

## Attack of the Plant Monsters!

by *Gabor Lux*

Plant monsters are terrorizing the countryside and only a select group of heroes can stop them! Astounding thrills!

It is rumored that there is a small, secluded valley southwest of Ottergild. This place is dank, shrouded in mist and very humid. Once, it was inhabited by a small tribe of primitive men. Due to the machinations of evil gods and the curse of the land, they were turned into twisted mockeries of human life, consisting of peat-mud, tangly roots and weed. During the night, these abominations venture forth from their hiding place to cavort in the hills. The local shepherds are deathly afraid of them, for they are said to carry men off from their huts or strangle them while asleep.

This mini-module describes the vegetable monsters which stalk the shepherds and drag them off to a fate worse than death, as well as their forest lair and their „god”. It is easy to drop the adventure almost anywhere in the Wilderlands, but the preferable location is a temperate or tropical forest near swampland. Originally, it was located in **hex 3607, Campaign Map One**. There is little treasure to be had here, and even that little is easy to overlook. Thus, the Judge may offer some monetary incentive – although not much since the shepherds the creatures terrorize are dirt poor themselves.

### **The Plant Monsters**

Plant monsters are semi-intelligent and vaguely humanoid clumps of vegetable matter, distantly related to the fearsome Shambling Mound. Their bodies are composed of peat-muck, tangled roots which serve as a nervous system as well as support and weed which covers their bodies not unlike a burial shroud. They reek of decay, tepid water and rot. Movement is shambling and stature is stooped. Thanks to their anatomy, they are hard to hit with blunt weapons and even harder to destroy. They evolve from smaller specimens which resemble large frogs and travel in a hopping manner. Whether plant monsters are indeed cursed humans or they evolved naturally is not known, but it is not a practical matter anyway. Killing them all is the wisest course of action, after all!. Plant monsters use mob tactics in combat. They employ no tools or weapons, clubbing with limbs instead.

### **Plant Monster**, HD 3, CR 1

Hp 3d8

Init -1, Spd 20 (can't run), AC 15 (+6 Nat, -1 Dex)

Atk +3/+3 Slam d6

Fort +3, Rfx +0, Will +0; Str 11, Dex 9, Con 10, Int 3, Wis 10, Cha 2

Immune to Fire, Mind spells, ½ from Cold, ½ from blunt weapons, Electricity adds 1 temporary HD, plus immune to all stuff plants are usually immune to.

Suffocation (Ex): a plant monster that hits with both limbs will smother its opponent, who suffocates in 2d4 rounds unless the creature's hold is broken.

**Plant Monster, Spawn, HD 1, CR 1/3**

Hp d8

Init +0, Spd 20/Jump 30, AC 12 (+1 Size, +1 Nat)

Atk +1 Leap d6 + knockdown

Fort +2, Rfx +0, Will +0; Str 10, Dex 11, Con 10, Int 1, Wis 10, Cha 1

Immune to Fire, Mind spells, ½ from Cold, ½ from blunt weapons, Electricity adds 1 temporary HD, plus immune to all stuff plants are usually immune to.

Hop-attack (Ex): plant monster spawns hurl their bodies into opponents with a ferocious momentum, attempting to knock them down. Once an opponent is down, throngs of plant monster spawn swarm over the body to appease their ravenous appetites!

Both types are of some use to alchemists. When boiled and distilled in a cauldron or large vat and treated with certain acids, one plant monster or six spawn provide a good amount of oily liquid which is usable as a component for potions of plant related nature (Plant Charm, Plant Control, etc.), reducing creation costs by 20%. The process requires a DC 16

Alchemy check and a good day of work.

### **Lair of the Plant Monsters**

The valley the monsters reside in is a small cul de sac. Two minor streams feed this isolated watery depression, but no overflow exists. The entire valley is a fetid swamp. There is little light, since ancient swamp oaks stand everywhere, and their foliage is so thick that the gloom is perpetual, penetrated only by the occasional beam of light. Vegetation is likewise thick with masses of reeds, ferns, vines and creepers.

The mud is mostly just ankle deep, but even this results in reduced (20') movement and precludes running unless the characters employ supernatural methods. Some parts (indicated on the map by slanted lines) are more liquid and resemble quicksand. Initially, a character caught in this trap can escape with a DC 12 Strength check. Every round thereafter, the DC increases by two, until it reaches 20 and the hapless victim starts drowning.

The faint mist that hangs over the bog makes it impossible to see beyond 60' and provides 20% concealment beyond 30'.

1. The narrow chasm leading to the lair of the plant monsters smells of water and rotting leaves. The oak trees are bent and twisted. The path seems well travelled. There are tracks everywhere. They are long, as if something was having trouble

shuffling along. A column of three large, round limestone boulders stands watch over the entrance to the swamp. Small, green plants grow in the earth-filled cracks.

**2.** The narrow path leading through the vegetation is easy to find (Track/Wilderness Lore DC 14).

**3.** A large dead tree stands here, half submerged in water. It is hollow and a nest of 16 miniature black swamp snakes lair within. They aren't dangerous and slither away if disturbed.

**4.** Guards – this location is an ambush point of the plant men. They wait in hiding until they can attack from all directions (DC 18 to notice). On repeated forays, there will be additional guardians.

### **Plant Monsters (12)**

#### **Hp**

17, 14, 14, 9, 17, 17  
10, 8, 16, 12, 9, 17

**5.** The shore of the black lake is mostly clear of plant life. A pillar of three boulders, piled atop each other warns intruders to stay away. The stones are ancient and worn. Dark forms are barely visible beyond the veil of mist. They are collapsed and flooded stone huts (five total). The black lake is the living environment of the monsters. They attack if the strange village is approached or if night falls.

### **Plant Monsters (20)**

#### **Hp**

21, 7, 9, 10, 15, 19, 15, 11, 12, 20  
8, 15, 17, 18, 15, 13, 13, 14, 7, 15

**6.** Another guard post. These six are watching out for escaping spawns (see below) and take less care to camouflage themselves unless the characters approach in a noisy manner.

### **Plant Monsters (6)**

**Hp** 22, 16, 14, 16, 14, 14

**7.** This location is a dry little islet, covered by a tangled and completely dead forest. The trees are gray and their knotted branches resemble clawed, skeletal hands. They grow so thickly that it is impossible to pass through them except via the well travelled path. The path is flanked by yet another two stone boulders. They might have been carved one day, but the patterns are so faint that they are almost illegible.

In the middle of the island, there is a round, open clearing with about half a dozen or so toppled or standing stones, as well as a little lake in the middle. This lake is in fact a very deep well. When the characters have looked around (and perhaps examined the well or stones more closely), they will hear „wet, slapping sounds“. This is the moment the froglike spawns of the plant men attack. There are 50 in total. At first, let the players have fun and sic only five or six on them hopping out of the forest...When these are pounded into the ground, the rest attack en masse from the forest, and when they have their backs against it,

from the lake as well. Be merciless and cruel!

### **Plant Monster Spawn (50)**

#### **Hp**

4, 7, 8, 2, 2, 5, 4, 1, 3, 7  
2, 1, 8, 4, 6, 2, 4, 1, 8, 3  
2, 6, 3, 1, 7, 8, 7, 3, 6, 6  
3, 4, 5, 7, 4, 2, 6, 7, 8, 5  
2, 7, 3, 6, 2, 3, 5, 7, 5, 5

The lake is the spawning pit of the plant creatures. A Cure Disease spell combined with Purify Water, or large amounts of lethal poison kills all. Otherwise, 2d4\*10 young spawn every year, roughly ten or fifteen maturing into fully grown specimens.

**8.** Red, cottonlike plants grow by the path (DC 24 to identify). Its seeds provide a sort of euphoric drug which, when roasted and ingested, removes fatigue and tiredness. Even magic using types who couldn't sleep can memorize their spells when they consume them. Only one use is possible per week. A total of 3d4 doses can be harvested and prepared.

**9.** The other shore of the lake is choked with ferns and creepers. The water is tepid, with a coating of greenish, slimy stuff and dead tree trunks within. It is the lair of the Shambling Mound, the horror these primitive plants revere as their deity. The mound appears as a half

submerged heap of vegetation (like a pile of hay). Ten plant monsters guard the shores and occasionally worship by dropping to their „knees” and shaking their bodies left and right. They attack with unmatched ferocity (+2 to hit). However, melee also disturbs the mound, rousing it in d4+4 rounds. As soon as it awakens, the plants panic and flee (since they can't run, this amounts to a double move). The mound fights until slain. Since it is a slightly different („classic”) specimen than usual, it can't constrict but can suffocate instead!

### **Plant Monsters (10)**

**Hp** 14, 12, 6, 12, 5, 9, 15, 22, 14, 9

### **Shambling Mound, HD 9, CR 6**

**Hp** 62

Init +0, Spd 20, AC 20 (-1 S, +11 Nat)  
+12/+12 Slam 2d8+3

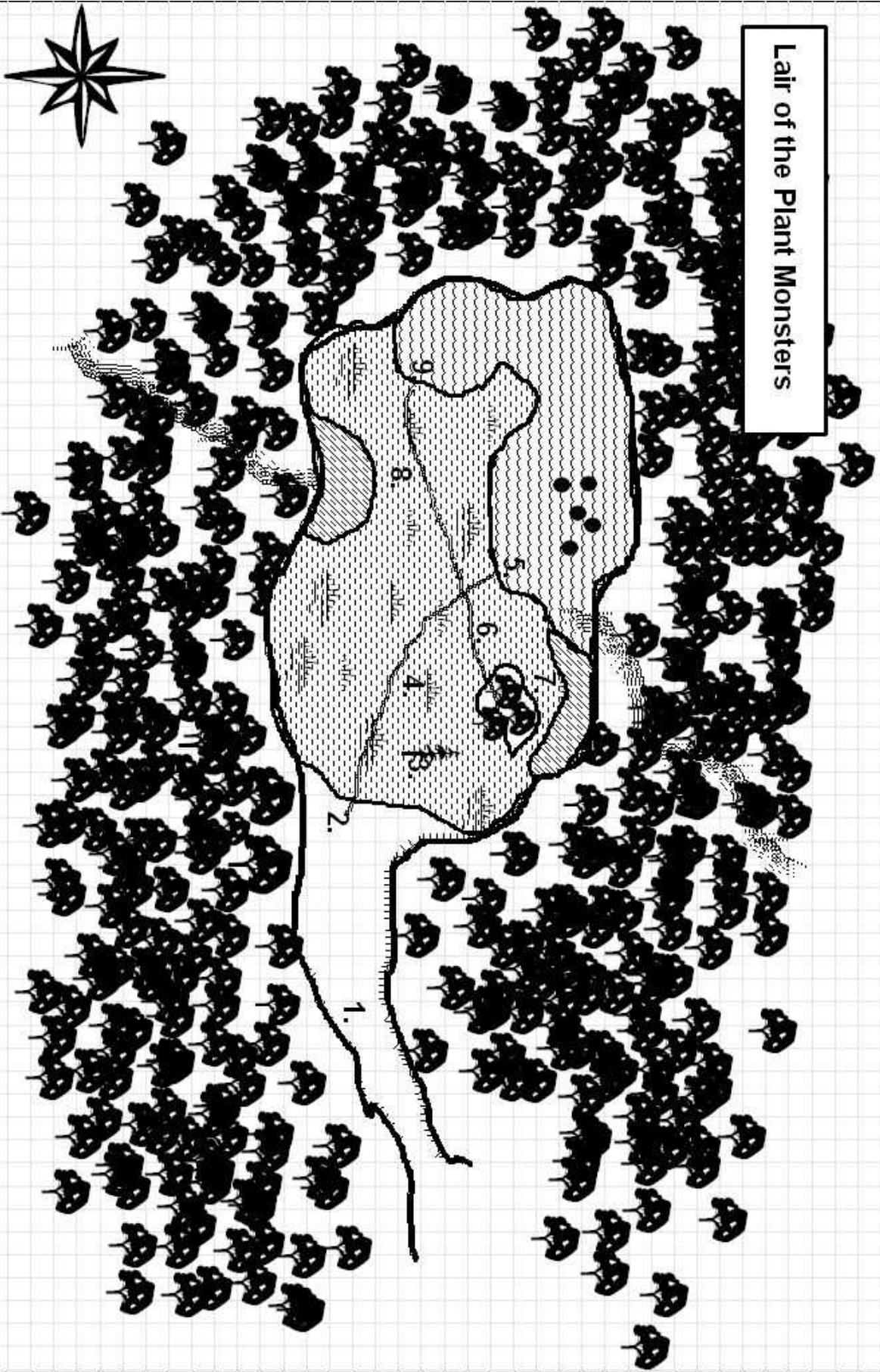
Fort +6, Rfx +2, Will +2; Str 17, Dex 10, Con 17, Int 17, Wis 10, Cha 9

Immune to Fire, Mind spells, ½ from Cold, ½ from blunt weapons, Electricity adds 1 temporary HD, plus immune to all stuff plants are usually immune to.

Suffocation (Ex): a shambling mound that hits with both limbs will smother its opponent, who suffocates in 2d4 rounds unless the creature's hold is broken.

**THE END**

Lair of the Plant Monsters



## Legal Notes

**Designation of Open Game Content:** The following material is Designated Open Game Content and may be used as per the terms of the Open Game License. All creature and NPC stat blocks, magic items, traps, including any material derived from a D20 and Open Gaming Licensed source. This doesn't include the names, descriptions and images of these elements, as long as they appeared within this product. The description of the Plant Monsters and Plant Monster Spawn, including their alchemical use. The description of the plants described under area 8.

**Designation of Product Identity:** The following are hereby designated Product Identity, as per section 1(e) of the Open Game License: the EMDT logo and identifying mark, all artwork, illustration and maps or other visual references, the storyline, plot elements and dialog, history, legends and rumors, description of geographic features or areas, and all text not specifically designated as Open Game Content, or data derived from D20 and OGL licensed material. The name "Judges Guild," as well as all logos and identifying marks of Judges Guild, including but not limited to the Pegasus Rider logo as well as the trade dress of Judges Guild products.

**Use of Content from Judges Guild:** This product contains content from Judges Guild that is used by permission and pursuant to license, including but not limited to any names or content that appear in this product that has previously appeared in a Judges Guild product. Any such content is not Open Game Content. Any failure in this designation does not cause such content to become Open Game Content.

### OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free,

non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

### 15 COPYRIGHT NOTICE

**Open Game License v 1.0** Copyright 2000, Wizards of the Coast, Inc.

**System Reference Document** Copyright 2000, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, based on original material by E. Gary Gygax and Dave Arneson.

**Original Spell Name Compendium** Copyright 2002 Clark Peterson; based on NPC-named spells from the *Player's Handbook* that were renamed in the System Reference Document. The *Compendium* can be found on the legal page of [www.necromancergames.com](http://www.necromancergames.com).

**Attack of the Plant Monsters** ©Copyright 2004 by Gabor Lux.