the sea. The mirror-polished black stone blocks that make up the walls and buildings of this mysterious city are found nowhere else in the explored lands, and no clue remains to tell who built this once glorious city...or how.

The empty buildings contain no drawings to reveal who or what once lived here. There are no writings, no remains, nothing. The only clues lie in stories so old that they are legend, with no means of separating fact from imagination. Every structure is built of the same black stone, and the streets are paved in the same substance. The only color to be found is deep within the structures, in the form of rich mosaics, as brilliant and bright as the day they were created, depicting pristine mountains, tumbling waterfalls, glorious sunsets and lush valleys.

The only living things present are the exotic and beautiful plants growing in a large greenhouse, which appear to be lovingly tended, even though there is no sign of another living soul. The reason that the city was abandoned is a complete mystery. There is no damage to the walls or buildings, no sign of a siege, no evidence of disease and no bodies.

Except in the single greenhouse, plants do not prosper within a 10-mile radius of the city, and nearby freefarmers and their families avoid the place. Some travelers who wander too close speak of companions who claim to be 'called' by the city, and who will go to any lengths to reach it. When restrained, these poor souls struggle against their bonds, thrash about, and refuse all food and drink until they are either released to answer the silent call or they pine away and die.

Dwarves refuse to mine the area...the elven people refuse to even NAME the place, simply calling it 'The Lost City,' or 'Grethalthorith' in their native tongue.

Planar and teleportation magic into or out of the city is blocked somehow, as if the entire city were under the influence of a dimension lock enchantment. The best anyone can do is to teleport nearby and then walk in.

In addition, most creatures of a good nature find the city unsettling at best, and many have refused to set foot inside its walls. It also is theorized that evil beings might feel more comfortable there.

Player Handout 2 - The Divination

**Summer's shower, Winter's heat
Autumn's breeze, Spring's peat
These are what the dead one needs
To decimate the garden seeds
Make a sacrifice this very day
That shall speed you on your way**

Player Handout 3 – The Vision

You just had a crazy daydream while coming into the city. Or maybe it was a vision sent from a higher power. Either way, you can remember things that you never knew before.

You know that Eiosia was designed to serve. You remember the inhabitants making their own furniture and food just by asking for it, cleaning their homes with but a thought, changing the colors and styles of their homes just by wanting to. And you can recall many other things like that going on within the walls of Eiosia.

You know that if you just accept it, the city would be a nice place to live. How simple and fine life would be if all the mundane things were taken care of for you. How much more time you would have to do what you wish to do instead of what you have to do. The rest of the party is just afraid of the unknown and refuse to accept it.

You also know, you are sure to the very heart of your being, that Eiosia will serve you too if you want it bad enough... if you ask it hard enough... if you just accept it...

Game mechanics – if you decide to try to make the city do something, inform the GM what you wish to try and make a concentration check.

You may share or not share your feelings and new knowledge with your party mates as you wish.

GM Handout: The Mood and Magic of Eiosia

The mysteries of the Lost City of Eiosia are lost to history. Some of those mysteries will be solved today, and some may linger on for more time. For now, this will allow the GM to present the city and deal with its strange magical effects (many of which the PCs will not get from their briefing). This information cannot be gained by skill checks or bardic knowledge, since the information is so old and mixed with legends that it is simply not available to anyone. Use of spells such as legend lore and other divinations reveal nothing (as in “a void”, not “no answer”) at this time.

City Materials: All the buildings and furniture in the city are made of the same black material. It is perhaps some kind of mineral, not metallic, but impossible to identify by any means. It has the odd property of absorbing light so that it does not reflect it, appearing as blackest ebon, yet still can be seen clearly enough to make out details (edges, carvings, etc.). This causes the viewer to feel uncomfortable while observing objects made of this material. It feels smooth and cold to the touch, though it causes no cold damage. If a building is raised elsewhere using even a single stone or block from the city, that building will not stand past the next new moon, even if the offending stone is removed. All of the other ‘normal’ stones or blocks which were used in the attempted construction are tainted, and must be destroyed, the site purified, and construction begun again with new materials.

Describing the City: It is not possible to fully detail each building and house in the city. Indeed, it is more fun not to. GMs can take features they might recall from fantasy movies, or insert totally inappropriate things, like a stove in the middle of an antechamber. The GM is encouraged to be creative in adding this kind of detail, and random bas-relief images to walls, floors and ceilings. The stranger, the better. Everything will be made of the same black material and things will look like they all flow together. Since this element of description will vary from one GM to the next, it should give a very strange reaction when players try to compare what they saw here after the adventure. These elements might even change if the PCs go back through the city later on!

Magical Properties: The city and its contents bear the following magical properties.

- The material cannot be damaged by any means (blows, energy attacks, etc.) that deal less than 50 points of damage in one shot. Even adamantine weapons will only make small chips in the material (It has DR 15 against adamantine).
- Any damage to the city will be ‘healed’ in time. Small scratches and holes will heal in a round. Larger damaged areas will take a more time. Any loose bits of the material will be absorbed back into the city unless taken out of contact with the city. (pocketed, put in a box, bagged, etc.)
- The city is blocked from magical entry or exit by teleportation magic, planar travel, or similar means. It is possible, however, to travel about within the city using such magic.
- The entire city is under the effects of a permanent, incredibly powerful *desecrate* spell. Summary of effects: turning attempts gain a -6 profane penalty; undead gain a +2 profane bonus on attack rolls, damage rolls, and saving throws; undead created or summoned there gain +2 hit point/die; casting *animate dead* creates 4 HD/caster level of undead instead of 2 HD/caster level.
- A *consecrate* spell will halve the above bonuses or penalties for two rounds/caster level, rather than the usual effect (2 hours/level). *Consecrate* spells cannot stack to eliminate the penalties of the *desecrate* effect.
- All spells with the (evil) descriptor gain a +2 profane bonus to the spell’s DC. All spells with the (good) descriptor gain a -2 profane penalty to the spell’s DC.
- Any good aligned PC must make a Will save (DC 10 + ATL) and any neutral aligned PC must make a Will save (DC 5 + ATL) or be so revolted by the feeling of evil which permeates the place to easily pass through the gates. Any PCs that fails the save will be *shaken* until they leave the city and stay outside the walls for at least 24 hours. (-2 penalty on attacks, saving throws, skill checks, and ability checks.) They may remain within the city’s 10 mile influence and get over the *shaken* feeling, they just need to be outside the city walls.
- The silence of the city is oppressive. It seems that the city itself absorbs sounds. PCs voices sound like they are muffled by a closed helmet visor or far away, armor doesn’t clank as loudly as it normally would, footsteps have hardly any echo, etc. There is no actual benefit or penalty involved with this effect. Remind the players of this as they travel both indoors and outdoors.

Long Term Effects: The effects of the long ago spells that brought the city to life have had side effects. The major one is that the city has learned how to use the life force of its inhabitants to power itself and its abilities. Therefore, being in or around the city for long periods of time are hazardous to living creatures of any type. The area of effect for the city is a 10 mile radius from the greenhouse in the city center (The zone that nothing grows in.) A person can leave Eiosia's area of effect at any time they wish. If they remain outside the area for at least 24 hours, they will have time to 'clear their head' and break the city's attunement. Leaving the area will NOT heal any constitution drain, since this is real ability drain and must be healed magically. The PCs will only learn these effects through investigation or exposure to them.

- Being in or around the city for less than a day will just give people the feeling of evil mentioned above.
- Whenever a person sleeps within the city's area of influence, in the morning they must make a will save of DC 13 + character level to avoid Eiosia attuning to the person. If the save is made, the person ignores the city's influence for a time. A new save is required for every additional day (each morning) the person remains in the city's area of influence. Each additional save will be at -1 since the longer you stay, the more time Eiosia has to affect your mind. If the save is failed, the city gains full attunement to the person immediately.
- When entering the city walls (through the gates, climbing over, etc) for the first time, each person must make a will save of DC 13 + character level or become attuned to the city. If they have previously made a save for sleeping in the area, they still have to make another save when entering the city.
- When the city fully attunes to a person, the person will clearly remember having odd dreams / visions and gain the knowledge that Eiosia can do things for them if they want it badly enough (concentrate hard enough). The PC needs to make a **DC 20 Concentration check (for non-casters the check is D20+character level + wisdom modifier)**. It is possible to take 20 on the check. Success will allow the PC to do basic things in the city. They can form furniture from the material of the city (transmutation effect), get food and water upon request (conjuration effect), order the city to clean an area (prestidigitation type effect), make the mosaic drawings work for them without the crystal rod, etc. The person can refuse to use the power of the city if they wish, but this will not prevent the con drain.
- At the same time that Eiosia will begin to work for a person, it will also begin draining that person's life force. The city will permanently drain 1 constitution point from a person every day they remain in or around the city, beginning when the attunement will save is failed. If an attuned person uses the power to make the city work for them, the constitution drain will be 2 points per day. There is NO SAVE for this con drain. Sooner or later, EVERYTHING in Eiosia feeds Eiosia.
- If any of the PCs have the city fully attuned to them, they may make the city work unintentionally. Any time one of the attuned PCs mentions that they 'wish they had xxx' or 'knows that this was xxx' have them make a **DC 20 Concentration check (for non-casters the check is D20+character level + wisdom modifier)**. If they beat the DC, then the room / ground / wall of a building / etc forms into what they think of before their eyes as Eiosia responds. This will not help them in combat though as the city will only do simple things for its victims. (Wishing for a wall to hide behind might work. Wishing the bad-things-that-want-to-eat-me caged up won't work.) Anything asked for is real and substantial. Food is edible, water is drinkable, a sword would be real steel, etc.

Example of effects

Tal'Shia, a 9th level paladin, and her party arrive at the city on Day 1. They search around a bit and then rest for the night someplace within the 10 mile area of the city's effect (doesn't have to be in the city itself, just in the area). On the morning of Day 2, the GM uses the first of Tal'Shia's will saves (vs DC 22 (13 + character level 9)) to fend off Eiosia's advances. She makes the save, so on the morning of Day 3 must use the next will save (vs DC 23) to continue thwarting the city. She fails this save, and at that time she realizes what her dreams were - that the city will do things for her if she wants it bad enough. Also on Day 3, and every day after she loses 1 con point (2 points if she gives in to the dark side and uses the power of the city). The con loss continues until she leaves the city's area of effect or dies.

Later, as the party is exploring a house, Tal'Shia mentions that she's sure this was a living room long ago. Since the city is attuned to her, she has to then make a Concentration check. If she beats a DC 20, then some chairs and sofas (and maybe a book case and other things found in a normal living room) will form in the room.

Still later, as the party decides to rest in one of the buildings, if Tal'Shia wishes they had some food or drink, make another Concentration check. If she beats DC 20 then a table will form and a plate of fruits or meats and a pitcher of water will appear.

Some Eiosia Building Ideas

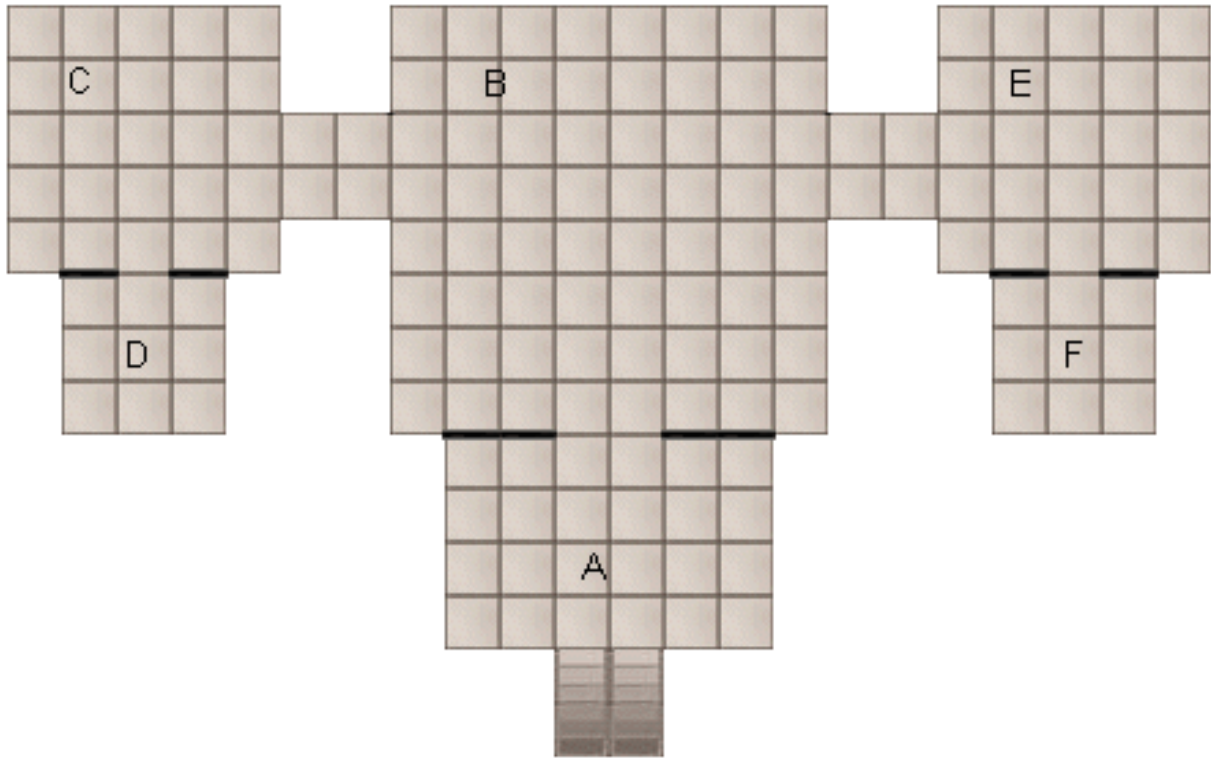
The only constant among the city buildings is that every building has a mosaic in it. These mosaics are roughly 5' square and on the wall of a single room in the building (unless otherwise specified in the module). The mosaic looks brand new and shows a finely detailed picture of the city surroundings: a view of the sea from one of the high towers, a mountain landscape seen from one of the city plazas, a sunset over the skyline, etc (use your imagination to make it interesting).

Some building ideas are listed below. Feel free to make up your own also and be sure to keep it creepy for the party.

- **Residential House** – Can be 1 or 2 (or more) stories tall. There will be an archway where a main door should be, but no door in it. There will be several smaller rooms around a central room or area (bedrooms / kitchen area / etc around a central living room). The central room will have a mosaic on one wall.
- **Boarding House / Apartment Building** – Can be up to 10 (or more) stories tall. There will be hallways or large common rooms with 1, 2, or 3 room apartments along them. Each apartment has an archway where the main door should be, but no door in it. Each apartment has a mosaic in one of its rooms.
- **Tavern / Inn** – This building has a large common room and an upper floor area with single rooms. There is a mosaic on one wall of the common area and an archway door in / out of the building. The sleeping rooms also each have a mosaic in them.

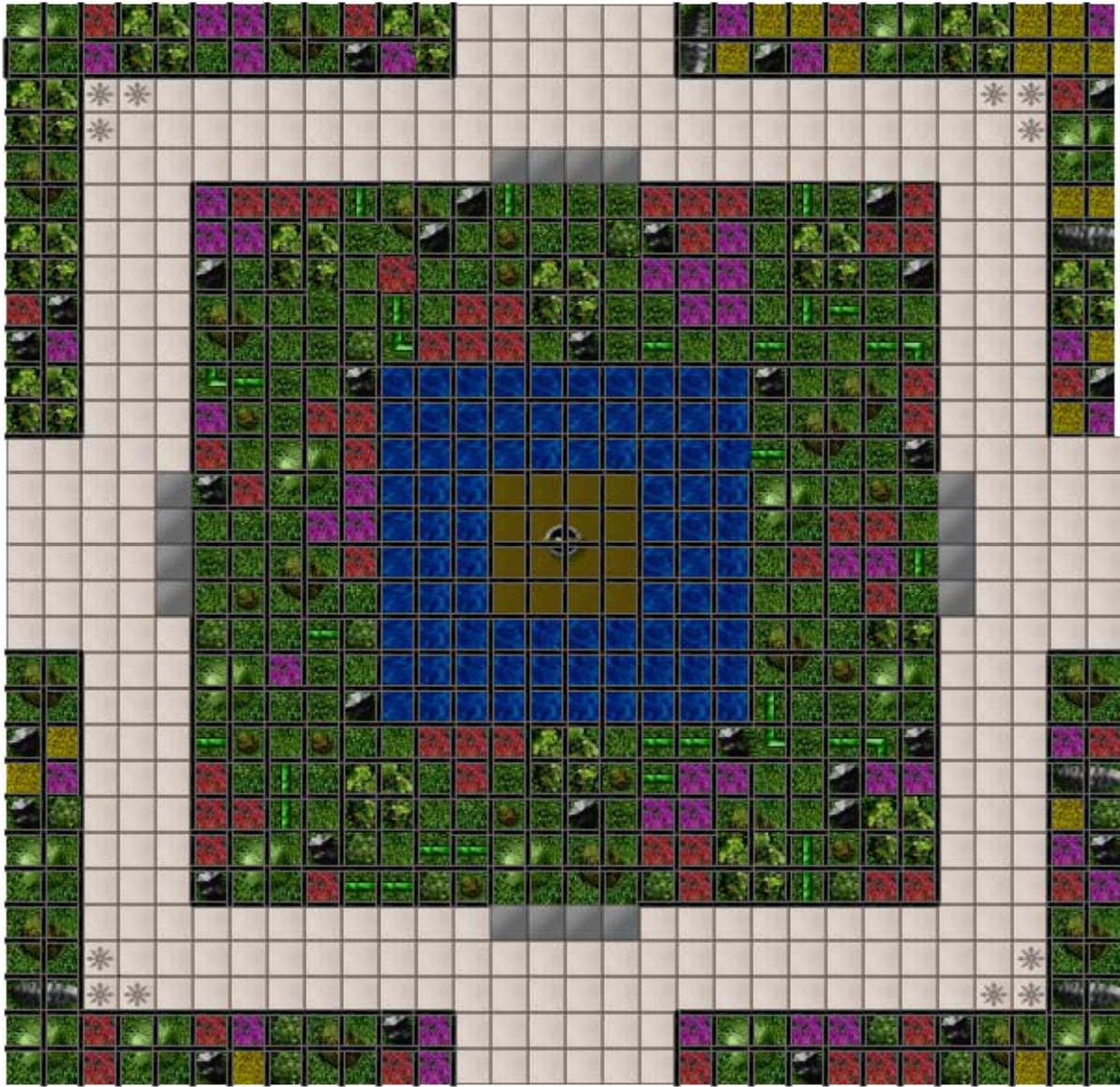
Plot Summary of *The City That Never Sleeps* – Recently, some Pyrothians did a ritual in Eiosia that created a draconic lich (detailed in *Genesis*). This released enough life and magical energy to awaken the city. Not long afterwards, the League of Thaumaturgical Studies sent a research team of mages to Eiosia to study the city. The team consisted of 1 specialist from each school of magic, 1 generalist mage, and their guards and support group (about 30 people total). Amthydor lost contact with the expedition not long after and sent in a party of adventurers to find out what happened. The party found the camp deserted as if folks just got up and left. They searched the camp and discovered that Eiosia is way more than just an old abandoned city. The party is then attacked by giants sent from the city to collect them. After defeating the giants and resting for the night, they began exploring the city. They discovered Orisunek in the Council Hall and she gave them the facts about Eiosia. It was a city raised by the Thyran Empire many years ago and made sentient by a magical ritual gone awry. The city learned to feed off of the energy that created it – the energy of life. Eiosia absorbed its population for food and then went into a dormant state after all the food was gone. Orisunek also gave the party a way to put the city back into a dormant state, which they did.

Map 1 - Council Hall Of Eiosia



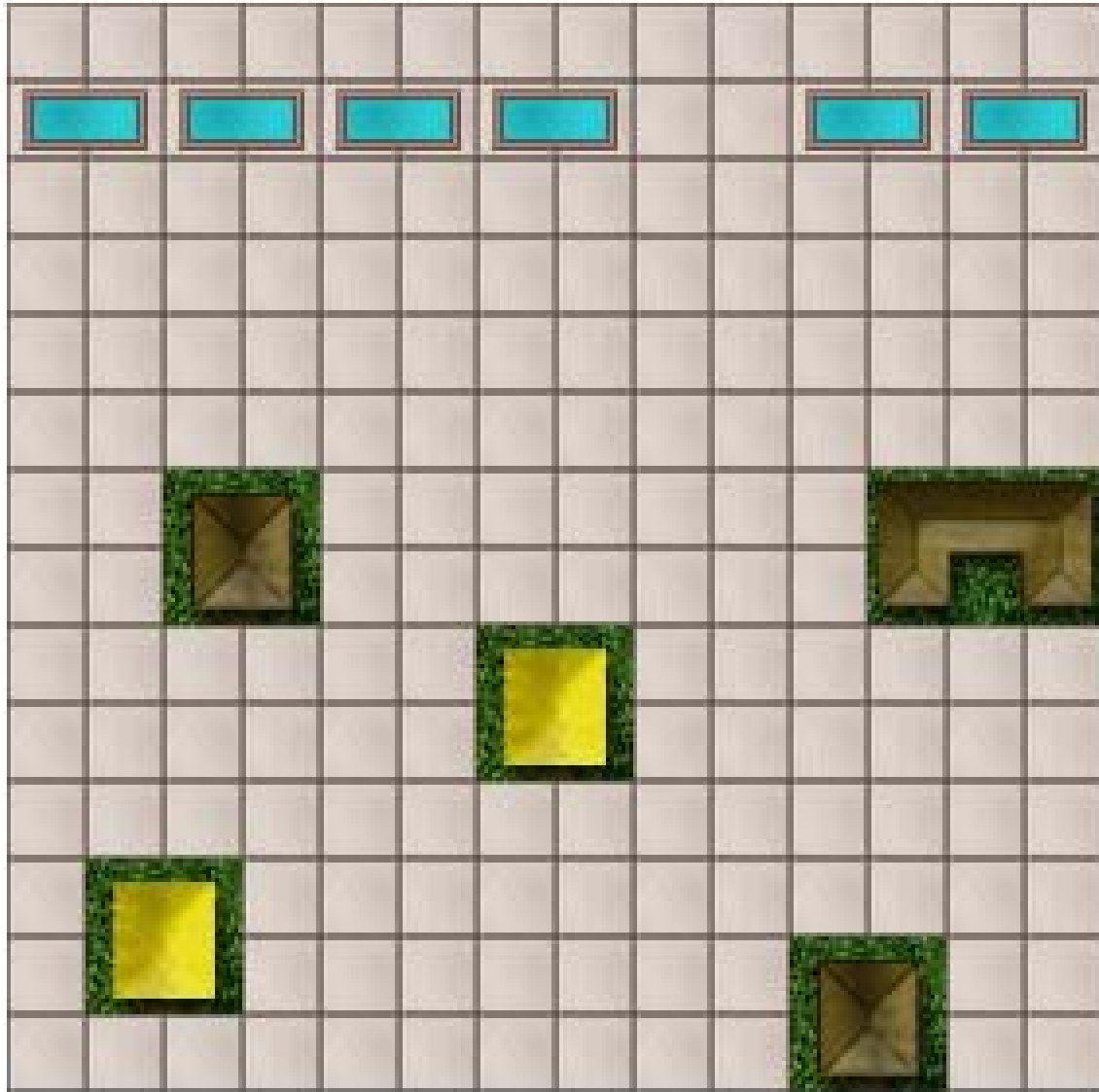
Each square = 5'

Map 2 - The Great Greenhouse of Eiosia



Each square = 10'

Map 3 - The Shoal of The Fire



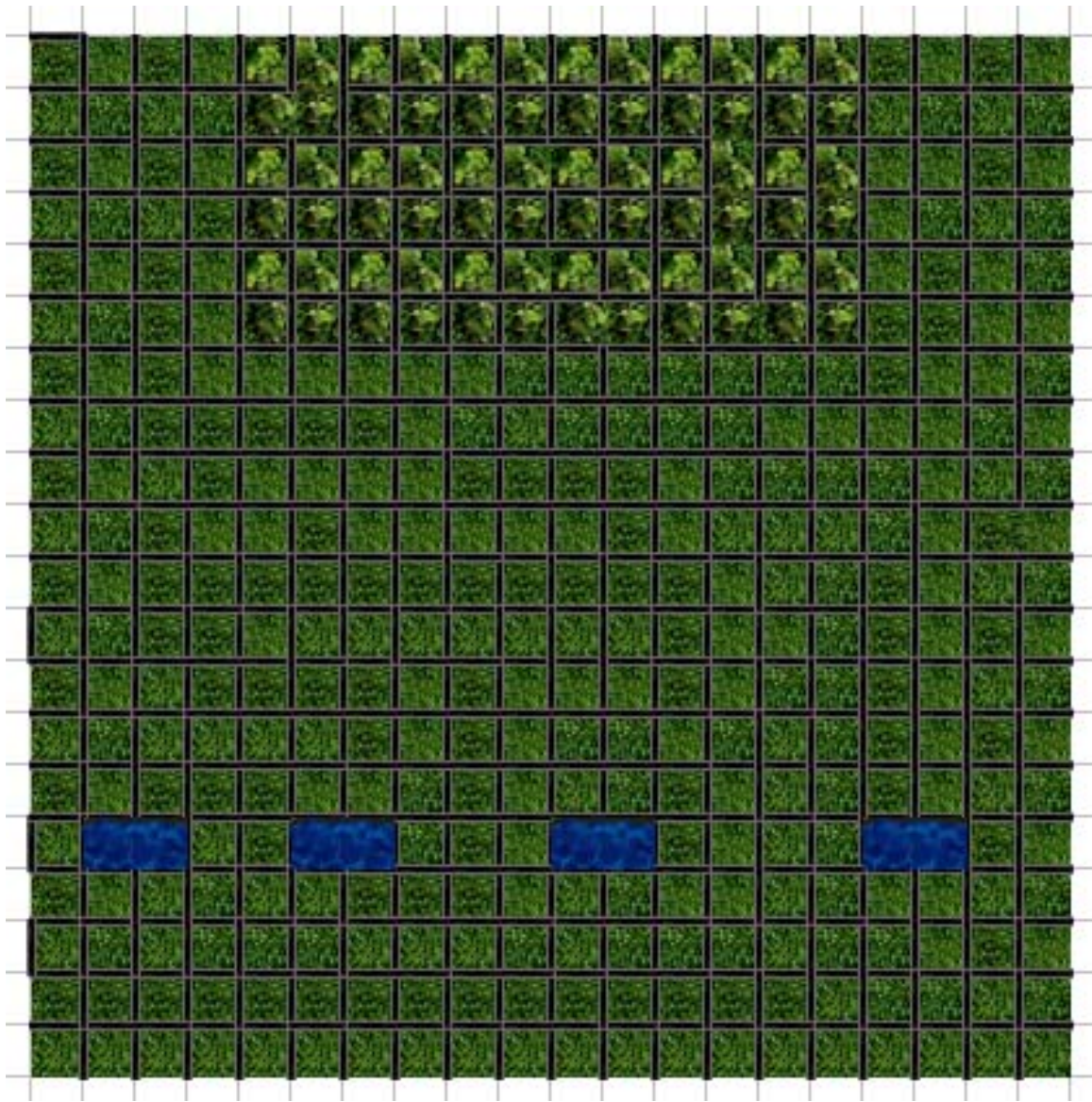
each square = 5'

Blue squares = coral wall

PCs start in / just outside bottom of big building

Creatures are just coming through the breach in the coral wall when PCs join the combat.

Map 4 - Heart of Eiosia



Each square = 5'

Trees is the Heart of Eiosia.

Party must be on or closer than the blue row to complete the spell effectively.

CRITICAL EVENT SUMMARY: HOW DOES YOUR GARDEN GROW

Convention: _____ Date: _____

1. Did the PCs earn the favor of Morsipheran? Yes No
2. Was the spell to stop the city successful? Yes No Didn't Try
3. How did the PCs deal with the merfolk?
 Helped against raid Defeated retreating raiders Left without helping
4. How did the PCs deal with the djinn vizier?
 Got in on the first try Tried to fight and then got in Never made it to him
5. What did the PCs do with the Facebook?
 Gave it to LOTS Kept it Gave it to another

If the PCs kept the Facebook or gave it to another, list where it went. _____

10. Note any other important information on the back of this form (PC arrests, etc.).

Return this form to: David Samuels, 2722 East 64th Street, Brooklyn, NY 11234, or by e-mail to lsj-modsummary@theshiningjewel.com.

Please send completed form
to:
Eric V. Clark, 300 Indiana Ave,
Pendleton, IN 46064, or email
to



ROSTER OF HEROES: HOW DOES YOUR GARDEN GROW

Judge Name: _____

Convention: _____ Date: _____

Player Name: _____ Home State: _____

Email address: _____ (optional)

Hero's Name: _____ Sex: _____ Race: _____

Class: _____ Level: _____ Region/City: _____

Special items or comments: _____

Gained a level: Out of Play: Dead: Lost level(s):

Player Name: _____ Home State: _____

Email address: _____ (optional)

Hero's Name: _____ Sex: _____ Race: _____

Class: _____ Level: _____ Region/City: _____

Special items or comments: _____

Gained a level: Out of Play: Dead: Lost level(s):

Player Name: _____ Home State: _____

Email address: _____ (optional)

Hero's Name: _____ Sex: _____ Race: _____

Class: _____ Level: _____ Region/City: _____

Special items or comments: _____

Gained a level: Out of Play: Dead: Lost level(s):

Player Name: _____ Home State: _____

Email address: _____ (optional)

Hero's Name: _____ Sex: _____ Race: _____

Class: _____ Level: _____ Region/City: _____

Special items or comments: _____

Gained a level: Out of Play: Dead: Lost level(s):

Player Name: _____ Home State: _____

Email address: _____ (optional)

Hero's Name: _____ Sex: _____ Race: _____

Class: _____ Level: _____ Region/City: _____

Special items or comments: _____

Gained a level: Out of Play: Dead: Lost level(s):

Player Name: _____ Home State: _____

Email address: _____ (optional)

Hero's Name: _____ Sex: _____ Race: _____

Class: _____ Level: _____ Region/City: _____

Special items or comments: _____

Gained a level: Out of Play: Dead: Lost level(s):

Welcome to the LSJ Shopping Spree!

Enclosed in this package is all you need to use the Shopping Spree.

What to Print

Please print out the Shopping Spree cert file. Each character gets one and only one cert per adventure to make their purchases. Please destroy any unused certs.

General Rules

Each player may purchase up to four items per adventure, all listed on a single cert.

All unused slots on the cert must be crossed out at the time of purchase.

Exception: A player with a cohort who is playing in that adventure may purchase up to an additional four items for the cohort, all on a second cert.

In game time terms, Shopping Spree purchases may only take place before or after an adventure.

No items may be purchased during an adventure, nor may any be added to a purchase completed before an adventure.

E.g.: The party runs into some lycanthropes and has no silver weapons. They decide at that time that they had bought silversheen using the Shopping Spree. Sorry, that isn't happening. Deny the purchase until after the module is over.

What Can Be Purchased

The following may be purchased from Pathfinder RPG Core Rulebook.

Scrolls are available for the following Arcane/Divine Spells. Prices are listed for (Arcane)/(Divine). NA in the listing means the spell is not available as that type of scroll.

Available Potions / Scrolls	Scroll Price A / D	Potion Price
<i>Cure light wounds</i> (potion)	50 / 25	50
<i>Endure elements</i> (potion)	NA / 25	50
<i>Mage armor</i> (potion)	NA / NA	50
<i>Magic fang</i> (potion)	NA / 25	50
<i>Magic weapon</i> (oil)	NA / 25	50
<i>Protection from XX*</i> (potion)	NA / 25	50
<i>Remove fear</i> (potion)	NA / 25	50
<i>Bless weapon</i> (oil)	NA / 100	100
<i>Silversheen</i> (oil)	NA	250
<i>Aid</i> (potion)	NA	300
<i>Cure moderate wounds</i> (potion)	200 / 150	300
<i>Darkvision</i> (potion)	NA / 375	300
<i>Delay poison</i> (potion)	200 / 150	300
<i>Lesser restoration</i> (potion)	NA / 150	300
<i>Remove paralysis</i> (potion)	NA / 150	300
<i>Resist energy 10**</i> (potion)	NA / 150	300
<i>Cure serious wounds</i> (potion)	525 / 375	750
<i>Magic circle against XX*</i> (potion)	NA / 375	750
<i>Neutralize poison</i> (potion)	1000 / 375	750
<i>Remove blindness/deafness</i> (potion)	NA / 375	750
<i>Remove curse</i> (potion)	NA / 375	750
<i>Remove disease</i> (potion)	NA / 375	750
<i>Water breathing</i> (potion)	NA / 375	750
<i>Dispel Magic</i> (scroll)***	NA / 375	NA
<i>Hold Person</i> (scroll)***	NA / 150	NA
<i>Breath of Life</i> (scroll)****	NA / 1125	NA
<i>Raise Dead</i> (scroll)****	NA / 6125	NA

All potions and scrolls available for purchase are at minimum caster level.

* An alignment (Good / Evil / Law / Chaos) must be specified when purchased.

** One type of energy (fire / cold / acid / electric / sonic) must be specified when purchased.

*** There may be a chance for a mishap if the scroll is cast by a caster less than 5th level.

**** There may be a chance for a mishap if the scroll is cast by a caster less than 9th level.

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