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Saturday Night Special

— The Hollow Mountain —

By Uri Kurlianchik

**SWORDS &
WIZARDRY**



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Credits

Author

Uri Kurlianchik

Developers

Bill Webb

Producer

Bill Webb of Necromancer Games

Editor

Bill Webb of Necromancer Games

Layout and Production

Charles A. Wright

Pathfinder Rules Conversion

Erica Balsley

Front Cover Art

Rowena Aitken

Interior Art

Rowena Aitken, MKUltra Studios

Cartography

Robert Altbauer



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Saturday Night Special

— The Hollow Mountain —

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Introduction

The Hollow Mountain is designed for four to six characters of 7th to 9th level, using the *Swords & Wizardry Complete Rulebook*.

Adventure Summary

A peaceful tribe of nomadic people suddenly becomes hostile and starts raiding human settlements with murderous zeal. Investigating this sudden change of heart, the heroes discover that the tribe has abandoned its traditional nomadic lifestyle to take up residence inside a famous feature of the local landscape, the Hollow Mountain.

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

On their way to retaliate against the nomads and rescue the prisoners, the PCs learn that plants and sylvan creatures in the area are being corrupted by some vile influence that must be destroyed before the whole forest turns on its inhabitants. As they proceed closer to the Hollow Mountain, the PCs encounter strange and hostile creatures; something is indeed terribly amiss.

Once inside the mountain, the PCs must brave cave after cave of different misshapen enemies, mutant nomads and their animalistic masters, prehistoric plants and monsters until, at the top level, they pass into a nightmarish planar pocket through a portal opened ages ago by the highly-advanced lizardfolk who once occupied the hollow mountain and experimented with powerful magic that proved to be their undoing.

There they face the unlikely master of this insane unholy war, “the tree that sees”, a tree-like aberration from before the dawn of time that threatens to spill its madness into the PCs’ world.

Getting the Players Involved

The adventure begins once the PCs leave the safety of civilization, and are en route to the hollow mountain; their initial goal will likely depend upon how they got involved in the mission. Several possibilities follow:

- The local baron hires the party to locate his kidnapped subjects, and to investigate the cause of the sudden treachery of the nomads.

He offers the PCs 5,000 gp to locate and eliminate the cause of the attacks, and an additional 500 gp per kidnapped person brought back alive.

- A cleric or other religiously oriented PC has a dream in which he or she sees an obsidian dagger sprouting from a lush green forest. The resulting wound in the landscape begins to bleed, slowly drowning the entire area in vile, black blood. Any local can identify the obsidian dagger as a commonly-used local metaphor for the hollow mountain.

- A Druid tells the party that he feels terrible disruptions in the nearby wilderness, as if nature is somehow regressing. He believes that the source of this corruption is somewhere inside the hollow mountain.

- One of the characters might be a friend of the first tribe’s original shaman (Solianis) or maybe even a member of the tribe. He receives a strange message from his friend asking him to come quickly. Once the group arrives, they find the tribal lands abandoned and a massive trail leading to the hollow mountain.

- A local wizard feels a great disturbance in the flow of magic in the area, as if a door to an utterly alien world has suddenly opened. He believes it to be both a great threat to the area and an opportunity to discover new arcane secrets. He will not, of course, be interested in putting himself in danger.

Background Story

The Tree That Sees is one of the first creations of the gods, a foolish and childish mistake made by young and inexperienced deities, later discarded as an irrelevant toy. It has lingered, angry and forgotten in some remote corner of reality for eons, harboring unspeakable hatred against all that is sane and enjoys the care of the gods. Recently, an nomad mage, meddling with lizardfolk magic far beyond his understanding, has opened a gate to the eldritch domain of the Tree that Sees, where he was overwhelmed by its madness and its tales from a time best left unexplored.

That elf declared himself to be the prophet of the “ancient god of true nature” and led his small tribe of peaceful nomads to settle in the hollow mountain, where the portal to his god’s domain stood open. Slowly but surely, the Tree That Sees began to warp its newfound followers to better suit its aberrant notions of reality and beauty, and has begun to plot its revenge against the universe that has forgotten its existence.

Soon, it will have an army of loyal elf mutants and mindless plant slaves under its command. This false and fragile reality— as the Tree conceives it — will know the wrath of an elder being!



The Hollow Mountain

Start the adventure by reading the following:

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

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

The young satyr is severely wounded and will die in a few hours unless aided by the characters.

If the satyr survives, he can tell the party his story:

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

Suric is willing to help the PCs to track the nomads and even fight them (although he will abandon the group once they locate his wife in **Area 1-25**).

He can also tell whatever he knows of the wood elf tribe:

"They used to be such good and friendly fellows, especially their shaman, an old druid named Solianis. Ah... a fine man! I don't know what madness afflicts them now, but the last time I visited their camp, about two months ago, they numbered about 60. They also had many tamed guard animals, mainly owls and leopards."

Suric, Male Satyr: HD 5; AC 5[14]; Atk 1 weapon (1d8); Move 18; Save 12; CL/XP 6/400; Special: Magic resistance (50%), pipes, concealment.

The Forest

The forest is a lush forest of gigantic trees that block out the sun, and thick brush that hides many deadly predators—and even deadlier plant abominations. Once the home of many sylvan creatures and a small but powerful tribe of nomads, the forest is now mostly abandoned. Its wicked inhabitants have moved to the Hollow Mountain to serve the Tree That Sees, and the good inhabitants are mainly dead, enslaved, or fleeing to nearby forests where the Chaotic influence of the Tree That Sees has not yet taken root.

The nomad camp is (or rather was) a few hundred yards from the place where the party encounters Suric. The Hollow Mountain is located about 12 miles north-east of the camp.

Wandering Monsters

Check for wandering monsters once every four hours in the forest, with a 1 in 4 chance. If an encounter is called for, roll 2d3 to determine the creature encountered. Note that some encounters can occur only a limited number of times. If you roll this encounter after this many times, no encounter takes place.

1d12	Encounter
1–4	Doomed Dryad
5–6	Nomad War Party
7–8	4 War Flowers
9–10	1d3 Trolls
11–12	Hill Giant

Encounter Descriptions

Doomed Dryad

The dryad is very scared and angry, and unless the group is accompanied by Suric or a Druid, she will attack the party on the assumption that they are in league with the Chaotic nomads. If the party manages to calm and befriend her, she can tell them that the nomads suddenly became evil and tried to kill her. She managed to chase them away, but knows it is only a matter of time until they come back in greater numbers and cut down her oak. This encounter may occur only once.

Dryad: HD 2; AC 9[10]; Atk 1 wooden dagger (1d4); Move 12; Save 16; CL/XP 3/60; Special: Charm person (-2 save).

War Party

Captain Zundalin and his band of Chaotic nomads are on their way for yet another assault on their human neighbors. Because they believe the forest to be cleansed of the enemies of their god, they are careless, and have as much of a chance to be surprised as the party. While the fanatics fight to the death, Zundalin will retreat if the battle seems to be lost. Any nomad who survives the encounter will be encountered again in are 1-2. This will not cause the rest of the nomads to be on higher alert as the incident will be viewed a pure stroke of bad luck. Captured nomads can give a general description of areas 1-1 to 1-11 and tell that they worship an ancient and forgotten god who will soon help them shed their false forms and be reborn as the sons of the real nature. This encounter may occur only once.

Fanatics (8): HD 2; HP 16, 14, 14, 11, 8, 8, 7, 6; AC 5[14]; Atk 1 sword (1d8) or 2 arrows (1d6); Move 12; Save 16; AL C; CL/XP 2/30; Special: None.

Captain Zundalin, Human Ftr 6: HD6; HP 35; AC 4[16]; Atk +1 longsword (1d8+1) or 2 arrows (1d6); Move 12; Save 11; AL C; CL/XP 6/400; Special: Spells
Equipment: +1 longsword

2 Wolves: HD 2+2; AC 7[12]; Atk 1 bite (1d4+1); Move 18; Save 16; CL/XP 2/30; Special: None.

War-Flowers

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

War-Flowers: HD 6; AC 3[16]; Atk 1 dagger-petal (1d6) and 1 sword-petal (1d8); Move 6; Save 11; AL N; CL/XP 8/800; AL N; Special: haste 1/day, dagger wind

A war flower can launch all its dagger-petals in all directions at once. Every creature in a 30' radius must make a saving throw or be hit by 1d4 daggers. This attack is usually performed when the flower is mortally wounded or hopelessly outnumbered.

On a natural roll of 20 against the flower, its stem is chopped though and it dies instantly.

Troll

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

Troll: HD 6+3; AC 4[15]; Atk 2 claws (1d4), 1 bite (1d8); Move 12; Save 11; CL/XP 8/800; Special: Regenerate 3hp/round.

Hill Giant

The hill giants are fleeing from the nomad raiders, after they attacked and wiped out most of the tribe with the aid of a “very big lizard that breathes bad water.” Despite their fear of the nomads, they will not pass up the opportunity to waylay human travelers. This encounter may occur 3 times (different hill giants each time, obviously).

Hill Giant: HD 8+2; AC 4[15]; Atk 1 weapon (2d8); Move 12; Save 8; CL/XP 9/1100; Special: Throw boulders for 2d8 points of damage.

Level 1: Giant Mushroom Cap

Referee Notes:

The first level of the Hollow Mountain is a single gigantic cavern containing thousands of petrified mushrooms, ranging from normal-sized fungi to mushrooms the size of small hills.

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

Every three days starting from the beginning of the adventure, three “unblessed” nomads (starting with the named NPCs) become “reborn” and six slaves are turned into plant abominations. Fionlion and Golfier remain “unblessed” until the end of this adventure.

There are two likely ways to get inside the mushroom cap: climbing the vines in area 1-1 or squeezing through the crack in the wall in area 1-16F.

A third method of penetrating the mushroom cap is through the camouflaged exit from Mavetofel’s lair in area 1-24; this method is highly unlikely, however, as it requires the characters to spend considerable time searching the roof of the mushroom cap for passages.

The four nomad breeds (unblessed, reptilian, animalistic, plant) compete against each other for treasure and the Tree That Sees’ attention and will neither ask for nor give aid to the other breeds unless more than 50% of that breed were killed by the PCs. Nomads of the same breed generally aid one another, except for Golfier (area 1-3) and Minwana (area 1-4) who hate one another bitterly.

Areas with thick vegetation limit vision to 60 feet unless otherwise stated, and may provide some cover in combats.

Partially submerged areas (light blue on the map) are filled with waist-deep frigid water. Creatures in the water suffer a -2 penalty to all attack rolls.

Fully submerged areas are completely filled with frigid water. In addition to the above noted effects all ranged attacks are limited to a 30 ft. range and suffer a -2 penalty to attack and damage rolls for every 5 ft. they pass through. Melee attacks with bludgeoning weapons suffer a -4 penalty to damage rolls, with slashing a -2 penalty and piercing weapons don’t suffer any damage penalties at all. Note that these penalties also apply to attacks made against submerged creature by non-submerged creatures. Unless otherwise stated, vision under water is limited to 100 feet.

Unprotected characters suffer 1d6 points of “damage” for every minute they spend waist-deep or deeper in the frozen water, but this non-lethal damage serves only to render a person unconscious, and the hit points are regained at a rate of 1 per turn once the character is out of the water again.

Wandering Monsters

Check for wandering monsters once every hour in the cavern and on mushroom caps not occupied by the nomads. Roll 1d3: an encounter occurs on a roll of 1. If an encounter is called for, roll 1d4 to determine the creature encountered. These monsters are neutral

and will attack both the characters and the nomads with equal zeal.

1d4 Encounter

- 1 Shambling Mound
- 2 2 Rust Monsters
- 3 1–2 Carrion Creepers
- 4 3 Phantom Fungi

The following statistics are provided for easy reference:

Shambling Mound (7HD): HD 7; AC 1[18]; Atk 2 fists (2d8); Move 6; Save 9; CL/XP 10/1400; AL N; Special: Damage immunities, enfold and suffocate victims in 2d4 rounds.

Rust Monster: HD 5; AC 2[17]; Atk 2 antennae (0); Move 12; Save 12; CL/XP 5/240; Special: Cause rust.

Carrion Creeper: HD 2+4; AC 7[12]; Atk 1 bite (1hp) and 6 tentacles (paralysis); Move 12; Save 14; AL N; CL/XP 4/120; Special: Tentacles cause paralysis (save) for 2d6 turns.

Phantom Fungus: HD 2; AC 5[14]; Atk 1 bite (1d6); Move 6; Save 14; AL N; CL/XP 3/60; Special: Remains invisible even after attacking.

Areas of the Map

Area 1—I — Entrance Cave

In order to reach this cave one must either fly or climb the 60-foot-long vines that dangle all the way to the ground. Climbing is initially not difficult, because of the thick tangle of vines: success is automatic for thieves, and non-thieves have a 95% chance per round to climb successfully. Unfortunately these vines have a rudimentary awareness, letting them tell the difference between friend and foe. Any non-plant, non-nomad creature that attempts to climb the vines encounters a violent shaking that starts 30 ft. from the ground and continues all the way until the character climbs off the hostile vines. Each round spent on the squirming, tossing vines requires a character to make a saving throw or be smashed against the side of the wall for 1d6 points of damage. Non-thieves have a 50% chance per round to become trapped and unable to move upward (check again next round – this is not being entangled, it is merely a matter of temporarily not gaining headway). Thieves are not subject to the saving throw or the 50% chance to be hindered unless they fail a climb check, in which case treat the thief as a non-thief for that round.

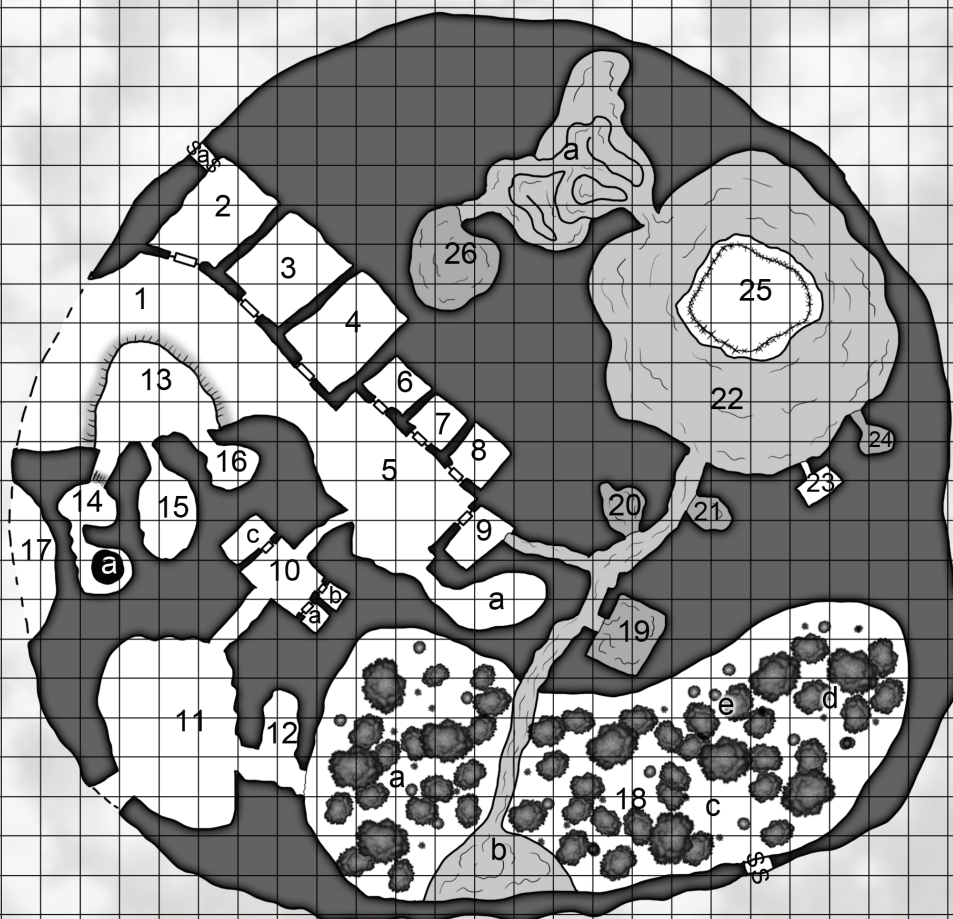
Once the characters reach the cave, read or paraphrase the following:

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

Hollow Mountain

Mushroom Cap

1 square = 10 ft.



Development: If the characters make noise in this room, they may be noticed by the avian nomads sitting on the ledge (area 1-12) or by any of the nomads in areas 1-3 and 1-4. This is unlikely due to the thickness of the doors, but any short of shouting or a similar noise level will draw their attention. Any nomads who notice the characters will attack them on sight.

Area 1-2 – Zundalin’s Barracks

Read or paraphrase the following:

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

Development: Unless Zundalin and his men encountered the PCs in Level F they are currently away, with the exception of two warriors (Ftr 2) who are sick and stayed behind because they were unable to participate in the difficult journey. These two lie in their beds, moaning from stomachache, but they will rise and attack the

LEVEL 1: GIANT MUSHROOM CAP

characters if they are disturbed; like all of the nomads, they fight to the death. Loud noises in this room are 20% likely to alert Golfier (Area 1-3) to the party's presence, and if Golfier is alerted he will prepare himself as described in Area 1-3 before investigating the disturbance. The sick nomads will not deliberately alert him unless it becomes clear that they are outmatched – they do not care to share any possible loot with the newcomer.

Treasure: Zundalin keeps his personal wealth in a small hidden alcove (treat as a secret door if the area is searched) above his bed. If the treasure is disturbed a small guillotine falls and cuts the thief's hand to inflict 1d6+1 points of damage, but it also has a 5% chance to cut off the hand completely. The blade can be fixed by inserting a small metal rod in a special hole above the alcove; if a character inspects the alcove without touching anything, the hole can easily be spotted.

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

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

The chests contain 1d12 gp each and various personal trinkets (worthless).

Fanatics (2): HD 2; HP 12, 8; AC 5[14]; Atk 1 sword (1d8) or 2 arrows (1d6); Move 12; Save 16; AL C; CL/XP 2/30; Special: None.

Area 1-3 – Golfier's Study

Read or paraphrase the following:

The walls of this small but cozy-looking room are decorated with mystic runes and arcane sigils, some of which emit soothing light and warmth.

There is a long stone table in the middle of the room on which colorful bubbling potions, half-written scrolls and rune encrusted arrows lie.

The air smells of strange exotic spices and acrid chemicals.

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

Tactics: If Golfier becomes aware of the PCs he will use his *scroll of invisibility*, and then cast *detect invisibility* before entering combat. Unless circumstances dictate otherwise, he will cast a *web* spell as his first maneuver in combat if the PCs are grouped well enough to catch several of them, and will follow this with a *slow* spell.

Development: If Golfier survived the battle he'll join Lord Fionlion in area 1-6 where the two will prepare to meet the PCs. If that battle goes poorly too, Golfier will flee the Hollow Mountain altogether.

Treasure: Golfier's spellbook is hidden under his pillow and includes all the spells prepared by Golfier (see below) and also the following: all standard first level spells, *ESP*, *knock*, *levitate*, *clairaudience*, and *haste*.

Golfier, male human Ftr 5/MU 5: HD 9; HP 30; AC 5[14]; Atk 1 dagger (1d4); Move 12; Save 8; AL C; CL/XP 9/1100; Special: spell use, +2 save vs spells.

Spells:

Level 1 (4): *charm person* x3, *sleep*

Level 2 (2): *detect invisibility*, *web*

Level 3 (1): *slow*

Equipment: Bracers of Defense AC 5[14], scroll of *invisibility*

Area 1-4 – Minwana's Barracks

Read or paraphrase the following:

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

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

Treasure: the objects strewn on the floor include 9 bedrolls, 17 winter blankets, 2 travelers' outfits, 3 daggers, 17 arrows, a spear, 3 +1 arrows, a potion of *flying*, a book of local history (worth 10 gp), 43 gp, and 27 sp.

Fanatics, armored (2), human (Ftr 3): HD 3; HP 12; AC 5[14]; Atk 1 longsword (1d8); Move 12; Save 13; AL C; CL/XP 3/60; Special: spell use (but not while wearing armor).

Fanatics, unarmored (4), human (MU 2): HD 2; HP 4, 3, 3, 3; AC 9[10]; Atk 1 dagger (1d4); Move 12; Save 13; AL C; CL/XP 3/60; Special: Spells: each carry *charm person* and *sleep*.

Tactics: In combat, the 2 armored fanatics will engage in hand-to-hand combat, the 3 unarmored fanatics who are carrying *charm person* will attempt to hit intruders with a barrage of these spells. Minwana's leopard will attack until Minwana calls her off. Minwana herself will cast her *heat metal* spells, and will then enter hand-to-hand combat or flee, depending on the circumstances.

Lady Minwana, female human (Drd6): HD 6; HP 22; AC 7[12]; Atk 1 scimitar (1d8); Move 12; Save 10 (+1 vs fire); AL C; CL/XP 8/800; Special: spell use

Spells:

Level 1 (3): *Detect magic*, *detect snares and pits*, *faerie fire*

Level 2 (2): *Heat metal* x2, *warp wood*

Level 3 (2): *Cure disease*, *neutralize poison*

Leopard: HD 3; HP 13; AC 6[13]; Atk 2 claws (1d3), 1 bite (1d6); Move 16; Save 14; CL/XP 4/120; Special: None.

Area 1-5 – Mass Hall

Read or paraphrase the following:

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

LEVEL 1: GIANT MUSHROOM CAP

This room serves as the mess hall for all unblessed and animalistic inhabitants of the mushroom cap. The others eat in their respective dwellings. The smoke in the room causes a penalty of -2 on any attacks using missile-type weapons, and thieves will gain a +15% bonus on attempts to hide in shadows in this area.

The sign in reads: "DO NOT ENTER!"

Every time the PCs enter the mess hall (assuming at least an hour passed from the previous visit) there is a 50% chance that 2d4 unblessed nomads and 1d4+1 animalistic nomads will be dining in the hall, served by 1d4 charmed slaves. Sounds of combat in this room may alert Lord Fionlion and his winter wolf (area 1-6). This is roughly a 1 in 6 chance per melee round of combat, but if the characters do anything that would cause a colossal noise, then the Referee should simply use discretion to determine if Fionlion will hear.

The Unblessed nomads in this area are all types with gnarled skin (bonus of 4 to AC). Their hands bear small, ineffective claws, and they have useless but visible vestigial wings.

The Animalistic nomads all have great fangs, gaining an additional attack in hand-to-hand combat.

Unblessed Nomads (MU 2): HD 2; HP 6 (average); AC 1[18]; Atk 1 longsword (1d8); Move 12; Save 13; AL C; CL/XP 3/60; Special: Spell use. Spells: *Charm person, sleep*

Animalistic Nomads (Ftr 2): HD 2; HP 8 (average); AC 9[11]; Atk 1 longsword (1d8) and 1 bite (1d6); Move 12; Save 12; AL C; CL/XP 2/30; Special: AC bonus (reflected in stats).

Charmed Human Slaves: HD 1d6hp; HP 3 (average); AC 9[11]; Atk 1 improvised weapon (1d3); Move 12; Save 18; AL C; CL/XP B/10; Special: None.

Tactics: The animalistic nomads and the charmed human slaves will throw themselves fiercely into hand-to-hand combat against any opponents, while the unblessed nomads will attempt to cast charm person spells before engaging in combat.

Area 1-5A – Unstable Cavern

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

Read or paraphrase the following:

The nomads dug this cavern in order to house members of other nomad tribes wishing to join the cult of the Tree That Sees, but they have found it too unstable to use. Any violent actions taken in this room are 20% likely to trigger a cave-in, and destroying any of the beams automatically brings down the ceiling. Except for its obvious effects, a cave-in will also be heard by everyone in Areas 2 through 13 other than Areas 11 and 12.

A cave-in causes 1d6 damage to anyone in the area, and has a 1 in 6 chance to pin a character, requiring a full turn by another character to free the trapped victim.

Area 1-6 – Commander Fionlion's Quarters

The door to this room is made of iron and is locked with an unusually complex and trapped lock. The lock is twice as difficult as normal to pick open. Read or paraphrase the following once the PCs enter the room:

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

Lord Fionlion, the commander of all the raiding operations of the tribe, and the one responsible for the distribution of loot and weapons among the cult's warriors, lives and works in this room, along with his pet winter wolf and the occasional unblessed nomad female lover with tiger-like legs (50% chance for one to be present). He is not particularly pious about the Tree that Sees, but is fiercely loyal to his tribe and would rather die than dishonor himself or his fellow tribesmen, a world-view that makes him a close friend of the equally skeptical wizard Golfier.

If he is captured and somehow questioned successfully, Fionlion can give a general description of the entire mushroom cup, including the fact that the higher levels have the remains of some sort of lizardman temple now used by his tribe to transform nomads to "strange nature things". If asked who or what is the Tree That Sees, he will reply "the god of the nature of the past."

If Fionlion survives the encounter with the PCs he will immediately summon Golfier, Minwana and 6 unblessed warriors to search for the PCs. They will decide to search within the "unblessed" area of the mushroom (areas 1-1 to 1-10) unless there is a clear sign that the characters have headed elsewhere.

The notebooks have logistical information about the Hollow Mountain, from which the PCs can deduce that there are about 70 nomads in the tribe, of whom 20 no longer need to eat for some reason, and 40 of whom are labeled as "filthy cannibals".

Lord Fionlion is not a character-type. He is an NPC similar to a second-level ranger, with the spell-casting abilities of a third-level druid; he is able to cast spells while wearing metal armor.

Lord Fionlion, unusual human: HD 3; HP 14; AC 5[14]; Atk 1 longsword (1d8); Move 12; Save 12; AL C; CL/XP 5/240; Special: Spell use, ranger's abilities
Spells:

Level 1 (3): *Detect magic, faerie fire, predict weather,*

Level 2 (1): *Speak with animals*

Equipment: *potion of extra healing* (3d8+3).

Unblessed Nomad, tiger-legs (Ftr 2): HD 2; HP 12; AC 5[14]; Atk 1 grab (0 damage but chance to rake with claws); Move 12; Save 13; AL C; CL/XP 3/60; Special: Spell use, successful hit allows second attack with back legs for 2d6 damage.

Winter Wolf: HD 5; AC 5[14]; Atk 1 bite (1d6+1); Move 18; Save 12; CL/XP 6/400; Special: Breathe frost (1/turn) for 4d6 points of damage, range 10ft, in a wide cone-shape.

Tactics: Fionlion's spells are unlikely to be of much use in a battle, so he will launch himself into combat along with his winter wolf. If there is an unblessed nomad present, she will attempt to use a *charm person* spell before engaging in combat.

The Chest: The chest is locked and trapped; any attempt to open or

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strike it triggers an explosion of confusion dust (acts as per the spell) filling the entire area up to 30ft distant from the chest.

Treasure: the chest contains the following:

- *Boots of leaping*
- *Brooch of shielding* (automatically sucks up physical damage caused by spells until 30hp have been absorbed)
- A gold, silver and ruby statue of the sun god worth 1400 gp
- A jewel-encrusted ritual sacrificial dagger worth 600 gp
- 4 fire opals worth 200 gp each
- 7 golden topazes worth 150 gp each
- 6,474 gp and 12,381 sp

Area 1-7 – Storage

Read or paraphrase the following:

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

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

Seven charmed human slaves sleep in the storage area when not serving their masters. They will attack strangers on sight, screaming "death to the infidels" and will fight to the death unless they are subdued or their charm is somehow removed (treated as cast by a 6th level caster for purposes of *dispel magic*).

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

Charmed Human Slaves (7): HD 1d6hp; HP 6, 5, 4, 3, 2, 1, 1; AC 9[11]; Atk 1 improvised weapon (1d3); Move 12; Save 18; AL C; CL/XP B/10; Special: None.

Area 1-8 – Kitchen

Read or paraphrase the following:

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

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

This room serves as the kitchen for the more civilized of the animalistic reborn, and all the unblessed warriors of the mushroom. It is administered by a married couple of nomads and seven slaves who live in the storage area (Area 1-7). When not working in the kitchen the two can be found in Area 1-2 or 1-3, usually resting or drinking with friends.

The water hall in the corner is connected to the stream (see Area 1-20 for more details). A small creature can crawl the narrow tunnel at half normal speed.

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

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

If the PCs visit the room after the two were killed or captured, they will find that a pair of charmed slaves have replaced the cooks, and all the nomads in the mushroom are extremely angry at the inferior cooking.

Treasure: The kitchen equipment is of a very high quality and can be sold for about 250 gp to a restaurant or some noble household.

Nomad Cooks (2): HD 1+1; HP 5, 4; AC 9[11]; Atk 1 cleaver (1d6); Move 12; Save 17; CL/XP 1/15; Special: None.

Area 1-9 – Meditation Hall

Read or paraphrase the following:

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

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

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

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

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

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

STR becomes **INT**

DEX becomes **WIS**

CON becomes **CHA**

Also, the room is affected by permanent, undispellable field of power that negates all magic.

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

The Philosopher, male human (Mnk 11): HD 11; HP 28; AC 0[19]; Atk 2 bare-handed attacks (3d8+1 with chance to stun); Move 22; Save 5; CL/XP 12/2000; Special: Monk-type abilities (only 1 in 6 chance to surprise, deflects missiles with saving throw, slow falling, +2 save against paralysis and poison, speak with animals, catatonia, 95% to avoid mind-reading, heal self daily for 1d6+5 hp, immune to mental control).

Luchfisan and Sfilninia, male and female humans: HD 6; HP 20, 19; AC 2[17]; Atk 2 bare-handed attacks (2d8 with chance to stun); Move 18; Save 7; CL/XP 7/600; Special: stun opponent when to-hit roll is 5 or more above number needed.

Area I–10 – Great Tiger Cave

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

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

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

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

Kurjaf the tiger is a massive beast with the intellect of a genius but the emotions, urges, and tastes of a predatory animal. The creature is a very distant relative to the rakshasas, but not a shape-shifter. Kurjaf joined the nomad clan after he was promised to be fed with living humans and adorned with gold and silver, the monster's two favorite things in life. He embodies the feral side of the rakshasa without any of the subtlety – he is utterly ruthless, ravenously greedy, and fights with a wild, animalistic fury. The nomads believe that Kurjaf was awakened by the Tree That Sees, as a warrior in its service, and Kurjaf feels no need to disabuse them of this notion.

Kurjaf is extremely witty and cynical when not enraged, and enjoys prolonged philosophical debates with his neighbor, the stoic and somber Philosopher. The two never agree on anything, but enjoy the arguments nevertheless.

In the far end of the cavern there is a large hole, which Kurjaf uses to enter and exit the Hollow Mountain; the 100-foot fall is deadly for most humanoids but almost effortless for the powerful cat.

Development: Unless attacked, Kurjaf will speak to the PCs, trying to wrestle as much information from them as he can before eating them and adding their equipment to his already impressive hoard. He will describe himself as “an unfortunately hairy dragon” and will claim that he is the god of the “bestly nomads” and that they appease him with human sacrifices and jewels so that he won't eat them all. He will promise to let the PCs live if they hand him over their equipment. If the PCs do so, of course, Kurjaf immediately attacks, remarking on the “endless stupidity of men.”

Kurjaf will attack the moment the PCs stop being entertaining – he is a great fan of small talk and cynical wit – or if they attack him or try to escape. If the servitors in area 1-11 hear the combat, they will strengthen themselves with magic and come running to aid Kurjaf.

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

- *Helm of languages* (allows the wearer to read and understand spoken languages)
- *Bowl of summoning fire elementals*
- +1 two-handed sword
- 3 potions of healing
- 9 rubies worth 500 gp each
- Emerald statue of a tiger with golden pearls for eyes, worth 1,200 gp
- 5 crimson garnets worth 300 gp each
- 13,786 gp and 19,461 sp

Kurjaf, giant lion spirit-creature: HD 15; HP 80; AC 2[17]; Atk



2 claws (1d8) and bite (1d10); Move 18; Save 3; CL/XP 15/2900; Special: When hitting with both claws, Kurjaf may bring his back claws into play for two more attacks (1d10 each), and continue to do so automatically in further melee rounds, if he continues attacking the same opponent.

Area I–11 – The Caretakers

Read or paraphrase the following:

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

This small room was carved by the nomads to serve as a living space for the surviving 2 servitors of Kurjaf, (see area 1-10). Recently, he devoured a third servitor because the maiden brought by the servitor as Kurjaf's dinner was too skinny. The remaining two do not hold a grudge, however, because they view the tiger-being as a perfect beast, and any action he takes must somehow be beneficial to the cause of the Tree That Sees.

The servitors are Unblessed nomads with extraordinarily tough hide, which is scored with claw marks from Kurjaf's irritable but non-lethal moments, which together with their leather armor gives them an armor class of 3[16]. The nomads have 3 hit dice and some spells, but are not character-types.

Development: the servitors are fanatically loyal to Kurjaf and will gladly die in his service. If Kurjaf is already dead they will attack the PCs with homicidal desperation and fight until slain, cursing the PCs for their terrible sin all the while.

If the party attacks these two before taking care of Kurjaf, the

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servitors will flee to Kurjaf's lair, quickly perceiving that they do not stand a chance against the better armed and trained PCs.

Treasure: the plants in the room are carefully chosen for their healing qualities and can be eaten (no more than once per day without risking poisoning) to gain a +1 bonus in combat and +1 on saving throws for one hour.

Caretakers Rulian and Vusgloin, Unblessed Mutants: HD 3; HP 18, 12; AC 3[16]; Atk 1 longsword (1d8); Move 12; Save 13; AL C; CL/XP 3/60; **Special:** Spell use. **Spells:** *Charm person, entangle**

*This spell causes plant matter (in this case the mushroom's floor) to grow tentacle-like growths which will entangle anyone in an area roughly ten feet in diameter. Anyone in this area must make a saving throw or be held immobile (other than for small movements such as spell casting).

Each of the caretakers carries 2 *potions of extra-healing*.

Area 1-12 — Natural Ledge

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

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

The ledge is wholly natural. It is used a guard post by the avian nomads who, unfortunately, would rather play ball games with human heads or argue over nothing than actually watch the entrance. The avian nomads are Animalistic nomads with wings and a bestial cast to their facial features. Each of them regenerates 1hp per round, but the regeneration is not troll-like; it stops when the nomad dies.

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

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

Avian Reborn (2): HD 3; HP 20, 13; AC 7[12]; Atk 1 shortbow (1d6) or longsword (1d8); Move 12 (18 fly); Save 13; AL C; CL/XP 5/240; **Special:** fly, regenerate 1hp per round until death.

Treasure: 2 gems (300gp each), 900gp, 2349sp.

Area 1-13 — Hatchery

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

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

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

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

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

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

Development: If the PCs rescue the prisoners, restore them to good health, and escort them to the nearest village, it is appropriate to award 500 experience points per rescued prisoner to Lawfully aligned characters.

One of the unfortunates (Lina) is the daughter of a moderately rich caravan master, who will award the PCs 500 gp for the rescue of his daughter.

If the PCs slaughter the hatchlings, this action will provoke homicidal wrath in all of the avian nomads, giving them a temporary +2 bonus to hit against the characters.

Treasure: although the prisoners were stripped naked and thoroughly searched before being discarded as bird-food, one of the prisoners (a low-level cleric, now dead) managed to hide his most treasured possession by clutching it in his fist all the time, a stone that gives its holder +2 to hit (note, however, that the stone must be held in hand, so it is impossible to hold the stone and use a shield at the same time). The stone is still held in the corpse's fist, of course.

Hatchlings (7): HD 1d3 hp; HP 3, 3, 3, 2, 2, 1, 1; AC 9[10]; Atk 1 bite (1hp); Move 6 (12 fly); Save 18; AL C; CL/XP A/5; **Special:** fly

Dying prisoners (4), Human: HD 1d6 hp; HP (currently) 2, 1, 1, 1; AC 9[10]; Atk unarmed; Move 12; Save 17; AL N; CL/XP B/10; **Special:** none

Area 1-14 — The Nest

Read or paraphrase the following:

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

This room serves as the living area for the eight adult avian nomads who live in the Hollow mountain. At any given time, six of them doze in the room, while two keep watch on the ledge in area 1-12.

Development: If the sentries spotted the PCs and sounded the alarm, the occupants of this room will join them in battle within 1d4 rounds. Otherwise the PCs will find them completely unprepared for the attack, and the nomads will automatically be surprised.

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

- *Wand of Detection (traps and secret doors)*
- 1 blue diamond worth 2,000 gp.
- 73 semi-precious stones worth 2d4 gp each
- 616 gp, 7,218 sp, 8,369 cp

Avian Reborn (6): HD 3; HP 20, 15, 13, 12, 11; AC 7[12]; Atk 1 shortbow (1d6) or longsword (1d8); Move 12 (18 fly); Save 13; AL C; CL/XP 5/240; **Special:** fly, regenerate 1hp per round until death.

Area 1-15 – Big Bird

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

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

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

The images on the wall tell the story of the Tree That Sees, from its creation to its encounter with the nomads. The symbols are a stream of incoherent curses against the gods who betrayed their child and are written in a mix of Common and some ancient tongue that can be understood only with the help of one of the nomads in the complex or by use of a *read languages* spell.

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



Big Bird, male reborn: HD 8; HP 40; AC 4[15]; Atk 1 massive axe (1d8+2); Move 12 (12 fly); Save 8; AL C; CL/XP 9/1100; **Special:** regenerate 1hp per round until dead.

Area 1-16 – Blessed Forest

Read or paraphrase the following:

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

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

The "blessed" forest was raised with the mystical aid of the Tree That Sees, serving as the home and breeding ground of the plant reborn, their allies, and their pets.

Because trees need light and water to survive, the nomads have drilled a few dozen holes in the cavern's roof to let sunlight and rivulets of rain to get in.

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

The thick vegetation and the cacophony of noises limits vision to 60'.

There is a small, unlocked trapdoor (area 1-16E) almost completely hidden by vegetation (as per a normal secret door check) that leads to an ancient Lizardfolk tomb (area E-1). The trap is unlocked, but years of misuse have caused it to stick (combined strength of 30 to open). In area 1-16F, there is a small crack that leads outside of the cavern, but it is extremely difficult to find: from the inside it can be detected only on a 1 in 10 chance, and from the outside on a 1 in 8 (per person searching).

Development: Unlike the other reborn, plant nomads are neither formed into organized groups nor have anything that remotely resembles hierarchy. They spend most of their time just lurking in their forest, enjoying the bird chirps and the fresh air, and going on raids only when coerced by Fionlion or the Prophet himself. They are very jealous of their forest, however, and will attack any intruders, even other nomads.

Check for wandering monsters once per every ten minutes spent in the blessed forest (50% chance). If an encounter is called for, roll 1d3 to determine the creature encountered. If all the creatures of a certain type have already been killed, no encounter will occur in that turn.

1d6	Encounter	Total
1-2	1d4 plant-nomads	24
3-4	4 assassin vines	20
5-6	The Gardener	1

If the PCs make a lot of noise, an encounter with 1d4 of the plant-nomads occurs automatically.

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

Plant-Reborn: HD 3; AC 7[12]; Atk 1 club (1d6); Move 6; Save 13; AL C; CL/XP 3/60; **Special:** regenerate 1hp per round until death.

Assassin Vines (4): HD 7; AC 5[14]; Atk 1 vine (1d6+1); Move 1; Save 9; AL N; CL/XP 8/800; **Special:** animate plants.

The Gardener: see area 1-16D for statistics.

Area 1–16A – The Hidden Terror

A giant praying mantis waits here, carefully hidden (surprises on a roll of 1-3), waiting for anyone to come within its leaping range. It will attack the moment any non-plant creature comes within 40 ft. of its hiding place and, being mindless, will fight to the death.

Giant Praying Mantis: HD 8; AC 3[16]; Atk 1 grab (1d12); Move 9; Save 8; AL N; CL/XP 9/1100; **Special:** Grab and bite.

Area 1–16B – The Slimy Pond

Read or paraphrase the following:

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

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

The Strange Weed: HD 15; HP 100; AC 4[15]; Atk 8 tentacles (grab and pull down into water); Move 0; Save 5; AL N; CL/XP 16/3200; **Special:** Successful attack requires saving throw to avoid being entangled. The weed pulls people into the water to drown, but a saving throw (or whatever die roll the Referee determines) will allow the character to break free.

The plant-nomad reborn jokingly call it “king puddle” and “appease” it by throwing treasure (which they don’t need anyway) and sick or weak prisoners into it, the later being quickly drowned and consumed by the deadly weeds.

Any item that falls into the pond has a 50% chance to be lost forever.

For more details on the stream that feeds the pond see area 1-20.

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

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

1d%	Treasure
1–40	1d12 gp and a fistful of slime
41–65	Human bone or rotten clothing article
66–80	Mundane Item, usually a weapon or metal article
81–90	Gem
91–97	Minor magic item (Maximum 3)
98–100	Medium magic item (Maximum 1)

Area 1–16C – The Razor Garden

Read or paraphrase the following:

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

The razor treant came to pay homage to the Tree That Sees and stayed to serve as the lord of the plant-nomad reborn, a duty which it gladly accepted, for it shares the Tree That Sees’ goal of destroying civilization and technology.

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

Since enduring the razor treant’s constant stream of sorrowful complains is high impossible, the Gardener often aimlessly wanders the blessed forest. There is only a 50% chance that he will be with the razor treant when the PCs arrive.

The gardener is a hulking figure almost indistinguishable from a small tree, for his skin has turned knobby and bark-like, and his hair long, wild, and leaf-green. He carries a two-handed scythe. It is unlikely that the characters will notice any of his remaining human features until he is dead, for they are now quite hidden in the features of the transformation.



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Razor Treant (10HD): HD 10; HP 47; AC 2[17]; Atk 2 strikes (3d6+1d4 slashing); Move 6; Save 5; AL C; CL/XP 10/1400; **Special:** Shake to inflict 1d6 damage to all within 20ft.

The Gardener, reborn: HD 10; HP 39; AC 2[17]; Atk 1 huge scythe (1d10+1); Move 12; Save 5; AL C; CL/XP 10/1100; **Special:** Regenerate 2hp per round until dead.

Area 1-17 – Guest Room

Read or paraphrase the following:

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

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

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

The two lizardfolk are the shamaness Vakhuka and her young, lazy bodyguard, Vuzakaki. Vakhuka is an emissary from the powerful Three Rivers tribe of lizardmen that controls the nearby swamps. The tribe was offered an alliance with the Tree That Sees, and she was sent by the tribe's chief to negotiate the pact with the nomads; a mission she took on extremely reluctantly, for she considers the nomads to be a far worse affront to nature than her human neighbors.

Unbeknownst to Vakhuka, her bodyguard has been charmed by the suspicious and treacherous Snake (see area 1-19 for more details) and given orders to murder her if she tries to act against the Tree That Sees in any way, including leaving without notice, or parleying with strangers.

Since the Lizardmen and the Tree That Sees have not reached an agreement yet, and are still more likely to go to war against each other than unite against humanity, Vakhuka's initial reaction to the PCs is curious rather than hostile. If the PCs are civil enough, she will tell them that she fears the nomads may intend to harm her because the negotiations have reached a dead end; she will promise them a reward if they escort her back to her swamp. If the PCs agree to help her, Vuzakaki will suddenly attack her, screaming "death to the false ones!" in Elvish (his use of elvish might alert the party to the fact that something is strange). He will fight until slain, or until his charm is dispelled (against a 6th level caster), in which case he will fall on his knees and beg the old shamaness to forgive him.

If Vakhuka survives her bodyguard's betrayal, she will beg the PCs to help her leave the Hollow Mountain. Should they do so, she will reward them with 1,000 gp worth of precious stones once they reach the swamp of the lizardfolk.

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

Shamaness Vakhuka, Lizardfolk (Clr 7): HD 7; HP 27; AC 6[13]; Atk 1 staff (1d6); Move 12; Save 8; AL C; CL/XP 8/800; **Special:** Spells (2/2/1/1)

Level 1: cure light wounds x2

Level 2: Find Traps, Silence 15 ft Radius

Level 3: Cure disease, speak with dead

Level 4: Cure Serious wounds, speak with plants

Level 5: Finger of death, raise dead

Treasure: Vakhuka's robe is worth 200gp, her staff is worth 400gp, 2 potions of cure light wounds.

Vuzakaki, Charmed Elite Lizardman Bodyguard (Ftr 6): HD 6; HP 40; AC 6[13]; Atk +2 Battle-axe (1d8+3); Move 9; Save 8; AL C; CL/XP 8/800; **Special:** +2 axe wielded two-handed gives +3 total bonus.

Treasure: Vuzakazi wears a jeweled necklace worth 600gp, +2 battle-axe, 2 potions of cure light wounds.

Area 1-18 – Snake's Band

The entrance to this room is a small trapdoor located at the bottom of the stream (searching that area will find it). Read or paraphrase the following once the PCs open the trapdoor:

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

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

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

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

This natural cavern serves as the home of those reborn whose transformations make them more comfortable being fully submerged in water than living in the open air. Currently, there are 8 reptile-nomad reborn resting in this room, along with two crocodiles.

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

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

The only significant object in the room is the remains of a large fishing boat stolen in a raid on a fishing community; the nomads use it to practice their boarding skills.

If any of the reptilian reborn survive the encounter with the PCs, they will alert Snake, who will in turn warn Mavetofel in area 1-24; between them they will organize a 12-man hunting party to look for the PCs.

The reptile-reborn are less savage and feral than they other reborn in the mushroom, and are well trained to act as a team. They start their attack by trying to entangle as many opponents as possible with their nets, and then will launch two rapid volleys of tridents before closing in to finish off their still-trapped opponents. Attacking the eggs will, however, cause them to fly into a rage, forgetting any clever tactics or well-practiced battle formations.

Reptile Reborn (8): HD 4; AC 6[13]; Atk 1 net or 1 trident (1d6); Move 9 (swim 12); Save 14; AL C; CL/XP 3/60; **Special:** Thrown net (to-hit roll NOT required within 30ft) requires saving throw or target is entangled for 2d6 rounds.

Normal Crocodile (2): HD 3; AC 4[15]; Atk 1 bite (1d6); Move 9 (Swim 12); Save 14; AL N; CL/XP 3/60; **Special:** None.

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Treasure: Each reborn carries a potion of cure light wounds, and two of them wear necklaces of pearls worth 100gp each.

Area 1-19 – Snake’s Laboratory

Read or paraphrase the following:

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

The dissected body of a young female elf lies on a wide stone slab. Small fishes swim in and out of her mouth and nimble at her pale-blue flesh; the sight brings bile to your throats.

This room is the laboratory of the diabolical Snake, a talented mage and a fanatic follower of the Tree That Sees. Among his projects are the creation of permanent water-breathing operation for the reborn, ship-sinking explosives and the surgical blending of humanoids and sea animals – all for the glory of the Tree That Sees, of course.

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

The corpse belongs to a young aquatic elven shell-trader named Paulina, captured in one of Snake’s raids. Her body is whole enough for the use of *raise dead* or *speak with dead*. She knows that there is a “fully grown black dragon living in a dungeon north of the swamp cavern, whom the nomads consider the paragon of aquatic life.” She also knows that Snake keeps pearls and gems in the false bottom of a drawer in his table.

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

Paulina, Aquatic Elf (if raised from death): HD 1+1; HP 3; AC 9[11]; Atk by weapon; Move 12; Save 17; AL L; CL/XP 1/15; **Special:** Breathe underwater.

Snake, Reptile-nomad Reborn (MU 8): HD 8; HP 20; AC 9[11]; Atk 1 spined tail (1d6) and bite (1d4); Move 12; Save 7; AL C; CL/XP 10/1400; **Special:** Spells (4/3/3/2), IOUN stone (+1 Int). **Spells**

Level 1: *Charm Person* x2, *Read Languages*, *Shield*

Level 2: *Invisibility*, *Levitate*, *Phantasmal Force*

Level 3: *Lightning bolt*, *Rope trick*, *Slow*

Level 4: *Polymorph other*, *Wall of ice*

Green Eyes, a demonic python: HD 6; HP 48; AC 5[14]; Atk 1 bite (1d3), 1 constrict (2d4); Move 10; Save 11; CL/XP 7/600; **Special:** Constrict

Snake is brave but not suicidal. If he loses more than 50% of his hp, or seems to be unable to harm the group he will try to escape to area 1-20 and return with reinforcements.

Snake prefers fighting with summoned monsters, minions, and charmed foes, rather than physically confronting his enemies. If possible, he would rather capture than slay his opponents, even if it means risking the lives of his minions (though not his own, of course).

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

- 3 scrolls of *summon monster II*
- 2 potions of *water breathing*
- 250 gp worth of various spell, scroll and potion components
- The lungs and wind pipe of a human, a demon, a high, an aquatic

nomad and a dryad

- The fins of a various fishes, a snake and a merman

The false drawer holds 1,350gp worth of various qualities of pearls.

Area 1-20 – The Putrid Swamp

Read or paraphrase the following:

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

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

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

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

The putrid swamp was once a beautiful, crystal-clear underground lake, but the irresponsible behavior of the reptilian reborn, combined with Mavetofel’s hate of everything which is pure and good, quickly turned the lake into an abominable, disease-ridden swamp. Characters not protected against normal diseases risk contracting a blinding disease (Saving throw required or go blind in 1d100 hours). The water is undrinkable and induces horrible vomiting and stomachache for 1d3 rounds if swallowed (no save). The reptilian reborn and their pets are immune to this disease and can drink the water safely.

The water is about waist deep near the walls, and more than 10-feet deep around the prisoners’ island.

There are many reborn and reptiles living in the swamp; however the water’s murkiness works both ways and they are as unlikely to spot the PCs as the PCs are unlikely to spot them. For every five minutes the PCs spend wading or swimming in the water, there is a cumulative 20% chance for an encounter. If an encounter occurs, roll 1d8 to determine the creature encountered. If all the creatures of a certain type were killed treat this roll as if not encounter has occurred. For every 5 rounds of combat roll for another encounter, but ignore the result of 6, unless the PCs moved a considerable distance.

1d6	Encounter	Amount
1-2	1-6 Crocodiles	2-7
3	Anaconda	5
4-5	2d3 Reptilian Reborn	5-8
6	Strange weed	6

When rolling for surprise whenever an enemy comes near the party, consider that each party has a 1 in 3 chance of being surprised, with a roll of 1 indicating that the other group is entirely undetected.

A reborn can gather all of its brethren by swimming around and calling for them, the group assembling at the rate of 1d4 per turn, to a maximum of 27. These will break into groups of eight, raise their heads slightly above water level (-1 to be hit) and search for the PCs, seeking to surprise them by attacking from below.

The following statistics are provided for easy reference:

Crocodile: HD 3; AC 4[15]; Atk 1 bite (1d6); Move 9 (Swim 12); Save 14; CL/XP 3/60; **Special:** None.

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Giant Anaconda: HD 6; AC 5[14]; Atk 1 bite (1d3), 1 constrict (2d4); Move 10; Save 11; CL/XP 7/600; Special: Constrict

Reptile-nomad Reborn (8): HD 4; AC 6[13]; Atk 1 net or 1 trident (1d6); Move 9 (swim 12); Save 14; AL C; CL/XP 3/60; Special: Thrown net (to-hit roll NOT required within 30ft) requires saving throw or target is entangled for 2d6 rounds.

Each carries 1 potion of cure light wounds, and 20% wear pearl necklaces worth (4d8 gp)

Strange Weed: HD 15; AC 4[15]; Atk 8 tentacles (grab and pull down into water); Move 0; Save 5; AL N; CL/XP 16/3200; Special: Successful attack requires saving throw to avoid being entangled. The weed pulls people into the water to drown, but a saving throw (or whatever die roll the Referee determines) will allow the character to break free.

Area 1-20A – Island of the Doomed

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

The island is protected by four plant abominations that patrol around the fence, making sure the prisoners don’t get too close to the water, and a foul water elemental that lies in wait under the water, ready to attack any enemy who gets closer than 20 feet to the island.

There are 37 prisoners at the moment (Suric’s wife is among them), 11 of which are blind from the water’s diseased properties.

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

1d8 Rumor

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



- 8 The Prophet is a powerful but insane wizard who lives alone higher in the mountain. He is the one responsible for all this madness and the Tree That Sees is nothing but a fantasy born out of his sick mind. (Partially True)

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

Water Elemental (12HD): HD 12; AC 2[17]; Atk 1 strike (3d6); Move 6 (Swim 18); Save 3; AL C; CL/XP 12/2000; Special: overturn boats.

Plant Abominations (4): HD 5; AC 2[17]; Atk 1 club (1d10); Move 9; Save 12; AL N; CL/XP 6/400; Special: regenerate 1hp/round, take double damage from fire, chance of catching fire

Prisoners (31): HD 1d6hp; AC 9[10]; Atk not possible; Move 6; Save 18; AL L or N; CL/XP B 15; Special: some are blind.

Area 1-20B – Prison without Walls

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

Shaman Solianis is cursed with an imprisoning curse that can only be removed by a *remove curse* spell or by destroying its source – the Tree That Sees. As a result of the curse, Solianis is unable to

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cross running water. If he is flown across, he will die (although this will become quite obvious before such a flight was anywhere near completed).

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

Here is a list of likely questions and answers:

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

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

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

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

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

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

After the PCs spend 4 rounds speaking with the shaman, there will suddenly be a loud, revolting sound that resembles the tearing of flesh. Suddenly, two gigantic tentacle-like roots sprout from the filthy water and dart for the old madman. These tentacles belong to the Tree That Sees itself, who wishes to silence the shaman lest he tells something valuable to the PCs. Each tentacle attacks as a 4HD monster, has AC 5[14] and 40hp, and will grab Solianis with a successful hit, dragging him into the water unless he makes a saving throw. They will continue to attack, aiming solely for Solianis, until he either dragged into the water or the tentacles are slain.

Shaman Solianis (human): HD 5; AC 9[10]; Atk none; Move 9; Save 12; AL N; CL/XP 5/240; **Special:** has irrevocably lost the ability to cast spells, is peacefully insane.

Area 1–20C – Lizard Riddle

The door to this chamber is covered in a thick layer of mud (treat as secret door). It does not open unless its riddle is answered or a knock spell is employed. If cleared it reveals a riddle curved in draconic:

Bring me that which shouldn’t see.

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

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

The skeleton is the body of the archmage who opened the portal into the Tree That Sees domain. He created this room for himself and his family to hide from the scourge until help arrived. After a week

he realized that neither his family nor the expected help would ever arrive, and committed suicide by drinking poison. The scroll is his suicide note: give players the handout at the back of the book:

*Beloved brother lizard,
I am leaving this hasty scroll for you so that you know what to write on my epitaph. My name is Zoal’drix and I was an archmage in this university and an expert in planar travel.
This is what I want you to engrave on my tomb:
His endless curiosity / destroyed his home and family / the union of plant and animosity / was never meant to be / when you touch the gate of me / please, close your eyes and do not see.
In the southern wall you will find some budget to hire a good mason, protected in the traditional lizard fashion.
With shame and sorrow,
Zoal’drix*

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

Treasure: behind the brick there is a single perfect diamond almost the size of an apple, worth 6,000 gp. The cloak the dead lizardman wears grants the wearer an additional 5 hit points while it is worn.

Area 1–21 – Dragon Lair

Read or paraphrase the following:

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

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

This cave serves as the home of the most powerful and evil of the tree’s creatures, the dragon Mavetofel, who, like many others of the tree’s more powerful minions, was bribed by the promise of easy treasure and food.

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

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

Tactics: If Mavetofel is aware of the intruders he will be hiding under the water with only his eyes and nostrils showing, waiting for the PCs. As soon as he spots them he will float as far from the PCs as possible, attack with his breath weapon and dive, repeating the maneuver until forced into melee.

Being a vain creature he will fight to the death, refusing to believe that a band of petty humans can defeat him.

Treasure: Mavetofel’s hoard includes the following:

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

Level 2: Temple of Roots

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

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

Areas of the Map

Area 2-1 — Memorial Fields

Read or paraphrase the following:

A gargantuan cavern opens before you; it is so huge that you feel as if you have stepped into another world rather than a cave. Every few yards, there is a curiously shaped stone protruding from the moss. There are hundreds of such stones in the visible range.

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

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

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

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

2-1A — Lizard Graves

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

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

1d%	Contents
1-50	Nothing
51-75	Lizard Skeleton (dead)
76-90	Wraith
91-100	Skeleton with a minor magical item (no more than three of these will be found)

Lizardman Wraith: HD 4; AC 3[16]; Atk 1 touch (1d6+ level drain); Move 9 (Fly 24); Save 13; CL/XP 6/400; Special: drain 1 level with hit.

2-1B — War Machine

Read or paraphrase the following:

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

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

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

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

Plant Abominations (14): HD 5; AC 2[17]; Atk 1 club (1d10); Move 9; Save 12; AL N; CL/XP 6/400; Special: regenerate 1hp/round, take double damage from fire, chance of catching fire.

2-1C — The Bloody Gates

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

The PCs can also simply destroy the gate, but the amount of noise that the breaking of the huge stone gate will produce is immense, and the PCs will probably have to fight 70 plant abominations and 3 elite warriors commanded by the Prophet himself as soon as they bring down the gates.

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

Area 2-2 — Grand Hall

Read or paraphrase the following:

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

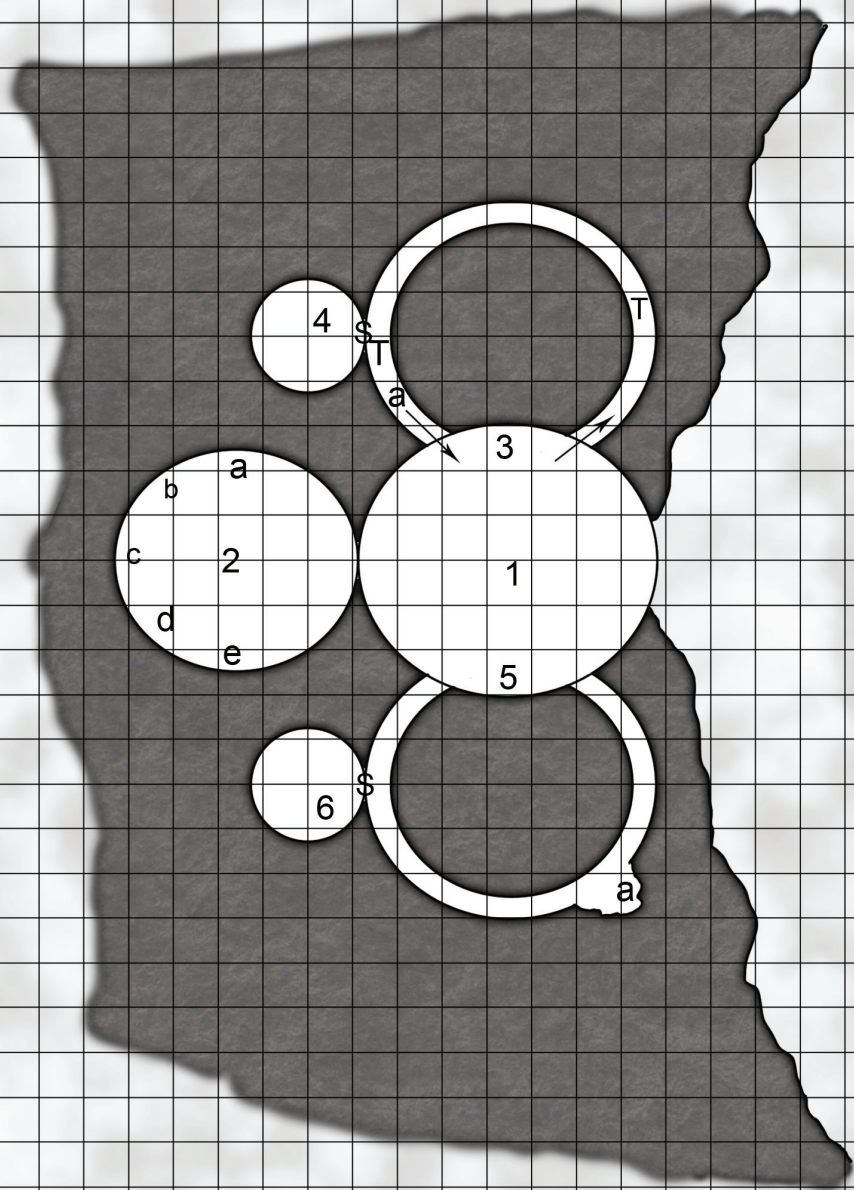
There are five doors in the sphere, including the one through which you have entered. Every door is inscribed with a different image.

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

Hollow Mountain

The Temple of Roots

1 square = 10 ft.



LEVEL 2: TEMPLE OF ROOTS

The blood belongs to the bodies of almost a hundred prisoners whose butchered corpses were dragged from the altar in area 2-1A to the portal to the Tree That Sees' domain, to be "cleansed" of their humanity and reborn as gruesome plant abominations. Careful examination of the floor will also reveal that humanoids wearing boots follow the blood trail to the door, but strange monsters tread on it on their way back.

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

If the PCs examine the engravings, read or paraphrase the following: Every door is described in the relevant area entry.

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

Examination of the scrolls reveal that they to contain scrambled and incomplete directions for creating semi-living war machines that can move on their own and fire massive projectiles.

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

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

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

The scrolls contain scrambled and incomplete directions for creating semi-living war machines that can move on their own and fire massive projectiles. Such a project might be attempted by a high level magic-user, but would be extraordinarily expensive and require a large number of fresh corpses.

Fizelbin and Liasana both have skin like a tree's bark; Liasana's back is covered in long, thin vines that grow from her skin and trail behind her like the train of a gown. The adventurers might be wary of Liasana's vines, but they will be quite surprised if Fizelbin chooses to spit acid.

Overseer Fizelbin, male reborn nomad (MU5): HD 5; HP 12; AC 5[14]; Atk 1 staff (1d6); Move 12; Save 11; AL C; CL/XP 7/600; **Special:** Spit acid (1d8 damage + 1d2 damage for 1d4 rounds), bark-like skin (AC 5[14]), **Spells** (4/2/1), magic items. **Spells:**

Level 1: *Charm person, Hold Portal, magic missile x2*

Level 2: *Darkness 15ft radius, Phantasmal force*

Level 3: *Lightning bolt*

Possessions: wand of hold person (36 charges left), *potion of mirror image, potion of fly*, dissection tools, magnifying glass

Overseer Liasana, female reborn nomad (MU5): HD 5; HP 13; AC 5[14]; Atk 1 staff (1d6); Move 12; Save 11; AL C; CL/XP 7/600; **Special:** Bark-like skin (AC 5[14]), Vines (anyone within 10ft must make saving throw or be immobilized by her tangling vines), **Spells** (4/2/1), magic items. **Spells:**

Level 1: *charm person x2, sleep x2*

Level 2: *mirror image, web*

Level 3: *Lightning bolt*

Amulet of protection +1, potion of cure moderate wounds, potion of invisibility, scroll of fly, drawing tools, magnifying glass

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

Fizelbin's spellbook: **Level 1:** *all*, **Level 2:** *Continual light, Darkness 15ft radius, Magic mouth, Phantasmal force, Pyrotechnics*; **Level 3:** *Fly, Lightning bolt*

Liasana's spellbook: **Level 1:** *all*; **Level 2:** *Invisibility, Phantasmal force*; **Level 3:** *Lightning bolt, Water breathing*

Area 2-3 – Chamber of Combat

Read or paraphrase the following:

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

The door to the chamber is decorated with a crossed sword and an ancient lizardman holy symbol that looks like a scroll rolled around a flower.

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

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

As these statues were designed to educate for pacifism rather than war, their strikes do not deal damage, although it appears so to the PCs. Any damage inflicted to the statues, however, is redirected to the aggressor – again, without his knowledge.

The method of winning this test is channeling at least one level of beneficial spells into every animated statue, which immediately makes it still again. Displaying two crossed swords, as a peaceful gesture, will have the same effect.

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

Area 2-4 – Passage of History

Read or paraphrase the following:

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

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

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

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

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

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

In order to leave the tunnel, the PCs must either shatter the walls to get into area 2-4C, or rise above the passage of history by climbing or flying above the tunnel to area 2-4D. The walls may be shattered by inflicting 40 hit points of damage with *blunt* weapons.

Area 2-4C – Courage of the Ages

Read or paraphrase the following:

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

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

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

The door is a magical portal that leads back to the center of the Grand Hall in area 2-2 and also bestows a +2 bonus to all saving throws and attack rolls on those who pass through it. The boon lasts for twenty-four hours and cannot be dispelled in any way.

Area 2-4D – Wisdom of the Ages

Read or paraphrase the following:

You rise on and on until you suddenly find yourself hovering in space, alone amid an infinite sea of shining stars. The sight is quite breath-taking. An iron door with writings in draconic hovers near you.

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

Except for being a magical portal that leads back to the center of the Grand Hall in area 2-2 the door also bestows a bonus spell to Clerics (*cure disease*) and Magic Users (*clairaudience*) passing through it, and a to-hit bonus of +1 to Fighters. This boon lasts for twenty-four hours and cannot be dispelled in any way.

Area 2-5 – The Corridor of Travel

Read or paraphrase the following:

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

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

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

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



LEVEL 2: TEMPLE OF ROOTS

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

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

A 12-foot tall nightmarish creature kneels before it, mumbling some terrible prayer in a language no human throat could ever hope to pronounce.

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

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

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

A negative reply will provoke terrible wrath in the Prophet who will scream “Fools! You will serve me, one way or the other!” and charge at the group. His last words (assuming that he is killed) will be: “You may kill me but you will never see!”

The wooden gates, despite their horrific appearance, are harmless. To open them the PCs must touch them with the hands of four different creatures, each from a different group (i.e humanoid, animal, reptile, plant), and say anything that includes the word “See” (or “Sees”).

The gate leads to area 3-1.

If the prophet is already aware of the PCs’ arrival and hostility, he will prepare by casting a blade barrier that will give him the chance to create areas of silence (to inhibit enemy spell casting), and then to bless himself and cast protection from Law (good).

The Prophet, reborn nomad (abilities of Clr 12): HD 12; HP 60; AC 1[18]; Atk +1 giant-sized flail (3d8+1) or 2 claws (1d6) and 1 bite (1d10); Move 9 (Fly 12, Swim 12); Save 3; AL C; CL/XP 14/2600; Special: Spells (4/4/4/4/1), +1 flail (included in stats), magic items (2 potions of cure serious wounds).

Spells:

Level 1: cure light wounds x3, detect magic.

Level 2: bless, hold person, silence 15ft radius x2

Level 3: continual light, cause disease, locate object, speak with dead

Level 4: cure serious wounds x2, protection from Law (good), sticks to snakes

Level 5: finger of death x2, insect plague x2

Level 6: blade barrier

Level 3: The Grove That Should Not Be

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

And in the center of all this ungodly horror, grows the Tree That Sees whom the gods banished from the lands of sanity eons ago. Its will controls this world and threatens to spill out poison the PCs' physical universe – but it is no god, being only a terrible cosmic mistake that has lingered in the shadow of reality for far too long.

Areas of the map

Area 3–1 – The Eldritch Grove

Read or paraphrase the following:

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

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

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

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

The insect's buzzing is extremely annoying and any unprotected spellcaster attempting to cast a spell in the area must make a successful saving throw to do so.

Entangling roots: require a saving throw each round, or the character is immobilized.

Mists of Madness: for every 10 minutes spent in the grove every living creature must make a saving throw or become *confused* (as per the spell). Worse, a saving throw is required each ten minutes spent in the grove to keep a character's body from mutating. Failure of this saving throw causes one of the following effects:

1d12 Effect

- 1 Grow another eye (surprised only on a 1)
- 2 Lips connect (no speech)
- 3 Change gender
- 4 Grow atrophied wings (can't wear armor)
- 5 Grow additional hand or foot (-1 to hit)
- 6 Spine spikes (can't wear normal armor, but can't be grappled)
- 7 Huge tongue (must make saving throw to cast a spell)
- 8 Hair and skin change color
- 9 Skin turns to bark (AC bonus of 4)
- 10 Character grows a long furry tail
- 11 Size change (become significantly bigger or smaller)
- 12 Grow another head (random alignment, doesn't control body)

These effects are permanent but can be dispelled against a 12th level caster. Creatures protected against magic or chaos are immune to the physical changes, but are not defended against the *confusion* effect.

In addition to the above-mentioned effects, the maddening mists also limit vision to 20 ft. and cause -1 on to-hit rolls.

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

War-Flowers: HD 6; AC 3[16]; Atk 1 dagger-petal (1d6) and 1 sword-petal (1d8); Move 6; Save 11; AL N; CL/XP 8/800; AL N; Special: haste 1/day, dagger wind

A war flower can launch all its dagger-petals in all directions at once. Every creature in a 30' radius must make a saving throw or be hit by 1d4 daggers. This attack is usually performed when the flower is mortally wounded or hopelessly outnumbered.

On a natural roll of 20 against the flower, its stem is chopped though and it dies instantly.



Area 3—2 — The Tree That Sees

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

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

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

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

“You are wrong!” it yells in a thousand languages and voices “let me fix you!”

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

This creature is the Tree That Sees, the self-styled god of the nomads; in order to ensure that the terrible cult never rises again, the PCs must correct one of the gods’ worst mistakes – they must kill the Tree That Sees.

The humanoid figures are 3 newly-created reborn and 6 plant abominations. Because they are rising before their time, they all suffer a -2 penalty to all die rolls.

The Tree That Sees: HD 15; HP 100; AC 1[18]; Atk 2 tentacles (0hp), 2 claws (2d6) and 2 pincers (1d6 and hold); Move 6; Save 3; CL/XP 18/3800; AL C; Special: Tentacles and pincers grab with successful hit, swallow whole, eye ray.

The tree’s tentacles do not inflict damage, but with a successful hit they will hold the victim immobile and allow the tree to make attempts to swallow the character whole (a saving throw is required each round to avoid this). If a character is swallowed whole, there is a 25% chance of dying each round after the first.

The tree’s pincers are not long enough to be used for swallowing people whole, but if one grabs a character the grasp prevents the character from taking any meaningful action, and the pincer will inflict automatic damage thereafter.

The tree’s eye-ray may be used each round against a single opponent (but not while the tree is attacking with its claws, pincers, and tentacles). If the target of the eye ray fails a saving throw, roll on the following table to determine the result:

1d%	Effect
1–15	<i>Dispel magic</i>
16–30	<i>Slow</i>
31–37	<i>Haste</i>
38–52	<i>Weakness</i> (cannot make physical attacks for 1d6 turns)
53–59	<i>Strength</i> (+1 to hit for 1d6 turns)
60–69	<i>Paralyzed</i> for 1d6 turns
70–84	<i>Turned into frog</i> for 2d6 turns
85–91	<i>Turn flesh to stone</i>
92–95	<i>Healed</i> for 2d6 hit points
96–100	<i>Disintegrated</i>

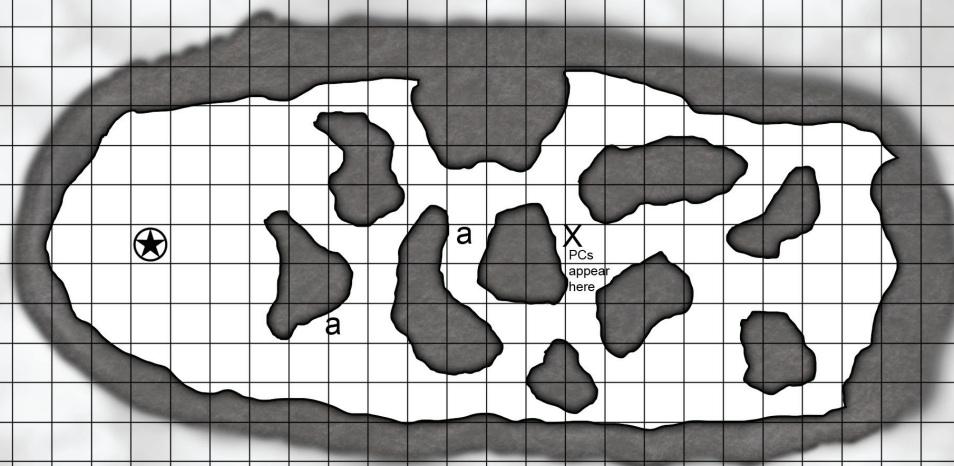
Reborn (3): HD 2; HP 12, 8; AC 5[14]; Atk 1 sword (1d8) or 2 arrows (1d6); Move 12; Save 16; AL C; CL/XP 2/30; Special: None.

Plant Abominations (6): HD 5; AC 2[17]; Atk 1 club (1d10); Move 9; Save 12; AL N; CL/XP 6/400; Special: regenerate 1hp/round, take double damage from fire, chance of catching fire

Hollow Mountain

The Grove That Should Not Be

1 square = 10 ft.



Level E: Tomb Of the High Priest

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

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

Areas of the map Area E-1 – Test of Humility

Read or paraphrase the following:

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

This statue depicts the image of the ancient god of the civilized Lizardmen who once occupied the Hollow Mountain, a deity called Gahoaqix.

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

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

Any other interaction with the statue will cause a hidden razor wire to rise from the ground at the northern edge of the room and be violently pulled southwards, slashing at the PCs' feet and thus "cutting them down to size" for the arrogance of thinking they can force their way against the god's will. The wire requires a saving throw or the character will take 2d8 points of damage, with a 5% chance of losing a foot.

Area E-2 – The Cursed Priest

Read or paraphrase the following:

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

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

During his life Ga'avtan was a mighty priest who sinned with hubris and declared that when he died he wanted to be buried in a

magnificent catacomb with all of his wealth instead of the traditional and modest lizardfolk fashion (see area 2-1 for more details).

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

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

- *plate armor +1, +2 underwater; allows breathing underwater*
- *+2 shield,*
- *+1 mace*
- *Cloak invisibility (underwater only)*
- *scroll of raise dead*
- *scroll of protection from Demons*
- 800 gp

Ga'avtan, ghost: HD 8; HP 43; Atk +1 mace (1d8+1) and 1 touch (level drain); Move 9 (Fly 12); Save 8; AL C; CL/XP 10/1400; **Special:** incorporeal (walk through walls), +1 or better magic weapon required to hit, touch drains 1 level (duration 1d6 days) with failed saving throw; if an opponent is drained to level 0, then it dies and becomes ghost.

Concluding the Adventure

Rewards

Except for the experience earned fighting the Tree That Sees and its vile minions the PCs may be eligible for the following (if the Referee chooses to give XP awards for mission successes):

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

Avoiding combat with the scared dryad (level S): 400 XP

Saving Paulina the aquatic elf from Snake's experiments (area 1-19): 600 XP

Helping Paulina to return to her faraway home (area 1-19): 1,200 XP

Bringing the prisoners back home alive (area 1-20): 250 XP per prisoner

Saving Solianis from the murderous weed (area 1-21): 1,600 XP

Healing and restoring Solianis (area 1-21): 800 XP

What Next?

The monstrous cult that once sought to enslave and destroy the entire region lies in ruins along with its diabolical master and most of its members are dead or fled into the darkness of the woods from which they are unlikely to ever reemerge again as a force to be reckoned with.

Does it mean that the PCs are through with the hollow mountain? Definitely not!

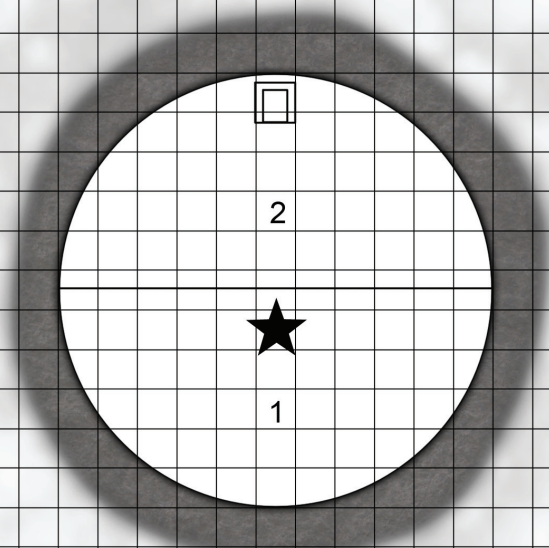
Here are a few possible adventure ideas:

- **You killed my brother** – Any surviving members of the cult,

Hollow Mountain

Tomb of the High Priest

1 square = 10 ft.



while no longer posing any danger to the area may plot and scheme to avenge the death of their friends at dreams at the hands of the PCs. These make take the form of direct assault by insane nomad, or an elaborate plot that involves framing the PCs for a vile murder, alienating them from their friends and family or destroying their homes while they are away.

- **That's a big mushroom** – The Hollow Mountain used to be the home of a highly advanced people with a love of magic and riddles. Who knows what other wonders are hidden in secret chambers in the other mushrooms inside the mountain? Ancient tombs, strange mystical devices or even a group of surviving lizardfolk leading a desperate war against some other ancient race that dwells under the mountain; these are all possible...

- **Oops! I did it again** – Perhaps the Tree That Sees was not the first or the worst failed creation of the gods. By killing it the PCs have provoked the hatred of its siblings, equally mad and misshaped creatures, some of whom are extremely powerful and have cults of their own. The PCs may even be hired by the gods themselves to cleanse the universe of their mistakes, an adventure that will literally take the PCs to the far reaches of the cosmos.

- **Look at me!** – After defeating the Tree That Sees the PCs are likely to be a bunch of hideous mutants deformed beyond recognition by the unspeakable madness they faced during their ordeal. How will they regain their old forms back and cope with the mockery and harassment of their peers meanwhile?

Appendix: New Monsters

Assassin Vine

Hit Dice: 7

Armor Class: 5[14]

Attacks: 1 vine (1d6+1)

Special: animate plants

Move: 1

Save: 9

Alignment: Neutral

Challenge Level/XP: 8/800

The assassin vine is a semi-mobile plant that collects its own grisly fertilizer by grabbing and crushing animals and depositing the carcasses near its roots. A mature plant consists of a main vine, about 20 feet long. Smaller vines up to 5 feet long branch off from the main vine about every 6 inches.

An assassin vine can move about, albeit very slowly, but usually stays put unless it needs to seek prey in a new vicinity.

An assassin vine growing underground usually generates enough offal to support a thriving colony of mushrooms and other fungi, which spring up around the plant and help conceal it.

An assassin vine can animate plants in the near vicinity (about 30ft), and these plants will immobilize anyone failing a saving throw.

Mantis, Giant Praying

Hit Dice: 8

Armor Class: 3[16]

Attacks: 1 grab (1d12)

Special: Grab and bite

Move: 9

Save: 8

Alignment: Neutral

Challenge Level/XP: 9/1100

The giant praying mantis is ten feet long, with a bark-like exoskeleton which makes it blend well into forest terrain (desert varieties have chitin with a sand-like texture). The huge insect attacks with blinding speed, usually by surprise, reaching forth with its jointed, serrated front limbs to grab prey. If the mantis hits, and the victim fails a saving throw, the forearms not only do damage but pull the victim close to the mantis' mouth. The victim is held thereafter (not helpless, but unable to pull away) with the mantis doing automatic damage with the serrated forearms and also attacking with its bite for an additional 1d12 points of damage if the bite hits.

Plant Abomination

Hit Dice: 5

Armor Class: 5[14]

Attacks: 1 club (1d10)

Special: regeneration

Move: 9

Save: 12

Alignment: Neutral

Challenge Level/XP: 6/400

These misshapen humanoids have bark instead of skin and grass instead of hair, as if their once human flesh was replaced from the inside by decaying plant matter. They walk around with the clumsy gait of a zombie and carry huge bent clubs.

Plant abominations are among the most terrible creations of the Tree That Sees. These wretched beings are human corpses sown with his seeds and "planted" by his roots. Over the course of three days

these seeds evolve, killing the host and slowly replacing his tissues with these of the Tree That Sees.

The result is a nearly mindless but totally loyal creature that can serve its master either as ruthless and fearless warrior or a manual worker that never rests or hungers. They attack fearlessly but mindlessly with their clubs.

Plant abominations are highly flammable. Every time a plant abomination takes fire damage there is a 5% per point of damage for it to catch fire. A burning plant abomination suffers cumulative 1d6 points of fire damage per turn until he is utterly destroyed. Moreover, the abominations suffer double damage from fire (although the damage regenerates until the creature is killed).

The abominations regenerate 1hp per round until death. Dead abominations cease to regenerate.

Plant-Nomad Reborn

Hit Dice: 3

Armor Class: 7[12]

Attacks: 1 club (1d6)

Special: regenerate 1hp/round until dead, and see below

Move: 6

Save: 13

Alignment: Chaos

Challenge Level/XP: 3/60

The reborn are creatures transformed by the Tree that Sees; the plant-nomads are one of the types of transformations that the tree has attempted. The plant-nomads, in addition to their regenerative properties, have one other attribute (determine randomly for each nomad).

1) Bark-like skin gives the creature an armor class of 2[17]

2) The creature is covered with warty flower-buds, and can open these (once per day) to create a dazzling flash of color. Anyone in view of the nomad must make a saving throw at +2 or be stunned into inactivity for 1d4 rounds.

3) Sticky sap all over the creature makes it adhesive to weapons. Anyone hitting the creature must make a saving throw, or the weapon sticks to the plant-nomad and is pulled from reach.

4) Vines grow from the plant-nomad, particularly from the arms. Instead of attacking with a club, these nomads make one attack that represents all the vines. If the attack hits, it inflicts 1d4 points of damage, and the victim must make a saving throw or be held completely immobile by the vines. If this happens, the plant nomad can inflict an automatic 1d4 point of damage in later melee rounds simply by constricting the vines around the victim.

Razor Treant

Hit Dice: 10

Armor Class: 2[17]

Attacks: 2 strikes (3d6+1d4 slashing)

Special: Shake

Move: 6

Save: 5

Alignment: Chaotic

Challenge Level/XP: 11/1700

Razor treants are thin, gnarled black trees that grow wickedly sharp razors instead of leaves. The razors ring like a thousand tiny bells with every breath of wind. These monsters are evil and hateful cousins of normal treants, often battling with the treants for rulership of vast primordial forests in distant and exotic lands. Unlike their kind cousins, they hate all non-plant creatures with a passion and enjoy nothing more than torturing a hapless traveler for hours by

inflicting hundreds of small wounds, until he finally dies from pain, exhaustion, or loss of blood. In dire need, a razor treant can shake itself violently, hurling leaves in all directions to inflict 1d6 points of damage (no saving throw) to any creature within 20ft.

War Flower

Hit Dice: 6

Armor Class: 3[16]

Attacks: 1 dagger-petal (1d6) and 1 sword-petal (1d8)

Special: Launch dagger petals

Move: 6

Save: 11

Alignment: Chaotic

Challenge Level/XP: 8/800

These beautiful and yet disturbing flowers resemble a man-sized sunflower that grows daggers instead of petals and has a great, round eye in its center. From its thin stem sprout a small iron shield and a needle-thin rapier.

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

A war flower can launch all its dagger-petals in all directions at once. Every creature in a 30' radius must make a saving throw or be hit by 1d4 daggers. This attack is usually performed when the flower is mortally wounded or hopelessly outnumbered.

Player Handout

Beloved brother lizard,
I am leaving this hasty scroll for you so that you
know what to write on my epitaph. My name is
Zoal'drix and I was an archmage in this university and
an expert in planar travel.

This is what I want you to engrave on my tomb:

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

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

With shame and sorrow,
Zoal'drix

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