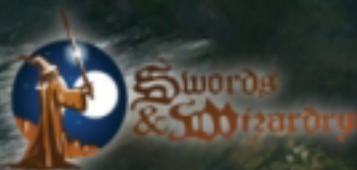


RAPPAN ATHUK

Level 5D



By Bill Webb & Tom Knauss



FROG GOD
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Level 5D

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978-1-62283-614-7

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Level 5D

How Green Was My Dungeon?

Long ago, The Green Father's followers venerated nature in the wilderness surrounding Rappan Athuk. Led by Damarren, their high priest, the primordial god's worshippers tenaciously clung to their sliver of unspoiled land amid the chaos around them. However, as their deity's influence waned, and Tsathogga's increased, their diminishing numbers could no longer fend off the influx of monstrous denizens and the Frog God's crazed servants pouring into the region. Under Damarren's guidance, his remaining forces retreated into the Dungeon of Graves itself in a last-ditch effort to avoid coming under the thumb of anyone but their primeval divine patron. The group successfully carved out a small niche in an isolated section within the massive complex, using a combination of magic, artistry, and a proverbial green thumb to give the level a woody overtone. Yet, one fateful day, their efforts were undone. When the demented worshippers of Tsathogga sacrificed a young girl to their loathsome deity, the creature rose from the grave as a dreaded forest child. Seeking the closest wilderness refuge, the unintelligent undead monster found its way to the nearest equivalent — The Green Father's natural sanctuary. In due time, the insatiable abomination devoured every living creature in sight, transforming the formerly lush, vibrant locale into a dilapidated remnant of its previous glory, teeming with the restless souls of those it devoured.

5D-1. Welcome to the Jungle

Tangled vines and rampant undergrowth conceal the ancient entrance into The Green Father's lost refuge. Characters have a 1-in-6 chance to spot the stone portal granting access to the level through the dense vegetation concealing the passageway beyond it. An archaic glyph once protected the entrance, but the forest child triggered the hidden trap before her rampage. The characters can opt to squeeze through the packed greenery, push through it, or hack through it. If the characters remove the vegetation completely, an act which takes 1 minute to perform and requires no check, an inscription written in common around the archway proclaims, "Blood curdles, flesh fades, but green remains."

5D-2. Green Leaves

Despite the lack of sunlight and water, patches of mold tenuously cling to the stone walls and ceilings. Crude drawings and paintings depicting humans and elves hunting all manner of beasts fill in the spaces between the greenery. The faint aroma of freshly hewn grass lingers in the air, suppressing the stench of mildew from the indigenous plant life on the walls and the reek of rotting leaves, wood, and other dead vegetation covering the floor. The unsettling sights and sounds of primordial screams, bestial growls, the sudden appearance of eyes peering around a corner, and other disturbing visual and audible illusions randomly occur within the corridor. These effects duplicate those created by a *phantasmal force* spell, lasting for one minute before vanishing into nothingness. There is a 30% chance of encountering one of these illusions each minute spent exploring the corridor.

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Difficulty Level: party level 9–10

Wandering Monsters: Check once per hour on 1d20.

1d20 Encounter

1–5 1d3 banshees

6–8 1d6 ghouls

9–12 1d2 wraiths

13–20 2d6 violet fungi

Banshees (1d3): HD 7; AC 0[19]; Atk claws (1d8); Move (fly 12); Save 9; AL C; CL/XP 11/1700; **Special:** immune to enchantments, magic resistance (49%), magic or silver weapons to hit, shriek of death (1/day, save or die in 2d6 rounds).

Ghoul (1d6): HD 2; AC 6[13]; Atk 2 claws (1d3), bite (1d4); Move 9; Save 16; AL C; CL/XP 3/60; **Special:** immunities (sleep, charm), paralyzing touch (3d6 turns, save resists).

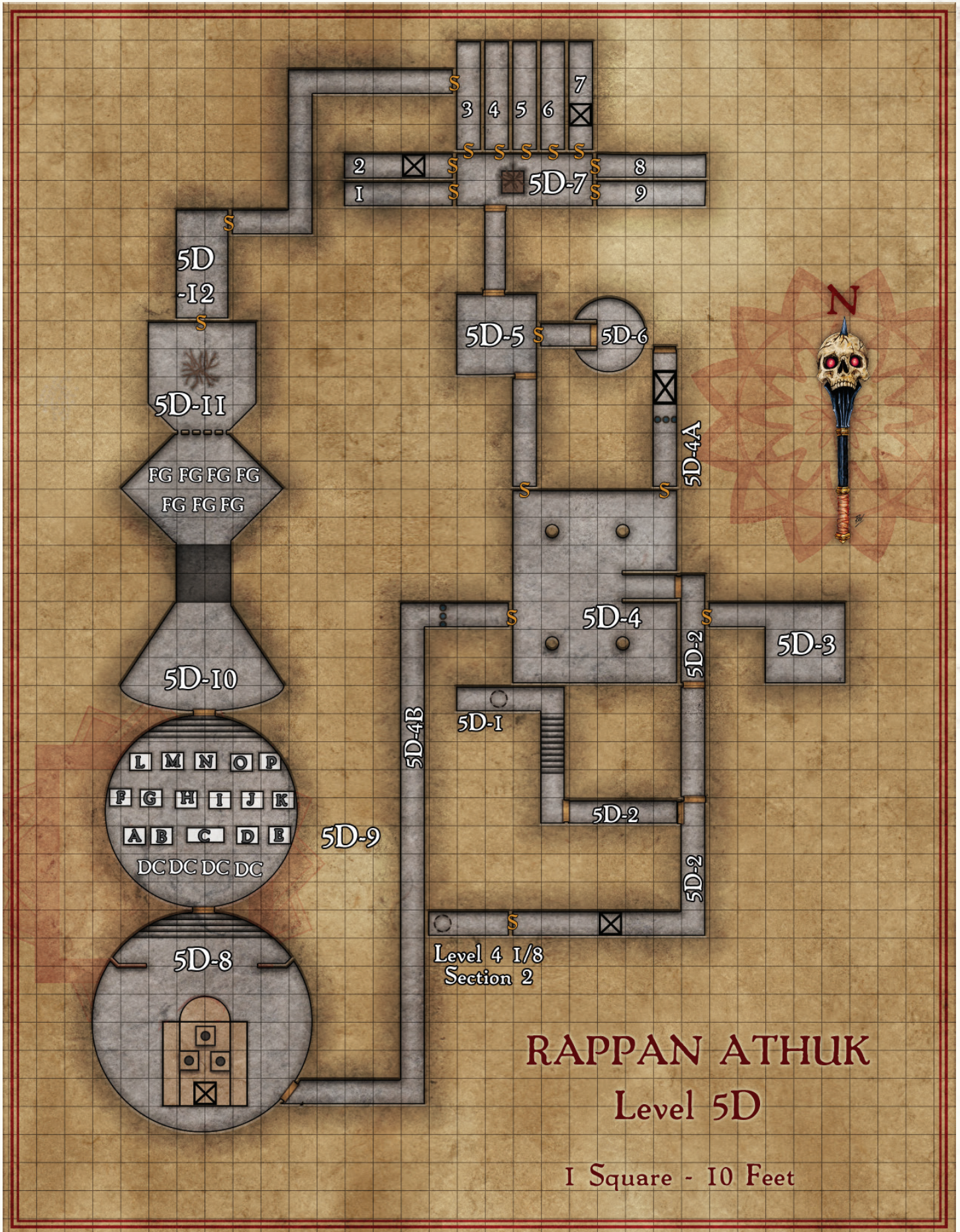
Wraith (1d2): HD 4; AC 3[16]; Atk touch (1d6 + level drain); Move 9 (fly 24); Save 13; AL C; CL/XP 8/800; **Special:** level drain (1 level with hit), magic or silver weapon to hit.

Violet Fungi (2d6): HD 3; AC 7[12]; Atk 4 tendrils (rot); Move 1; Save 14; AL N; CL/XP 4/120; **Special:** tendrils cause rot. (*Monstrosities* 183)

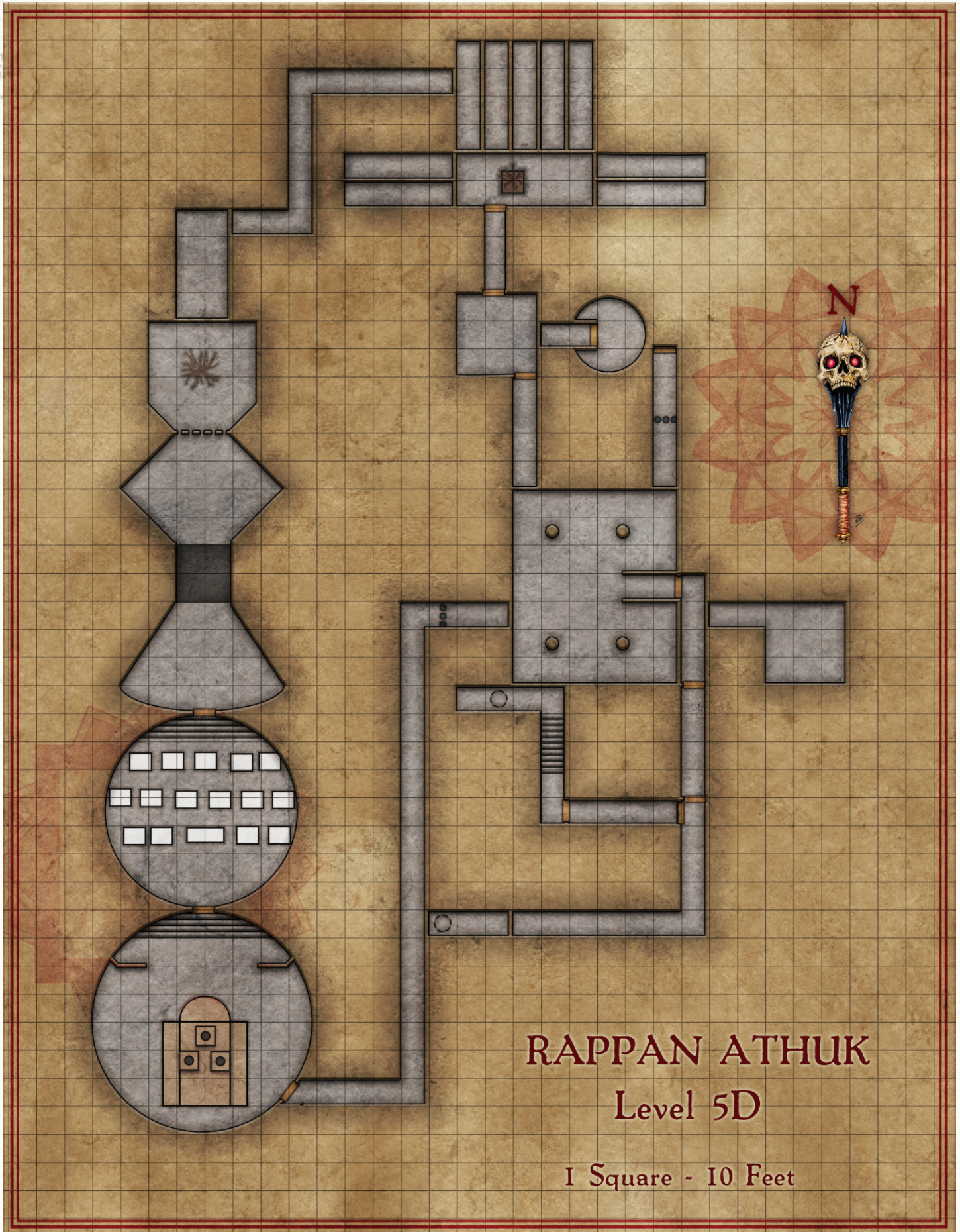
Detections: Evil from Areas 5D-3, 5D-4, 5D-4A, 5D-5, 5D-6, 5D-8, 5D-10, and 5D-11. Magic from Area 5D-9, 5D-10, and 5D-12.

Shielding: Area 5D-7 is protected against divination magic by inlaid lead shields.

Standard Features: The walls, floors, and ceilings are made from cut stone and are 10+1d4ft high unless otherwise noted. There are no light sources in the rooms and corridors unless otherwise specified in the area's description. The walls, columns, and other features are coated with fungi, lichens, and other simple plant organisms. Dried leaves, pinecones, warped branches, and other dead vegetation cover the floor. The doors throughout the complex open with ease. Secret doors are noted on the map as an "S". Areas on the map noted by a boxed "X" contain a camouflaged spiked pit trap covered by rotting vegetation. The trap can be bypassed, but not permanently sabotaged without completely covering the pit opening. The pit is 40ft deep. Creatures who fall into the pit take 4d6 points of damage from the fall and are struck by 1d4-1 poisoned punji sticks lining the bottom (and take 1d4 points of damage per stick). Creatures falling into the pit who take damage from the punji sticks must also make a saving throw against the lethal poison.



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5D-3. Dirty Deeds

Originally used to store excess earth, dirt, and clay, this isolated chamber served a grimmer purpose as the forest child's rampage spread. With no time to bury their dead who avoided becoming the forest child's next meal, the desperate survivors flung their corpses into this storage area to give them at least a semblance of a proper burial. In time, roughly thirty bodies found their way onto this festering heap, transforming the soil into a dreaded **corpse orgy**. The vengeful heap of decomposing matter and gnawed bone attacks any unlucky creature who opens the door. The roiling amalgamation prefers human victims, but happily settles for any humanoids who cross its path. The monster attacks until destroyed.

Corpse Orgy: HD 14; HP 98; AC 2[17]; Atk 4 slams (2d6); Move 6; Save 3; AL C; CL/XP 16/3200; **Special:** absorb body (1 round contact with corpse, gain 12hp), resist blunt weapons (half damage), pain shriek (2/day, 40ft radius, 8d6 damage, save for half). (*The Tome of Horrors Complete* 107)

5D-4. Garden of Screams

Under Damarren's tutelage, the community's elf maidens tended to The Green Father's wondrous gardens, feeding and nourishing the greenery under their care. During its heyday, the artificial conservatory boasted an impressive array of perennials, orchids, and other colorful flowers. The forest child's insatiable appetite rendered their efforts for naught. When the ravenous undead devoured the gardens' caretakers, the delicate, temperamental flowers quickly wilted and died, ceding dominance to the suppressed weeds lying dormant among them.

However, the elves who loved and doted on their prized plants refused to allow the transgression to go unanswered. They immediately coalesced into spiteful banshees seething with hatred. Their anger proved so great, the plants formerly in their care transformed into **2 shambling mound zombies**. Right now, **2 banshees** loiter around the cracked flowerbeds and broken pots overrun with malodorous, dry earth and a thin layer of mildew.

When the characters enter their domain, one of the banshees immediately wails, while her counterpart screams, "The girl killed the flowers! The ravenous child devoured everything! All is lost! Nature stands defeated!"

If the characters inquire further, the banshee responds, "No one is innocent! Trust nothing!" The undead spirits speak no more. The ominous warning forebodes what awaits the adventurers when they meet the forest child in **Area 5D-11**. The banshees refuse to leave what they deem to be sacred ground. The shambling mounds under their charge follow their orders without question, attacking the characters with unbridled fury. Unlike typical flesh zombies, the only features belying their undead nature are their gnarled branches, their brown, dying leaves and vines, and the stench of rot accompanying the shuffling heaps of moldy vegetation.

Foul-smelling black dirt covers much of the floor in addition to the compost found throughout the complex. During their mortal lifetimes, the five elves who lavished their love upon their green friends buried their valuables beneath the soil. Although they no longer care for these objects, the pile where they lie buried is still visible.

Banshees (2): HD 7; HP 51, 43; AC 0[19]; Atk claws (1d8); Move (fly 12); Save 9; AL C; CL/XP 11/1700; **Special:** immune to enchantments, magic resistance (49%), magic or silver weapons to hit, shriek of death (1/day, save or die in 2d6 rounds).

Shambling Mound Zombies (8HD) (2): HD 8; HP 57, 52; AC 1[18]; Atk 2 fists (2d8); Move 6; Save 8; AL N; CL/XP 11/1700; **Special:** damage immunities (half damage from cold, weapons), enfold and suffocate victims (suffocate in 2d4 rounds if both fists hit). (*Monstrosities* 419)

Treasure: The banshees' cache includes six emeralds worth 500gp each, three amber brooches worth 100gp each, a petrified wooden holy symbol worth 50gp, and ten turquoise stones worth 10gp each. The holy symbol is a relic connected to The Green Father.

5D-4A. Door to Nowhere

An iron portcullis bars passage into the corridor beyond. Oddly, there are no visible or concealed levers, switches, or other means of raising the heavy metal barrier. Nonetheless, the portcullis can be breached by prying its bars apart with a successful Open Doors check, and then slipping through the space. Alternatively, the adventurers can pound their way through the portcullis.

After bypassing this obstacle, the characters can proceed to the false wooden door at the end of the hallway, though another concealed danger (a **camouflaged poisoned spiked pit trap**) awaits the adventurers before they reach their destination. If the characters circumvent the preceding hazard, the false door awaits them. Whenever a creature or an object touches the door, it detonates an **exploding door trap** (6d6 points of damage to all targets within 30ft of the door). After the door explodes, the abscess reveals a solid stone wall leading nowhere.

5D-4B. Sliding Bars

Black and green strands of mold cover the slimy walls. The corridor is generally featureless save for an iron portcullis. This barrier shares the same statistics as its counterpart in **Area 5D-4A** with one noteworthy exception. The portcullis can be easily raised by shoving the gate a few inches south and then lifting it up.

5D-5. Uncultured

In his last desperate moments, Damarren's most learned naturalist conducted desperate experiments to stave off becoming the forest child's next meal. Although he failed in his primary objective, he sadly succeeded in setting the stage for creating another monstrosity, the **2 bileborns** who now inhabit the converted horticulture lab. His combination of alchemical components, organic raw material, and the forest child's malevolence originally gave rise to one of these dreaded creatures. Over time, the monstrosity split into two.

The monsters appear as two tangles of rotting, spasming flesh and mangled body parts. The creatures constantly jerk, as if countless impulses were sending random, chaotic signals to their frayed nerves. The apparent epicenter of neural activity is a cluster of decapitated heads mumbling incoherent utterances. Despite their numerous "heads," the bileborns display little if any intelligence. Their lone goal is to add more organic material to their loathsome bodies. When the monsters first spot trespassers, at least one of them unleashes a babbling scream. They cannot formulate any coherent battle plan. Therefore, beyond shouting incoherently, the monsters' actions are governed more by random inclinations than any actual thought process.

Bileborns (2): HD 8; HP 60, 54; AC 3[16]; Atk 4 slams (1d6 plus grab); Move 12; Save 8; AL C; CL/XP 11/1700; **Special:** babbling scream (60ft radius, *confusion* for 1d4 rounds, save resists), coordinated burst (every 1d4 rounds, *haste*, 1 round), incorporate body (pull into body after grab, 1d4 damage/round, Open Doors to escape, save with cumulative -1 penalty to resist ongoing damage). (*Tome of Blighted Horrors* 6)

After eradicating the bileborn threat, the characters may explore the former horticulture laboratory. Little remains intact after the forest child's incursion and the bileborns' creation. The monsters destroyed the tables and alchemical equipment, as well as shattering the numerous jars, beakers, and vials stored on those tables. Broken pottery and clumps of earth tangled with knots of roots are strewn about the floor. Amid the clutter, a small, locked iron safe is built into the wall behind an overturned bench. The key required to open the safe has long since vanished, forcing the characters to resort to other means to open the device. Removing it

Poison Ivy

This toxin is harvested from urushiol, the oily substance harvested from the leaves of the poison ivy plant. A creature subjected to this poison must make a saving throw or 1d6 points of damage and become poisoned. The poisoned creature must repeat the saving throw every 4 hours, taking 1d4 points of damage on a failed save. After three successful saving throws, the effect ends and the creature is no longer poisoned.

from the wall requires a character to roll below his strength on 3d6 or to chip it away from the surrounding stone. Alternatively, a character can bypass the lock with thieves' tools.

Treasure: The safe contains 2 *potions of healing*, 3 doses of poison ivy (see below), and two scrolls (both *plant growth*).

5D-6. Bullet with Butterfly Wings

Many cultures revere butterflies for their remarkable beauty and grace. The Green Father's worshippers are no exceptions. They kept a vast collection of these colorful insects within a warm, humid environment flush with organic matter for them to feed upon and make their abodes. Of course, maintaining a controlled environment requires outside intervention. When their caretakers found their way into the forest child's ravenous belly, the pampered pets quickly succumbed to the suddenly drier conditions with two noteworthy exceptions. Interspersed among the common species were several specimens of rare, carrion-eating butterflies. While their kin figuratively dropped like flies, these opportunistic butterflies fed on their remains.

Nonetheless, the butterflies' survival remained in the balance until fate intervened. The desperate Damarren summoned a fiend to battle against the interloper, and they waged an epic contest within the conservatory, with the forest child prevailing. While the undead devoured the corpse, the butterflies joined in the feast, transforming them from exotic yet ordinary insects into **2 death butterfly swarms**. The beasts prefer the taste of undead flesh over that of the living, causing them to attack these abominations first. If the characters exercise control over the butterflies or capture them, they can be used as unwitting allies who single out the characters' undead adversaries. Characters unable to command or subjugate the tiny beasts must instead fight them as the hungry insect swarms encircle their living enemies.

The caretakers' demise also created another unintentional consequence. The organic debris littering the floor and ceiling combined with the high humidity to transform the ground into a 6in-deep shallow bog. Furthermore, the conditions transformed the organic matter into peat. Attacks dealing fire damage automatically ignite the highly flammable material. A creature who first steps into the smoldering muck or ends its turn in contact with the floor takes 2d6 points of fire damage. The butterflies always hover above the flames.

To make matters worse, peat fires belch out noxious, black smoke. Wispy vapors fill the area 1d4 rounds after the fire starts, reducing the visual conditions. If the fire continues for 1d4 rounds thereafter, the thick clouds obscure all sight within the room. When this occurs, all characters within the area must make a saving throw or inhale the thick smoke and begin coughing uncontrollably (-2 to hits and damage) for as long as the creature remains within the room and the fire rages. The smoke dissipates only when the flames have been fully extinguished for 6d6 minutes.

Death Butterfly Swarms (2): HD 8; HP 60, 56; AC 7[12]; Atk swarm (3d6 + poison); Move (fly 12); Save 8; AL C; CL/XP 9/1100; **Special:** poison (save or sleep [as spell], 1d6 damage to undead), vulnerabilities (cold, fire) (200%). (See **Appendix 1: New Monsters**)

5D-7. Number Nine, Number Nine

Solving the numerical riddle in this topiary likely requires some botanical knowledge and mathematical skill. Its lone feature is a square flowerbed with a 6ft-high, perpendicular petrified wooden pole imbedded into the earth. The wilted remains of a mangrove shrub clipped into the likeness of a nearly closed question mark still cling to its neighboring support structure. The plant's pneumatophore root structure protrudes through the arid dirt. Upon closer examination, the characters can discern several critical clues to solving the puzzle.

A character who studies the shrub can identify the plant as a mangrove. Furthermore, the adventurer also determines the woody fingers sticking out of the ground are extensions of its roots. A character who examines the pole notices strands of fibrous material wrapped around the wooden object at the 4ft mark, which roughly corresponds with where the plant would be attached if the question mark were actually closed. In this scenario, the mangrove resembles the number nine.

When the clues are put together — the square flowerbox, the exposed roots, and the number nine — the pieces point toward the square root of nine, which is three. The next part of the solution requires the characters to interpret a phrase inscribed above the inside of the door connecting the room to the corridor. Mold has partially obscured the words written in Common, while time has erased several of the letters. The message reads "F-l-ow -e", which was intended to say, "follow me."

The preceding portion of the riddle refers to the nine secret doors built into the west, north, and east walls. Unlike the other secret doors in this complex, the hidden portals are comparatively easier to find, suggesting there were intended to be discovered. Fortunately, they are just beyond the forest child's ability to readily locate.

If the characters adhere to the instructions to "follow me" and count the doors from left to right beginning at the entrance and ending with the third door, they find the safe passageway leading to the secret door out of this chamber. When each secret door is opened, the corridor beyond it appears nearly identical to the others. Varying degrees of mold, lichens, and compost material cover the floors, walls, and ceiling. With the exception of the third corridor, the remainder brandish devilish traps. Corridors 2 and 7 contain the **camouflaged poisoned spiked pit traps** that are scattered throughout the level.

Corridors 1, 5, and 8 contain **ensnaring vegetation traps**. Whenever the corridor is occupied by at least one living creature for 1d4 consecutive rounds, **4 assassin vines** emerge from the walls, floor, and ceiling. *Dispel magic* causes the vines to retreat.

Assassin Vines (4): HD 7; HP 52, 49x2, 45; AC 5[14]; Atk vine (1d6+1); Move 1; Save 9; AL N; CL/XP 8/800; **Special:** animate plants (30ft, save or immobilized).

Corridors 4, 6, and 9 feature **magical mold spore traps**. When the corridor is occupied by at least one living creature for 1d4 consecutive rounds, the mold covering the walls releases a cloud of toxic spores. Creatures within the corridor must make a saving throw. On a failed save, creatures take 2d6 points of damage. On a successful save, the creature takes half damage. Creatures who do not breathe are immune to this effect.

5D-8. Altered States

Damarren and his followers believed they could attain true harmony with nature only by reaching an altered state of consciousness, a feat they achieved by inhaling hallucinogenic vapors. Unfortunately, attaining this heightened sense of reality came with a hefty price. Still clinging to the vestiges of the past, one of The Green Father's priests continues to oversee the controls that release the burnt fumes into the circular chamber. Perched atop a dais elevated 30ft above the ground, the disloyal servant turned away from his deity during his final hours and pled to the demon

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lord Orcus for assistance fighting the forest child. His cries fell upon deaf ears, but his treachery did not go unnoticed. The Green Father transformed the priest into a **huecuva**, consigning the undead monstrosity to the task of igniting the ancient leaves stuffed within three altars on the dais. A lit brazier filled with peat rests upon each malachite altar, whose surface contains numerous holes and grooves to allow the smoke to filter out of the receptacle. The huecuva moves to set each altar's contents aflame. When it succeeds at this endeavor, the altar billows out wispy smoke, causing the 20ft-radius area around the altar to be lightly obscured. More importantly to the adventurers, a character inhaling the smoke is subjected to a **hallucinogenic fumes trap**. When a character enters the affected area for the first time, the character must make a saving throw. On a failed save, the character suffers intense hallucinations, causing double vision. The character must roll 1d20 before making an attack roll. On a roll of 8 or lower, the poisoned character targets an imaginary duplicate of its opponent, automatically missing its intended target.

Reaching the top of the dais can be a challenge for characters who must scale its sheer walls to ascend to its zenith. A character who gets to the top of the dais discovers a grand coffin crafted from bones stitched together with plant fibers along with the three malachite altars. The casket has no lid and can be breached by physically cutting it open or withering it with magic. When sliced open, the sarcophagus contains the desiccated corpse of Damarren's predecessor, Arnacles, interred with his worldly belongings.

The huecuva abandoned his patron deity in his darkest hours, but the **6 will-o'-the-wisps** floating behind the stone pews remained true to The Green Father until the end. Sadly, fidelity could not spare them from their melancholy fate. The tiny, undead balls of malevolent light swarm trespassers, preferring to hover above their enemies and shock them before disappearing from sight and repeating the process anew. The huecuva and the will-o'-wisps are immune to the hallucinogenic fumes trap. They suffer no debilitating effects from the smoke, though they still treat the area as being lightly obscured.

The domed chamber's apex reaches a height of 65ft, gently tapering off to a height of 35ft along the edges. The stone stairs in the northern section rise 15ft, culminating in a door bearing the image of a rack of antlers emblazoned on it.

Will-o-the-wisps (6): HD 9; HP 67, 64, 63, 55, 50, 48; AC -8[27]; Atk shock (2d6); Move 18; Save 6; AL C; CL/XP 10/1400; **Special:** lights.

Huecuva: HD 6; HP 43; AC 2[17]; Atk claws (1d4+1 + disease); Move 12; Save 11; AL C; CL/XP 9/1100; **Special:** change self, disease (fever, 1d3 constitution and dexterity damage day, save at -3 to end damage), silver or +1 magic weapons to hit. (*The Tome of Horrors Complete* 329)

Treasure: Arnacles still wears his +1 *leather armor of fire resistance* (as the ring) and holds his *staff of withering* in his bony hands. A lapis-lazuli band strapped around his skull is worth 1000gp.

5D-9. Unholy Cow!

Before the forest child's arrival, The Green Father's servants devised a method of growing grass in this spacious, subterranean chamber. The purpose was twofold. The greenery reminded them of the outdoors, giving their honored dead an appropriate burial ground, and it provided a food source for their contingent of wild animals, including an odd quintet of cattle. Unbeknownst to them, **5 therianthrope cow-weres** — magical bovines masquerading as ordinary animals — infiltrated their ranks just before the forest child's arrival. While the ravenous monster hungrily devoured the other beasts, these five cow-weres endured.

When the characters view the scene, they find dozens of various animal skeletons curiously strewn around the edges of the crude cemetery. Standing amid the sixteen sarcophagi fashioned from bones and fibrous materials are five inexplicably healthy heads of cattle. The cow-weres exchange moos while staring quizzically at the intruders. A character who



hears the mooing and rolls below his intelligence on 4d6 denotes a pattern within the sounds, suggesting they represent words in an intelligible language rather than randomly generated noises. After 1 minute of strategizing, one death cow lets loose a terrifying war moo, signaling the others to instantly stand upright on two legs and retrieve their bastard swords. For the remainder of the combat, the cow-weres alternate war moos as they circle around their adversaries.

The cow-weres never stray more than 60ft from the center of the room. A protective circle around the perimeter of the coffins keeps the forest child at bay. The other animals who left the protective circle soon fell prey to the voracious undead. Although the death cows exhibit no qualms attacking the adventurers, escape remains their primary objective. If the characters communicate with the monsters, they agree to cease hostilities and work toward devising a solution to their current predicament. The cow-weres refuse to fight the forest child under any circumstances after witnessing the creature practically inhale large beasts with astounding ease. They warn the characters to beware of the forest child's ability to bewitch enemies and lull them into a dreamlike state.

Cow-weres, Therianthropes (5): HD 9; HP 69, 65, 60, 57, 51; AC 6[13]; Atk bastard sword (1d8), bite (1d6); Move 12; Save 6; AL C; CL/XP 10/1400; **Special:** shapechange (into cow or bipedal cow), war moo (3/day, 30ft radius, 2d6)

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damage and deafened, save for half). (See **Appendix 1: New Monsters**)

Like Arnacles' sarcophagus in **Area 5D-8**, these coffins have no discernible lids and seem to have been woven around the decedent akin to a cocoon. They must be cut open or withered using magic.

Coffin A: The skeletonized remains of a wizened druidess occupy the fibrous container. She died from blunt force trauma to the head.

Coffin E: The coffin contains the corpse of an infant girl wrapped inside a thick, woolen blanket.

Coffin F: All creatures within 10ft of this opened coffin must make a saving throw or be incapacitated for 1 minute by the potent stench of decomposition. Scattered bone fragments from the skull and pelvis are all that remain of this individual.

Coffin J: When this coffin is cut open, it triggers a *magic mouth* spell. A loud voice shouts, "Thief! Thief! Can't you tell I'm already dead! Oh, and I don't have anything. Now who's laughing? Me, that's who." The mummified body of a young man is positioned face down with its two middle fingers extended outward. The person died from a deep laceration to the neck.

Coffin M: This young man's cause of death is patently obvious. His skeletal hands are still bound behind his back, and a noose is wrapped around his neck.

Coffin N: An almost perfectly preserved man clutches the skull of a large predatory beast in his fleshy hands. A +2 *javelin* rests at his side. A character who examines the body notices a gangrenous bite wound on his lower torso.

Coffin O: Almost every bone on this mangled skeleton bears blatant bite marks. The culprits, two giant rats inexplicably buried with the unfortunate soul, also died long ago. The hungry animals consumed every scrap of flesh, though they left behind a *ring of fire resistance* and a pouch containing five rubies worth 500gp each.

Coffin P: This coffin is empty.

5D-10. Aviophobia

Withered vines and weeds litter the thin, dry earth covering the stone floor of an oddly shaped room consisting of two wedges separated by a deep, rectangular chasm. The perilous abyss reaches a depth of 100feet, culminating in a hard surface filled with perpendicular wooden spikes embedded into the ground. A creature falling into the chasm takes 10d6 points of damage from the tumble and is struck by 1d4 spikes (1d4 points of damage each). A 1ft-wide stone plank spans the distance between the two edges. Characters walking across the plank must roll below their dexterity on 3d6 to maintain their balance on the plank. A character who fails the check must make a saving throw or fall into the chasm.

Naturally, the characters may take flight to avoid this hazard, a factor Damarren counted on when he devised his insidious **magical aviophobia trap**. When a creature is not in direct contact with any surface in the room, an overwhelming phobia grips it unless the creature succeeds on a saving throw. On a failed saving throw, the creature takes 2d8 points of damage from the terror and must land immediately or suffer another 1d8 points of damage each round until they do so.

The characters' more pressing issue is the **7 fear guards** positioned on the northern wedge. The undead monsters take full advantage of the terrain and the trap. They fly across the chasm, ignoring the effects of Damarren's magic to assault the characters. These monsters appear as hooded humanoid figures outfitted in flowing gray robes over a suit of ghostly armor. The fear guards were the last remaining vestiges of the level's previous occupants who were presumably the worshippers of an evil deity.

Unable to consume their incorporeal bodies, the forest child ignored the fear guards, taking up residence in **Area 5D-11** just beyond the north wall, which radiates magic. The north "wall" consists of two barriers, a thin sheet of balsa wood painted to resemble stone, and a more formidable invisible barrier in front of it. The extensive chipping, peeling, and warping prevalent on the wooden obstacle allows a character to recognize the second wall's true nature. If the characters destroy the magical barrier by doing at least 100 points of damage, they can easily pry the boards away or break through the balsa wood.

Fear Guards (7): HD 4; HP 32, 30, 29x3, 27, 26; AC 5[14]; Atk incorporeal touch (1d6); Move (fly 12); Save 13; AL C; CL/XP 6/400; **Special:** create spawn, fear aura, spell-like abilities. (**The Tome of Horrors Complete** 239)

Spell-like abilities: constant—fear (10ft radius); 2/day—darkness 15ft radius.

5D-11. Hunger Games

Damarren and his few remaining followers made their final stand against the **forest child** within this sanctuary where The Green Father's sacred tree once flourished. The forest child's pervasive evil and hunger reduced the deity's beloved oak into a rotting stump with an expansive cavity in its face. To protect the tree from certain destruction, Damarren cajoled the congregation's resident wizard to use his spell scroll to conjure a transparent barrier separating **Areas 5D-10** and **5D-11** before hastily erecting the second wall to conceal their presence. Unfortunately, the last-ditch effort failed. The forest child teleported into the chamber, where it devoured every last piece of flesh on Damarren's body along with every sliver of meat from his magic-user ally and a ranger companion. The horrific circumstances of their death raised their mortal bodies as **3 skeletons** who accompany their brutal killer. Over the years, the forest child scattered their possessions throughout the level.

Despite her gruesome crimes and the vines and roots protruding from her flesh, the forest child appears childlike and innocent. The young girl's doe eyes and slight stature convey her tragically lost youth and naivety. The scent of freshly disinterred earth accompanies her.

When the characters first encounter her, the young girl politely asks, "A morsel I beg. Just a small taste." Although her plea seems harmless, simply hearing her voice subjects the listener to the monster's coddling whims. The abomination then races forward, baring its teeth and expanding its jaws far beyond their physical limits. The skeletons follow right behind her in close pursuit. The forest child has only one concern on its mind — eating every ounce of organic matter it can find. The forest child and her minions lack any strategies or tactics. Her only goal is to fill her belly by any means necessary.

Forest Child: HD 15; HP 105; AC 2[17]; Atk bite (2d6 + hunger); Move 12; Save 3; AL C; CL/XP 19/4100; **Special:** +2 or better magic weapons to hit, coddling voice (100ft radius, saving throw or charmed), hunger (natural 20 to-hit roll severs extremity: 1–2, arm; 3–4, leg; 5–6, head), lullaby (charmed characters must save or begin to hallucinate and are incapacitated), immunities (electricity, poison) (100%), magic resistance (20%), regenerate (3hp/round), resist fire (50%), spell-like abilities.

Spell-like abilities: constant—detect invisibility; 3/day—fear; 1/day—haste, teleport.

The forest child first attempts to charm the characters with her coddling voice. If she does so, she then sings her forest lullaby, forcing charmed characters to save again or begin to hear lovely, tinkling music. Characters who fail their save against the lullaby become unaware of their surroundings and are incapacitated for 2d6 hours. If they are attacked, they can attempt another saving throw to break free of the charm and hallucination.

Skeletons (3): HD 1; HP 7, 6x2; AC 8[11]; Atk longsword (1d8); Move 12; Save 17; AL N; CL/XP 1/15; **Special:** immune to sleep and charm spells.

Equipment: longsword.

5D-12. Green Treasures

Damarren stored the shrine's prized possessions within his well-defended vault. However, unlike most humanoids, the druid's treasures focused on rare plants and other natural oddities rather than gold, silver, and magic. Sadly, time and neglect took their toll on The Green Father's collection. The shrine's prized orchids shriveled into decomposing husks long ago, while their cherished flowers withered into dust. Nonetheless, a few items withstood the apathy and endured.

Treasure: The room's surviving wonders include a *magical libram* (*druid*) dedicated to The Green Father, a *staff of the snake*, a +2 *longbow* formerly owned by The Green Father's resident ranger, his wizard's *wand of paralyzing* (23 charges), eight petrified wooden braziers worth 100gp each, four flowerpots crafted from vines worth 50gp each, and three rare tulip bulbs worth 25gp each.

Appendix 1: New Monsters

Cow-were (Therianthrope)

Hit Dice: 9

Armor Class: 6[13]

Attack: bastard sword (1d8), bite (1d6)

Saving Throw: 6

Special: shapechange (into cow or bipedal cow), war moo (3/day, 30ft radius, 2d6 damage and deafened, save for half).

Move: 12

Alignment: Chaos

Challenge Level/XP: 10/1400

Therianthropes are animals that can assume a human or hybrid form. They are akin to lycanthropes, but do not carry or induce lycanthropy. Cow-weres appear as large cows, but can shapechange into a humanoid form (with bovine features), or a hybrid standing 6ft tall with a cow's head. Three times per day, a cow-were can let loose a war moo that forces anyone within 30ft to make a saving throw or take 2d6 points of damage as they are deafened (save for half).

Cow-were, Therianthrope: HD 9; AC 6[13]; Atk bastard sword (1d8), bite (1d6); Move 12; Save 6; AL C; CL/XP 10/1400;

Special: shapechange (into cow or bipedal cow), war moo (3/day, 30ft radius, 2d6 damage and deafened, save for half).

Death Butterfly Swarm

Hit Dice: 8

Armor Class: 7[12]

Attack: swarm (3d6 + poison)

Saving Throw: 8

Special: poison, vulnerabilities (cold, fire)

Move: 12 (flying)

Alignment: Chaos

Challenge Level/XP: 9/1100

Death butterfly swarms are undead butterflies that attack by swarming over living and undead creatures. The black-and-red butterflies deliver a potent poison that knocks out living beings for 1d6 hours, but also does 1d6 points of damage to undead creatures. The butterfly swarm is vulnerable to cold and fire.

Death Butterfly Swarms: HD 8; AC 7[12]; Atk swarm (3d6 + poison); Move (fly 12); Save 8; AL C; CL/XP 9/1100;

Special: poison (save or sleep [as spell], 1d6 damage to undead), vulnerabilities (cold, fire) (200%).

RAPPAN ATHUK

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