

A Pathfinder Roleplaying Game adventure for 4-6 characters of level 2.

Out in the middle of the twisted moorlands lies the fabled Temple of Evil ...

Or so they say.

But when two young sisters on their first adventure fail to return, apparently dead, on an expedition arranged by two other adventurers who happen to return unscathed, the girls' father asks you to investigate whether there has been any foul play involved; and you rather think that there has ...



Four Dollar Dungeons are standalone adventures designed to be logical, entertaining, challenging and balanced, and easily integrated into any campaign world.

Each adventure has enough material to last two to three playing sessions and enough experience to raise four characters of the appropriate level up by one extra level. Treasure is commensurate with the encounter challenges faced. Scaling information is included for adventuring parties of five or six.

This investigative adventure is mainly set within the boundaries of a wealthy but remote town, though some of the activity also takes place in the moorlands that surround it.

Four-Dollar-Dungeons Module 2.2

Dance Macabre

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Background

Most of the people that live in the town of Twisted Bridge are evil¹ though they wouldn't think of themselves as such. The nature of their evil is passive: they don't go out to destroy or hurt innocent lives, they simply consider that some innocent lives are not as important as their own and can therefore be sacrificed in order to provide them with entertainment.

This could be called immorality, if it came from remarkably stupid or ignorant people, but the folk of Twisted Bridge are nothing of the sort; they are intelligent, educated, noble-born in the main and with every privilege that money could buy having been lavishly afforded upon them. They act the way they do not because they're unable to think about morality but because doing so would be inconvenient to their privileged way of life. When they see suffering in others, they look the other way. When they hear the screams, they talk about something else.

Against such a backdrop of passive evil, of course, active evil thrives.

Tzitzimitl, a tall, unnerving, man arrived in Twisted Bridge just over ten years ago when "the stars" told him that it was time to bring his adventuring career to a premature end.

Tzitzimitl is an astrologer, of sorts: a stargazing oracle who is obsessed with his own mortality, especially after having come

¹ in my very humble opinion

so perilously close to it on more than one occasion. His divinations are always far from clear, however, though this may be because he perpetually asks the same question: the time and location of his own death. It was in the pursuit of that particular piece of knowledge that the charts directed him to Twisted Bridge and to the purchase of the town's clock tower next to its market square.

Tzitzimitl's subsequent assimilation into the decadent lifestyle of Twisted Bridge was assured; his fortune-telling skills and charming manner quickly securing for him both an income and respect, even deference given that his predictions are frequently correct if not necessarily understood correctly before they become self-evident.

Once established, Tzitzimitl was next directed by his charts to explore the catacombs below the town, whereupon he found, lurking in the shadows, an ancient spirit called "Yetaxa", the wraith of an evil cleric that had died there many hundreds of years ago.

Tzitzimitl and Yetaxa immediately recognised in each other a potential ally and after a few days of negotiations a deal was struck between them. Yetaxa agreed to provide Tzitzimitl with whatever resources he needed in order to pursue the answer to his own research, and Tzitzimitl agreed to provide Yetaxa with a steady supply of souls for the wraith to consume and re-spawn as his servants.

Twisted Bridge turned out to be the perfect location for this unholy alliance. A few weeks after the deal was struck, a new festival began to be celebrated late at night in the town's central square, a lavish spectacle of expense and decadence with a spectacular climax at its finish. As the clock chimes away the last few strokes of midnight, the incorporeal undead that live below the square rise up to join the living in a rare and exquisite dance, weaving a graceful Carole in a series of ritualised steps carefully choreographed to ensure that neither side actually touches the other.

While the dance takes place, Yetaxa's next victim watches in abhorrence and horror from within a gilded cage placed in the centre of the square. When the dance ends, Yetaxa emerges from below the cage and devours the victim in front of everyone's eyes. A few moments later the music strikes up again, the wraith spawn and their master disappear, and the townsfolk carry on with their dining and partying until the early hours of the morning.

This festival has been repeating every six or seven months now for the last four years and so far only one young girl has ever managed to escape her fate (and she came to grief further down the river). Apart from this anomaly, every time the festival occurs there is always one more wraith emerging from the catacombs below to participate in the dance.



Recent events, however, have added a new twist to the tale; Tzitzimitl's macabre investigations appear to be coming to their conclusion.

Tzitzimitl has known for some time now that he will learn the precise time and place of his own death during one of these ritualised dances, however he has also been aware that somehow or other this will happen during the middle of the day. This is puzzling because wraiths only operate at night; however a few weeks ago Tzitzimitl learned that there was an eclipse due to take place over Twisted Bridge at the prescribed

time and now all of his predictions have fallen neatly into place.

Tzitzimitl uses an elaborate trap to capture his victims for sacrifice. On this most recent of occasions he has chosen to acquire two young girls instead of one so that he can use the first as a sort of "dress rehearsal". The capture of the victims and the sacrifice of the first went well enough and now the second, sister of the first, awaits her fate in captivity as the date of the eclipse draws near.

As it happens, though, the father of these two girls is about to bring the PCs into the picture.

Tzitzimitl, funnily enough, has predicted the participation of the PCs in the events to come, and even that they will somehow or another play a part in the fulfilment of his quest. Quite what that part is, however, he has no way of knowing, but he has decided to stay out of the way for the next few days and allow destiny to take its course.

Notes for the Games Master

"The only thing necessary for the triumph of evil is that good men do nothing."

And when good men stand by and do nothing, are they really good men?

The graduations between indifference, thoughtlessness, refusing to help, turning a blind eye and so on all the way to outright evil are hard to define and this adventure does not seek to do so. It is up to you, of course, to play the folk of Twisted Bridge in whatever way feels right for you, however it is clear that whether wicked or stupid the town has allowed real evil to take root below its streets and now they will have to pay a hefty price for allowing it to do so.

This adventure, however, begins in another town entirely.

Although the incidence of adventuring stock in any fantasy setting is never high, all parents must accept that there is a risk that one of their offspring may well elect to pursue some sort of

crazy adventuring career rather than carry on with the family business or marry themselves off to some nice respectable neighbour.

Joseph Ringworm, local pest controller and exterminator, was dealt a particularly bad hand when it came to that consideration as both of his daughters chose to become adventurers rather than try their hand at catching rats, de-lousing cattle or maybe marrying the children of the sort of people who liked to socialise with him and his wife.

Furthermore as soon as the two girls graduated from their adventuring colleges they were immediately recruited by two young “adventurers” in order to form a “party” to clear out a “temple of evil” which lay a couple of days ride away and, apparently, both of them perished in the attempt.

When the two adventurers that had recruited them returned to town, laughing and joking, Joseph immediately demanded to know what had happened to his daughters, and as their responses were far from satisfactory he and his friends ran them out of town.

This altercation happened yesterday and Joseph hasn’t stopped crying into his beer ever since, cursing adventurers of all sorts and their evil adventuring ways. As it happens though, Joseph is doing his crying in the same bar and on the same night that the PCs are destined to be out celebrating their latest successes, and an encounter between them is on the cards.

Joseph and the PCs are not going to get off on the right foot to start with, however Joseph will eventually employ the PCs to find out what has happened to his daughters. The first part of this adventure, therefore, has the PCs out on the trail of the two rogue adventurers, followed by finding the “Temple of Evil” - that elaborate adventurer-catching trap which has now been reset². Clues found on the rogue adventurer’s possessions plus the sham adventure location and on the twisted Dryad who helps them with the trap will lead the PCs to the town of Twisted Bridge and to the second part of this adventure.

The town provides the setting for a sandbox-style investigation. Once the PCs have followed all the clues they should:

- know that one of the daughters is now a wraith spawn and have spoken to her,
- know the location of the second daughter and have spoken to her too,
- know that the second daughter is due to be sacrificed in the town soon and possibly have discovered that this will take place during an eclipse,
- know that the sacrifice consists of being transformed by a Wraith into a Wraith Spawn,
- have a quick way of getting down into the catacombs,

- have in their possession a talisman which can provide the second daughter with temporary protection



The clue map in the appendix shows how these various conclusions are drawn from the information initially available to the PCs as they approach Twisted Bridge. The orange boxes represent starting points, yellow intermediate and green the end-points which the PCs must reach in their investigations. Hopefully there’s enough of a network here to allow PCs to reach the necessary conclusions without too much helping by you, the GM.

The concluding part of the adventure takes place below the market square as the eclipse of the sun begins. Although the PCs will not be able to stop the festival taking place, as soon as the dance starts they will be able to slip the protective talisman to the daughter awaiting sacrifice and then quickly run down to the catacombs in order to attack Yetaxa without worrying about his spawn.

The following final “cut scene” takes place once Yetaxa destroyed:

With their master dead, all the wraith spawn dancing in the square above will suddenly become independent and the carnage of the folk of Twisted Bridge will be spectacular. Tzitzimitl will learn the place and time of his own death just moments before it happens, and then all of the new wraiths with their multitudinous spawn will descend into the catacombs to destroy the PCs. Fortunately, though, as the hundreds of ravenous shadowy forms converge upon the party the eclipse will come to an end and a single beam of sunlight will shine down through the cage in the square into the catacombs below and so provide the PCs with their salvation.

Phew!

Specifics

Much depends on your own particular GM style, of course, and the relationship and expectations that you and your players have of each other, however the following notes will hopefully provide some hints about how this module should play out.

In order to allow this adventure to function both as a narrative text and as a reference text (i.e. for during play), I have highlighted certain parts of the narrative in **bold**. This change of font has no meaning from the narrative point of view, it is simply there to draw your eye when using the text as a reference.

Intimidation

The rule on intimidation states that on success “the target gives you the information you desire”. This requires a bit of interpretation on your part, both from a sense of realism and also from the perspective of how you and your players want this adventure to play out.

² the person in charge of the trap, Autloc, doesn’t know that the next festival is going to be the last one

From a realism point of view, an intimidated target cannot read your mind so the only way that it can know what you desire is for you to ask it the right questions, and since it may not fully understand what you're asking, or maybe fail to read between the lines, you may still not get the information that you actually want. Additionally it is hard to imagine that, say, the parent of a child that you wish to murder will tell you where to find its offspring if you've communicated what your desire is. These sorts of consideration should merit a greater modifier to the roll than the normal circumstantial +/- 2, possibly even resulting in the intimidation being disallowed completely. This, of course, is up to you.

From a game point of view, reading the intimidation rule too literally will replace a great part of the interaction which takes place in an investigative scenario with a few simple dice rolls. This can be good if your players are getting frustrated with the adventure but I personally would suggest you try role playing the encounters first before simply rolling the dice.

Maps

With the exception of the Church of Bones, which has an area on the floor which mirrors the area of effect of a particular spell, it is perfectly ok to consider all of the other maps in this adventure to be guidelines rather prescriptions. Please don't feel that you have to slavishly copy out every measurement and detail onto the gaming grid.

The grids on the Clock Tower and Church of Bones are 10' square, those on the Temple of Evil and the little detail around Morgat's oak are 5' square. The maps of Animal Farm, the Inn and the Catacombs have no grid - the size can be deduced from the furniture, fixtures and fittings.

The first fight in the tavern can be handled using any tavern or inn map that you have, since these are generally quite common. I have provided you with a basic one in case you don't have one, with just the innkeeper and a serving girl shown upon it (you can put whoever else you fancy in there with Joseph and the PCs if you want, though this adventure assumes for the sake of simplicity that everyone else stays out of the way).

Individual Encounters

The encounter at the farm has the potential to kill a PC if the party doesn't realise the sleep and coup-de- grace tactics being used by Ixta and Cameca.

Morgat also could be nasty to a party of PCs if they all have very low Will saves.

The Church of Bones encounter presents the PCs with a particular challenge because of the darkness effect. Unlike the normal *Darkness* spell, *Deeper Darkness* has a 60' radius, meaning that pretty much the whole area of the church will be covered. Although Rap-Tout is also affected (and his Scent ability does not negate his miss-chance), if a lot of the party are rendered useless because of lack of Darkvision then they will need to retreat from the encounter and come back when that spell has run out. Failure to act as a team in this way could be deadly and, given that the PCs can (and should) plan for their

meeting with Yetaxa, this is probably the most dangerous encounter in the adventure.

Finally, prior to starting, make a few notes about each PC so that you are able to fill in the details about them when they find them in the study on the 2nd level of the Clock Tower.

Encounter Summary

Not including the traps / encounters in the Clock Tower, the seven CR 3 encounters result in an adventure which is not only balanced but also rather weighted towards the middle range. As always, the epic counter has a good chance of wiping out an ill prepared party, however since PCs have time to prepare, plan and even buy specific equipment to deal with the wraith at the end, then as long as they don't mind putting up with Twisted Bridge's rather inflated prices they should have a good chance of being able to handle the wraith without a problem.

Within the clock tower, the difficulty of the encounters depends very much on the players. With clever play the PCs could end up bypassing every hazard and still getting the treasure / clues found therein, whereas with careless play they could end up in an awful lot of trouble. In terms of experience I've gauged this area to be worth the equivalent of a CR 2 plus a CR 3 encounter, or a CR 4½ if you like. It is up to you, of course, but in my opinion PCs should get this experience however they end up tackling the Clock Tower.

The following table summarise this adventure's encounter difficulties:

Type	Number	Description
Easy (CR < 2)	1	Joseph Ringworm (3 rd level NPC)
Average (CR 2)	1	Skeleton cleric + zombie horse
Challenging (CR 3)	7	Ixta and Cameca (2 nd level "PCs") Morgat (Dryad) 2 x Jack O'Lantern River Drake Minka (Wax Golem) Babtiste (4 th level Alchemist) Tlotoxl
Hard (CR 4)	2	Autloc (5 th level Cleric) Gabriel (Gargoyle)
Epic (CR 5)	1	Yetaxa (Wraith)

In terms of treasure-balance, without taking into account any scaling considerations, the total amount of treasure which should be present according to the encounter CRs is 10890gp. The actual amount is 11300 gp – which is slightly generous because of the need to allow for increased expenditure faced within Twisted Bridge.

The treasure value given for Babtiste's formula book and for the spellbook in the sewers has been calculated as 15gp for the

book itself plus 1½ times the cost to inscribe the contained formula or spells (i.e. 10gp for a 1st level spell, 40gp for a 2nd, 90gp for a 3rd). A character of the appropriate class could use these books to transcribe formulae / spells into his own book prior to selling it, assuming he has the money to spend on the inscribing process, meaning these particular items of treasure could have additional value (half the cost of inscribing the spells, or one third of the value of the book).

Scaling

Given that this adventure is not easy for parties of 4 characters, there's no problem running it as it stands for parties of 5 or 6, particularly if the players are inexperienced.

Alternatively the various encounters, experience and treasures could be scaled up in order to present the same degree of challenge for larger parties.

For encounters, I would recommend doing one of the following:

- 1) Increase all opposition HPs by 50% (for 1 extra PC) or by 100% (for 2 extra PCs).
- 2) Add or subtract 1 (for 1 extra PC) or 2 (for 2 extra PCs) to every die roll made during the adventure, in an advantageous way for the opposition and in a disadvantageous way for the PCs.

- 3) Increase the numbers of opponents by 25% (for 1 extra PC) or 50% (for 2 extra PCs) where it makes sense to do so within the adventure.
- 4) Apply a +2 (for 1 extra PC) or +4 (for 2 extra PCs) to every prime characteristic of the opposition and work out the consequences.

There's nothing stopping you using whichever approach you like, even using different approaches for different encounters, however my preferred method is the first. Although changes in HP are not hugely realistic, this change is the least intrusive to the tactics and structure of the encounters in this adventure and therefore the easiest to manage.

The encounter in the Church of Bones has the following extra option for 6 PCs: include the Axe Beak Zombie but leave Autloc unchanged. The zombie was originally part of the encounter for 4 PCs but play-testing suggested that this made it too tough given its CR.

Whichever scaling technique you use, you should also increase the experience points awarded for each encounter by 25% (for 1 extra PC) or by 50% (for 2 extra PCs), and adjust the amount and value of treasure that is to be found. Since the latter isn't straight forward I have included recommendations on what should be added in the table below. For 1 extra PC use the extra treasure given ***in bold-italics***, for 2 extra PCs use the extra treasure given in **beige**.

R#	Encounter	CR	XP	Treasure	Total Value
T1	3rd level npc	1	400	One vial of antiplague (50) and one vial of antitoxin (50) per PC	400 +100 + 200
T2	2 nd level barbarian 2 nd level witch	1 1	800	MW chain shirt (250), Composite Longbow (+3 str) (400), MW elven curve blade (380), 3 x scroll of Mage Armour (25), 30 pp, 2 x light black riding horse(75), 2 x saddle etc (20), Barbarian Kit (9), Witch's Kit (21) chain shirt is +1 (1250) as above plus elven curve blade is +1 (2380)	1625 +1000 +3000
T3	Dryad	3	800	MW Longbow (375), 40sp, 56gp, 1pp + Agile Alpenstock (2000) + Rope of Climbing (3000)	445 +2000 +3000
T4	Skeleton cleric Zombie horse	½ 1	600	Chain shirt (100), Heavy wooden shield (7), Warhammer (12)	119
B1	2 x Jack o'lantern	2x1	800		
B2	5 th level cleric	4	1200	Silver Holy Symbol (25), Leather Armour (10), Light Wooden Shield (3), MW Morningstar (308), Robe of Bones (2400) if monsters for robes of bones are used, add: <u>Human Skeleton:</u>	2746

				vial of unholy water (25), 5 pounds of silver dust (25), onyx gem (25), 15 gp <u>Fast Goblin Zombie or Tough Human Zombie:</u> vial of unholy water (25), 5 pounds of silver dust (25), onyx gem (50), 22 gp, 5 sp <u>Wolf Skeleton or Heavy Horse Skeleton:</u> 2 vials of unholy water (25 each), 10 pounds of silver dust (50), onyx gem (100), 25gp <u>Plague Ogre Zombie:</u> 4 vials of unholy water (25 each), 20 pounds of silver dust (100), 2 onyx gems (100 each), 50gp leather armour is +1 (1160) as above plus wooden shield is +1 (1153)	+1150 +2300
B3	Wax Golem	3	800		
B4	4 th level alchemist	3	800	+1 Cloak of Resistance (1000), +1 Chain Shirt (1250) Alchemist's Lab (200) Formula Book (480) with: 1) Comprehend Languages, Crafter's Fortune, Cure Light Wounds, Deathwatch, Disguise Self, Enlarge Person, Polypurpose Panacea, Shield 2) Alchemical Allocation, Animal Aspect, Bull's Strength, Elemental Touch, Invisibility, Vomit Swarm	2930
B5	Clock Tower		1400	Small MW Halberd (310)	310
B6	Gargoyle	4	1200		
B7	Iona			Spellbook (135) with: 1) Charm Person, Color Spray, Feather Fall, Identify, Magic Missile, Ray of Enfeeblement, Sleep, True Strike MW Thief's Tools (100) MW Backpack (50) MW Studded Leather Armour (175) MW Longsword (315) MW Light Crossbow (335) Chainmail armour (150) Hide Armour (20) Quickdraw light steel shield (59) Greataxe (20) 20 crossbow bolts (2) 3 x potion of Cure Light Wounds (150) 2 x flask of Alchemist's Fire (40) Scroll of Endure Elements, Shield (50) Tanglefoot Bag (50) Silver Holy Symbol (25) Collapsible Bathtub (15)	1691
B8	Tlotoxl	3	800		
B9	River Drake	3	800	2347 cp, 423 sp, 89 gp, MW bronze breastplate (350), 5 x +1 Cold Iron Arrows (430), Oil of Bless Weapon (50), Potion of Cure Light Wounds (50) + wand of Cure Light Wounds (25 charges) (375) + wand of Cure Light Wounds (750)	1034 + 375 + 750
End	Wraith	5	1600		
T	Totals		12000		11300 15925 20550

The Temple of Evil

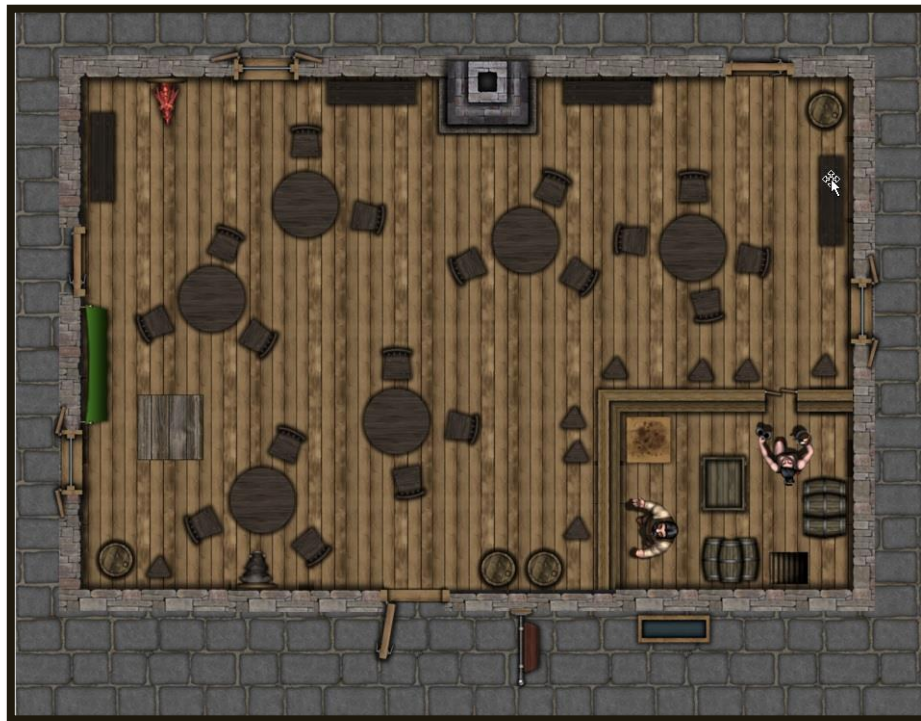
T1. The Ginger Beer House (CR 1)

“What’s wrong with catching rats for a living? They get everywhere, foul your food and some of them are big enough to swallow a cat!”

The Ginger Beer House is a specialist tavern which serves beer flavoured with ginger, either out of barrels in various strengths or from bottles whose contents have been “carbonated” using an alchemical / magical process whose secret is jealously guarded. The ginger flavouring in the drinks has made this tavern both an exotic place to get drunk in and a regular haven for people who think it’s the best sort of beer there is. The PCs are probably the first sort of clientele, out enjoying a drink after their last successful exploits, whilst Joseph Ringworm, local pest-controller, is of the latter type, drowning his sorrows after learning that his two precious daughters have been lost, presumed dead, on a rather less than successful adventure.

That evening the tavern is relatively empty so Joseph soon overhears the PCs boasting about their adventuring lifestyle. The conversation does not please the old rat-catcher one bit, so after drinking a potion of *Bull’s Strength* chased down by a pint of “Ginger Ninja” he accosts the PCs at their table.

The combination of alcohol plus his increased strength gives Joseph courage and belligerence. **For the next 3 minutes (the duration of the potion) he verbally abuses the PCs in every way that he can think of**, accusing them of being immoral, irresponsible and criminal and claiming they should all be arrested, locked up, soundly whipped and, basically, “not allowed”. Anything the PCs might say in return is interpreted in the worst possible way as Joseph tries to seize on anything that might give him an excuse to start a fight.



Everyone else in the tavern gets out the way; even the bar staff sadly shake their heads and treat him kindly as they all know what he’s been going through. Joseph really wants to beat the adventurers up but if the PCs are careful they might manage to avoid a brawl.

If a fight does start, Joseph only uses his fists, oddly honourably given his inebriated state, and only inflicts non-lethal damage whatever the PCs choose to do in reply. When he is eventually knocked out and asleep, or when the potion’s duration expires, some of his friends arrive to take him back home.

Depending on how the PCs behaved during the incident the landlord either throws them out or allows them to carry on drinking for the rest of the night for free.

The next day Joseph calls on the PCs at whatever location they are staying to apologise for his behaviour. Totally sober now, he explains what happened to his daughters and that he feels that the two adventurers who recruited them are either themselves to blame or are hiding something that might incriminate

them. He clearly doesn’t trust what went on and asks the PCs whether they might consider investigating his girls’ fate in exchange for a small reward. Joseph’s rat-catcher profession doesn’t exactly pay well however over the years he’s had to learn a bit of alchemy in order to provide for his own protection so **he offers to pay the PCs a vial of anti-toxin and anti-plague to each of them if they will take this matter on (one vial now, the second one when they return home with either news of his daughters or, even better, with the girls themselves).**

Assuming the PCs agree, Joseph asks them to come over to his shop as soon as they can in order to pick up their first payment. At that time he passes on what information he has, in particular:

Joseph Ringworm (drunk, buffed) CR 1
Male Human Commoner 1, Expert 1, Warrior 2 LN Medium Humanoid (human) Init 5; Perception 1
Defense
AC 14, touch 11, flat-footed 13 hp 26 (1d6+1d8+2d10+6) Fort 2, Ref -1, Will -1
Offense
Speed 30 ft. Melee Unarmed Strike +4 (1d4+2 non-lethal)
Statistics
Str 18, Dex 13, Con 12, Int 10, Wis 8, Cha 9 Base Atk 2; CMB 4; CMD 17 Feats Improved Unarmed Strike, Prodigy (Profession, craft alchemy), Stealthy Skills Acrobatics 3, Appraise 2, Climb 6, Craft (alchemy) 5, Escape Artist 5, Handle Animal 1, Heal 1, Intimidate 1, Profession (exterminator) 4, Ride 3, Stealth 5, Survival 1, Swim 6 Languages Common Gear (light): MW studded leather armour

- That his two girls, Enya and Iona, rode beautiful white horses.
- That the two rogue adventurers Ixta and Cameca, a half-orc and an elf, rode rather less than beautiful black horses.
- That when he and his friends ran Ixta and Cameca out of town, the two rogue adventurers took the road west, the same direction that they had used some weeks ago when they set off with his two daughters.

There's no time to lose, of course, so the party should set out in pursuit as soon as they can after getting themselves suitably decked out for the journey. The road west leads into moorlands, a somewhat bleak / sometimes beautiful landscape reminiscent of the Yorkshire moors³.

The Twisted Moorlands

Irrigated both by the river Twist and by rainfall from the west hitting the mountains to the east, the twisted moorlands are a fertile if somewhat bleak landscape of low lying ferns and heathers punctuated by the occasional oaks and spinneys of ash and chestnut. To the east, the land rises into steep sided valleys with scattered boulders, some as big as houses, before reaching a series of tall grass-covered mountains. To the west the land flattens into a huge expanse of bracken and heather, which forms a haven for many types of game bird and the predatory animals that live there.

Rangers should treat the terrain as "plains" with the vegetation treated more or less as "light undergrowth" – i.e. half movement cost (tactical), $\frac{3}{4}$ movement (overland), providing concealment and increasing the DC of acrobatics and stealth checks by 2.

Apart from the occasional way-station or abandoned farm building or lodge, the moors are deserted. The flora, in purple, green and yellow, is quite beautiful during the day but rather bleak at night. There are no bogs or other sorts of natural danger here except for predators, and there is enough natural food and water available to make survival checks a normal procedure.

Travel

The table below gives the number of hours that are needed to travel between key locations in the overland part of this adventure using different forms of locomotion. Note that ordinarily only 8 hours of travel are possible on any given day.

From	To	Miles	Riding	30ft.	20ft.
Start Town	Hungry Ghost	40	8	13	20
Hungry Ghost	Animal Farm	25	5	8	13
Hungry Ghost	Path / Road Intersect	12	2.5	4	6
Path / Road Intersect	Broken Oak	17	3.5	6	9
Path / Road Intersect	Twisted Bridge	20	4	7	10
Broken Oak	Temple of Evil	12	3	5	8
Broken Oak	Twisted Bridge	20	4 ⁴	7	10
Twisted Bridge	Tonila	8	1.5	3	4
Nearest point on road or track	Stone Circle	12	3	5	8

The two main roads on the map of the area are 20' wide, the east-west track rutted and just under 10' wide. Both roads and track are of compacted earth, though the latter is greener and in places overgrown.

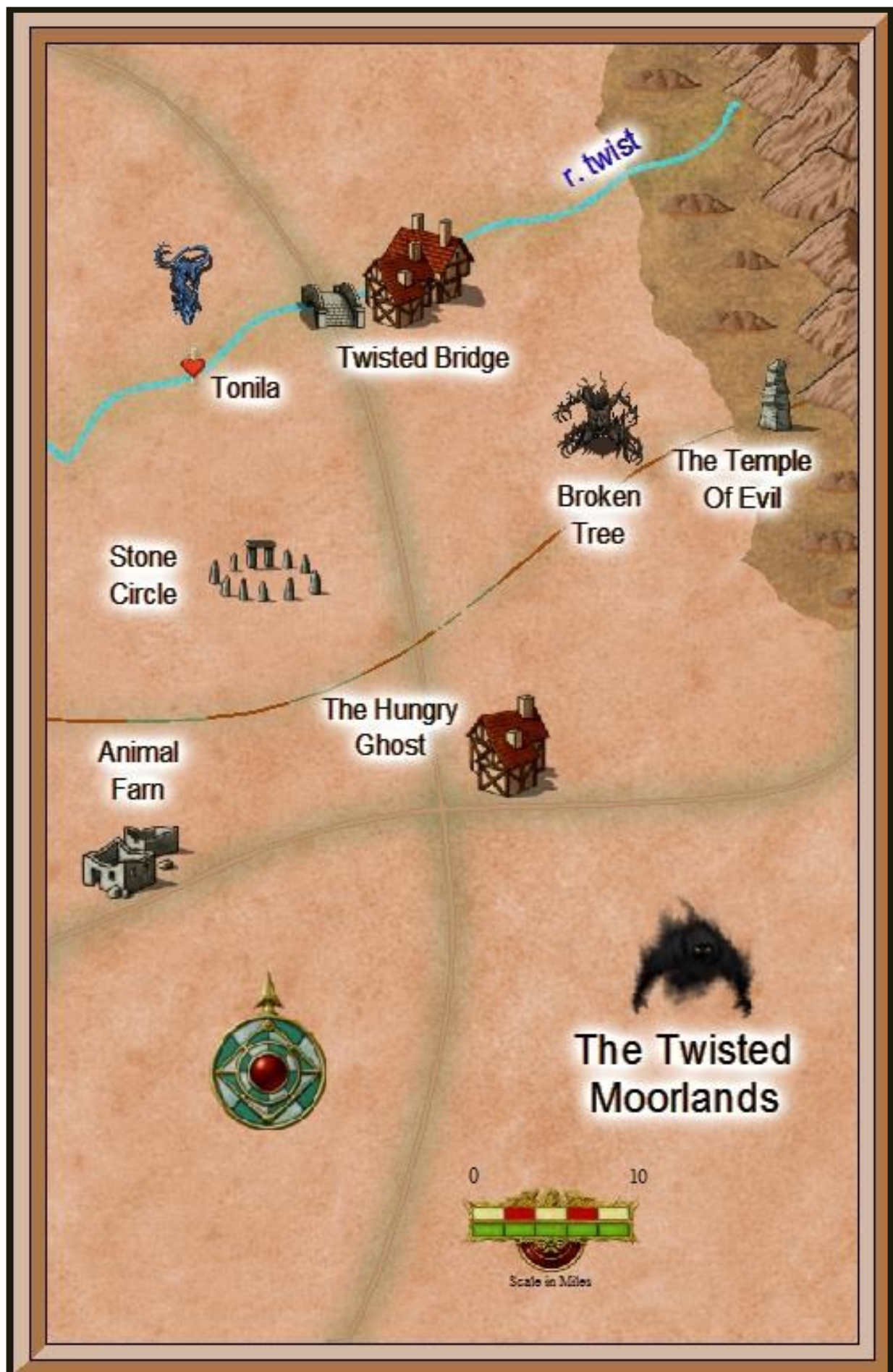
The river twist is 20' wide and 10' deep and flows from between 7 to 8 miles per hour. The water is relatively clear and refreshing apart from near the lair of the River Drake where that creature's natural acidic secretions have caused the river take on a somewhat oily sheen.

DC Summary

10	Swim check for the river Twist
----	--------------------------------

³ google North York Moors if you like

⁴ overland, which is generally at $\frac{3}{4}$ speed of road/trail travel



Weather

Normally the skies are overcast and there is a light breeze around the moorlands with occasional sunny days. If you wish to use more specific weather then roll on the table below:

D%	Type	Effect
01-70	Normal	None
71-80	Fog	Creatures 5 feet away have concealment (20% miss chance). Creatures farther away have total concealment (50% miss chance, and sight cannot be used to locate the targets).
81-90	Rain	Visibility 1/2 Flames put out Perception -4 Ranged attacks -4
91-99	Heavy Rain	Visibility 1/4 Fires put out Perception -8 Fly -2 Ranged attacks -6
100	Storm	Visibility 1/4 Fires put out Perception -8 Fly -4 Ranged attacks are not possible Small creatures are checked Tiny creatures are blown away

Wandering Monsters (optional)

Wandering monsters are always optional in these adventures because of the aim of controlling the amount of experience rewarded for the module. If you wish to use wandering monsters then I would suggest the following guidelines:

Time of Day	Chance of Encounter
Daytime	1 in 12 chance, at some random time, if travelling on the road, 1 in 8 if travelling across country.
Nighttime	Assuming the party is out camping ⁵ , a 1 in 10 chance without a campfire, 1 in 6 chance otherwise.

And the following table:

2d6	EL	B	Encounter
2	4	2	Peryton
3	4	3	Kamadan
4	3	1	Ankheg
5	3	1	Cockatrice
6	2	1	Werewolf (human fighter 2)

⁵ rather foolish, in my opinion, for characters of such low level

7	2	3	Giant Porcupine
8	2	3	Axe Beak
9	3	4	Dire Weasel
10	3	1	Wight
11	4	1	2 x Worg
12	4	2	Megaloceros (Megafauna)

Individual descriptions of wandering monsters are not provided however the “B” column in the table above refers to the Pathfinder Roleplaying Game Bestiary where the entry for that particular creature can be located.

The Hungry Ghost

Although only a day’s ride away from civilisation the Hungry Ghost inn looks like a damp and dreary sentinel stranded in the middle of the bracken covered moorland. The staff inside are a bit on the miserable side, probably due to all the rain that regularly pelts down upon the place, however once a fire is lit and the place starts to fill up then the atmosphere improves



considerably.

Stag heads and other bits of hunted animal decorate the walls. A couple of dogs scrounge around for morsels around the clientele. The landlord, Angus, apparently has second sight⁶, and regularly plays the bagpipes in order to keep away any ghosts⁷. There’s quite a lot of superstition here with no shortage of tales of travellers getting lost in the fog, drowned in the bogs, eaten by werewolves and so on.

Prices for food, drink, accommodation, etc, are standard.

If the PCs spend the night here and ask around they will be able to find out that two adventurers fitting the description that they were given for Ixta and Cameca left on the road west on the morning of the day that the PCs arrived. Allow each PC to make an additional DC 12 Diplomacy check to learn the following information as well (proceed down the table with each successful check):

⁶ he doesn’t

⁷ and they do indeed keep away

1. The two adventurers were heard to say that they would be stopping at an old haunted farm to the west for a few nights.
2. The half-orc seemed a bit feral, though he carried no melee weapon – only a bow.
3. The elf had a raven constantly perched on her shoulder.
4. The two adventurers were seen in the inn some weeks before, only on that occasion accompanied by two pretty girls. That time they left to go north.

DC Summary

12	Diplomacy check to gather information
----	---------------------------------------

T2. Animal Farm (CR 3)

The farm to the west of The Hungry Ghost lies desolate and abandoned, its original owners having fallen foul to fey

Cameca's raven familiar sits within the canopy of a huge tree by the gate, always on the lookout for travellers. If it sees anyone coming, the raven flies across to the roof of the farmhouse, scratching around on the thatch and giving Cameca and Ixta a bit of a “pre-warning”. If anyone actually comes in through the gates of the farm then the raven flies in through the window and settles on Cameca's shoulder, which warns the pair completely.

Given their recent altercations with Joseph Ringworm, Cameca uses one of her scrolls of *Mage Armor* on herself as soon as this happens and goes down to the farmhouse door to talk to her “visitors”. Ixta, meanwhile, watches from the upstairs window with his bow drawn. If combat seems inevitable, Cameca slams the door, automatically dropping the latch on it, and then runs up the stairs to join Ixta, whilst Ixta fires his bow from cover⁸, retreating from the window only if he's taking more damage than he's giving out.

Once the PCs enter the farmhouse (by breaking the door -



marauders many years ago. Although these fey are no longer present the farm still enjoys a sinister reputation, which makes it an ideal resting spot for Ixta and Cameca whenever they happen to be travelling through the area.

Ixta and Cameca have been freelancing for Tzitzimitl for some time now, however since Cameca is the brains of the operation, and relatively risk-averse, they haven't had a hugely successful career as run-of-the-mill adventures.

standard action, strength check DC 13), Ixta rages and prepares for melee with his claws and bite, always staying in the middle of the stairs so that the PCs are forced to take him on one to one⁹. Cameca delays her action to just before Ixta's so that she can try to use her Slumber Hex on whoever is in front of Ixta. If she succeeds, Ixta can then coup-de-grâce a

⁸ +4 to AC, unless the PCs force him to expose more than half of himself at the window in which case it reduces to +2

⁹ unless they use combat manoeuvres, of course

Cameca	CR 1
Female Elf Witch 2 CE Medium Humanoid (elf) Init 3; Senses Low light vision Perception 4 (+2 if adjacent to familiar)	
Defense	
AC 13, touch 13, flat-footed 10 (+4, not touch, with <i>Mage Armor</i>) hp 12 (2d6+2) Fort 0, Ref 3, Will 3; +2 vs enchantments Immune Magical Sleep	
Offense	
Speed 30 ft. Melee MW Elven Curve Blade +1 (1d10-1) (vs 6 PCs damage is 1d10)	
Hexes	
Slumber (Su, DC 14, 2 rounds) Cursed Wound (Su, DC 14, 6 days, CL 13 check)	
Witch Spells Known	
CL 2; +4 melee touch; +4 ranged touch; conc 5 (+2 to cast spells defensively) 1: <i>Cure Light Wounds</i> , <i>Frostbite</i> , <i>Snowball</i> (DC 14) 0 (at will): <i>Daze</i> (DC 13), <i>Mending</i> , <i>Message</i> , <i>Touch of Fatigue</i> (DC 13)	
Statistics	
Str 8, Dex 16, Con 11, Int 17, Wis 10, Cha 12 Base Atk 1; CMB 0; CMD 13 Feats Weapon Finesse Skills Appraise 3 (+3 appraise when familiar is within 1 mile), Bluff 3, Heal 4, Intimidate 5, Knowledge (arcana, history) 7, Sense Motive 0 (+2 if adjacent to familiar), Spellcraft 7, Use Magic Device 5 SQ Empathic Link with Familiar, Share Spells with Familiar Languages Common, elven, gnome, goblin, sylvan Gear (light): MW elven curve blade, 4 x scroll of <i>Mage Armor</i> , 15pp	

slumbered opponent in front of him without fear of attack of opportunity.

If Cameca's Slumber Hex fails she uses *Daze* on opponents and *Cure Light Wounds* on Ixta, keeping Slumber hex reserved for the next available opportunity.

Ixta and Cameca's black horses are in the stables outside together with saddles, saddle bags, etc. The chest in the top floor contains a Barbarian's Kit and a Witch's Kit plus a small satchel containing two scrolls – an "adventurers wanted" sign and a map of "the Temple of Evil".

Ixta also has in his possession a small brass token with a picture of a flower on one side and a cup of steaming liquid on the other, whilst Cameca carries a key decorated with a

"Eap" – Cameca's Familiar

Raven
 N Small Magical Beast (animal)
Init 2; **Senses** low-light vision; **Perception** 10

Defence

AC 15, touch 14, flat-footed 13
hp 6 (1d8-1)
Fort 1, **Ref** 4, **Will** 5

Offense

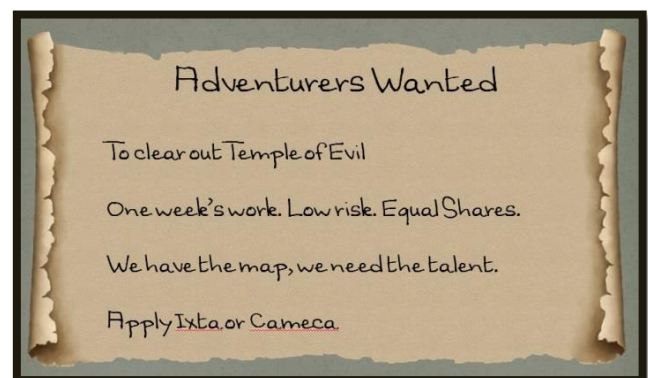
Speed 10 ft.; fly 40ft.
Melee Bite +5 (1)

Statistics

Str 2, **Dex** 15, **Con** 8, **Int** 6, **Wis** 15, **Cha** 7
Base Atk 1; **CMB** 1; **CMD** 7
Feats Skill focus (perception), Weapon finesse
Skills Bluff 0, Heal 3, Spellcraft -1, Use Magic Device -1
SQ improved evasion

clock on one side (the hands pointing to 7:15) and a bell on the other. Both of these items refer to locations within Twisted Bridge, Ixta's token referring to The Perfumed Garden and Cameca's key allows her entrance into Tzitzimitl's Clock Tower.

Neither Ixta nor Cameca knows what happens to the adventurers that are delivered to Autloc. Although both regularly spend time in Twisted Bridge, neither has ever been around during a festival time nor had reason to investigate any further. As far as they're concerned, once they're paid the job



is over, though they suspect that whatever happens to the adventurers takes place within the Church of Bones.

Cameca and Tzitzimitl are part-time lovers, which is why she has the key. If Cameca is captured and questioned, however, all that she will be able to tell the PCs is that the key is the one that belongs to her boyfriend's flat.

Although Ixta is far too feral to take a lover outside orcish lands, Minka (the wax golem geisha in Twisted Bridge) can



Ixta (calm)	CR 1
Male Half-Orc (Cragkin, Toothy) Barbarian (Wild Rager) 2 CE Medium Humanoid (orc,human) Init 1; Senses Darkvision 60ft.; Perception 5	
Defense	
AC 15, touch 11, flat-footed 14 (+1, not touch, vs 5 or 6 PCs) hp 25 (2d12+6) Fort 5, Ref 1, Will 1	
Offense	
Speed 40 ft. Melee Bite +0 (1d4+1) Ranged Composite Longbow +3 (1d8 +3) Special Attacks Wild Fighting (Ex)	
Statistics	
Str 17, Dex 13, Con 14, Int 10, Wis 12, Cha 8 Base Atk 2; CMB 5; CMD 16 Feats Endurance, Diehard Skills Acrobatics 4, Climb 6, Craft (alchemy) 5, Handle Animal 3, Intimidate 3, Ride 4, Survival 5, Swim 6 Languages Common, Orc Gear (light): MW chain shirt, composite longbow (+3 str), 15pp vs 5 or 6 PCs: Chain Shirt is +1	
Special Abilities	
Uncontrolled Rage: (Ex, 8 rnds / day, DC 13) Rage Power: Lesser Beast Totem	

handle him without a problem¹⁰. If captured, Ixta can explain

Ixta (raging)	CR 1
Male Half-Orc (Cragkin, Toothy) Barbarian (Wild Rager) 2 CE Medium Humanoid (orc,human) Init 1; Senses Darkvision 60ft.; Perception 5	
Defense	
AC 13, touch 9, flat-footed 12 (+1, not touch, vs 5 or 6 PCs) hp 29 (2d12+10) Fort 7, Ref 1, Will 3	
Offense	
Speed 40 ft. Melee 2 x Claw +2 (1d6+2), and Bite +2 (1d4+1) Ranged Composite Longbow +3 (1d8 +3) Special Attacks Wild Fighting (Ex)	
Statistics	
Str 21, Dex 13, Con 18, Int 10, Wis 12, Cha 8 Base Atk 2; CMB 5; CMD 16 Feats Endurance, Diehard Skills Acrobatics 4, Climb 8, Craft (alchemy) 5, Handle Animal 3, Intimidate 3, Ride 4, Survival 5, Swim 8 Languages Common, Orc Gear (light): MW chain shirt, composite longbow (+3 str), 15pp vs 5 or 6 PCs: Chain Shirt is +1	
Special Abilities	
Uncontrolled Rage: (Ex, 8 rnds / day, DC 13) Rage Power: Lesser Beast Totem	

about The Perfumed Garden, but knows little else besides.

DC Summary

13	Strength check to break the farmhouse's door in
----	---

The Stone Circle

Clearly visible from track and road this collection of stone menhirs, at least 20 of them with some over 15 feet tall, stand arranged in concentric circles around a central "altar" which is itself big enough for a man to lie on¹¹. Purple heather grows around the stones apart from around the innermost circle where it is strangely absent.

The stones are ancient. A knowledge religion check (DC 12) recognises them as being of druidic origin though it would seem that as a druidic centre this circle has now been abandoned. A DC 15 perception check notices that the stones have vaguely humanoid forms, possibly even facial features, though whether this is because they are the remains of long

¹⁰ even if she needs a bit or repair afterwards

¹¹ interestingly enough

Earth Elemental	CR 1
N Small Outsider (earth, elemental, extraplanar) Init -1; Senses darkvision 60 ft., tremorsense 60 ft.; Perception 4	
Defense	
AC 17, touch 10, flat-footed 17 hp 13 (2d10+2) Fort 4, Ref -1, Will 3 Defensive Abilities elemental subtype	
Offense	
Speed 20 ft., burrow 20 ft.; earth glide Melee slam +6 (1d6+4) Power Attack slam +5 (1d6+7) Special Attacks earth mastery	
Statistics	
Str 16, Dex 8, Con 13, Int 4, Wis 11, Cha 11 Base Atk +2; CMB +4; CMD 13 Feats Improved Bull Rush, Power Attack Skills Appraise 1, Climb 7, Knowledge (dungeoneering) 1, Stealth 7	
Special Abilities	
Earth Mastery (Ex) An earth elemental gains a +1 bonus on attack and damage rolls if both it and its foe are touching the ground. If an opponent is airborne or waterborne, the elemental takes a –4 penalty on attack and damage rolls. These modifiers apply to bull rush and overrun maneuvers, whether the elemental is initiating or resisting these kinds of attacks. (These modifiers are not included in the statistics block.)	

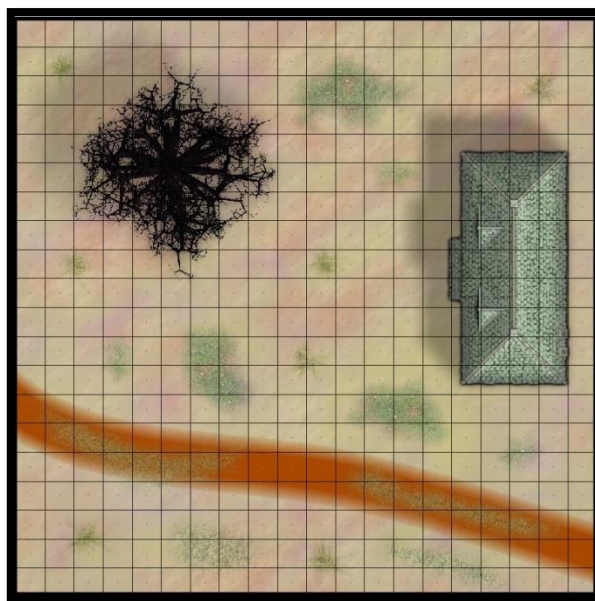
atrophied dead stone creatures or worn-out carvings is impossible to determine.

The altar itself radiates faint conjuration magic though no amount of spellcrafting can discern anything more precise than that. Much of the ancient power of the circle has long gone, however if anyone places 300gp worth of items on to the altar then one of the smaller stones will animate into a Small Earth Elemental which will serve the person who made the sacrifice either for one whole day or until it is destroyed.

If the PC that is the master of the elemental cannot speak Terran, the elemental will obey that PC in the following way:

- 1) If the PC moves more than 5', the elemental will stop whatever it is doing and move next to them
- 2) If the PC points at something (a free action), the elemental will attack that thing until it is destroyed or until it receives a new command.

Only one elemental may be conjured in this way at any one time and items which are sacrificed disappear irretrievably. Although no more items than are necessary to



trigger the conjuration are ever taken, the altar does not “give change”¹².

Animals and other wild creatures do not come within the central circle, meaning the party can rest here overnight without fear of attack.

DC	Summary
12	Knowledge religion check to recognise the stone circle has having a druidic origin
15	Perception check to notice the vaguely humanoid forms of many of the stones

T3. Broken Oak (CR 3)

Broken Oak, the symbiotic residence of a dryad called Morgat, is a large and twisted tree that, though broken in several places, has not actually perished despite its decrepit appearance.

Much the same could be said of the dryad herself.

Morgat is old by dryad standards and has lived in the Twisted Moorlands ever since the days when they were known as the Twisted Woods, i.e. before the construction of the Town of Twisted Bridge.

Morgat is not a happy bunny.

It is difficult to consider yourself a peaceful custodian of the woodlands when humans and their ilk insist on felling forests rapaciously in order to build their settlements and navies. It is also quite hard to avoid developing a certain sense of paranoia and hatred in your psyche when you know that every tree so destroyed robs one of your own kind of the possibility of existence.

As the Town of Twisted Bridge grew up slowly around the river Twist, Morgat tried on many occasions to negotiate with

¹² if more than one person put stuff on the altar, the elemental serves the last person that put something on which was accepted

Morgat	CR 3
Variant Dryad CN Medium Fey Init 4; Senses low-light vision; Perception 11	
Defense	
AC 17, touch 14, flat-footed 13 hp 27 (6d6+6) Fort 5, Ref 9, Will 7 DR 5/cold iron Weaknesses Tree Dependent	
Offense	
Speed 30 ft. Melee dagger +7 (1d4) Ranged MW composite longbow +8 (1d8)	
Spell-Like Abilities	
CL 6; conc 10 Constant <i>Speak With Plants</i> At will <i>entangle</i> (DC 15), <i>tree shape</i> , <i>wood shape</i> (1 lb. only) 3/day <i>charm person</i> (DC 15), <i>deep slumber</i> (DC 17), <i>tree stride</i> 1/day <i>Suggestion</i> (DC 17)	
Statistics	
Str 10, Dex 19, Con 13, Int 14, Wis 15, Cha 18 Base Atk 3; CMB 3; CMD 17 Feats Great Fortitude, Stealthy, Weapon Finesse Skills Climb 9, Craft (bows and arrows) 11, Escape Artist 15, Handle Animal 10, Knowledge Nature 11, Stealth 15, Survival 8 Languages Common, Elven, Sylvan; <i>Speak With Plants</i> SQ Tree Meld, Wild Empathy, Woodcraft	

the people tearing up the trees to persuade them to build less lavishly or maybe use more stone, but always to no avail. She was frequently treated with scorn and on several occasions even attacked.

As the woodland around her started to disappear Morgat began to get more and more concerned about her own safety and even considered abandoning the land where she had lived all of her life. Then one day a rather strange cleric from Twisted Bridge called Autloc approached her and promised that he would guarantee her safety as long as she could provide him with certain “intelligence” about her homeland. Although she didn’t trust this cleric any more than she trusted any other humanoid, Morgat could see very little choice in the matter and so agreed.

This continued for a few years, more or less amicably, until four years ago when the cleric, Autloc, asked her to do something else for him in order to continue ensuring her safety. Autloc had decided to set up an “adventurer” trap up in an abandoned temple nearby and he needed her to act as a communication link between him and the people springing the trap.

Morgat’s Special Abilities
Tree Meld (Su) A dryad can meld with any tree, similar to how the spell meld into stone functions. She can remain melded with a tree as long as she wishes.
Tree Dependent (Su) A dryad is mystically bonded to a single, enormous tree and must never stray more than 300 yards from it. Most dryad trees are oak trees, but other trees function as well (often having subtle influences on a specific dryad's personality and appearance). A dryad who moves 300 yards beyond her bonded tree immediately becomes sickened. Every hour thereafter, she must make a DC 15 Fortitude save to resist becoming nauseated for an hour. A dryad that is out of range of her bonded tree for 24 hours takes 1d6 points of Constitution damage, and another 1d6 points of Constitution damage every day that follows—eventually, this separation kills the dryad. A dryad can forge a new bond with a new tree by performing a 24-hour ritual and making a successful DC 20 Will save.
Wild Empathy (Su): This works like the druid's wild empathy class feature, except the dryad has a +6 racial bonus on the check. Dryads with druid levels add this racial modifier to their wild empathy checks.
Woodcraft (Ex) A dryad has a +6 racial bonus to Craft checks involving wood, and is always treated as if she had masterwork artisan's woodworking tools when making such checks.

Eventually Morgat agreed to do that too, principally by convincing herself that humanoid adventurers should not be considered as anything better than immoral marauders. The day that she agreed to do so, however, she finally lost her “good” alignment.

Morgat now plays two roles within the trap:

First of all she provides “adventurers” with a resting point on their journey to the temple, using an old abandoned way-station next to her home set up with buckets of fresh water, latrines and a place to camp and cook in if the weather gets particularly bad. In order to make adventurers feel even more at their ease, Morgat offers to cook pumpkin soup for them, which tends to go down well in the damp and drizzly weather that the moorlands frequently produce.

This is all pre-arranged, of course, between herself and the two bogus adventurers working the entrapment (currently Ixta and Cameca).

Morgat’s second role kicks in later, as the two bogus adventurers return with the two real adventurers either unconscious or tied up. At that point Morgat uses a combination of *Tree Stride* and overland trekking to quickly get over to Twisted Bridge and contact Autloc¹³.

Morgat arrives at the town at another old oak tree just outside Peppy Pumpkin Ponies. Her separation from her home tree

¹³ note that Morgat can only do the journey one way once per day using her *Tree Stride* ability

inevitably means that she is sickened and, as often as not, nauseated, so a young lad called Pex from the stables immediately goes over to fetch Autloc who then casts *Extended Remove Sickness* on her to relieve her symptoms. Morgat and Autloc then ride back to Broken Oak in the Black Maria that is kept at the stables, where they load up the captured adventurers, pay the bogus adventurers their fee and “reset” the Temple of Evil trap by providing it with one or two new skeletons or zombies.

At least, that’s how it’s all supposed to work.

When the PCs arrive at Broken Oak without Ixta and Cameca Morgat will initially be put off her stride. She will

soon conclude, however, that Ixta and Cameca must have been replaced, and since she never does anything to give away the deception during this initial part of the trap she will simply behave in exactly the same way that she normally does.

When all of the PCs arrive back from the Temple of Evil intact, however, she will realise that something has gone terribly wrong and panic.

Exactly what happens next will be very much up to how you, the GM, choose to interpret the run of events as well as on how your PCs choose to handle it.

Morgat’s situation is complicated.

One possibility would be for her to simply flee. Her Broken Oak home has hollows within it where she keeps her meagre possessions so she could simply run into it using *Tree Meld* and then *Tree Stride* away. Unfortunately this leaves her tree, the Broken Oak itself, at the mercy of the PCs who, if they were to fell it, would rob her of a vital 24 hours in which to try to make a bond with a new tree. Given that bonding with a new tree is a tricky business this loss of time could easily make the difference between her successfully bonding with one or failing to do so and perishing in the attempt.

Alternatively Morgat might be tempted to run back to Autloc, but Autloc is unlikely to come to Broken Oak if there’s a proper, hostile, party of adventurers there, and she will additionally be worried about breaking the arrangement she has

had with the cleric for all these years, or of becoming useless to him if the trap can no longer be sprung.

Her third option will be to try to deal with the adventurers herself, using the range of offensive and defensive abilities at her disposal, as explained below.

Finally there is the possibility that, although innately distrusting of humanoids, the PCs will succeed in negotiating with her. Her initial attitude for diplomacy is “hostile”. If the PCs make her friendly, she might even end up accompanying them to Twisted Bridge, though she knows nothing of what goes on there beyond her contact with Autloc.

If Morgat does go on the offensive then she will calculate that her best tactic will be to use *Charm Person* as much as possible and then try to get the party to fight each other or separate them out so that she can use *Deep Slumber* on small groups. Sleeping PCs can either be incapacitated or, if you’re feeling vicious, coup-de-grâce with her bow.

Morgat will start by trying to charm up to 3 PCs, feigning innocence all the time and claiming that she’s only doing so out of defence. Once she has charmed who she can, she will try to see if she can somehow or another sew dissent into the party without raising their suspicions any further. If this doesn’t work she will try to ask her charmed friends to do something like “go into the woods to gather herbs and mushrooms for dinner”, basically anything plausible to get them out of

the way, with opposed charisma checks if necessary, so that she can try to dispose of the ones left behind using *Deep Slumber*.

Sensible PCs, of course, will not allow themselves to be split up in this way, even if that means they all go mushrooming together. If this occurs then Morgat will be forced to use *Deep Slumber* on everybody and hope for the best.

Morgat can coup-de-grâce slumbering opponents by using her bow at point blank range. If you want to, though, rather than allow a TPK of a party completely asleep, Morgat could rob the PCs of everything they have which is either valuable or



could potentially be used to hurt her or her tree and then escape.

If Morgat's *Deep Slumber* tactic isn't working she will *Tree Meld* into her tree and reappear upon it on a branch 10 feet up, hoping to use her high vantage point to fire her bow and use her remaining spell-like abilities from relative safety.

Morgat is well aware that once she has played her hand in this way it's going to be "do or die" since she knows that *Charm Person* doesn't last forever and her experience of humanoids and adventurers to date has not been positive.

If and when Morgat is killed, her oak tree will start to sag noticeably, almost groaning under the weight of its years as it itself loses the will to live. Oak trees don't have to die when their dryad does but this one's bond is too strong and it is too old to want to carry on. Leaves, twigs and whole branches will break and fall off. **The trunk will creak open and for 60 seconds or so the party will see Morgat's living quarters complete with any extra treasure she might have¹⁴, meagre possessions such as a spare cloak or two, and a pumpkin hollowed out with a potted plant inside it.** The potted plant glints with the sparkle of coins – Morgat's little nest egg for her retirement. Assuming someone within the party is quick and sensible they should be able to leap in and retrieve all the stuff before the tree collapses, although if they fail to do so they could still chop their way in later.

The potted plant is labelled "Duggan's Plant Nursery – Twisted Bridge", which is an important clue pointing the PCs in the direction of the town. If the PCs fail to retrieve this, you may need to put a potted plant elsewhere within the area to point the PCs in the right direction. The presence of the pumpkins is also a clue but not as important as the label on the plant.

DC Summary

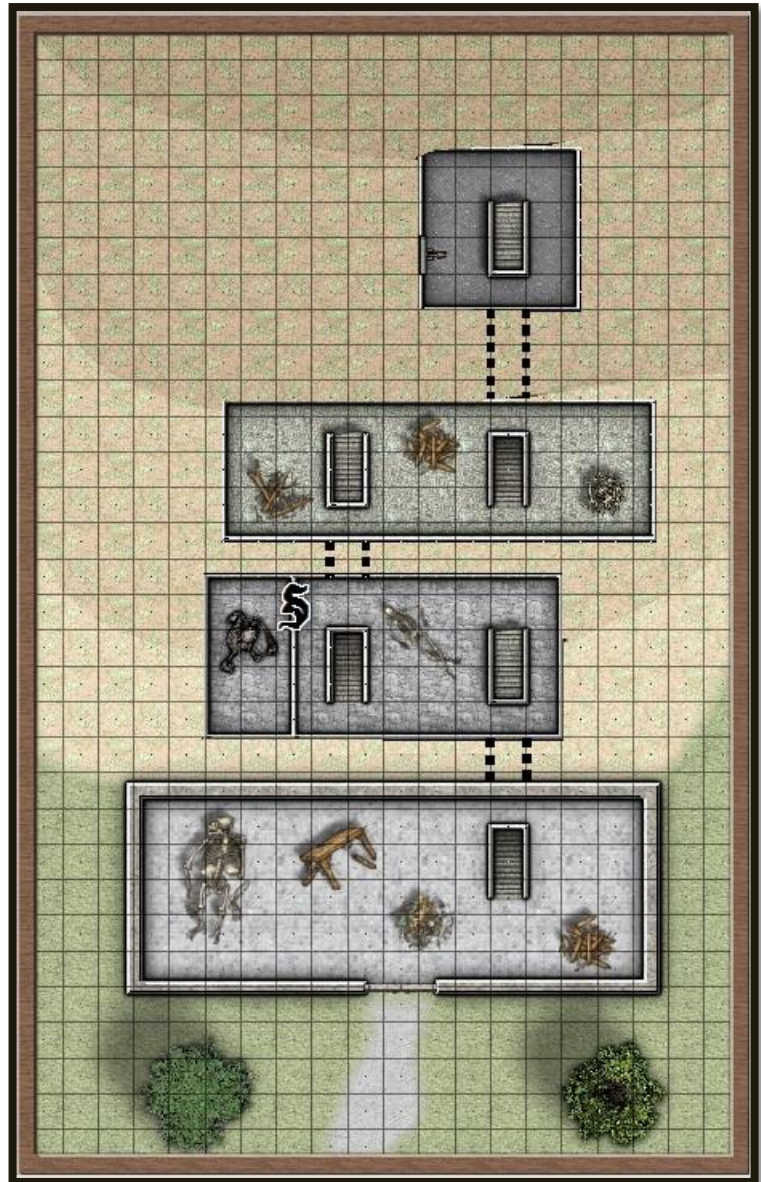
15	Climbing the tree
-	The branches of the tree are wide enough to negate the need for an acrobatics check

T4. The Temple of Evil (CR 2)

The "Temple of Evil" was indeed a temple in the past, in fact it's been a temple at least half a dozen times since it was built three hundred years ago. People of various races and creeds have settled here over time and all of them have enjoyed petitioning some immortal being or another in the hope of improving their lot in life.

Whilst all of these various deities may have had their differences in terms of philosophy and portfolios the one thing

¹⁴ see encounter summary



that their clergy had in common was expediency. Why drag up tons of stone up a hill to build for yourself a brand new temple when all you have to do instead is to take over an abandoned one that happens to be in the right place and then cover it over with a few pots of paint.

That's basically what they all did, with the last bunch of clerics to do so disappearing twenty years ago when the local hunting supply died out due to poor weather and deforestation (if the party searches around the area they'll still be able to find a few old wooden huts around the place, all empty).

The temple itself is a big stone structure built on the side of a hill, unmarked except for the door which has a great big skull painted on it in black with a black axe also painted on it sticking into the skull¹⁵. Any PC who makes a DC 15 Knowledge Religion check will know that this symbol does not correspond to any form of worship on this continent. If anyone

¹⁵ ooh – evil!

Skeleton (ex human cleric)	CR ½
NE Medium Undead (improved equipment) Init 6; Senses darkvision 60 ft.; Perception 0	
Defense	
AC 20, touch 12, flat-footed 18 hp 6 (1d8+0+2) Fort 0, Ref 2, Will 2 Defensive Abilities undead traits; DR 5/bludgeoning; Immune cold	
Offense	
Speed 30 ft. Melee warhammer +2 (1d8+2), or claw +2 (1d4+2)	
Statistics	
Str 15, Dex 14, Con -, Int -, Wis 10, Cha 10 Base Atk 0; CMB +2; CMD 14 Feats Improved Initiative SQ: Created within a desecrated area + altar, proficient with deity's weapon (warhammer) Gear (light): Chain shirt, heavy wooden shield, warhammer	

has the means to tell, the temple is indeed no longer consecrated to any deity.

Entry through the stone double doors at the front requires a DC 5 strength check.

The first interior room is lit by daylight coming in through narrow slits near the ceiling. Steps lead down into the darkness below. Apart from a broken table and some other bits of random rubbish this room has a very impressive skeleton of a giant lying to one side. If any PC bothers to inspect it, it will be clear that the skeleton has been carefully laid out, rather than collapsed as might be expected once its animating magic had run out. It is also undamaged¹⁶.

The first room underground has a secret door on the west detectable with a DC 20 Perception check. The opening mechanism for the door, however, lies at the bottommost level, and no amount of fiddling with the thing will open it otherwise. This room also has a skeleton on the floor, damaged and crumpled, suggesting that this may have been an animated humanoid in the past.

Enough light floods in from the stairs leading up to provide dim illumination. The next rooms down, however, are pitch black, and also relatively non-descript apart from the last room which has a lever in the wall used to open the secret door in the first.

The “adventurer trap” works like this: Ixta and Cameca start by taking their colleagues down into the temple, carefully exploring everywhere and drawing maps and so on. At the

Zombie horse	CR 1
NE Large Undead Init 1; Senses darkvision 60 ft.; Perception 0	
Defense	
AC 13, touch 10, flat-footed 12 hp 30 (4d8+4+8) Fort 1, Ref 2, Will 4 Defensive Abilities undead traits; DR 5/slashing	
Offense	
Speed 50 ft. Melee slam +6 (1d8+6) Space 10ft.; Reach 5ft.	
Statistics	
Str 18, Dex 12, Con -, Int -, Wis 10, Cha 10 Base Atk +3; CMB +8; CMD 19 Feats Toughness SQ: Staggered (constantly), Created within a desecrated area + altar	

penultimate room, Ixta and Cameca “scout ahead” to the last room below, where they then pull the lever to release whatever monsters have been placed in the secret room above. As combat begins, Ixta and Cameca run back up to attack the adventurers as well, generally doing non-lethal damage so that they can be brought over to Autloc alive.

The current denizens of the secret room are a zombie horse, still recognisable as white despite its decayed status, and a human skeleton ex-acolyte that used to work for Autloc.

The zombie horse still has its pink ribbon tied around its tail, since it once belonged to Iona. **The skeleton, better armed and armoured than your normal skeletal commoner has, rather curiously, an odd foreign bone rattling around inside its ribcage.** The reason for this bone’s presence comes down to the way that the skeleton ended up down here in the first place (see the section on Autloc in Twisted Bridge). For now, however, a Knowledge Nature DC 15 check recognises the bone as belonging to a dinosaur of some kind, rather than a human, with success by 5 or more further qualifying it as being part of a Pterodactyl.

DC	Summary
15	Knowledge Religion check to spot that the “holy” symbol on the door is a fake
5	Strength check to open the double doors in
20	Perception check to notice the secret door
15	Knowledge Nature check to recognise the stray bone as belonging to a dinosaur, with success by 5 or more identifying it as part of a Pterodactyl

¹⁶ it belongs to Autloc, of course – he can’t resist showing off his collection

Twisted Bridge (GM Reference)

I suggest that when your players arrive at Twisted Bridge you hand them the Player's Guide to the town plus the map and explain to them that this represents what they might reasonably be expect to discover within the first few hours of wandering around the town looking for somewhere to stay.

As they will soon discover, the only accommodation that is available is the Azteca hotel (posh place this), which is rather expensive. It is impossible to sleep on the streets (there are no bus shelters here) though camping in the fields can be done as long as you don't mind encounters with night time creatures coming out of the moorlands

This chapter of the module contains background information about the town which is supplemental to that found in the player's guide. Anything which you see mentioned in the player's guide but which doesn't appear here will relate to the major encounters of the adventure and will hence be covered in the chapter that follows (The Bride of Sacrifice).

General

The Town of Twisted Bridge grew up around the perfectly straight bridge built across the river Twist some years ago to

allow trade between neighbouring countries. Although little of this trade takes place now, the needs of the community have ensured that tradesmen still pass through. Few ever stay, preferring to make their deliveries as quickly as possible and then get away with their new orders as fast as their carriages can take them.

There is something strange about the town, something which unnerves outsiders: a twisted secret behind the contemptuous smiles and supercilious gazes of its residents. If it wasn't for the fact that everything in Twisted Bridge is hideously expensive, and therefore good for trade, it is unlikely that anyone not in keeping with the town's decadent morality would ever be seen dead here. The town is a magnet for all the black sheep of the nobility for miles around, and is therefore full of lazy, useless, self-indulgent members of the aristocracy with their sycophantic, mewling and effete hangers-ons and "admirers".

The river Twist itself descends from the north in a series of exaggerated meanders which surpasses expectations even for a watercourse of this size and speed. Whether this is for purely geographical reasons or whether there is some strange magic at work nobody knows, however the river has picked up a reputation along its length with many folk telling tales of skeletal fish swimming in its waters or animals going gaunt and grey after drinking from its banks.

The fact that the river has a sinister reputation has been used by the residents of the town as a steer for their sense of fashion. Gothic styles and macabre tastes are in evidence everywhere, particularly in the architecture and in people's clothing, especially in the evenings at the expensive restaurants in the main square where everyone gathers around in order to see and be seen.

Death only happens to people who nobody cares about so why bother taking it seriously.

There is no council or militia in town - nobody really cares for that sort of thing. Since there are plenty of residents who have 4-5 levels of PC classes everybody who isn't themselves this powerful knows somebody else who is. Shops have their own protection as described below, however if you need an NPC to put down a party that is bent on bullying everyone and wrecking everything then I suggest you use the "Thunder Wizard" from the Pathfinder Roleplaying Game: NPC Codex but give him a lesser rod of Metamagic Merciful so that he can blast out a couple of merciful *lightning bolt* spells (7d6 non-lethal damage, Reflex DC 16) and then rob the PCs of whatever is necessary to make reparations.

During the day the town is quiet while its residents sleep off the excesses of the night before. At night there is magical lighting of every sort in abundance as the townsfolk shop, dine and chatter until the early hours of the morning.

Shops

The high cost of stock has led to some protection being purchased by store owners so Golems of the Wood, Glass and

Twisted Bridge
LE Large Town Corruption -1; Crime -1; Economy 1 Law 2; Lore 0; Society 0 Qualities (un)holy site, insular, prosperous Danger 5
Demographics
Government none Population 3700 (1200 humans, 580 half-elves, 480 dwarves, 450 halflings, 270 half-orcs, 120 elves, 600 others)
Notable NPCs
Tzitzimitl LE Male Human Oracle 10 Gabriel LN Male Gargoyle (variant) Oracle 1 Autloc NE Male Dhampir cleric 5 Tlotoxl LE Male Human Worm That Walks Fighter 1, Monk 1, Inquisitor 1 Yetaxa LE Wraith
Marketplace
Base Value 3250gp; Purchase Limit 15,000gp (note all goods and services cost 25% more to buy) Spellcasting 7 th Minor Items 3d4; Medium Items 2d4; Major Items 1d4

even Stone variety abound, as well as clockwork servants and soldiers often standing discreetly like carved sculptures in the corner but occasionally offering to be “of assistance” to anyone who is paying too much attention to the door fixings. These golems also tend to react aggressively in the face of any sort of intimidation towards the store owners, though they otherwise should not need to be used as encounters unless your PCs are out looking for trouble¹⁷.

In terms of purchasing magic items, there is no relevant “shop” as such - items are bought and sold from individuals (see the Gathering Information section below).

Wandering Monsters

Wandering monsters in the town are just for flavour rather than encounter, so their use is entirely up to you.

Four NPCs: Minka, Babtiste, Gabriel and Tlotoxl, have “story-based” reasons for appearing as wandering encounters so they and are not presented in the table below.

2d6 Encounter

2	The River Drake (see Tonila) swims through town, causing a bit of a spectacle as a few townsfolk watch it pass quickly by under the water.
3	A deinonychus in a top hat (see The Church of Bones) out on an errand for his master.
4	A golem or clockwork automaton moving slowly along the streets, relocating from one shop to another (some of the establishments here have more than one branch)
5	Five or six of the town’s youth swagger by looking a bit out of their heads (they’ve just been up on the peppy pumpkin hill).
6	A townsman accompanied by one of Bragen’s guards who is clearly acting as a bodyguard.
7	The proprietor of one of the locations described below (roll randomly) out on a stroll, or travelling from / to work.
8	A wagon making deliveries to one of the local shops, the people driving the wagon looking around them in distaste.
9	A gillman with a wicker-work basket on his back full of clothes, either dirty and going to the Fishwashers or clean and going to someone’s home
10	A rich young man with a monocle and a top hat, clearly inebriated, struggling to make his way home.
11	A rainstorm. Everyone ducks under cover as the rain water washes down the streets and into the drains and sewer system.
12	A leopard, escaped from Turoc’s pet shop, skulking away in the darkness.

Gabriel

The variant Gargoyle described in The Necropolis wanders around Twisted Bridge looking to learn more about the new

found mysteries of his changed existence. Because of this, he will find the PCs intriguing and interesting, and will want to observe them even if only from a distance. Eventually the PCs will to spot him doing so.

Gabriel represents a clue to Enya’s whereabouts as he looks remarkably similar to the angels in the Necropolis. Apart from that, the PCs will learn little from him. As soon as you want to introduce him into the adventure you can have the PCs gradually realise that they’re being observed by following a sequence of events such as this:

- 1) One of them (Perception checks, maybe) is sure that something in the architecture of the building opposite has changed in the last 5 minutes but can’t quite place his finger on what (Gabriel was there a minute ago, now he’s gone).
- 2) Someone sees an angel statue atop a building that they were sure was looking east and is now looking west.
- 3) The PCs come across the statue of an angel at a place that they are sure didn’t have one before. If they strike up a conversation with it, Gabriel politely answers.

Once contact has been made, Gabriel will frequently appear openly to talk to the PCs about what they’re doing. There’s nothing he can do to help, of course, but he is greatly interested in why they’re bothering with their investigation, what motivates them, what they hope to gain out of an adventuring life, where they hope to be in the next year, 5 years, 10 years, and so on.

Tlotoxl

The worm-that-walks inquisitor that creeps around the catacombs and sewers below the town occasionally makes a sortie into the streets above, generally to shout at somebody or another about their miserable worthless lives. At some point the party should witness him in worm-swarm form just as he disappears down one of the drains so that they can put together Enya’s confrontation with Tlotoxl in her prison and the need to find a way down into the sewers. Once that link has been established, there is no reason why you shouldn’t run the encounter with Tlotoxl above ground rather than below if you so wish.

Interaction with the locals

Probably the first thing that PCs will do when they arrive in Twisted Bridge is to ask if anyone new has arrived in the area, or if anyone has run away from home, been lost, kidnapped and so on. These questions will be interpreted by the townsfolk as relating to one of their own – i.e. they will simply not consider the adventurer that gets sacrificed during the festival as a real person. This is similar to the way certain cultures think (or thought, in the real world) about slaves, or ethnic minorities or the poor - they simply don’t register on their radar as human (or humanoid here even).

Later the PCs might start asking about festivals and sacrifices and so on. The term “sacrifice” will mean nothing to the

¹⁷ I haven’t provided the stat blocks here.

townsfolk for the reasons given above – nothing of any value is being lost as such so where's the sacrifice. The dance which takes place during the festival will not be alluded to, if it can possibly be avoided, because the townsfolk like to keep this privilege to themselves and don't want their festivals swamped by tourists.

Paladins and Detect Evil

There's no shortage of evil in Twisted Bridge, and though most of it is 4th level or lower there's still plenty of a high enough level to send paladins into a dizzy spin.

The residents of Twisted Bridge have come across this sort of thing before and it causes them great amusement. The whole alignment debate is a great big "so what?" to them, something to frighten children with, maybe, but not something to trouble discerning adults. As far as they're concerned paladins are just big children looking to boost their own egos by vanquishing some "evil" dragon or another that was probably just trying to lead a quiet life and not bother anyone. Paladins, or anyone else trying to play the "evil" card, will find themselves treated like children, either patronised or ridiculed until they stop going on about it.

Gathering Information

The basic DC (Knowledge Local or Diplomacy) to gather any information is 17. Women who visit Rapunzel's get +2 on this roll as do men visiting Kemel's Baths and Barber.

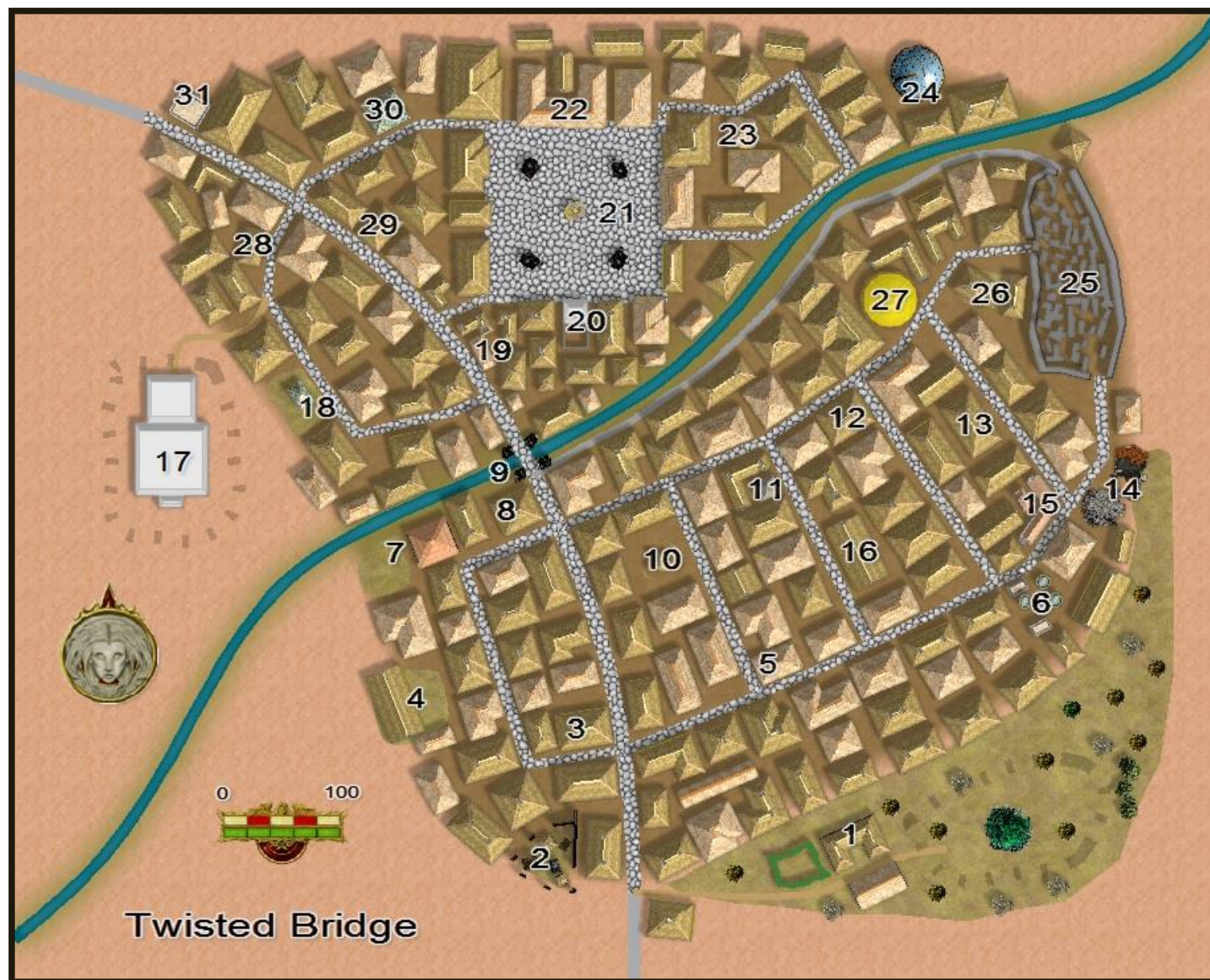
It takes 1d4 hours to make a check, and any PC can only use the +2 bonus for any given location once during the whole adventure.

A successful check uncovers one of the following pieces of information (choose randomly or appropriately to the line of investigation being pursued). Some of these are obviously true; those that aren't obviously true can be either true or false as you desire.

1. The town has an extensive sewer system which leads out into the river.
2. The riding school has a new white pony, though it doesn't look very good quality and will probably get put down.
3. Some of Bragen's guards are looking to form a male strip show for some extra cash in their spare time.
4. Solicitor Grey is currently looking to sort out legal agreements for someone to buy the land around the houses that collapsed due to subsidence, but word from the town's main repair men, Oak and Quill, is that the area should be condemned.
5. One of Damon's gillmen at the Fishwashers became ill after spending too long in the acid pools, and Damon has had to let him go.
6. The best place to hear men gossiping is the barbershop; the best place to hear women gossiping is Rapunzel's.
7. A secret society called The Logicians, which met a few days ago, tabled a motion to place a numbered grid system on the Necropolis so that people might be able to better find their dead relatives, but the motion was defeated because nobody around here ever visits their dead relatives if they can possibly help it.
8. Rinchen's brother Sapan has just set off back to his mountain home having delivered a supply of rare medicinal herbs which Rinchen now has up for sale.
9. One of the big cats that escaped from Turoc's was seen around the streets late last night.
10. Chorley, the rather timid elf who works at the Scriptorium, is thinking of branching out into journalism, and is spending a lot of time now poking his nose into other people's business and asking personal questions.
11. Duggan, from the plant nursery, has been having a secret affair with a dryad that lives a few miles away and visits every now and then.
12. Rago and Toba, the undertakers, recently had a loud argument with Damon, of the Fishwashers, when they demanded that Damon pay the burial costs for one of his gillman employees. Damon claims the employee was alive when he dismissed him.
13. Vaughn, the proprietor of the "robot shop", is actually a clockwork servant himself, very skilfully made.
14. Nobody ever makes any money at Eelek's casino.
15. It's about time someone stopped the youth of the town from going up onto the field to get high on the flowers there. They're lazy enough as it is.
16. Babtiste, the owner of Minka at "The Perfumed Garden", and proprietor of "Soaps, Scents and Candles", is one hell of a lucky man! Not only does he make money out of Minka, he also has her to himself on her days off.
17. Tzitzimitl, that popular oracle who owns the clock tower now, hasn't been seen for days.
18. The Necropolis must be missing an angel, because there's definitely one wandering around the streets of Twisted Bridge.
19. That horrible creature made from worms that lives in the sewers comes up on to the street every now and then to shout at passers-by.
20. There's to be another festival soon, unusually since the last one was only a week or so ago. Apparently this one's going to be a bit special but nobody yet knows why.

PCs also need to use Gather Information to find a source for a magic item. If the item is worth less than 500gp (before doubling) then the source found will have 1d4 of these available for sale.

DC	Summary
17	Gather Information (Knowledge Local or Diplomacy)
-2	Modifier to the above for men at Kemel's or for women at Rapunzel's



Map Key

1. *Peppy Pumpkin Ponies*

See next section.

2. *Oak and Quill*

Oak (LE male dwarf adept/2 commoner/2) and Quill (LE male human adept/3 expert/1) provide a building and repair service for the folk of the town, happy to turn their hands at anything from masonry to carpentry, plumbing and even leather-working and tailoring. They're not particularly good at it, but good enough for most folk's common needs. Oak, the dwarf, does all the talking; Quill never speaks, and has rather an unnerving stare.

Neither of these two is important enough to participate in the dance, though they always attend the festival anyway.

3. *Slaar's Alchemics*

Slaar (NE male undead sorcerer/4) uses spells such as *Prestidigitation*, *Ray of Frost* and *Create Water* to produce flavoursome cool and fizzy drinks, generally not of the inebriating sort because Slaar doesn't want a load of drunken youths wrecking his shop. The music within his establishment is the result of a permanent *Ghost Sound* spell used to create something similar to that produced by the current local teenage-hearthrob band (which makes an appearance later on – see “The Day of Darkness”).

During the dance, Slaar wears a glittering reptile suit with small crude pincer-like hands and a big metal helmet with huge eyes. Nobody knows what on earth it's supposed to be – not even Slaar.

4. *Turoc's Lizards and other Exotic Pets*

Turoc (LE male lizardman ranger/2) sells a variety of unusual animals from within his shop, among them a couple of Dire Rats, a Dire Bat, a Baboon, a Snapping Turtle, an Axe Beak, a Giant Gecko and a Kangaroo. They're all well-kept, as they sell for premium prices. If asked, Turoc will admit he has given up keeping giant cats of any sort as he found them a bit too dangerous.

Turoc participates in the dance but doesn't dress up – he's weird enough as it is.

5. *Rinchen's Teas*

Rinchen (LN male gnome monk/2 expert/2), old and withered, sells a variety of teas both for pleasure and for medicine. The shop also sells all manner of tea-related crockery such as pots, cups, saucers and sugar-caddies.

Rinchen does not participate in the dance and in fact is one of the few people destined to survive the Day of Darkness. He's no more forthcoming about the upcoming events than is anyone else, however.

6. *Fishwashers*

Two of the pools are slightly acidic, two slightly alkaline – the gillman workers rotate between them to stop themselves getting damaged. The laundry is run by Damon (LE male

gillman adept/2 expert/1), a rather clinical person who clearly exploits the gillmen that are working for him.

During the dance Damon appears in a scaled cloak with a fish-head mask.

7. *The Warriors of Death*

Although most of the residents of Twisted Bridge have little need to defend themselves, an awful lot of them are still curiously obsessed with matters relating to fighting, killing and death. Vonweich (LE male dwarven fighter/6) runs an eccentric arms and armour business filled with exotic weapons. Colourful armour such as that worn by samurai also takes pride of place. The back yard has archery targets and practice dummies so that the punters can try their expensive new toys before buying them.

During the dance, Vonweich wears an outfit made from as many different fighting styles as he can find, looking a little bit like a schizophrenic gladiator. To cap this strange effect, Vonweich sticks a monocle on his eye and paints a scar across the opposite cheek.

Just north of the practice area, on both banks of the river, are a couple of 3' diameter holes covered with iron grids which lead into the sewers.

8. *Bragen's Guards*

This mercenary shop is run by a middle aged man called Bragen (LE male human fighter/7). Fighters of various types, levels 4-6, lounge around practicing their skills and wolf-whistling at attractive members of the opposite sex.

Occasionally the townsfolk of Twisted Bridge fall out with each other enough to warrant hiring out one of these people for a few days, though sometimes the guards are hired out as escorts rather than for protection. Hiring rates are 20gp per day for a 5th level fighter as bodyguard (i.e. assuming you're not actually out looking for trouble, just protection in case trouble comes looking for you). If the PCs wish to hire such a guard, I suggest you use the “Cautious Archer” from the Pathfinder Roleplaying Game: NPC Codex, but anything suitable from that book will do.

Bragen wears a shiny black leather suits with a peaked cap sporting a tiger emblem on its rim. He wears exactly the same uniform during the dance.

9. *The Twisted Bridge*

There is nothing more to add about this.

10. *Duggan's Plant Nursery*

Duggan (NE male half-elf druid/4) runs a nursery full of relatively innocuous plants and flowers. Duggan knows the Dryad Morgat though he's not friendly enough to help her if she happens to be in trouble. If asked about Morgat, Duggan readily asserts that she is often in here looking at his plants, more often than not accompanied by Autloc.

During the dance Duggan dresses up as a huge praying mantis, calling himself “Billy Bug” in response to anyone who asks who he is.

11. Issigri's Gold Exchange

Madline Issigri (LN female human cleric/3 expert/1) runs a money-lending operation here akin to a pawnshop.

From time to time the residents of Twisted Bridge spend more money than even they have readily available and have to borrow from Issigri until more funds arrive from their despairing parents or estates. Madline lends cash at a flat 2% weekly interest rate as long as security of at least equal value to whatever amount is being borrowed is provided – frequently the borrower's residence in Twisted Bridge.

During the dance Madline paints herself gold from head to toe and dances in the nude. Since she's well into her 70s, it's not the most attractive thing in the whole world, but it's different.

12. Barney's Flutes

Barney (LE male half-elf bard/4) sells musical instruments of all sorts inside his shop at the normal inflated prices. During the dance Barney is in charge of the string quartet so he declines to dress up in any way.

13. Vaughn's Metal Valets

During opening hours, the servant outside the shop chants "Wellcome to Vaughn's Metal Valets. Please come in," in a dull monotonal voice. When the shop is closed the servant says something along the lines of "I am very sorry but Vaughn's Metal Valets is closed right now. Please return tomorrow afternoon." If the servant is attacked, use the stats for the clockwork servant found at the Clock House, though note that damages will have to be paid for.

Vaughn (LE male dwarf alchemist/2 aristocrat/1 expert/2) provides clockwork servants to the more discerning (and deep-pocketed) of the town's population. His shop has many of them on display inside. Vaughn himself is a balding man with a disturbing gaze – his blink rate is lower than usual and people have often conjectured that he might be half-clockwork himself¹⁸.

During the dance Vaughn dresses like one of his clockwork creations and dances in a slow, stuttering manner¹⁹.

14. The Ruins

See The Catacombs below Town in the next section.

15. The Scriptorium

Chorley (LE male elven wizard/2 bard/1 expert/1) specialises in compiling written works of every kind – legal notices, journals, maps, ledgers, family crests and so on. Half a dozen employed scribes assist him with his work and the inside of his shop is filled with desks, paper, ink and so on. Flames of any sort are not allowed inside.

During the dance, Chorley appears dressed as a bear in order to, rather futilely, appear more dangerous than he is.

16. The Baths and Barbershop

Kemel (LE male human mute (Turkish looking) bard/2 expert/2) runs a barbershop for all types of male grooming with

a steam / bath house situated upstairs. Exclusively male dominated, women are politely shown the door. Men who gather information here get a +2 bonus to their roll even though Kemel himself can't speak.

During the dance, Kemel wears a fez, a kaftan, and carries a rope over his shoulder.

17. The Church of Bones

See next section.

18. The Perfumed Garden

See next section.

19. Soaps, Scents and Candles

See next section.

20. The Clock Tower

See next Section.

21. The Central Square

The grid in the middle of the gazebo and the holes in the iron statues all lead straight down to the catacombs below town.

22. The Azteca Hotel

There is nothing more to add about this.

23. Solicitor Grey

The solicitor (LN male gnome expert/6) employs three clerks within his office. None of the clerks ever dares to look up from their desk even when someone comes in and rings the bell.

The solicitor dresses in a frock coat and a long-beaked bird-like mask during the dance.

24. Klieg's and Kaftan's Mind Emporium

Klieg (LE male half-orc wizard/4) and Kaftan (LE female human wizard/3) run a social group within Twisted Bridge called The Society of the Logicians, a bunch of pseudo-intelligent humanoids who believe that they should run everything in the town because they are cleverer than everybody else.

Logicians don't get invited to other people's parties very often.

The shop itself sells all sorts of magic-related, if not necessarily magical, paraphernalia, particularly spell-components and materials for crafting magic items.

During the dance, Klieg and Kaftan both wear emotionless metal masks, though the remainder of their clothes are reasonably normal.

25. The Necropolis

See next section.

26. Undertakers

The front half of the inside of this building contains a large reception area with candelabra, carpets, flower wreaths and comfortable seating. Rago (LE male human cleric/5) and Toba (LE male human fighter/3 expert/2) are two tall severe looking men, Rago having black bushy eyebrows over piercing eyes and a sharp intelligence whilst Toba has a balding head and a tendency to bear his teeth when he talks.

¹⁸ not actually true

¹⁹ quite skilfully

Rago, secretly, likes to have a little chat with the deceased before preparing them for burial. Toba is not averse to creating some of his own clientele if business isn't too good.

During the dance, Rago and Toba paint their faces black and wear black ragged clothes with bells and tassels attached. They each carry big wooden sticks which they incorporate into their dance moves, swiping them through the wraiths in a mock (and ineffective) attack.

27. Casino

Eelek (LN male dwarf rogue/5) has risen from nothing to a position of prominence and wealth by having the ability of being able to calculate probabilities better than any of the rich but stupid townsmen who frequent his establishment. The casino is full of games of chance of every sort. Magic is not allowed, and Eelek employs a number of low-level magic-users who constantly prowl around casting *Detect Magic*.

During the dance, Eelek wears a costume that appears to be made out of huge gemstones: one for the head, one on the torso, one on the abdomen and so on. It looks, and is, ungainly, but Eelek manages to dance about in it nonetheless.

28. Coffee Shop and Chocolatier

Benoit (LN Male Halfling Expert/3), a charming young Halfling in a baggy top and trousers and a colourful cravat, sells coffee beans and chocolate concoctions of every type imaginable.

During the dance Benoit paints his face red, white and blue, and carries a fake (wooden) executioner's axe.

29. Rapunzel's²⁰

Rapunzel (LE female elf bard/2 expert/4) runs this female-only hairdressing salon, employing three other young girls to cope with her workload. Male visitors are directed to the Bath and Barbershop. Women who gather information here get a +2 bonus to their roll.

During the dance, Rapunzel puts on hair extensions which lengthen her hair almost to her feet, though somehow or another nobody manages to trip over it.

30. Jein's Rocks

Jein Rock (LE female dwarf fighter/1 aristocrat/1 expert/1) is one of those rare beardless female dwarves very rarely seen away from their mountainous homes. Jein deals in precious stones of all sorts, buying and selling with a 20% mark-up to her advantage (since gems are almost a form of currency in a fantasy world).

During the dance Jein wears a mask which has no face to it whatsoever, along with a costume which is ornamented with hundreds of little mirrors. Jein uses these mirrors to see with, though it's not obvious exactly how she does so from behind that mask.

31. Salamander's

The shop opens in the evenings only, closing just after midnight. Salamander (LE male human gunslinger/7²¹), a

suave and sophisticated gentleman who enjoys wearing Mexican style clothing, sells tobacco and cigars imported from all over the world.

Salamander doesn't change his clothes during the dance but he does wear a *Mask of Stony Demeanor* curiously constructed to resemble, as much as possible, his own face.

Breaking and Entering

Broadly speaking indiscriminate breaking into shops and houses within Twisted Bridge should be discouraged. Should it come down to it, the following tables can help:

Wall Type	Height	Climb	Break DC
Wooden	10'-30'	21	20
Masonry	10'-30'	20	45
Iron Grid			25

Wall Type	Hardness	HP per 10' sq.
Wooden	5	60
Masonry	8	180
Iron Grid	10	60

Doors	Hardness	Hp	Break DC
Standard Front	5	20	25

²⁰ coincidence

²¹ or ranger/7, if you don't like gunslingers

The Bride of Sacrifice

B1. Peppy Pumpkin Ponies (CR 3)

Slightly to the edge of town lies Peppy Pumpkin Stables – a children’s riding school which doubles up as provider of mild narcotics for their long-suffering parents²².

The stables are run by two matronly spinsters: Tilda, (LE female human expert/3, and Maddy, (LE female human adept/3)²³. Their rather dim-witted “son²⁴” Pex (LN male human commoner/1) does all of the dirty work.

Eight good quality light riding horses are stabled here for use by the school. Another large, black, heavy horse is kept separately next to the farm’s single solitary carriage house round the back.

Jack O’Lantern (2)	CR 1
NE Medium Plant Init -2; Senses low-light vision, tremorsense 30ft.; Perception 7; Aura fear (20 ft., DC 13)	
Defense	
AC 11, touch 8, flat-footed 11 hp 11 (2d8+2) Fort 4, Ref -2, Will 2 Defensive Abilities Plant Traits; Resist fire 15	
Offense	
Speed 15 ft. Melee bite +3 (1d6+2), and slam +3 (1d4+2 + strangling entangle) Space 5ft.; Reach 5ft. (10 ft. with slam) Special Attacks breath weapon (20-ft. cone, 1d10 fire, reflex DC 12 half, usable every 1d4 rounds), explode, strangling ensnare (DC 14)	
Statistics	
Str 15, Dex 7, Con 12, Int 2, Wis 14, Cha 7 Base Atk +1; CMB +3; CMD 11 (can’t be tripped) Feats Ability Focus (strangling ensnare) SQ pumpkin form	

A small paddock by the side of the main riding school holds yet another horse, this one light white with a pink ribbon tied to its tail. Enya’s little pony is looking rather forlorn; it is not good enough to join the rest of riding school and the little animal’s days are numbered²⁵.

The carriage house, which is kept locked at all times (DC 20), holds a Black Mariah – a grim wagon decorated with painted dinosaur skulls to the front and back and bearing upon it a lockable cage (DC 35). Keys to both the cage and

the carriage house are held by the carriage’s owner: Autloc (see the Church of Bones). The black horse, also owned by Autloc, is used to pull the Black Maria along to Broken Oak when the need arises.

A huge field planted with a mixture of pumpkins and bright orange flowers of the poppy family runs up to a hill holding a gnarled oak tree clearly visible for miles around. The oak is very reminiscent of the one where the party previously met

Jack O’Lantern Special Abilities

Explode (Ex, DC 12) One round after a jack-o'-lantern is reduced to 0 or fewer hit points, it explodes in a burst of flaming spores. Creatures within 10 feet of an exploding jack-o'-lantern must succeed at a DC 12 Reflex save or take 2d6 points of fire damage and be stunned for 1 round. A successful save halves the damage and negates the stun. The save DC is Constitution-based.

Fear Aura (Su, DC 13): Any creature within 30 ft (or possibly 20 – there is an error in the Bestiary) of a jack-o'-lantern must succeed at a DC 13 Will save or be shaken for 2d6 minutes. If the Will save is successful, the creature is immune to that jack-o'-lantern's fear aura for 24 hours. This is a vision-based mind-affecting fear effect. The save DC is Charisma-based and includes a +4 racial bonus.

Pumpkin Form (Su, Stealth 18): A jack-o'-lantern can shrink in size and douse its sinister fiery radiance, allowing it to blend in almost perfectly with normal pumpkins and take 20 on its Stealth checks to hide in plain sight as a normal pumpkin. While using this ability, a jack-o'-lantern loses its fear aura. A jack-o'-lantern can use this ability as a full-round action and end it as a free action.

Strangling Ensnare (Ex, DC 14 / 12): A jack-o'-lantern's slam attack entangles the target in its vines for 2d4 rounds unless the target succeeds at a DC 14 Reflex save. The target can attempt to burst these entangling vines before the duration expires with a successful DC 12 Strength check as a full-round action. While the target is entangled, its vines also grasp at the target's mouth. The target cannot speak or cast spells with verbal components while it is entangled by the jack-o'-lantern. When a creature is entangled by this ability, the jack-o'-lantern loses its slam attack, but it can end this ability as a free action. The save and the burst DCs are Constitution-based effects.

Morgat the Dryad. This particular oak is the Dryad’s final stopping point when she uses *Tree Stride* to travel from her home to Twisted Bridge. **A DC 10 Perception check while investigating the oak reveals a small hole near its roots which can be entered by a small creature without squeezing.** This hole leads to a small root chamber below the level of the field which contains a few more of Morgat’s possessions: a bucket of water, a couple of rather modest female robes, and a leather satchel containing a crude map of

²² “mother’s little helpers”

²³ who believe that ponies are more important than people, just like all riding school mistresses everywhere

²⁴ son of one, nephew of the other, nobody’s sure which

²⁵ and it knows it

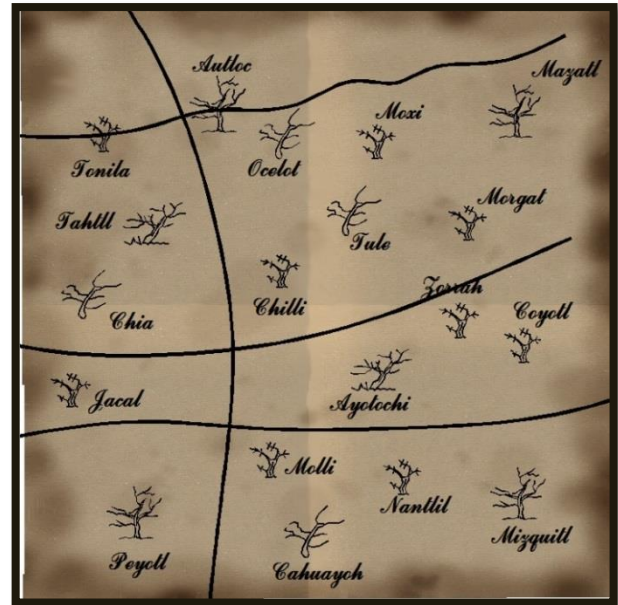
the surrounding area. This map has the location of all the oak trees labelled with their appropriate name (as Morgat named them). The oak labelled Tonila is closest to the spot where Tonila²⁶ herself was eaten by a dragon.

The orange flowers in the field are all relatively harmless unless someone deliberately kicks them up or agitates them. Should this happen, the flowers release pollen into the air which acts like a cloud of very mild cocaine-like powder. **Anyone caught within the flower's pollen cloud must make a DC 5 Fortitude save or be confused for 1 round.** Occasionally the youths from town climb up to this field to get themselves a little high, during which time they inevitably hunt out and prey on the "Jackos" which also make their home among the pumpkins.



Jackos are Jack O'Lanterns – strange plant creatures whose heads resemble the pumpkins that surround them. Most are inimical to intelligent animal life, and given the way they get treated around here that's for good reason. Two such Jackos are currently present within the field and will attack the PCs when they venture therein, probably at a point half way between the edge of the field and the oak tree at the top of the hill. **Note that the two Jack O'Lanterns can take 20 on their Stealth checks so combat will probably be initiated with a surprise round unless someone can beat their stealth check of 18.**

²⁶ the one sacrificial victim that actually escaped



Combat with Jack O'Lanterns in the field will definitely cause the poppies to eject their pollen – you can assume that anyone who makes a melee attack of any sort creates enough of a cloud to require a Fortitude save though this should be limited to once per round. **Since the pollen is both a mind-affecting and a poisonous effect the Jack O'Lanterns are immune.**

Note that the field counts as light undergrowth²⁷.

A third, non-aggressive, Jack O'Lantern hides within the pumpkins. It has no desire to fight and will in fact will be quite frightened of the PCs if they succeed in spotting it. Meikl, as he is called, is slightly more intelligent than others of his kind (INT 3) and can even speak enough of the common language to allow a conversation to take place. If the PCs choose to question him, and have sufficient patience, then he will be able to explain that Morgat travels from the Oak to the Farm from time to time and that a skeletal looking man then travels with Morgat in the wagon to somewhere far away.

Despite the presence of the cocaine like flowers, the pumpkins that grow in the field are perfectly normal.

DC	Summary
20	Disabled Device check for the carriage house
35	Disable Device check for the cage on the Black Maria
10	Perception check to notice a small hole near the roots of the oak tree
5	Fortitude save per round to avoid the effects of the pollen

²⁷ costs 2 squares of movement to move into, provides concealment and increases the DC of Acrobatics and Stealth checks by 2

B2. The Church of Bones (CR 4)

The Church of Bones, which predates the town by at least 100 years, is one of the few stone buildings to be found in Twisted Bridge.

This church/monastery was originally built to accommodate the reclusive brethren of a god of enlightenment and self-perfection and as such is somewhat plain in its construction. The walls are 2' thick, necessary given the weight that they have to support, and rendered with an unadorned plain grey stone. The ceiling is stone and flat, its weight supported by an ingenious network of iron joists buttressing against the walls on the inside of the building.

The church is currently occupied by an unusual priest called Autloc - not a worshipper of any normal deity but rather a cleric who venerates the mystery and power relating to undead dinosaurs.

In our own world one might call him a palaeontologist, in a fantasy world where dinosaurs are rare he would study their remains because the real ones are hard to find, and in a world



where they are common he is simply obsessed with animated dinosaur skeletons because “the bigger they are the better”.

Autloc is a tall black dhampir with bright white teeth and piercing eyes. He wears a tattered robe (in fact a *Robe of Bones*) over loose clothes (and armour) and adorns his head with a top hat. He regularly wears black and white makeup on his face to make himself look skeletal and laughs in a deep baritone voice at just about anything.

Autloc has an animal companion called Rap-Tout – a Deinonychus that tends the church while he’s away in town. This creature also wears a top hat and is frequently found sweeping around the inside of the church with a straw broom or pulling up the weeds on its outside. When the PCs come to visit the church, it will be Rap-Tout who will answer the door²⁸.

The main doors to the church are made from stone and locked (DC 25 Disable Device). Above them is the skeletal skull of a Tyrannosaurus Rex, and upon the doors sits a huge knocker in the shape of a giant femur.

Beyond the doors, a 40' square foyer displays a huge skeleton of a Triceratops fully assembled and carefully mounted on a metal frame in its centre. This is Autloc’s pride and joy, and though it may alarm the PCs it is not destined to be animated in this adventure. Three other smaller dinosaur skeletons are placed around the walls together with a font and a statue of Autloc himself. **The doors through to the main area of the temple are wooden but locked with a superior lock (DC 30).**

It’s up to you whether you wish Autloc to be present when the PCs first visit the church. If he isn’t, Rap-Tout will indicate as such and request, through mime, that they come back later. If Autloc is present and the PCs demand to see him, then Rap-Tout will knock on the inner doors and **Autloc will use his Enter Image spell to communicate via the statue in his likeness.**

²⁸ Autloc tried employing a human cleric apprentice for a short period of time but things didn’t work out too well

“Rap-tout” – Autloc’s Animal Companion

Velociraptor
N Small Animal (bodyguard)
Init 8; **Senses** low-light vision, scent
Perception 7 (+2 if adjacent to Autloc)

Defense

AC 18, touch 15, flat-footed 14
hp 42 (5d8+20)
Fort 7, **Ref** 8, **Will** 4

Offense

Speed 60 ft.
Melee Bite +5 (1d4+1), and
2 x Talon +5 (1d6+1)
+1 to-hit and damage on all attacks if *Magic Fang Greater* has been cast

Statistics

Str 12, **Dex** 18, **Con** 17, **Int** 3, **Wis** 12, **Cha** 14
Base Atk 3; **CMB** 3; **CMD** 17
Feats Improved Initiative, Iron Will, Toughness
Tricks Attack, Attack Anything, Deliver, Exclusive, Guard, Serve, Stay, Watch
Skills Acrobatics 8 (+20 jump), Climb 5, Stealth 12, Swim 5
SQ Tenacious Guardian

Autloc	CR 4
Male Dhampir (Nosferatu-born) Cleric 5 NE Medium Humanoid (dhampir) Init -1; Senses Darkvision 60'; Low-light vision Perception 5 (+2 if adjacent to animal companion)	
Defense	
AC 12, touch 9, flat-footed 12 (+1 (not touch) vs 5 PCs, +2 (not touch) vs 6 PCs) hp 33 (5d8+5) Fort 4, Ref 0, Will 9 (+2 within desecrated area, +2 vs disease and mind-affects, -1 vs effects that damage, drain or reduce physical ability scores) Defensive Abilities Negative Energy Affinity, Resist Level Drain	
Offense	
Speed 30 ft. Melee MW Morningstar +6 (1d8+2) +2 to-hit and damage within desecrated area Special Attacks Channel Negative Energy undead variant (7/day, heals self + undead 3d6 x 1.5, harms living 3d6 DC 14), Death's Kiss (2 rounds, 7/day)	
Spell Like Abilities	
CL 5; conc 9 3/day: <i>Doom</i> (DC 13) 7/day: <i>Venomous Stare</i> (DC 16, 1d6+3)	
Cleric Spells Known (saurian,undead)	
CL 5; +5 melee touch; +2 ranged touch; conc 9 3: <i>Deeper Darkness</i> , <i>Enter Image</i> , <i>Magic Fang (Greater)</i> 2: <i>Desecrate</i> , <i>Extended Remove Sickness</i> , <i>Extended Sanctuary</i> (DC 15), <i>Ghoul Touch</i> (DC 16) 1: <i>Cause Fear</i> , <i>Decompose Corpse</i> , <i>Hide from Undead</i> (DC 15), <i>Murderous Command</i> (DC 15), <i>Sanctuary</i> (DC 15) 0 (at will): <i>Enhanced Diplomacy</i> , <i>Guidance</i> , <i>Mending</i> , <i>Read Magic</i>	
Statistics	
Str 14, Dex 8, Con 11, Int 10, Wis 18, Cha 14 Base Atk 3; CMB 5; CMD 14 Feats Boon Companion, Extend Spell, Extra Channel Skills Appraise 4, Climb 3, Diplomacy 6, Heal 8, Knowledge (Arcana, Religion) 4, Knowledge (Nature) 1, Linguistics 4, Sense Motive 8 (+2 if adjacent to animal companion), Spellcraft 4, Survival 6 Languages Common, Necril SQ Animal Companion Link, Aura (Evil) Gear (light, acp 1) <i>Robe of Bones</i> , Silver Holy Symbol, MW Morningstar, Leather Armour, Light Wooden Shield vs 5 PCs (acp 1): Leather Armour is +1 vs 6 PCs (acp 0): Also Light Wooden Shield +1	

On home territory, aptly prepared, Autloc considers himself

Deinonychus Skeleton	CR 2
NE Medium Undead Init 7; Senses darkvision 60 ft.; Perception 0	
Defense	
AC 15, touch 13, flat-footed 12 hp 26 (4d8+0+8) Fort 3, Ref 6, Will 6; +2 to all and extra +6 vs channelled energy within desecrated area Defensive Abilities undead traits; DR 5/bludgeoning; Immune cold	
Offense	
Speed 60 ft. Melee 2 x talon +5 (1d8+2), and bite +5 (1d6+2), and foreclaws +0 (1d4+1) +2 to-hit and damage within desecrated area Special Attacks Pounce	
Statistics	
Str 15, Dex 17, Con -, Int -, Wis 10, Cha 10 Base Atk 3; CMB +5; CMD 18 Feats Improved Initiative SQ: Created within a desecrated area + altar	

superior to the PCs and easily capable of taking the party on, and if the PCs aren't too careful he is probably right. If as a result of conversations through his image in the foyer Autloc decides that he needs to get rid of the party, or if they show him the pterodactyl bone that he lost and are awkward about handing it over, then **he will invite them to come in - after first of all casting *Desecrate* on the tiled area just behind the altar.** If the PCs accept his invitation, **Rap-Tout will follow and stand next to his master in the centre of that desecrated area.**

This main part of the church holds a huge stone altar venerating Autloc's "guiding principles". The altar is 4' high and almost 20' long. Just around it and to its rear is the tiled area that gets desecrated, decorated with numerous little skulls. Four inanimate dinosaur skeletons, similar to the ones in the foyer, are placed with the room. **A fifth skeleton, of a Deinonychus, clearly animate, stands near the altar, as does the perfectly preserved corpse of an Axe Beak²⁹ on the other side.**

Over to the rear of the room is a table with a pterodactyl skeleton recently reassembled after some clod of an assistant knocked the thing over. Unfortunately it is still missing one of its bones, though the PCs may well be in possession of it³⁰. **A**

²⁹ **optionally** a zombie if you're using this as a way to scale up the encounter for 6 PCs

³⁰ What happened was this: Autloc's recently recruited young assistant accidentally knocked the pterodactyl skeleton over while cleaning it and then couldn't figure out how to put it back together. Autloc lost his temper and in the process of "reprimanding" him, "accidentally" killed him. Autloc then

Axe Beak Zombie	CR 2
NE Large Undead Init 2; Senses darkvision 60 ft.; Perception 0	
Defense	
AC 14, touch 11, flat-footed 12 hp 37 (5d8+5+10) Fort 1, Ref 3, Will 4; +2 to all and extra +6 vs channelled energy within desecrated area Defensive Abilities undead traits; DR 5/slashing	
Offense	
Speed 50 ft. Melee bite +7 (1d8+5), or slam +7 (1d8+5) +2 to-hit and damage within desecrated area Space 10ft.; Reach 10ft.	
Statistics	
Str 20, Dex 15, Con -, Int -, Wis 10, Cha 10 Base Atk 3; CMB +8; CMD 20 Feats Toughness SQ : Staggered (constantly), Created within a desecrated area + altar	

small locked door (DC 25) leads through to Autloc's modest sleeping quarters at the back and a large locked stone chest (DC 30) contains numerous valueless clerical vestments plus whatever extra treasure is indicated for this encounter.

Torches on the walls provide normal light within the room when there is not enough daylight coming in through the windows.

If Autloc decides to take hostile action against the PCs, as soon as they come through into the main part of the church his tactics will be as follows.

- 1) Cast *Extended Sanctuary* on himself, claiming if challenged that he is simply taking precautions against what are clearly well armed and unknown visitors.
- 2) Cast *Magic Fang Greater* on Rap-Tout, claiming again that this is only acting in self-defence.
- 3) Cast *Deeper Darkness* on the altar, reducing the level of illumination in a **60' radius** to normal darkness³¹. This is a signal to his undead guardian(s) to attack. Note that the mindless undead will still mechanically try to stay within the desecrated area if they can.
- 4) Channel Energy to heal undead (and himself) repeatedly, while Rap-Tout stands guard next to him and attacks - using his Scent ability to pinpoint nearby assailants.

animated the apprentice in order to use him a monster in The Temple of Evil, but somehow or another the skeletal assistant retained one of the pterodactyl bones on his person and then shoved the thing up into his own rib-cage.

³¹ i.e. Darkvision still works

Note that none of these actions disrupts Autloc's *Sanctuary*.

If things start to get desperate, Autloc will resort to his *Robe of Bones* to bring more assailants into combat, but he will try to judge things carefully as each one brought in reduces the value of his robe. Since undead so summoned could turn on him, he will cast *Hide From Undead* to keep himself safe.

If Autloc's *Sanctuary* is running out, he can renew it with a normal one (not extended). As a last resort he also has access to a few offensive abilities and spells.

Autloc's modest quarters at the back of the church contain a simple bed plus a bookcase with a number of well-illustrated books on saurian matters. There is also a ledger showing all of the sacrifices that have taken place to Yetaxa over the last 7 years, with entries of particular interest on:

- a) Enya and Iona, showing their capture dates three weeks ago and the sacrifice of Iona a few days before the PCs arrived at Twisted Bridge,
- b) Tonila, who apparently escaped her fate, dated two years ago, with a side-note explaining that according to the dryad she was eaten by a dragon.

DC Summary

25	Disable Device on the main, external, stone door and on the small locked door leading to Autloc's private chambers
30	Disable Device on the main inner door and on the chest in the main area

B3. The Perfumed Garden (CR 3)

Atop a path leading up from the road, and out of sight of it, is a low wooden one-storied house, its outer walls decorated in an oriental motif showing water lilies, tigers and dragons. The house's single sliding front door appears to have no lock. To one side of it hangs a red lantern, to the other a bell pull.

This is the abode of Minka, a wax golem originally created by Babptiste's master but now the "property" of Babptiste himself. Babptiste uses Minka both as a source of income, through prostitution, and as a source of orgasms.

Although the creation of such a creature is well beyond Babtiste's capabilities he has been able, over the years, to mould her into his ideal "woman", as well as creating something which follows the fantasies of a considerable number of Twisted Bridge's male and female residents.

Minka herself appears as a massively-breasted geisha, her breasts totally out of proportion to the rest of her otherwise petite figure. Despite her somewhat awkward anatomy she carries herself with unnatural grace. Minka's doll-like face is liberally covered with scented paint specifically formulated by Babtiste to stimulate the sexes.

A night with Minka costs **40 gp**, purchased by acquiring a token from Babptiste's perfumery. One such token was presented to Ixta last time he was here as part-payment for his work. If the PCs are in possession of that token now and

Minka	CR 3
Wax Golem N Medium Construct Init -1; Senses darkvision 60 ft., low-light vision; Perception 0	
Defense	
AC 15, touch 9, flat-footed 15 hp 42 (4d10+20) Fort 1, Ref 0, Will 1 Defensive Abilities construct traits; Immune cold Weaknesses vulnerable to fire	
Offense	
Speed 30 ft. Melee slam +6 (1d6+3)	
Statistics	
Str 14, Dex 9, Con -, Int -, Wis 11, Cha 1 Base Atk +4; CMB +6; CMD 15	
Special Abilities	
Immunity to Magic (Ex) A wax golem is immune to any spell or spell-like ability that allows spell resistance, with the exception of spells and spell-like abilities that have the fire descriptor. In addition, certain spells and effects function differently against the creature, as noted below.	
A magical attack that deals fire damage slows a wax golem (as the slow spell) for 2d6 rounds (no save). In addition, for 3 rounds after taking fire damage, every time a wax golem uses its slam attack, it deals an additional 1d4 points of fire damage due to its molten wax.	
A magical attack that deals cold damage breaks any slow effect on the golem and heals 1 point of damage for each 3 points of damage the attack would otherwise deal. If the amount of healing would cause the golem to exceed its full normal hit points, it gains any excess as temporary hit points. A wax golem gains no saving throw against cold effects.	

present it to Minka then she will allow a (single) bearer to spend a night with her in her little house³².

Whenever Minka is free from custom, she places a small stone with *Continual Flame* on it inside the red lantern outside. This not only indicates her availability but it also signals to Babtiste that she is free for the night if he's not too otherwise occupied with his work.

Minka's house has only two rooms – a front one with tea making facilities and a back one with a futon. Minka, of course, neither eats nor drinks, and there is no toilet either – any guest that wants to perform such an unpleasant act is told to go away and come back when they're feeling "cleansed".

³² and very nice it will be too – on this occasion

Beyond the back room is a second garden just as beautiful as the first but more secluded. In the middle is a small wooden pavilion with a bath and a stove for heating water.

The garden also has a well, and a statue of a mournful angel playing the lyre.³³

Despite the many years that she has been "operational" Minka has never discovered sentience. It's almost as if the

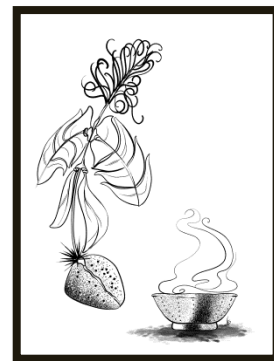
spark of life which might have become animated within such a delicate loving creature has been crushed by the weight of all the selfishness and immorality which surrounds her in Twisted Bridge. Indeed, she has yet to experience a "good" person, so that **when the PCs arrive into her world she will be quite taken aback by their obvious benevolence³⁴ and fall in love with the one who radiates the most goodness³⁵.**

This falling in love will not be immediately obvious to Minka. The strange feelings awakening inside her are the first signs of her becoming sentient, however she will find it confusing at first and a bit unnerving. **By the next day, however, she will start to stalk her lover**, always from a discreet distance, and frequently covered over. If approached, she will be slightly embarrassed, but it will soon become clear who the object of her affection is. That next night after the party meets her she will approach the object of her obsession in his or her room and attempt to seduce them. If they refuse, she will "malfunction" and attack. If they accept then what happens next is largely up to you - there are many ways that this story can continue:

Minka could become a companion for her lover, though this is a powerful reward for this adventure and certainly not in keeping with its balance of treasure. Alternatively, Minka could be a non-combative follower, maybe just looking after the horses³⁶ but unable to act in any combative way. Finally she could become a fully sentient partner: i.e. dutiful, loving, possessive, clinging, demanding and awkward³⁷.

If at any point you don't want to have her be in thrall to the PCs, you could have her "malfunction" and attack. She could even do this on the night of the seduction - maybe the heat of passion causing her to melt a little bit during lovemaking so that she start to drip wax onto her lover, then attacking them when she sees the horrified look on their face.

If the PCs do kill her, her "corpse" will eventually be returned to Babtiste who will repair her as best he can, though unfortunately not be able animate her, and then place her back onto her futon so that he can continue to sell her services, albeit for a lower price³⁸.



³³ see "the Necropolis"

³⁴ assuming there is at least one good aligned person in the party!

³⁵ male or female

³⁶ and one of their owners!

³⁷ you know – female (sorry about the sexist comment)

³⁸ this adventure is *supposed* to be macabre

B4. Soaps, Scents and Candles (CR 3)

This is a small shop sells that perfumes, candles and soaps. Its proprietor, one Neja Babbiste, known rather unaffectionately as “The Frog”, is a rather ugly half-orc with an exaggerated nose, a greenish complexion and eyes that constantly weep. Despite his somewhat bestial look his manner is contrite, though his polite exterior hides a cold and calculating mind that nurtures a curious obsession: the creation of “the perfect scent”.

Products in the shop tend to cost in the tens of gps, and they’re pretty much worth it. Babbiste has the most extraordinary taste and a very discerning nose. Above the shop is his somewhat sparse living quarters, only used when he cannot make use of Minka in The Perfumed Garden. Below the shop is the basement where Babbiste performs all manner of unnatural experiments in the pursuit of his perfect creation.

Babbiste is constantly on the hunt for new sources of scent

and when the PCs first meet him he will immediately identify one of them as having some particularly rare or exquisite quality about their body odour which he will desperately want to distil. He will sniff the air around them at first as the new scent registers in his mind, then sniff, sniff, sniff as he gradually homes in on the PC in question, a look of delight slowly growing on his face. From that point on, Babbiste will be quite obsequious to that PC, whilst all the time planning to kill them and take them to his laboratory for extraction and processing.

Since Babbiste has no Bluff skill to speak of, his actions will speak volumes to all of the PCs, but whatever they might think of him he will plan his approach carefully, all the time maintaining a polite, even helpful, exterior.

When he finally decides to make his move, **Babbiste will stalk the PC whose scent he wants from a distance** until he sees

Babbiste	CR 3
Male Half-orc Alchemist (vivisectionist) 4 CE Medium Humanoid (human, orc) Init 1; Senses Darkvision 60; scent (1/2 range) Perception 7	
Defense	
AC 16, touch 11, flat-footed 15 hp 29 (4d8+8) Fort 6, Ref 4, Will 2 (+2 vs poison) Defensive Abilities Discovery (Spontaneous Healing 10hp/day)	
Offense	
Speed 30 ft. Melee dagger +6 (1d4+3) Power Attack dagger +5 (1d4+5) Ranged dagger +4 (1d4+3) Special Attacks sneak attack +2d6	
Extracts	
CL 4 2: <i>Bull's Strength, Invisibility</i> 1: <i>Cure Light Wounds, Disguise Self, Enlarge Person, Shield</i>	
Statistics	
Str 17, Dex 12, Con 13, Int 15, Wis 10, Cha 8 Base Atk 3; CMB 6; CMD 17 Feats Brew Potion, Endurance, Iron Will, Power Attack, Throw Anything Skills Craft (alchemy) 9 (+4 to create alchemical items), Knowledge (arcana) 8, Knowledge (nature) 8, Profession (Perfumer) 7, Spellcraft 8, Stealth -4, Use Magic Device 5 Languages Abyssal, Common, Draconic, Orc SQ Mutagen, Discovery (Feral Mutagen), Poison Use, Swift Alchemy Gear (light, acp 1) Cloak of Resistance +1, Dagger, +1 Chain Shirt	

Babbiste (buffed and feral)	CR 3
Male Half-orc Alchemist (vivisectionist) 4 CE Large Humanoid (human, orc) Init 0; Senses Darkvision 60; scent (1/2 range) Perception 7	
Defense	
AC 20, touch 9, flat-footed 20 hp 29 (4d8+8) Fort 6, Ref 5, Will 4 (+2 vs poison) Defensive Abilities Initially Invisible; Discovery (Spontaneous Healing 10hp/day); Immune Magic Missile	
Offense	
Speed 30 ft. Melee 2 x claw +10 (1d8+8), and bite +10 (2d6+8) Power Attack 2 x claw +9 (1d8+10), and bite +9 (2d6+10) Space 10 ft.; Reach 10 ft. Special Attacks sneak attack +2d6	
Extracts left	
CL 4 1: <i>Cure Light Wounds, Disguise Self</i>	
Statistics	
Str 27, Dex 10, Con 13, Int 13, Wis 10, Cha 8 Base Atk 3; CMB 11; CMD 22 Feats Brew Potion, Endurance, Iron Will, Power Attack, Throw Anything Skills Craft (alchemy) 8 (+4 to create alchemical items), Knowledge (arcana) 7, Knowledge (nature) 7, Profession (Perfumer) 7, Spellcraft 7, Stealth -5, Use Magic Device 5 Languages Abyssal, Common, Draconic, Orc SQ Mutagen, Discovery (Feral Mutagen), Poison Use, Swift Alchemy Gear (light, acp 1) Cloak of Resistance +1, Dagger, +1 Chain Shirt	

that PC, and the other PCs if he's concluded by then that they're pretty much inseparable, disappear somewhere reasonably secluded and quiet. Babtiste will then drink his potion of *Invisibility* followed by his extracts of *Bull's Strength* and *Shield* and then finally his Feral Mutagen before closing in to attack.

Babtiste's tactic is to try to get a full round of attacks when his quarry is flat-footed. If he does so, the chances are that he will rip that PC to pieces, whereupon he hopes the rest of the PCs will run off in terror (though he's quite prepared to take them on if they don't)³⁹.

Babtiste's sneak is +15 whilst moving with invisibility (+35 if he's standing still). Assuming that nobody in the party can "see invisible", there are three possible starts to an ambush encounter:

- 1) If no one beats his sneak roll then combat will start with a surprise round and with Babtiste standing right next to his victim.
- 2) If everybody beats his sneak roll then there will be no surprise round and encounter distance will be dictated by the difference between perception rolls and his sneak roll.
- 3) Otherwise, there will be a surprise round, but with encounter distance based as in (2) above.

Babtiste will definitely get one attack against a flat footed opponent thanks to his invisibility, though he will then immediately become visible. Whether he gets any more attacks against a flat footed opponent after that will depend on initiative rolls. Babtiste's initiative is not high, but if he is lucky and/or nobody stops him he could well destroy one of the PCs - his three feral attacks with sneak attack damage are a lethal combination.

A locked door (DC 30) connects Babtiste's shop to his laboratory in the basement below. This basement contains an alchemist's lab supplemented by all manner of equipment for the production of soap, perfume and wax. Although a large number of mineral and herbal extracts can be found both in oil and powdered form the most disturbing items of all relate to animals and even humans. All sorts of birds and mammals hang suspended from the ceiling, small incisions in their bodies suggesting where they might have been bled or otherwise lost their vital fluids whilst still alive. Drawers, some half-open, overflow with reptile and fish skins. Huge jars of oil contain the suspended parts of various creatures: eyes are common, as are internal organs. **One male human head and one female elven head in large demijohns stares out lifelessly. A desk with a locked drawer (also DC 30) contains the Babtiste's formula book**⁴⁰.

To one side of the basement, **a 7' diameter locked circular grate drops down into the sewers below**, the bars of the gate covered with detritus and slimes suggesting that Babtiste only bothers opening the grate if he has something particularly large

³⁹ Babtiste is not nearly as effective when he cannot bring his sneak attack into play. Once he's drunk his Mutagen, though, he finds it difficult to withdraw from combat as his blood tends to be boiling in a very "feral" way.

⁴⁰ see the encounter summary

to dispose of. The lock on the grate is relatively simple to open (Disable Device DC 25).

All the keys to all the locks are held by Babtiste himself.

DC	Summary
30	Disable Device on the door connecting the shop to the basement
30	Disable Device check for the locked drawer in the basement which holds Babtiste's formula book
25	Disable Device check for the padlock on the grate from the basement to the sewers

B5. The Clock Tower (CR 4½)

Tzitzimitl, the current owner of the clock tower, is not due to make an appearance until the final scene of this adventure, and even then not in a way as to be available to the PCs for any sort of encounter. From a game/plot/story point of view, given that he is the main mover and shaker of the events in the town, having him readily available would immediately change the focus of this adventure into a confrontation between him and the PCs.

(If you want to, once the PCs have finished investigating the Clock Tower, you can assume that Tzitzimitl returns, changes the locks and combinations, repairs whatever damage the PCs have made and waits for the day of the eclipse.)

Wooden stairs lead up from the ground floor past level 1 up to level 2, then a ladder on the corner of level 2 leads up through a trap door to level 3, and a similar ladder at level 3 leads up through a trap door to level 4.

Details of the individual levels of the tower follow. If the PCs retrieved Cameca's key at the Animal Farm in the earlier part of the adventure then they will be able to bypass most of the problems herein.

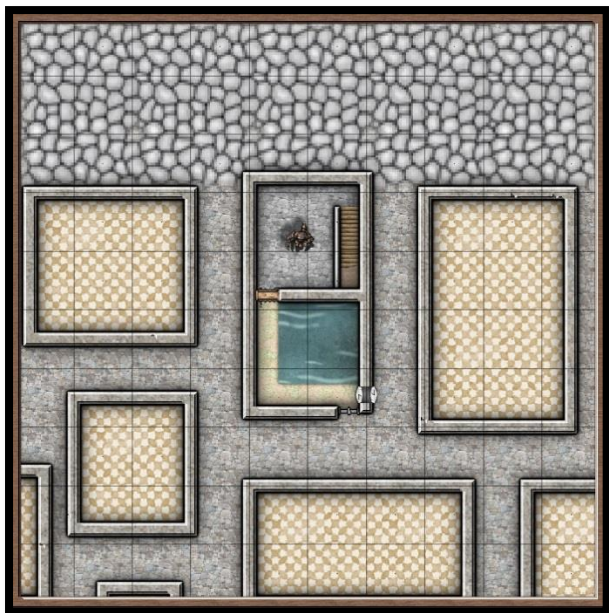
Valuable items within the tower such as maps, clothes, bits of furniture, personal items and so on have not been classified as treasure - the PCs are supposed to be adventurers rather than small-time burglars. The small masterwork halberd belonging to the inert clockwork soldier on the ground floor, however, is treasure for the PCs to take.

DC	Summary
15	Escape Artist check for small characters to squeeze through one of the windows ⁴¹
20	Escape Artist check for medium characters to squeeze through one of the windows

Ground Floor

To get into the tower itself one must first of all get into the back garden, since the iron door which connects the tower to the garden at ground level is the only actual means of entry.

⁴¹ I've taken a slight liberty with the Escape Artist checks for this as the space is almost big enough to be used with no check required



The garden itself is surrounded by a 10' high masonry wall covered in wicked little iron spikes. The "gate" to the garden from the street is a 10' high portcullis of sharp iron spears that appears to retract into the ground. There is no obvious means of lowering the portcullis, or any visible keyhole. Two working clocks, their faces 2' in diameter, are next to the portcullis on the garden walls, one on the inside of the garden and one on the outside. Both clocks appear to be telling the right time – at least, they agree with the time on the clock at the front of the clock tower.

Anyone trying to climb over the wall (standard masonry) will come into contact with the spikes at the top and suffer

"Goldfish" swarm	CR 3
N Tiny Animal (swarm, aquatic) Init 7; Senses Low-light vision; scent; Perception 13	
Defense	
AC 17, touch 15, flat-footed 14 hp 37 (5d8+15) Fort 7, Ref 9, Will 2 Defensive Abilities Swarm Traits	
Offense	
Speed swim 40ft Melee swarm (1d6+1(bleed)+distraction) Space 10 ft.; Reach 0 ft. Special Attacks distraction (DC 15)	
Statistics	
Str 9, Dex 16, Con 17, Int 1, Wis 12, Cha 2 Base Atk 3; CMB +4; CMD 13 Feats Improved Initiative, Lightning Reflexes, Skill Focus (Perception) Skills Swim 11	

2nd Floor Window Trap

CR 1

Type mechanical; **Perception** DC 15
Disable Device 15

Effects

Trigger location; **Reset** automatic
Effect 25-ft.-fall into pond (2d6 falling damage, all lethal), DC 15 Reflex avoids

1-6 punching dagger attacks at +0 to hit, 1-3 damage (crit x3). Note that climbing PCs are not entitled to either shield or Dex bonuses to their AC.

If the handles on the clock on the outside of the garden are set to 7:15 (the time shown on Cameca's key), then after a couple of seconds the portcullis will lower and remain lowered for 1 minute (the time it takes the clock to tick on). The same thing will happen if the handles on the inside clock are set to 4:45 (the mirror image of 7:15). Note that the slight delay before the portcullis moves prevents anyone discovering the right time by just whizzing the handles of the clocks around. The correct time to set on the clocks can also be discovered with a DC 30 Disable Device check.

The clocks carry on ticking, however their handles are set, automatically opening the portcullis for 2 minutes every day.

A 15'square 10'deep pool in the back garden holds a collection of attractive looking goldfish. Anyone who sticks their finger in or throws a bit of meat will soon discover that these things are far from peaceful – more like piranhas than goldfish.

A narrow path connects the portcullis with the iron door leading into the tower. The door itself can be opened with Cameca's key or with a DC 30 Disable Device check. Alternatively, a PC can attempt to climb in through the narrow window on the tower's 2nd floor, 25' up⁴². Unfortunately this means of entrance is trapped, and although it only requires a DC 15 Perception check to notice it the PC doing so will either have to be actively looking for traps just below the window or have the means to automatically spot them. If the trap triggers, a 2' section of stone wall beneath the window pivots around its mid-point and drops the PC 20' into the pool below (a DC 15 Reflex save allows the PC to hang on to the ledge below the pivot, otherwise the PC suffers 2d6 points of damage, all lethal because the height of the drop is slightly more than twice the depth of the water, followed by attack from the killer goldfish).

None of the other windows into the tower is similarly trapped.

The ground floor within the tower appears to be some sort of storage area / workroom. Various spare parts for the clock and bells upstairs can be found here together with a workbench and some rusty tools. None of it looks like it's had much use.

⁴² again note walls are standard masonry

Small Clockwork Soldier	CR 5
N Small Construct (clockwork) Init 8; Senses Darkvision 60', Low-light vision Perception 0	
Defense	
AC 21, touch 15, flat-footed 17 hp 54 (8d10+10) Fort 2, Ref 8, Will 2 DR 10/adamantine; Immune Construct Traits; Weakness Vulnerable to electricity	
Offense	
Speed 30 ft. Melee MW Halberd +17/+12 (1d8+10/x3) Special Attacks Latch	
Statistics	
Str 24, Dex 19, Con -, Int -, Wis 11, Cha 1 Base Atk 8; CMB +14 (+2 disarm) CMD 30 (+2 disarm, -9 helpless) Feats Improved Initiative, Lightning Reflexes SQ Efficient Winding, Proficient, Standby Gear (light) MW Halberd	
Special Abilities	
Efficient Winding (Ex) A clockwork soldier can function for 2 days per Hit Die every time it is wound.	
Latch (Ex) Clockwork soldiers have specially designed hands that easily grasp and lock onto weapons and objects. A soldier can attempt to disarm or grapple as a standard action without provoking an attack of opportunity, and it receives a +2 bonus on disarm checks. In addition, it receives a +2 bonus to CMD against attempts to disarm it.	
Proficient (Ex) A clockwork soldier is proficient with all simple and martial weapons.	
Standby (Ex) A clockwork soldier can place itself on standby as a standard action. While on standby, a clockwork soldier cannot move or take any actions. It remains aware of its surroundings but takes a -4 penalty on Perception checks. Time spent on standby does not count against the soldier's wind-down duration. A clockwork soldier can exit standby as a swift action - if it does so to initiate combat, it gains a +4 racial bonus on its Initiative check.	

One curiosity, though, is a **small squat clockwork metal "soldier" wielding a halberd in both hands that is standing with its head slumped in the middle of the room.** The thing is a rusty brown colour and looks like it could do with a bit of oiling. It's constructed to look like it's in armour, complete with a wide flat kettle helm rammed over its moustachioed face, though given its diminutive form it looks rather more comical than impressive. **A keyhole in the small of its back shows where it could be wound up, though no key is in evidence** and Cameca's key certainly isn't right for it.

Anyone succeeding on a **DC 10 Appraise** check will realise that the halberd is masterwork and therefore quite valuable. The soldier holds the halberd tightly in its hands however it only requires someone to beat its rather pathetic (helpless) CMD to be able to help themselves to it.

The clockwork soldier can be wound up with a **DC 25 Disable Device** check. This is a very bad idea, however, as it will immediately attack anyone in the tower or in its gardens, and it's a fearsome opponent even given its size. Fortunately, though, its programming is slightly limited, in that it only knows how to attack with its own halberd. Should it find itself without it, it will seek to repossess it if it can see it, otherwise it will enter standby mode to wait for further instructions.

	Hardness	HP	Break DC
Portcullis, iron	10	60	25
Iron door	10	60	28

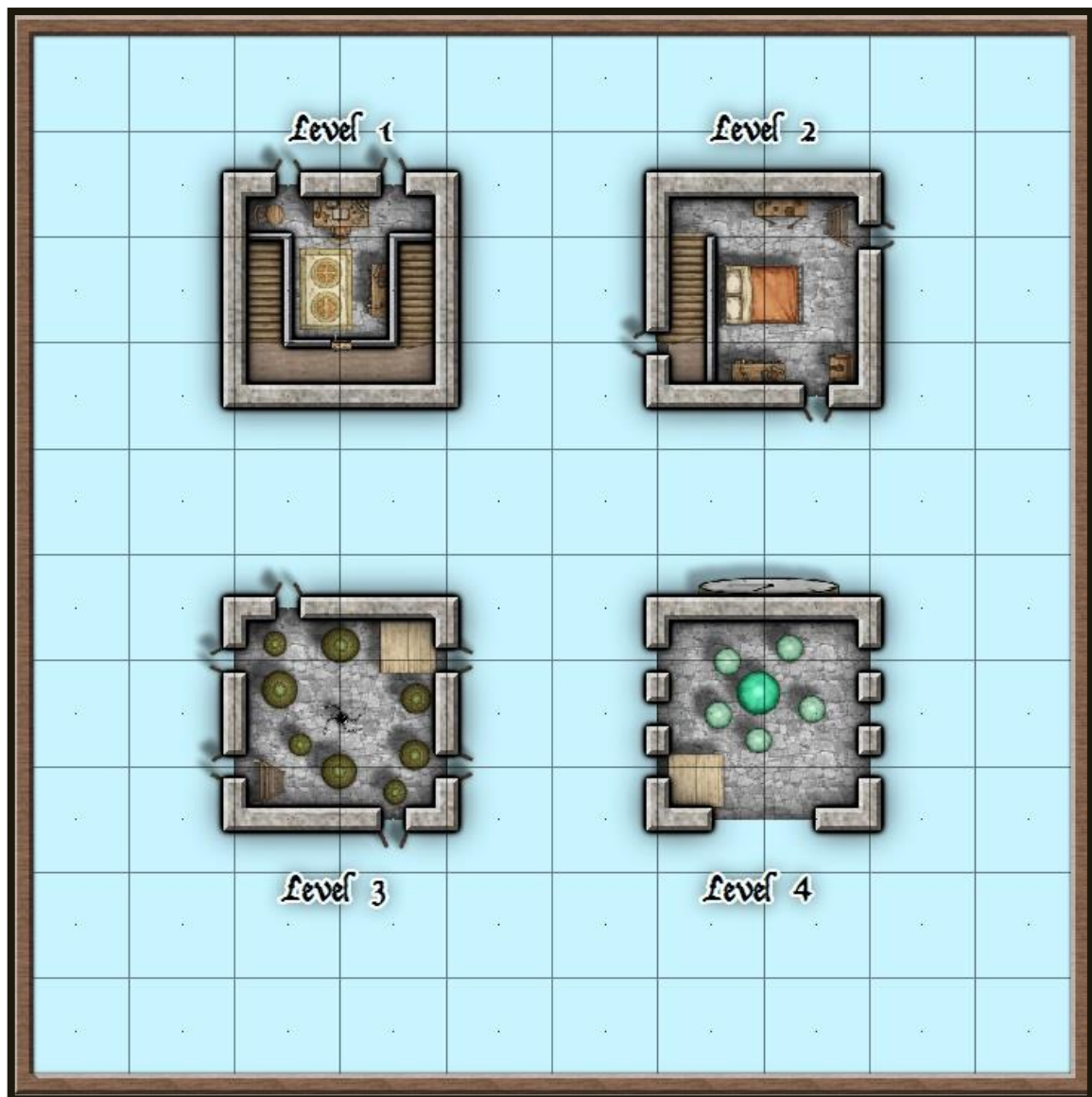
DC	Summary
30	Disable Device check to discover the right time to set on the clocks
30	Disable Device check for the door leading into the tower
10	Swim check in the goldfish pool
10	Appraise check to notice the halberd held by the clockwork soldier is masterwork
25	Disable Device check to wind up the clockwork soldier

Level 1

The stairs at this level wind past a strong wooden door leading into Tzitzimitl's study. **The door is both locked and trapped, the lock requiring a DC 30 Disable Device check (this cannot be opened by Cameca's key) with the trap triggering on anyone who tries to unlock the door without using the right key** (which is in Tzitzimitl's possession and not available to the PCs during this adventure). **Note that the trap resets every round, so repeated attempts at picking the lock are met by repeated triggerings of the trap.**

There has been some debate on the Paizo forums about the effect of casting *Aboleth's Lung* as an offensive spell. If the spell is interpreted as the target not only now having to breathe water but also starting with a lungful of air, i.e. the equivalent for an air-breathing creature suddenly having a lungful of

1st Floor Study Door Trap	CR 3
Type magic; Perception DC 27 Disable Device 27	
Effects	
Trigger touch (door lock); Reset automatic Effect <i>Aboleth's Lung</i> , CL3, DC 13 Will avoids	



water, this would make the spell extremely lethal (i.e. death in 2 rounds). My recommendation instead is that the target, having now become a water-breather, needs to hold their breath as if, as an air-breathing creature, they had suddenly found themselves underwater. This follows the intent of the trap – to force a would-be thief to evacuate the premises rather than to kill them.

Careless PCs might still jump into the pond outside of the tower in order to alleviate their asphyxiation, which will subject them to attack by the killer goldfish. Otherwise, as long as they can get out of the garden, there are plenty of restaurants in the central square willing to sell as much “Eau de Twist” as the PCs are willing to buy (a 1 liter jug of the stuff costs 5sp).

Tzitzimitl’s study is taken over with star charts and astrological almanacs. A DC 10 Knowledge Geography check recognises these charts as being both local and recent, with a DC 15 success (for someone with at least 1 rank in Knowledge Geography) revealing that the charts refer to this town and one

or more days’ from now⁴³. Rather more alarmingly a **quick sift through the books reveals the PCs names together with surprisingly accurate notes and sketches about their backgrounds and abilities**. There are no clues about how this information was obtained – Tzitzimitl simply divined it from the stars⁴⁴.

	Hardness	HP	Break DC
Reinforced wooden door	5	20	25

DC	Summary
30	Disable Device check for the door to the study
10	Knowledge Geography to recognise the charts in the

⁴³ the exact date is up to you, depending on when you want to have the final sacrifice take place

⁴⁴ there is no in-game effect on this beyond alarming the PCs

15	study as being both local and recent
	Knowledge Geography as above to further realise that the charts refer to Twisted Bridge in one or more days' time

Level 2

The second level of the tower holds Tzitzimitl's living area – basically his bed, bookcase, drawers for clothes and so on. The bed is big enough for two, and not infrequently filled with two, including Cameca when she's around. **The window to the south is trapped as described under "ground level", however it is unlikely that a PC triggering the trap from this direction will fall out of the window⁴⁵.** The bookcase and drawers are covered with a collection of ornaments relating to planets and clocks including numerous little clock faces, little models of planets, a couple of hour glasses and **a collection of seven bells tuned to successive notes in a progressive scale (A to G).** None of these items are valuable though **the bells are useful in getting past the Clockwork Servant in the level above.**

Level 3

This level of the tower, which is more open to the elements than the ones below, looks a bit like a forest of oversized metal mushrooms. These are, in fact, bells tuned to various pitches and placed on metal poles which are used by a clockwork servant to play the appropriate melody when it is time for the hour to be struck.

The clockwork servant stands perfectly immobile in the centre of the room waiting for the trigger to begin its next recital. As such, it looks a bit like the clockwork soldier below, less dangerous if anything because of its lack of any armaments. **This construct, however, also doubles up as a guard, and has been instructed to attack anyone who comes into its presence and doesn't ring a bell (the ones in the room don't count) within a round or two.**

The servant will stop attacking anyone who finally does ring a bell. It doesn't remember previous visitors so anyone who goes out of the room and comes back in again will have to ring a bell again.

The picture of a bell on Cameca's key is an aide-memoire for this little feature of the tower.

Level 4

The uppermost level of the tower is almost completely open to the elements, particularly due south. Tzitzimitl likes to come up here to do his star-gazing on a nice bright night, which isn't as often as he'd like as the weather isn't all that good in this part of the world. **An orrery stands in the middle of the room** – recognisable as such with a DC 10 Knowledge Geography check. A DC 15 check (again, by someone with at least one rank in Knowledge Geography) deduces that **the various celestial bodies in the model representing an eclipse.** If the same person makes both DC 15 Knowledge

⁴⁵ your discretion, of course

Advanced Clockwork Servant	CR 3
N Medium Construct (clockwork) Init 8; Senses Darkvision 60', Low-light vision Perception 2	
Defense	
AC 20, touch 14, flat-footed 16 hp 31 (2d10+20); fast-healing 2 Fort 0, Ref 6, Will 2 Immune Construct Traits Weakness Vulnerable to electricity	
Offense	
Speed 30 ft. Melee Slam +8 (1d4+9) Ranged Net (touch) +6 (entangle) Special Attacks Net	
Statistics	
Str 23, Dex 18, Con -, Int -, Wis 15, Cha 5 Base Atk 2; CMB +8; CMD 24 Feats Improved Initiative, Lightning Reflexes SQ Efficient Winding, Proficient, Standby	
Special Abilities	
Net (Ex): As a standard action, a clockwork servant can launch a net from its shoulder. The launcher itself can contain up to five nets—loading a folded net into the launcher is a standard action. Some clockwork servants are outfitted with masterwork or even magic nets, although the clockwork servant presented here is armed with standard nets.	
Repair Clockwork (Ex) Clockwork servants are adept at repairing other clockwork constructs. As a standard action that does not provoke an attack of opportunity, a clockwork servant can repair damage done to either itself or an adjacent clockwork creature, healing 1d10 points of damage to the target.	

Geography checks (i.e. the one here and the one for level 1), then they will be able to deduce that the model's configuration applies directly to the notes found in level 1 – i.e. whatever event is taking place at the date and time in the notes in the study will happen during an eclipse.

The southern part of the room, just in front of the big gap in the wall, contains a subtle trap. If anyone gets within 5' of the drop, an illusion triggers across the whole gap, making it look as if a hitherto hidden room has suddenly come into view.

This new room is very well appointed - 20' square with wood-panelled walls, no windows but lit by four continual light torches. Two floor-to-ceiling bookcases are on the left, a leather sofa next to a glass table is on the right. Up ahead is a mahogany desk and leather chair – papers on the desk, closed drawers below them to either side. Behind the desk to the left is

4 th Floor Illusion Trap	CR 4
Type magic; Perception DC 28 Disable Device 28	
Effects	
Trigger proximity; Reset automatic Effect Major Image, duration 3 rounds, DC 14 Will disbelief if interacted with, though not if simply stepped into. Subsequent falling damage is 4d6.	

a valuable looking painting and behind it to the right another orrery, smaller and not of any recognisable planetary system.

Although the room is quiet, the illusion contains sufficient thermal and aural components to cut out the give-away effects produced by any inclement weather outside. **The illusory room stays for 3 rounds before disappearing, reappearing when someone approaches the drop again.**

It's all an elaborate trap, of course, as anyone who steps in to the "room" will discover to their regret. **Interacting with the illusory room entitles a PC to a saving throw to disbelieve it, but note that if they just step into it they will drop through the floor without a saving throw** – i.e. you don't get saving throws for walking off the top of buildings though you can assume that whoever plummets down to the fish-pond below will automatically disbelieve the illusion. **The pond is deep enough to turn the falling damage into 2d3 non-lethal assuming the PC doesn't fall onto the swarm (50/50 chance).** Exactly what happens if they do is not clear by the rules, however my suggestion is that you consider them to be a medium falling object and have both themselves and the swarm take 3d6 lethal damage, with the swarm's damage multiplied by 1.5.

DC	Summary
10	Knowledge Geography check to recognise an orrery
15	Knowledge Geography to recognise the configuration of the orrery as showing an eclipse, with success by 5 or more indicating

B6. The Necropolis (CR 4)

One would have thought that the vastly rich, with their endless financial resources, would ultimately perish only when spells such as *Raise Dead* could no longer be used to bring them back to life. Strangely enough, though, the relatives entrusted to such resurrections frequently forget their responsibilities when the crunch time comes, with either it slipping their minds or with their becoming so caught up in some curiously lengthy legal wrangle that somehow or another enough of a delay to transpire to prevent these spells from operating.

Perhaps out of guilt, or perhaps to appease the spirits of their abandoned ancestors, the rich bury their dead in well-appointed crypts and mausoleums. No expense is spared in this last gesture of respect towards the departed since (a) the departed is probably paying for its own burial anyway and (b) you don't

want some cantankerous old uncle of yours to come back as an even more cantankerous old ghost.

In a final act of extraordinary⁴⁶ hypocrisy these crypts are often adorned with angels poised in the most exaggerated expressions of misery and despair – screaming out to the heavens as if to say "why did you have to take this one away!" or doubled up in depression as if the loss of said uncle was such a great trauma that it is doubtful that the remaining nephews and nieces could possibly carry on living even *after* they've finished counting out all that lovely inheritance.

Unsurprisingly Twisted Bridge has a Necropolis filled to bursting with rows upon rows of these little grey crypts.

About 5 years ago a Gargoyle called Gbral took residence in the Necropolis amongst all those angst-ridden angels.

Now it is a curious but little-known fact that over time a Gargoyle will change in appearance in order to match the style of his surroundings, so it wasn't long before Gbral started to look more and more angelic. This physical change, however, triggered within him a transformation which was far more spiritual than physical, possibly aided by his proximity to all those spirits that inevitably hang around graveyards, and last year Gbral experienced an epiphany and turned into "Gabriel", and **Gabriel is a very unusual Gargoyle.**

First of all, physically, he hardly resembles a Gargoyle at all. Indeed he is **relatively comely**, and although not as beautiful as a true angel perhaps as beautiful as one might expect from an animated angel statue. He has also **developed as an Oracle** and therefore has that slightly far-away look about him which Oracles generally possess.

Gabriel no longer has a horn on his head and can no longer make a gore attack, but his hands and mouth only look gentle because he can retract their claws and teeth. He is also more mentally acute than your average Gargoyle plus slightly stronger though weaker in metabolism.

Gabriel's outlook is amoral bordering on autistic. His awakening spirituality detached him from life whilst at the same time instilling within him a desire for order as all of the previous preconceptions he had had about existence were turned on their heads. Life, death and undeath are just states of existence to him, no different than childhood, adulthood and old age. He has no empathy with either joy or suffering, in fact the only emotion he really understands is anger. If this makes him as cold as his stone-like anatomy suggests, then it doesn't make him evil or even unpleasant. **He may not *care* for many things but he is otherwise polite, curious, observant and inquisitive, and he will take considerable interest in the PCs when they finally get to meet him.**

Gabriel's loyalty, however, lies towards the other key sociopaths that are to be found within Twisted Bridge, in particular **Autloc, and Tzitzimitl**, who between them have recruited him into the adventurer trapping/sacrificing process which regularly takes place.

⁴⁶ one might even say supernatural

Gabriel	CR 4
Male Variant Gargoyle Oracle 1 LN Medium Monstrous Humanoid (earth) Init 2; Senses Darkvision 60'; Perception 5	
Defense	
AC 16, touch 12, flat-footed 14 hp 44 (5d10+1d8+12) Fort 3, Ref 6, Will 7 DR 10/magic	
Offense	
Speed 40 ft.; fly 60ft Melee bite +8 (1d4+3), and 2 x claw +8 (1d6+3) Power Attack bite +6 (1d4+7), and 2 x claw +6 (1d6+7) Ranged thrown rock +8 (2d4+4) 20' range inc	
Oracle Spells Known (mystery: stone)	
CL 1; +8 melee touch; +7 ranged touch; conc 1 1: <i>Cure Light Wounds</i> , <i>Protection from Chaos</i> , <i>Stone Shield</i> 0 (at will): <i>Bleed</i> (DC 10), <i>Enhanced Diplomacy</i> , <i>Mending</i> , <i>Stabilise</i>	
Statistics	
Str 17, Dex 14, Con 14, Int 10, Wis 12, Cha 11 Base Atk 5; CMB +8; CMD 20 Feats Extra Revelation, Hover, Power Attack Skills Diplomacy 4, Fly 11, Heal 5, Intimidate 4, Knowledge (History, Planes, Religion) 4, Sense Motive 9, Spellcraft 4, Stealth 13 (+4 in stony areas) Languages Common, Terran SQ Crystal Sight, Freeze, Legalistic, Unusual Anatomy, Vow to Self	
Special Abilities	
Crystal Sight (Ex, 1', 1r/day): You can see through stone, earth, or sand as easily as if it were transparent crystal. Your gaze can penetrate a number of feet equal to your oracle level, or 1/12th this thickness of metal. You can use this ability a number of rounds per day equal to your oracle level, but these rounds do not need to be consecutive.	
Freeze (Ex): A gargoyle can hold itself so still it appears to be a statue. A gargoyle that uses freeze can take 20 on its Stealth check to hide in plain sight as a stone statue.	
Legalistic (Oracle Curse): Whenever you break your word (either purposefully or unintentionally), you become sickened for 24 hours or until you meet your obligation, whichever comes first.	
Vow To Self (Su, 1/day): grant a +4 morale bonus on any one roll you make while trying to fulfil a promise made to another individual	
Unusual Anatomy (Ex): Treat as CR 9 (i.e. DC 19) with respect to Knowledge Nature checks made to identify.	

Gabriel's role is to look after the next victim for the few days between their capture and sacrifice, keeping them fed and making sure they neither come to harm nor are able to escape. **Gabriel's legalistic oracle curse pertains specifically to the vow of loyalty that he has sworn to Tzitzimtl along these lines and he will not say or do anything that could allow this promise to fail no matter how much he is questioned or intimidated.** When the PCs eventually discover the location of the victim they will more than likely come into conflict with the gargoyle despite any previous relationships that they might have struck up between them.

Somewhere in the centre of the necropolis is a 20' square crypt that once belonged to a musical family but which is now used to hold the next victim⁴⁷ to be sacrificed to Yetaxa. The crypt is old and crumbling except for a wall of stones at the entrance which has recently been constructed in place of the original doors. Steps lead up 5' from the Necropolis floor to the bricked up doorway of the crypt. A rather mournful angel playing the lute stands to the doorway's left. The place where a second angel once stood is empty unless Gabriel is using it for himself, with the original statue now residing in The Perfumed Garden.

The original (dead) residents of the crypt have long been relocated. Inside, all that Enya has with her is a bucket to wash in, a bucket to use as a chamber pot and a crude bed and blanket. Small window slots near the ceiling, six inches high by one foot long, let in a small amount of daylight. These windows are also used by Gabriel to pass in food and water. A secret trap door in the floor, sealed from below, and unknown to Enya, connects the crypt to another one at another secret location. Enya was brought in this way some days ago but she was unconscious at the time and cannot remember who carried her in. Even if she somehow learned where the trap door was it is impossible for her to open.

The walls of the crypt are 1' thick. Any attempts to break them raises cries of alarm from Enya as bits of masonry start to fall down on to her head from the crumbling ceiling. A concerted effort will probably collapse the whole structure.

Gabriel checks on Enya once a day using his *CristalSight* ability and talks to her regularly to makes sure she's alright without ever giving her any hope that he's going to release her. **The only other visitor she's had in the last few days was a horrible humanoid made from worms** who flowed in through the windows and then seemed to spend forever ranting on at her about her worthless existence and assuring her that she was only going to get what she deserved for embarking on a wicked career as an adventurer instead of obeying her parents and becoming someone's dutiful wife.

Generally speaking no one visits the Necropolis on genuine mourning--the-dead type business much so the place is quiet and deserted. **Enya inside her crypt will soon hear the PCs wandering around outside as long as they do more than**

⁴⁷ currently Enya

just skirt the periphery and so immediately will call out to them for help.

Enya's also been regularly feeding the birds outside her window so that her crypt is clearly marked by about a dozen big black birds. **These birds will take off as soon as the PCs approach and this will alert Gabriel.**

Enya doesn't know what has happened to her sister, but she has a horrible suspicion that something horrible did after her encounter with the Tlotoxl. That wormy creature seemed to hint that it knew where Iona might be so if the PCs could find Tlotoxl then they might have a lead on Iona. Enya also feels sure that whatever happened to her sister will be happening to her next.

If the PCs try to hand Enya the *Death Ward Amulet* found with the remains of Tonila, Enya will explain that wonderful though that is she will be unlikely to be able to retain it when whoever it is that wants her comes to take her away. She is only wearing a simple white gown now and has no way of concealing anything about her person. Her only chance will be for the PCs to get the amulet to her once she has arrived at whatever place it is that she is due to be taken to.

Gabriel will probably arrive on the scene as soon as Enya has communicated all of this information to the PCs. Although Enya is impossible to rescue from her current predicament, Gabriel will likely attack the PCs immediately fearing that they might be able to jeopardise the sacrifice. Enya (CG female human rogue/1) is not destined to play any combative part in this adventure.

The Catacombs below Town (CR 3)

The original builders of Twisted Bridge, knowing that the area was prone to heavy rainfall, built below it a network of tunnels both to cater for storm drainage and to act as a sewer system. **They built deep, 20' below road level, and extensive, covering the whole area of the town,** in order to channel street water and household waste down to the river twist. In case the river itself should become unable to cope with the volume of water the builders also constructed an overflow reservoir underneath the town's market square, with a large 10' diameter grate to let the water back out onto road-level again if things got really desperate⁴⁸. Flooding of that type, however, has never been known.

The system has stood the test of time well apart from one unfortunate incident explained later.

⁴⁸ nobody wants sewerage flooding back into their houses

10' wide arteries are connected by criss-crossing 5' diameter channels carrying water from the 2' square drains which litter the roads and from outlets of varying sizes which can be found in the shops and houses around town.

(The Alchemist's drain from "Soaps, Scents and Candles", shown as a light source on the bottom left junction of two main tunnels on the central sewer detail map, is the largest of these domestic drains, measuring 7' across).

The one unfortunate incident that happened took place 13 years ago when part of the tunnels to the west of the town subsided and the buildings above them collapsed. Despite attempts to repair and reinforce the sewers at this point the ground has seemed curiously unwilling to support any weight and so the area has been abandoned. The reason for this effect, unknown to everyone in the town apart from Yetaxa, is the presence of an underground ruin buried 40' or so below the level of the street - all that's left of Yetaxa's ancient civilisation.

It was this subsidence which produced enough cracks in the earth to allow Yetaxa to escape. These cracks are still present though you have to be incorporeal to take advantage of them - which is exactly what Yetaxa does in order to go "home" for most of the time since he doesn't really like the way the world is these days⁴⁹.

One of the really curious things about this drainage system, noticeable with a DC 10 Survival check if no one thinks to ask about it, is the absence of any rats. This lack of wildlife coupled with the amount of rainfall that falls through here has made the

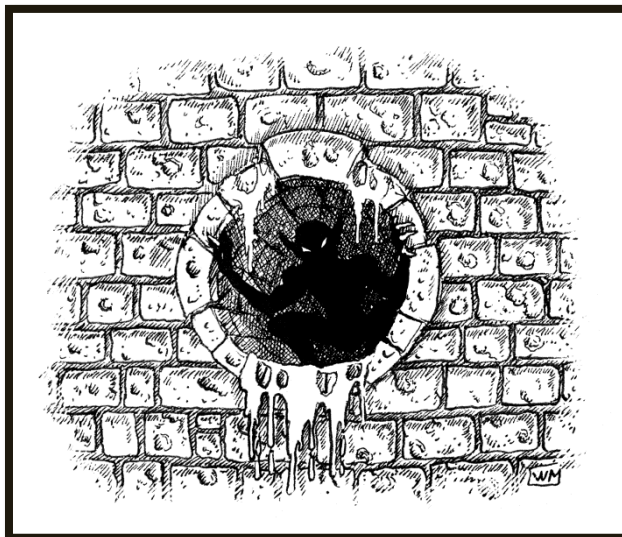
sewers strangely quiet and clean - there is no chance of disease here and it all feels rather eerie.

The reason for the lack of rats, of course, is the fact that a couple of dozen wraith spawn live within, as well as a rather psychotic Worm That Walks.

There are four ways to get into the Sewers: through the ruins at 14, the grate-covered exits just north of 7, down the grate at "Soaps, Scents and Candles" at 19 or down the grate in the central square at 21. Going through the grate at the river is possible with a bit of work, getting through the grate at 21 will draw too much attention whatever time of day the PCs attempt it⁵⁰. Entering via either 7 or 14 requires a certain amount of navigating through a maze of twisty little sewers all alike. **Every 20 minutes that the PCs are navigating through the sewers they must make DC 20 Survival check to get to wherever it is they were aiming to go.** Failure simply means

⁴⁹ things used to be *so* much better ...

⁵⁰ i.e. someone will stop them



getting lost / going round in circles – it uses up time but has no other ill effect so the PCs can just try again.

If the PCs enter the sewers via the alchemist's grate then you can assume that they will find the central reservoir and get back out again without a problem.

As soon as the PCs enter the sewers they will start to hear voices – the whispers of the wraith spawn all struggling to recall their former happy lives. They may even catch glimpses out of the corner of their eyes – black shapes that appear from all directions, peering around corners or even just emerging out of the walls, floor and ceiling. The wraith spawn will not attack as they have been specifically instructed not to. However they will crave for the PCs' warmth, and watch both jealously and hungrily as they whisper their thoughts to each other in the darkness.

The central reservoir is a large pillared area with a cloistered ceiling, the pillars effectively splitting the reservoir into a 3 x 3 grid with the ceiling in the middle of each cell peaking to a 15' height. The middle cell is directly below the cage in the central square, which is 20' above it; i.e. there is a 10' diameter 5' long gap between the ceiling of the reservoir and the grid-covered floor of the cage. The ceilings of the areas at the corner points of the grid also have a 1' diameter hole in them connecting to the statues which are present in the square above.

Although originally built to hold overflow water this reservoir has never flooded, though of course rainwater does make it down here from time to time. The skeletal remains of the last few adventurers sacrificed to Yetaxa litter the floor, as does the more recent corpse of Iona - one of the two sisters that the adventurer are looking for.

The room just to the north of the reservoir is reached via a secret door at the turn of one of the narrow passageways, and requires a DC 20 Perception check to spot. The likelihood of finding this room by accident is low; however Iona will point the PCs in the right direction if they agree to help her out.

Although the PCs are not destined to fight any of the wraith spawn in this adventure, I have provided the stats for one of them in case things should work out differently.

DC	Summary
10	Survival check in the sewers to notice the absence of rats
20	Survival check to navigate the sewers over the course of 20 minutes
20	Perception check to accidentally find the secret room to the north of the main reservoir

B7. Iona

Since Yetaxa, by agreement with Tzitzimitl, has prevented the wraith spawn from attacking the living, the spawn have retained a greater portion of their memories of "living" existence than might otherwise be expected. Iona, the most recent of these, is quite a tragic figure, remembering her past

life clearly, including what it was like to feel emotion, laugh and cry, and to love and even to hate. Like all of the spawn here who have never actually "fed" on a living creature, her newly found feral instincts are a bit confused. She would love for the fetters that prevent her from feeding to be removed so that she could finally find out what it was like to satiate this strange new hunger, but until that happens she continues to empathise with the living as if unsure whether she's really made the transition from the living to undead.

Iona will be drawn to the PCs when they enter the sewers and, while the other wraith spawn peer at them from a distance, Iona will actually approach the PCs quite openly. Even as a wraith her black shadowy form will still be recognisable as a young girl gliding towards them at a calm

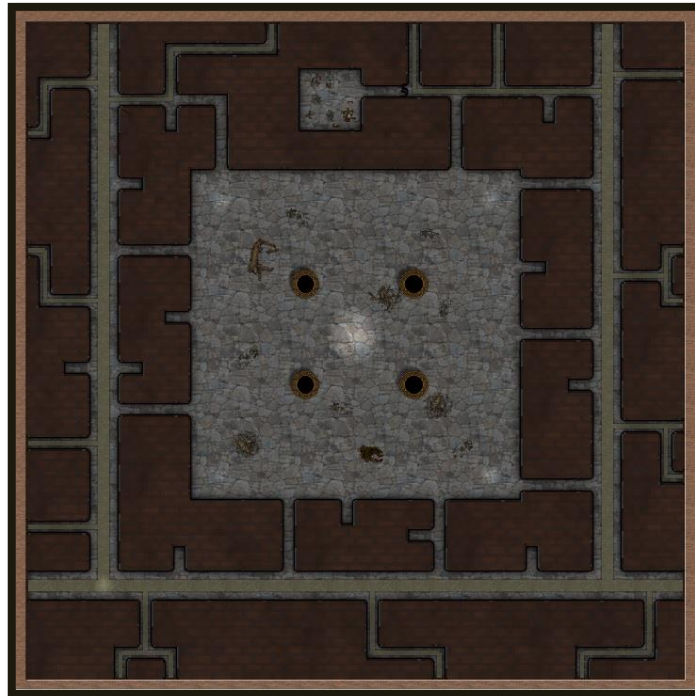
Wraith Spawn	CR 4
LE Small Undead (Incorporeal) Init 5; Senses darkvision 60 ft., lifesense; Perception 8; Aura Unnatural (30 ft.)	
Defense	
AC 15, touch 15, flat-footed 14 hp 37 (5d8+15) Fort 4, Ref 2, Will 4 Defensive Abilities channel resistance +2, incorporeal; Immune undead traits; Weaknesses sunlight powerlessness	
Offense	
Speed fly 60 ft. Melee incorporeal touch +5 (1d4 negative energy + 1d2 con drain)	
Statistics	
Str -, Dex 12, Con -, Int 14, Wis 10, Cha 17 Base Atk +3; CMB +3; CMD 16 Feats Blind-Fight, Combat Reflexes, Improved Initiative Skills Diplomacy 8, Fly 5, Intimidate 11, Knowledge (planes) 5, Sense Motive 8, Stealth 13 Languages Common	
Special Abilities	
Constitution Drain (Su, DC 15) Creatures hit by a wraith spawn's touch attack must succeed on a Fortitude save or take 1d2 points of Constitution drain. On each successful attack, the wraith spawn gains 2 temporary hit points. The save DC is Charisma-based.	
Lifesense (Su) A wraith notices and locates living creatures within 60 feet, just as if it possessed the blindsight ability.	
Sunlight Powerlessness (Ex) A wraith caught in sunlight cannot attack and is staggered.	
Unnatural Aura (Su) Animals do not willingly approach within 30 feet of a wraith, unless a master makes a DC 25 Handle Animal, Ride, or wild empathy check.	

pace.

If the PCs attack her she will disappear, and it's up to you then whether she ever makes another appearance. Although Iona can provide clues and a bit of treasure, the PCs don't have to successfully negotiate with her to complete the adventure.

If the PCs do choose to converse with her then she can provide them with the following bit of information:

- 1) Iona was sacrificed by being placed in a cage at midnight while all of the townsfolk got on with their dinner. At some point during the proceedings, Yetaxa the wraith rose up through the floor and consumed her. Iona can't clearly remember the townsfolk and wraith spawn dancing around her.
- 2) Yetaxa instructs the wraith spawns not to attack the living, though she wonders whether he can continue to keep control of them as the numbers increase.
- 3) Yetaxa's current whereabouts are unknown.
- 4) There is a strange worm-formed creature stalking the sewers that seems to spend most of its time shouting at people.
- 5) The only way that she knows of to exit the sewers, for the non-incorporeal, is either through the subsidence to the south-east, the exit into the river at the south-west, the grate in the centre of the reservoir or another, smaller, grate which exits into a laboratory to the south-west.
- 6) Only one victim has ever escaped the sacrifice – a girl called Tonila, whose name is still whispered by the wraith spawn to this day. As far as she knows, **Tonila had some item on her which prevented Yetaxa's attack.** Once she activated it she dropped down through the hole above (this was prior to there being a grate covering it) and then escaped via the exit to the river.
- 7) Iona was carefully searched before being placed in the cage as she was due to be sacrificed, so she doesn't think that Tonila's technique could work again (and, of course, there's a grate there now).



Iona appeals to the PCs to save Enya from sharing her fate. **In order to help them, she leads the PCs to a secret room in the north of the reservoir which contains an assortment of items and equipment taken from past victims.** The PCs are free to use whatever they want now – the wraith spawn have no use for them now. Most of these items have inscriptions and letters written on them revealing the hopes and prayers of friends and families which were so cruelly betrayed by Yetaxa and Tzitzimitl:

(On the longsword) – Strike hard. Strike True. (some-god) is on your side.

(On the Spellbook) – with love from Agnak, Reggit, Hoop, Telgip and baby Roo.

(On the Axe) – Stratochopper - Eugene.

(On the Crossbow) – 1st prize Elk Hunt at The Roof of the World presented to Giaco Rosi

(On the thief's tools) – “get out of jail free, mate”, from all of the lads at the EZ guild.

(On the chainmail) – To my son Waldorf, from your dad Wondof. I hope it protects you as well as it protected me.

B8. Tlotoxl

Tlotoxl is one of those people/undead who think that they're right about everything.

As a living, breathing human, he started out in the army, something he believes in because he likes to see insurgents being suppressed. Unfortunately he also believes that he knows how armies should

be run and so he inevitably found himself being kicked out of the army for being such a right royal pain in the arse.

In order to get over this disappointment Tlotoxl next retreated to a monastery to pursue a life of personal perfection (in lieu of being able to perfect the lives of everybody else). This didn't last long either as Tlotoxl can only understand perfection if everyone else is behaving in the same way.

So finally Tlotoxl took up the role of inquisitor, choosing a god of retribution as he had by then realised that the only way to instil order in a chaotic world was to pursue and destroy everyone who was chaotic enough not to agree with him.

Tlotoxl was eventually captured by numerous authorities working together in unison, hanged and thrown into a disease-ridden cesspit in order to dissuade any misguided fool from ever trying to resurrect him. Tlotoxl's angry spirit, however,

<div> <div>Tlotoxl</div> <div>CR 3</div> </div>
Male Human Worm That Walks Fighter 1, Monk 1, Inquisitor 1 (no equipment) LE Medium Vermin (augmented, human) Init 4; Senses Darkvision 60'; Blindsight 30' Perception 16
Defense
AC 21, touch 21, flat-footed 16 (+2 vs chaos with <i>Protection from Chaos</i>) (unchanged in swarm form / disincorporate) hp 28 (1d10+2d8+7); fast healing 3 Fort 8, Ref 6, Will 7 Immune critical hits, disease, flanking, paralysis, poison, sleep effects; DR 15/-; Defensive Abilities Worm That Walks Traits, (Resist Fire 2 with Judgement)
Offense
Speed 30 ft. Melee slam +6 (1d6+1+grab (large)), or 2 x slam +4 (1d6+1+grab (large)) (+1 to hit and damage with <i>Divine Favor</i>) Special Attacks Squirming Embrace
Inquisitor Spells Known (Vengeance)
CL 1; +5 melee touch; +5 ranged touch; conc 4 1 (2/day): <i>Divine Favour, Protection from Chaos</i> 0 (at will): <i>Acid Splash, Bleed</i> (DC 13), <i>Create Water, Daze</i> (DC 13)
Statistics
Str 13, Dex 18, Con 14, Int 12, Wis 17, Cha 18 Base Atk 1; CMB 5 (+8 Grapple); CMD 27 Feats Agile Maneuvers, Diehard, Dodge, Feral Combat Training (slam), Improved Unarmed Strike, Stunning Fist (never used), Weapon Finesse, Weapon Focus (slam) Skills Climb 5, Escape Artist 8, Heal 7, Intimidate 5, Knowledge Geography 2, Knowledge (History, Nature, Religion) 5 (+3 to identify creatures), Sense Motive 17, Spellcraft 5, Stealth 17 Languages Common, Infernal SQ Disincorporate, Divine Retribution, Judgement (1/day, resist fire / 2)

started shouting at all the vermin living in the detritus there with him and before long he'd assimilated enough of them to form a wormy gestalt known as a Worm that Walks.

Tlotoxl spent the next few years either escaping from adventurers specifically hired to destroy him or miserably tracking across the countryside from town to town and village to village looking for a safe place to settle down and shout at people. He eventually found the one town that was happy to have him and has now become part of the culture in Twisted Bridge as he's allowed, even encouraged, to vent his anger against adventurers of any size, shape or colour that are next up on the menu for Yetaxa. **Tlotoxl may even encounter the PCs**

Tlotoxl Special Abilities
Worm That Walks Traits: A worm that walks has no discernible anatomy, and is not subject to critical hits or flanking. Reducing a worm that walks to 0 hit points causes it to disincorporate (see below) - a worm that walks at 0 hit points is staggered, and one at negative hit points is dying. Worms that walk are immune to any physical spell or effect that targets a specific number of creatures (including single-target spells such as disintegrate), with the exception of such spells and effects generated by the worm that walks itself, which treat the worm that walks as one single creature if it so chooses. Mind-affecting effects that target single creatures function normally against a worm that walks, since the creature's individual components share a hive mind. A worm that walks takes half again as much damage (+50%) from damaging area effects, such as fireball and splash weapons. Worms that walk are susceptible to high winds - treat a worm that walks as a Fine creature for the purposes of determining wind effects.
Disincorporate (Su, 1d6+1): A worm that walks can collapse into a shapeless swarm of worms as a free action. All held, worn, and carried items fall and its Strength score drops to 1. The worm that walks functions as a true swarm while disincorporate, with a reach of 0 feet (its space remains unchanged). While disincorporate, the worm that walks loses all of its defensive abilities and gains all of the standard swarm traits. It loses its slam attacks and all special abilities and special attacks, but can make a swarm attack that deals damage equal to its engulf attack. A worm that walks can reform into its true form (including equipping all gear in reach) as a full-round action as long as it has at least 1 hit point.
Squirming Embrace (Ex, 1d6+1, DC 13): If a worm that walks grapples a foe, as a swift action, it can cause a swarm of worms to squirm over the grappled creature. These worms deal automatic swarm damage with no attack roll needed. If a creature takes damage from the swarm, it is also subject to the swarm's distraction ability, and must make a Fortitude save or be nauseated for 1 round. A worm that walks can only have one embraced target at a time, but it does not have to continue grappling in order to maintain the embrace. If the worm that walks moves more than 5 feet from the swarm or dismisses the swarm (a free action), the swarm dies. Any area attack that damages the swarm or any severe or stronger wind effect that affects the swarm's target kills it.
Divine Retribution (Sp, damage 1d6+1, Reflex DC 13 for half, 6/day): As a standard action, you can point at one creature within 30 feet to indicate that it is the target of divine wrath. A mishap or an accident appropriate to the environment occurs, such as a branch falling on the creature, rocks falling from the ceiling, or some other non-magical misfortune. The GM decides whether this damage is bludgeoning, piercing, or slashing damage.

on the streets above ground and shout at them too, but he will only attack them if they venture into the sewers.

Tlotoxl is an extraordinarily vitriolic creature. Even the worms that make up his body do not dare to wriggle out of place. **With his high perception Tlotoxl will most likely hear the PCs in the sewers a long time before they hear him, giving him time to cast *Divine Favor* and *Protection from Chaos* and start up his judgement (always fire resistance) before approaching.** He will not in any way try to disguise his coming, shouting his anger at the PCs trespass, though since the tunnels make sound hard to pinpoint the PCs will still need a DC 10 Perception check to correctly identify the direction of his approach.

Allow the PCs a few rounds to position themselves in preparation for Tlotoxl's appearance. **They can either choose one of the 10' wide sewer "arteries", a 5' wide channel, an intersection of artery and channel or an intersection of channels.** Unless there has been a recent thunderstorm, the side channels will be dry, which will be a disadvantage to Tlotoxl. The 10' wide arteries will have water in them, either just occupying the central 5' wide part (not enough of an obstacle to require an acrobatics check) or 6 to 18 inches deep with water (counting as difficult terrain).

In combat, Tlotoxl will use his two slam attacks in order to instigate a Squirming Embrace. Only one such embrace is possible, so once a PC is embraced in this way Tlotoxl will just carry on making his slam attacks without further grapples. Note that as well as being subject to swarm damage, an embraced PC is also grappled and cannot move away.

(Although it isn't clear from the rules I would recommend that if an embraced PC succeeds in an opposed grapple check against Tlotoxl then they can either remove the grapple or move out of range, both of which will cause it to lose the Squirring Embrace condition.)

If brought below 0 hit points Tlotoxl will disincorporate into a diminutive swarm of worms and wriggle underneath the water in the sewer if there is water present. In this form, Tlotoxl is immune to weapon damage, and underwater cannot be hurt by a fire spell unless a caster succeeds in a concentration check (20 + the spell's level). Tlotoxl will then wait for his Fast Healing to bring him back up to full hit points again before reforming and attacking again.

DC Summary

10	Perception check to figure out what direction Tlotoxl is approaching from
20 + spell level	Concentration check necessary to make a fire spell effective against Tlotoxl when he's under the sewer water

B9. Tonila (CR 3)

Two years ago a young female adventurer (rogue/ranger) called Tonila made local history by becoming the first and only person ever to escape the sacrifice to Yetaxa. She accomplished this because she had a protective talisman called a *Death Ward Amulet* (see sidebar) and back then Tzitzimil

River Drake (variant)	CR 3
NE Medium Dragon (aquatic, water) Init 3; Senses darkvision 60 ft., low-light vision, scent; Perception 7	
Defense	
AC 16, touch 13, flat-footed 13 hp 34 (4d12+8) Fort 6, Ref 7, Will 4 Resist acid 20; Immune paralysis, sleep	
Offense	
Speed 20 ft., fly 60 ft., swim 30ft. Melee bite +7 (2d4+3), and tail-slap +2 (1d4+1) Special Attacks Caustic Mucus, Death from Above, Pounce	
Statistics	
Str 17, Dex 16, Con 15, Int 8, Wis 10, Cha 9 Base Atk +4; CMB +7; CMD 20 Feats Ability Focus (Caustic Mucus), Death from Above Skills Fly 10, Intimidate 6, Stealth 10, Survival 7, Swim 11 Languages Draconic SQ amphibious, speed surge	
Special Abilities	
Caustic Mucus (Su, DC 16): As a standard action, a river drake can spit a ball of caustic mucus that explodes in a 5-foot-radius spread. This attack has a range of 50 feet, deals 2d8 points of acid damage, and entangles creatures in the area. A Reflex save halves the damage and negates the entangle effect. An entangled creature takes 1d4 points of acid damage each round on its turn, and may attempt a new saving throw at the end of its turn every round to escape the entanglement and end the acid damage. Once a river drake spits mucus, it cannot do so again for 1d6 rounds. The save DC is Constitution-based.	
Speed Surge (Ex) Three times per day as a swift action, a river drake can draw on its draconic heritage for a boost of strength and speed that allows it to take an additional move action that round.	

was a little bit lax in allowing his sacrifices to keep their possessions when they were placed in the sacrificial cage. Additionally, the cage did not have a metal grid on the floor so once Tonila, gained immunity to the Wraith's attacks she was able to drop down into the catacombs (breaking her fall with Acrobatics), run through the sewers⁵¹ into the river and then swim away from town.

⁵¹ with some *very* lucky survival rolls

Tonila's natural stealth allowed her to follow the river without being spotted and then slowly downstream whilst hiding her tracks and scent. Unfortunately after travelling about 8 miles or so she encountered the River Drake that lives in the river and was attacked and killed. The creature took her body back, including her amulet, to its underwater lair and devoured her at its leisure.

A few days later Autloc contacted the Dryad Morgat to see if she could find out what had happened to his missing sacrifice, which she duly did. Autloc didn't bother any more with Tonila, but Morgat named the nearest oak tree in her name in recognition of what the young adventurer's bravery and skill had managed to achieve.

Morgat's "map" showing where Tonila's oak tree can be found is inside the oak by Peppy Pumpkin Ponies. Tonila's name can be learned both from Autloc's ledger and from speaking to Iona down in the catacombs. Armed with these pieces of information the PCs should be able to make the trek to the location where Tonila was killed to see if they can discover how it was that Tonila managed her escape. **When they get to that area, however, they will be attacked by the same River Drake that killed Tonila all those years ago.**

The River Drake's tactics are these:

- 1) It remains underwater gaining total cover (immune to attacks against anyone not in the water or without Freedom of Movement) and uses its swim speed to get into position relatively near the party whilst waiting for its breath weapon to become available.
- 2) It then rises up out of the water as a move action (5' to rise up out of the water followed by 25' of flying ascent at a 45° angle) and uses its breath weapon on as big a concentration of PCs as it can manage in a 5' radius from up to 50' away.
- 3) It then uses a full round action to charge a single PC, isolated if possible, using Pounce and Death from Above (both attacks are made at +5).
- 4) Finally it uses Speed Surge to gain an extra move to get back into the river and go underwater – i.e. returning to step (1). Note that this will generate an AoO from whoever was attacked in step (3).

The River Drake can perform these tactics three times before running out of Speed Surges. It's choices after that depend on its gauging of the PCs' threat. It can either fly in and out of the water just using its breath weapon when available, it can land and melee, or it can flee back to its lair.

The River Drake lives in an underwater cave at a bend in the river a mile or so downstream from where this attack will take place. The cave can be easily spotted thanks to the presence of acid-burns on the surrounding rocks and vegetation and an oily sheen on the water. **The cave itself is 5' wide, 15' long (i.e. back into the river bank), and 5' deep under the level of the water.** If followed or tracked back to its lair then the Drake, if alive, will wait in the back of its cave for intruders to come to it and then attack them, hopefully one at a time, using its melee capabilities. **The back of the cave has the Drake's treasure as detailed in the Encounter Summary,**

Death Ward Talisman

1,400 gp

Aura Moderate Necromancy

CL 7

Weight -

Slot - varies

Description

These talismans come in many forms, typically amulets, cloak-clasps, belt-buckles, headbands and even rings, but whatever form they take they always take up a magic item slot somewhere on the wearer's body (i.e. neck, head, ring, whatever). The wearer of a Death Ward Talisman can, with a *standard* action, gain the benefit of the *Death Ward spell* for 1 minute. After 7 such usages the talisman crumbles to dust.

Construction Requirements (700 gp)

Construct Wondrous Item or Forge Ring, *Death Ward*.

including the remains of Tonila and her precious *Death Ward Amulet*⁵² with 5 minutes of protection remaining.



⁵² See side-bar, this particular amulet has an engraving of a human head with half the flesh removed

The Day of Darkness (CR 5)

The events on the day of the festival / sacrifice / eclipse go something like this:

The weather starts out cloudy and overcast. Restaurants in the central square open early for continental breakfasts as usual; however all of the other shops stay closed for the day⁵³.

As the morning progresses, tables and chairs for diners are put out as far as the inner statues within the square, and a small stage is built at the square's north end. More tables and chairs than normal are used, leaving only a 5' wide gap between each restaurant's dining area.

Round about 11 am, paper lanterns on tall poles bent over at their top end are erected around the central gazebo and the northern stage, and interspersed around the tables. The youth of Twisted Bridge now make their appearance in all of their odd fashions and restaurants start serving alcoholic drinks.

At about 11:30 am a number of greasy haired teenagers lug some ridiculously huge drums onto the stage together with a few oddly shaped stringed instruments and a didgeridoo. Some sort of pretence at tuning the instruments takes place. One of the teenagers stands in the front of the stage and shouts out "One! Two! One, two!" to test the acoustics⁵⁴.

At mid-day the first concert takes place - for the youth of Twisted Bridge. It's a cacophonous row of ear-splitting proportions. The "musicians" hammer away at their instruments with about as much melodic finesse as a Chaos Beast on drugs with a set of maracas. The lead singer starts the performance with "Geryon gives me the Horn!" and it doesn't get much better than that. Occasionally there is the barest hint that the lyrics might describe some sort of angst-ridden coming-of-age for the severely disadvantaged however it is clear that the band and their audience haven't the least degree of empathy for whatever it is that these songs are supposed to be about. **For the next hour or so the band do their stuff,** the youth dance and drink and get into fights, and then thankfully the whole spectacle is over. A few screaming girls rush the stage at the end but are held back by a couple hefty adults. The band is finally ushered away and the remaining young men and women disband to their "secret" locations to carry on partying⁵⁵.

Towards the end of the "gig" the adult population of Twisted Bridge begins to emerge, though most of them go and hide inside the restaurants until the "music" is over. **Adult costumes are lavish and extreme:** a bird of paradise with a gold-leaf mask here, a lich-like skeletal form with long bony fingers there. **Faces tend to be either covered or painted so it is difficult to recognise who is who,** however it is clear that quite a few of the costumed townsfolk are still carrying weapons, wands and other magical paraphernalia about their persons.

At about 1:30 pm the clouds finally clear just as the moon begins to obscure the sun. There is much oohing and aahing and pointing and gazing and chattering punctuated by calls for canapés and champagne from the increasingly overworked restaurant waiters.

By 2 pm the moon is half-way across the sun, a string quartet is in place playing graceful background music, and all of the costumed "lords" and "ladies" are enjoying a pleasant lunch. **A few minutes later Tzitzimitl himself appears atop the stage** as the band stops and a hush descends on the square as he explains how the main event will begin in half an hour, pointing up at the clock tower as he does so, so could everybody please be ready as this promises to be a unique and singular spectacle in the history of Twisted Bridge.

Tzitzimitl is of medium height, middle-aged, with wild blond hair and a kind of crazy look in his eyes. He speaks with an accent which is hard to identify, smiles and gesticulates a lot when he gets excited about what he's talking about, which is generally all that he ever talks about, and has a strange charisma about him, the sort of person that entertains you when you see him out and about rather than the sort of person that you might want to have come round for dinner.

Tzitzimitl (LE male human Oracle/10) will circulate among the diners and will make a particular point of chatting to the PCs if they're around, thanking them for the part that they have played in the day's events, and explaining a bit about his relationship with Yetaxa and the reason for the "sacrifice". He is not detailed further in this adventure because he will neither harm the PCs, since he knows they have a part to in his enlightenment, nor can he be harmed by them, as he's far too powerful and surrounded by too many people happy to protect him.

At 2:30 pm, Tzitzimitl will summon a Xill to fetch Enya. The creature will move ethereally to Enya's crypt, paralyse her with its attacks, and then ethereally move her back into place within the gazebo as she slowly regains consciousness. As soon as Enya appears, there will be a round of applause from everyone in the square.

At approximately 2:32 pm, eclipse totality will commence. As the sunlight disappears behind the moon the various paper lanterns around the square will shine forth with replacement illumination and the excitement in the air will be palpable. **Twenty-five townsfolk, especially chosen and wearing the most exquisite of all of the costumes, will stand up and array themselves in a huge circle around Enya,** herself sitting like a caged canary on a little trapeze inside the gazebo. The string quartet will then start up the first chords of a waltz, and **the wraith spawn from below the square will emerge from the mouths of the demonic iron statues around the gazebo in order to take up their place alongside the dance's living participants.**

For the next seven minutes, the central square of Twisted Bridge will be graced by this most bizarre of musical spectacles, and everyone within will be totally absorbed by the

⁵³ you might wish to allow PCs to purchase last-minute wraith-fighting gear if you're feeling generous

⁵⁴ allegedly

⁵⁵ the PCs even hear a few of them talking about going up to the pumpkin field to get a bit high and do some Jack'O bashing

proceedings – even Tzitzimitl will appear to be in a kind of trance.

This is, of course, the opportunity that the PCs either have been waiting for or, if they hadn't worked it out already, can now see has been presented to them. With a little bit of care, they can make their way to Enya to provide her with the Death Ward amulet - Yetaxa won't attack her straight away anyway - however it will be clear that the protection the amulet affords will not last the whole of the eclipse. **The PCs must descend into the catacombs post-haste in order to defeat Yetaxa whilst her wraith spawn are otherwise engaged.**

And, of course, the only way to get down there quickly is via the “Soaps, Scents and Candles”, which it is hoped that the PCs have also figured out.

Once in the reservoir below the square, the PCs will encounter Yetaxa hovering just below Enya's cage, spitting⁵⁶ and cursing as he can detect Enya's protection even from range. **When the PCs enter Yetaxa's presence, the wraith will attack them at once**, unless of course you would like Yetaxa to spend a few rounds first doing an “evil mastermind whose plot is ruined by dratted kids” speech.

Destruction of Yetaxa releases the wraith spawn from the wraith's control allowing them to become fully fledged wraiths in their own rights. A round or two later there will be screams from above as the newly formed wraiths satiate their long withheld hunger for the living. Townsfolk killed by them will become wraith spawn themselves who will then go on to kill even more townsfolk. Tzitzimitl, as has been said before, will learn the time and location of his own death just before he's overwhelmed by wraiths and turned into one himself. Enya's protection will serve her well though she will yell down to the PCs in horror as she describes the events around her.

As the PCs seek to escape, however, wraiths and wraith spawn will quickly descend into the catacombs, through the mouths of the statues in the square and down the drains in the road, rapidly cutting off any means of escape. Whilst Enya watches tearfully from above, the wraiths will slowly herd the PCs into a spot just below her, but then **just as they're about to swarm in the total eclipse will come to an end and a beam of sunlight will shine down through Enya's gazebo to provide PCs with their salvation.**

The PCs, of course, still have to get up through the grate above and out through Enya's gazebo. If they don't have the means to do so you can assume that there are traders passing by who will be happy to lend a hand. Not all of the townsfolk will be turned into wraith spawn, but wraiths and wraith spawn will lurk everywhere in the shadows now and the town of Twisted Bridge will be far too dangerous to inhabit for many years to come – i.e. until a high enough level adventuring party can destroy the 25 Wraiths that now live here and over 100 spawn.

For now, the party will have to seek their next adventuring opportunities elsewhere.

Yetaxa	CR 5
Wraith LE Medium Undead (Incorporeal) Init 7; Senses darkvision 60 ft., lifesense; Perception 10; Aura Unnatural (30 ft.)	
Defense	
AC 18, touch 18, flat-footed 15 hp 47 (5d8+25) Fort 6, Ref 4, Will 6 Defensive Abilities channel resistance +2, incorporeal; Immune undead traits; Weaknesses sunlight powerlessness	
Offense	
Speed fly 60 ft. Melee incorporeal touch +6 (1d6 negative energy + 1d6 con drain) Special Attack Create Spawn	
Statistics	
Str -, Dex 17, Con -, Int 14, Wis 14, Cha 21 Base Atk +3; CMB +6; CMD 15 Feats Blind-Fight, Combat Reflexes, Improved Initiative Skills Diplomacy 10, Fly 7, Intimidate 13, Knowledge (planes) 7, Sense Motive 10, Stealth 11 Languages Common, Infernal	
Special Abilities	
Create Spawn (Su) A humanoid slain by a wraith becomes a wraith in 1d4 rounds. These spawn are less powerful than typical wraiths, and suffer a –2 penalty on all d20 rolls and checks, receive –2 hp per HD, and only drain 1d2 points of Constitution on a touch. Spawn are under the command of the wraith that created them until its death, at which point they lose their spawn penalties and become free-willed wraiths. They do not possess any of the abilities they had in life.	
Constitution Drain (Su, DC 17) Creatures hit by a wraith's touch attack must succeed on a Fortitude save or take 1d6 points of Constitution drain. On each successful attack, the wraith gains 5 temporary hit points. The save DC is Charisma-based.	
Lifesense (Su) A wraith notices and locates living creatures within 60 feet, just as if it possessed the blindsight ability.	
Sunlight Powerlessness (Ex) A wraith caught in sunlight cannot attack and is staggered.	
Unnatural Aura (Su) Animals do not willingly approach within 30 feet of a wraith, unless a master makes a DC 25 Handle Animal, Ride, or wild empathy check.	

⁵⁶ incorporeal spit

Twisted Bridge (Player's Guide)

General

This town is unquestionably wealthy.

Houses are built in the style of alpine lodges, either in wood or with wood rendering over stone foundations, frequently two to three stories high and with thatched or tiled roofs and glass windows. The streets are cobbled, lit (magically) and drained via grates presumably leading to a sewer system underground that one imagines must empty into the nearby river. There are shops and cafés, a stables / riding school, a church, a separate very impressive necropolis and a town square with a hotel and a clock tower. Shopping is expensive, with normal items costing at least 25% more than normal, but including the presence of luxurious items not normally found outside of big cities, such as clothing, shoes, furniture, paintings, etc, all at 100gp to 1000gp per item - sometimes more⁵⁷.

The people of Twisted Bridge seem pleasant enough and at their ease. Nobody seems too perturbed by the sight of adventurers walking the streets and you might even attract some good natured attention as long as you behave politely.

Map Key

Twisted Bridge has numerous clothes shops, shoe shops and antique / curiosity shops, as well as little European-style cafes where you can get a beer or a coffee with a snack served to you by polite little waiters dressed in black and white. The map key below describe areas of particular interest.

1. Peppy Pumpkin Ponies

Slightly to the edge of town is a small riding school whose sign, swinging lazily outside the main gates, gives the name of the business. The school consists of a farmhouse plus a large covered teaching barn-like structure. There are also stables, a carriage house and a small paddock - the latter holding a rather dismal looking white horse within it. Adjacent to the school is large field, presumably planted with pumpkins, that leads up to a gnarled and twisted oak tree at the top of a hill overlooking the town.

2. Oak and Quill

A picket fence surrounds a couple of shed like buildings and a compound holding a number of carts with large lever-like and pump-like contraptions. A sign on the wooden gate leading through the fence proclaims the owners to be Oak and Quill – Servicemen.

3. Slaar's Alchemics

Twisted Bridge's idle youth lounge around the inside and outside of this medium sized wooden lodge day and night. Set up in the style of an American diner – tables and chairs are placed near the windows on the outside, whilst a large counter with stools running around it is on the inside. The refreshments on offer all appear to be embellished in alchemical ways, either fizzy or icy or slushy, multi-coloured and generally flavoured

with fruit. Slightly discordant music bathes the interior of the lodge, its source unknown but most likely magical.

4. Turoc's Lizards and other Exotic Pets

This large barn-like building, set well away from the main roads, is surrounded in straw and sacks of animal feed. To one side are three cages, each big enough to hold a large dog, but discarded, their bars twisted and broken. A large wooden sign stuck into the ground holds the name of both the shop and its proprietor.

5. Rinchen's Teas

This squat wooden building with a thatched roof and raised porch has a simple wooden sign hanging over the door reading "Rinchen's Teas". Tables and chairs on the porch are occupied by townsmen drinking tea in the afternoon. A pleasant smell emanates from the shop's open windows.

6. Fishwashers

A small stone building stands in front of four pools used to wash clothes. Each pool is attended by a rather sorry looking gillman who performs his clothe-washing duties by getting into the pool and scrubbing them with his body. A slightly acidic smell emanates from each pool, and the gillmen's skin looks a little raw. Behind them, a small stone windowless house throws out steam through two chimneys on its roof.

7. The Warriors of Death

An imposing wooden building with a pagoda-like tiled roof, barred windows and a reinforced door, and decorated on the outside with pictures of fighters in various styles standing either at attention or poised as if to strike, the name of this shop, if that is what it is, is written in individual metal letters hammered over the building's entrance at the front. A 10' high wooden fence surrounds an open compound at its back.

8. Bragen's Guards

This rather severe looking wooden structure has a reinforced door, barred windows and a sculpture in the shape of the head of a tiger sitting on its roof. Although it appears to be a barracks of some sort the sign on the door proclaims it as "Bragen's Guards" – most likely a mercenary shop.

9. The Twisted Bridge

The bridge, completely straight despite its name, spans the river Twist in an arch 20' long and 10' wide. The bridge is made from stone with stone supports at its centre buried into the water. Two iron statues of cloaked figures holding scythes and beckoning with bony fingers are placed to either side. Each statue is seven feet tall and look suspiciously like depictions of the abyssal boatman of the dead.

10. Duggan's Plant Nursery

Arranged in a huge wheel of concentric circular flower beds surrounding a small shed at the centre where payment is taken, this area is clearly where the folk of Twisted Bridge come to purchase a little bit of plant life to lighten up their living rooms. A sign near the shed, stuck into the ground next to a

⁵⁷ you can buy a 1000gp pair of shoes here if you want

wooden watering can, gives the name of the business and owner.

11. Issigri's Gold Exchange

This small stone building with barred windows bears the name "Issigri's Gold Exchange" in small golden letters above its reinforced wooden front door.

12. Barney's Flutes

This two storied wooden shop has stairs on the outside leading to an upstairs balcony, thus allowing entry into either ground floor or upper storey. A sign hanging outside shows a flute and drum. A caption over the ground floor door gives the name of the shop.

13. Vaughn's Metal Valets

This large wooden building has round windows whose frames are styled to look like toothed metal cogs. A smart-looking humanoid clockwork servant stands at the door day and night.

14. Ruins

This small part of Twisted Bridge appears to have succumbed to subsidence, its once fine buildings having collapsed as the ground beneath them gave way. No furniture or possessions are visible within the exposed inner rooms. Nothing seems to live here – not even rats from the exposed sewers.

15. The Scriptorium

This stone building with many glass windows and skylights has letters on the roof at its front spelling out its name.

16. The Baths and Barbershop

A huge two-storied log cabin with a balcony at the upper level though entry only at ground level, a sign outside the door shows a set of barber's tools.

17. The Church of Bones

Standing atop a grassy hill this church/monastery is somewhat plain in its construction. The stone masonry walls rise to varying heights - 30' on the larger square, 20' on the smaller one and 10' for the little annex at the back. Narrow slits in the walls 10' up and spaced 10' apart let in a modicum of light. The walls are rendered in a plain grey stone and unadorned; the ceiling is also stone and flat.

Above the stone doors leading in is the skeletal skull of a Tyrannosaurus Rex. Resting upon the doors is a huge knocker in the shape of a giant femur.

18. The Perfumed Garden

A narrow metal gate hangs invitingly open next to a sign showing a flower and a small cup of steaming tea. Beyond the gate a pebbled path winds up via a series of gentle steps through a beautifully manicured garden complete with little waterfall and pool. Wind-chimes tinkling from within the depths of a number of delicate dew covered plants and bushes.

19. Soaps, Scents and Candles

This small wooden shop sells perfumes, candles and soaps. Living accommodation is clearly visible on the second floor.

20. The Clock Tower

The southern edge of the town's central square is dominated by its clock tower: a 20' square and 50' high white stone structure whose clock face, 15' in diameter, gazes down onto the square from the tower's top landing. This tier is otherwise open to the elements - the others are enclosed except for the presence here and there of 2' wide shuttered windows. The level below the clock face houses the tower's complex chiming mechanism, peeling away the hours in a strangely elaborate sequence. The lowest three levels, including the ground floor and its garden, provide living space for whoever is the tower's current owner.

21. The Central Square

The central town square consists of a cobbled plaza approximately 150' to a side. All of the buildings adjoining it are made of stone, generally two stories high apart from the "Azteca" hotel to the north and the clock tower to the south both of which rise to four. All of the other buildings are restaurants and shops, mainly the former though plenty of the latter.

Many sorts of catering can be found within the square. There are no taverns selling pie and ale, though, the menus tastefully displayed at each restaurant entrance boast dishes along the lines of wine and oysters (however they got here), Aboleth Roe with blinis, chuul soup, or young adult blue dragon entrecote with an ochre jelly reduction, bulette puree, violet fungus florets and a red reaver jus.

Prices are ridiculous.

Tables and chairs from within the restaurants spill out onto the plaza in good weather, always stopping short of the four rather spooky iron statues, similar to the ones found on the bridge, which stand like grim sentinels about 20' in from the plaza edges. These statues are all poised as if to strike with their scythes, one standing still, one with one foot raised as if running, one with knees slightly bent swinging its scythe overhead and one about to swing it in a huge lateral arc level with its waist. The statues stand on 5' high plinths. Within each statue's hood, where the head should be, there is only empty space – a 1' diameter hole leading into the body of the statue itself.

A 10' diameter iron gazebo in the centre of the plaza sports a trapeze-like swing inside it, rather like a bird cage. Below the trapeze is an iron grid leading somewhere below. Neither the gazebo, nor the grid below it, appears to have any obvious means of entry.

22. The Azteca Hotel

The hotel is the only place to stay in Twisted Bridge for non-residents. Prices start at 5gp per person per night though a view of the central square doubles the price. There are no dormitories – heavens above! Hot baths are available as are showers (somehow). The front of the hotel holds luxury clothes and shoe shops. Tipping is not expected.

23. Solicitor Grey

This small squat lodge has numerous barred glass windows through which can be seen desks, parchments and shelves full of books. A sign above the door reads "Solicitor Grey".

24. Klieg's and Kaftan's Mind Emporium

This is a glass circular domed building with a single metal door showing an engraving of a bald man's head and hands, the hands reaching up it as if to invoke some great mental power. The name of the shop, if that is what it is, is carved in curved letters around it.

25. The Necropolis

The town's necropolis – i.e. the place where the townsfolk choose to bury their dead – is a vast graveyard filled to bursting with row upon row of elaborately decorated crypts and mausoleums. Carved stone statues of angels of various descriptions stand on the roofs and by the doors, their heads either downcast in sorrow or thrust upwards with anger at the heavens as if pleading for the departed to be allowed to return.

26. Undertakers

This single-storied square building with a back yard holding stables for two horses and a carriage house has a sign hanging outside the door which reads, in gothic writing, "Rago and Toba, Undertakers".

27. Casino

This lavish stone golden circular building, surrounded by pools and fountains which are lit by multi-coloured lights at night, has a 10' high by 20' wide sign over the door showing a huge treasure chest overflowing with coins and jewels, which is itself surrounded by cards, dice and other emblems relating to games of chance.

28. Coffee Shop and Chocolatier

This small log cabin has a raised porch on which rests three round tables and a few small chairs. Depending on the time of day a number of townsfolk can be found here sitting on the chairs and drinking either coffee or hot chocolate.

29. Rapunzel's⁵⁸

This small wooden building with glass windows looking out onto the road has a sign outside showing a pair of scissors and comb next to its name. During the day the place is full of ladies of all ages having their hair done.

30. Jein's Rocks

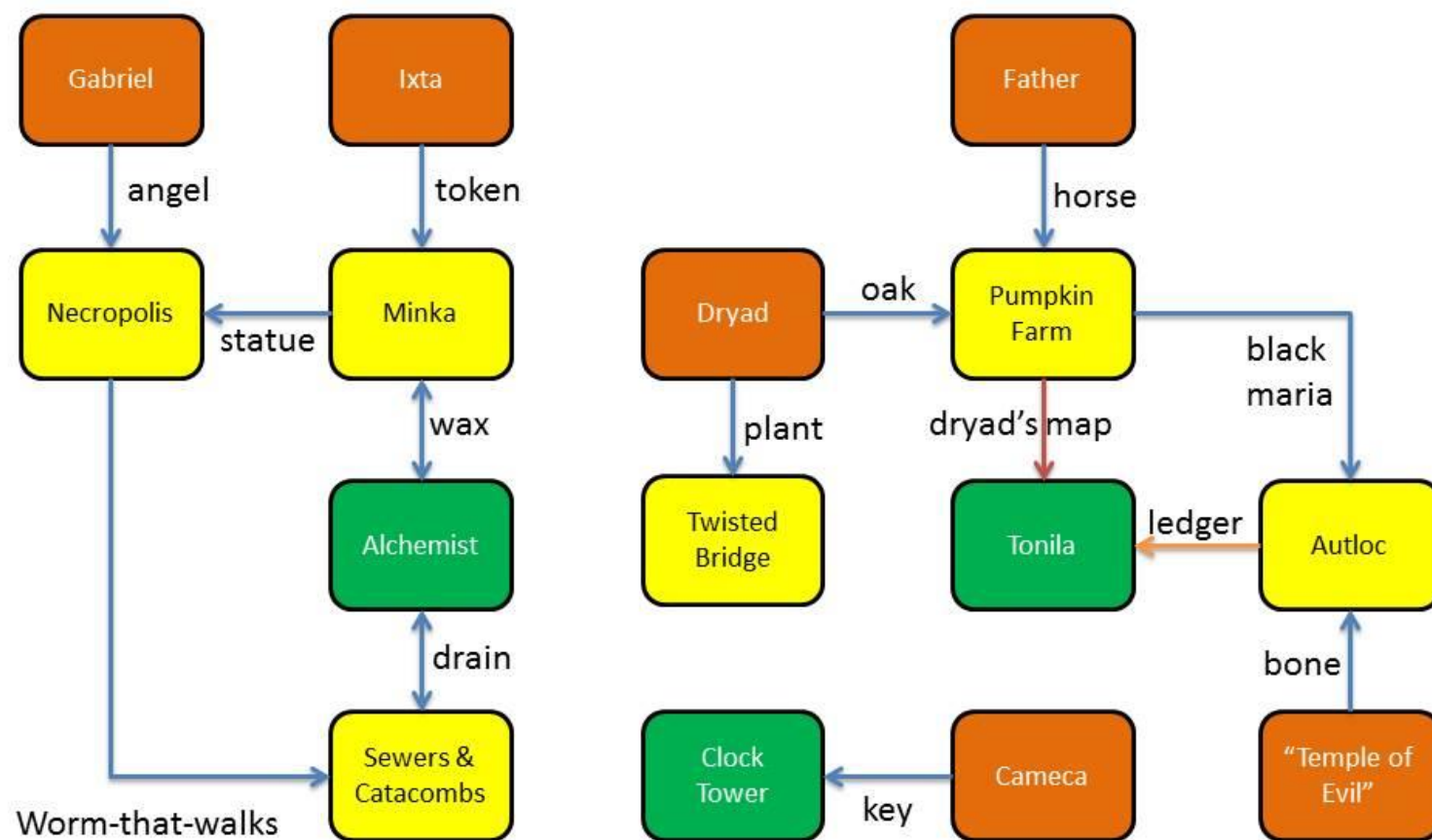
This is a stone building with barred windows and a wooden sign showing a huge gemstone. It would appear this is a jeweller's or gem-cutters. The name of the shop / proprietor is carved over the door.

31. Salamander's

This squat stone building with a tiled roof sports 4 chimneys, one at each corner. A sign hanging on the outside shows a fiery red lizard. Writing above the door proclaims the owner to be one called Salamander.

⁵⁸ coincidence

Clue Map



Robe of Bones Creatures (summoned within a desecrated area with an altar)

Fast Goblin Zombie	CR ½
NE Small Undead Init 3; Senses darkvision 60 ft.; Perception 0	
Defense	
AC 15, touch 14, flat-footed 12 hp 16 (2d8+3+4) Fort 0, Ref 3, Will 3; +2 to all and extra +6 vs channelled energy within desecrated area Defensive Abilities undead traits	
Offense	
Speed 40 ft. Melee 2 x slam +3 (1d8+3) +2 to-hit and damage within desecrated area	
Statistics	
Str 13, Dex 17, Con -, Int -, Wis 10, Cha 10 Base Atk 1; CMB +1; CMD 14 Feats Toughness SQ : Summoned within a desecrated area + altar	

Tough Human Zombie	CR ½
NE Medium Undead Init 0; Senses darkvision 60 ft.; Perception 0	
Defense	
AC 12, touch 10, flat-footed 12 hp 16 (2d8+3+4) Fort 0, Ref 0, Will 3; +2 to all and extra +6 vs channelled energy within desecrated area Defensive Abilities undead traits; DR 5/slashing	
Offense	
Speed 30 ft. Melee slam +4 (1d6+4) +2 to-hit and damage within desecrated area	
Statistics	
Str 17, Dex 10, Con -, Int -, Wis 10, Cha 10 Base Atk 1; CMB +4; CMD 14 Feats Toughness SQ : Staggered (constantly), Summoned within a desecrated area + altar	

Human Skeleton	CR 1/3
NE Medium Undead Init 6; Senses darkvision 60 ft.; Perception 0	
Defense	
AC 14, touch 12, flat-footed 12 hp 6 (1d8+0+2) Fort 0, Ref 2, Will 2; +2 to all and extra +6 vs channelled energy within desecrated area Defensive Abilities undead traits; DR 5/bludgeoning; Immune cold	
Offense	
Speed 30 ft. Melee 2 x claw +2 (1d4+2) +2 to-hit and damage within desecrated area	
Statistics	
Str 15, Dex 14, Con -, Int -, Wis 10, Cha 10 Base Atk 0; CMB +2; CMD 14 Feats Improved Initiative SQ : Summoned within a desecrated area + altar	

Wolf Skeleton	CR 1
NE Medium Undead Init 3; Senses darkvision 60 ft.; Perception 0	
Defense	
AC 15, touch 13, flat-footed 12 hp 13 (2d8+0+4) Fort 0, Ref 3, Will 3; +2 to all and extra +6 vs channelled energy within desecrated area Defensive Abilities undead traits; DR 5/bludgeoning; Immune cold	
Offense	
Speed 50 ft. Melee bite +2 (1d6+1+trip) +2 to-hit and damage within desecrated area	
Statistics	
Str 13, Dex 17, Con -, Int -, Wis 10, Cha 10 Base Atk 1; CMB +2; CMD 15 Feats Improved Initiative SQ : Summoned within a desecrated area + altar	

Plague Ogre Zombie	CR 2
NE Large Undead Init 2; Senses darkvision 60 ft.; Perception 0	
Defense	
AC 10, touch 7, flat-footed 10 hp 45 (6d8+6+12) Fort 2, Ref 0, Will 5; +2 to all and extra +6 vs channelled energy within desecrated area Defensive Abilities undead traits	
Offense	
Speed 30 ft. Melee slam +9 (1d8+9+disease) +2 to-hit and damage within desecrated area Special Attacks Death Burst Space 10ft.; Reach 10ft.	
Statistics	
Str 23, Dex 6, Con -, Int -, Wis 10, Cha 10 Base Atk 4; CMB +11; CMD 19 Feats Toughness SQ: Staggered (constantly), Summoned within a desecrated area + altar	
Disease (su) Zombie Rot	
Type injury (slam); Save DC 13 (cha based) Onset 1d4 days; Frequency 1/day Effect 1d2 Con damage; this damage cannot be healed while the creature is infected Cure 2 consecutive saves Special Anyone who dies while infected rises as a plague zombie in 2d6 hours	
Special Abilities	
Death Burst (su) When a plague zombie dies, it explodes in a burst of decay. All creatures adjacent to the plague zombie are exposed to its plague as if struck by a slam attack and must make a Fortitude save or contract zombie rot.	

Heavy Horse Skeleton	CR 1
NE Large Undead Init 5; Senses darkvision 60 ft.; Perception 0	
Defense	
AC 16, touch 14, flat-footed 11 hp 13 (2d8+0+4) Fort 0, Ref 4, Will 3; +2 to all and extra +6 vs channelled energy within desecrated area Defensive Abilities undead traits; DR 5/bludgeoning; Immune cold	
Offense	
Speed 50 ft. Melee bite +5 (1d4+5), and 2 x hooves +0 (1d6+2) +2 to-hit and damage within desecrated area Space 10ft.; Reach 5ft.	
Statistics	
Str 20, Dex 20, Con -, Int -, Wis 10, Cha 10 Base Atk 1; CMB +7; CMD 22 Feats Improved Initiative SQ: Summoned within a desecrated area + altar	

Animal Tricks

Animals have “tricks” that they can perform at the bequest of their owner. If an animal has been trained to perform the trick then the owner needs to make a DC 10 handle animal check with a “move” action, otherwise it’s a DC 25 handle animal check and a full round action. If an animal is injured, the DCs go up by +2. Owners that are “linked” to their animals, such as druids with an animal companion, the DCs reduce by 4 and the owner can use a free action for a trained trick, a move action for an untrained trick.

Attack

The animal attacks apparent enemies. You may point to a particular creature that you wish the animal to attack, and it will comply if able. Normally, an animal will attack only humanoids, monstrous humanoids, giants, or other animals.

Attack Anything

Teaching an animal to attack all creatures (including such unnatural creatures as undead and aberrations) counts as two tricks.

Deliver

The animal takes an object (one you or an ally gives it, or that it recovers with the fetch trick) to a place or person you indicate. If you indicate a place, the animal drops the item and returns to you. If you indicate a person, the animal stays adjacent to the person until the item is taken. (Retrieving an item from an animal using the deliver trick is a move action.)

Exclusive

The animal takes directions only from the handler who taught it this trick. If an animal has both the exclusive and serve tricks, it takes directions only from the handler that taught it the exclusive trick and those creatures indicated

by the trainer's serve command. An animal with the exclusive trick does not take trick commands from others even if it is friendly or helpful toward them (such as through the result of a charm animal spell), though this does not prevent it from being controlled by other enchantment spells (such as dominate animal), and the animal still otherwise acts as a friendly or helpful creature when applicable.

Guard

The animal stays in place and prevents others from approaching.

Serve

An animal with this trick willingly takes orders from a creature you designate. If the creature you tell the animal to serve knows what tricks the animal has, it can instruct the animal to perform these tricks using your Handle Animal bonus on the check instead of its own. The animal treats the designated ally as friendly. An animal can unlearn this trick with 1 week of training. This trick can be taught to an animal multiple times. Each time it is taught, the animal can serve an additional creature you designate.

Stay

The animal stays in place, waiting for you to return. It does not challenge other creatures that come by, though it still defends itself if it needs to.

Watch

The animal can be commanded to keep watch over a particular area, such as a campsite, and raise an alarm if it notices any sizable or dangerous creature entering the area. This trick is often included in the Guarding purpose.

Bestiary Reference

Textual descriptions of the various creatures found in this module plus the base Knowledge DC needed to recognise them.

Axe Beak

This stout flightless bird stands upon two long, taloned legs, but it is its axe-shaped beak that looks the most ferocious.

Knowledge Nature DC 12

Keen-witted and powerful avian predators, axe beaks compete with wolves and hunting cats for prey upon vast, open steppes and prairies. Although feared for their boldness and territorial natures, these giant birds prove eminently tamable, making useful guardians, hunters, and even steeds when kept well fed. Axe beaks are relatively social creatures, forming small groups in which both males and females hunt together. They nest in immense mounds made of sticks, branches, leaves, and whatever else they can scavenge (including the bones and equipment of previous meals), with each nest used

by a large group of axe beaks. Females typically lay clutches of 1d4+1 eggs once per year, which the parents take turns keeping warm for 2 months before they hatch.

Mature axe beaks stand 9 feet tall and weigh as much as 500 pounds. Their plumage varies widely, from gray to brown to black in temperate climes, but taking on exotic shades of gold, red, blue, and other vibrant hues in more tropical environs. Axe beaks have lifespans of up to 50 years.

An axe beak requires training before it will bear a rider. Taming an axe beak requires 6 weeks of work and a DC 25 Handle Animal check, after which it can be taught tricks as normal. Riding an axe beak requires an exotic saddle. Axe beak eggs are worth 1,000 gp apiece on the open market, while young are worth 1,500 gp each. A light load for an axe beak is up to 200 pounds; a medium load, 201–400 pounds; and a heavy load, 401–600 pounds.

Other types of large, predatory flightless birds exist—the axe beak is but the most commonly encountered and well

known of this breed of predator. Two less common variants of the axe beak are summarized below.

Diatryma: While the dark-feathered, orange-beaked diatrymas are smaller than the average axe-beak, standing at a mere 6 to 7 feet in height, they are no less ferocious. Diatrymas are axe beaks reduced to Medium size; they have 2 Hit Dice and are CR 1.

Terror Bird: Terror birds stand a full foot taller than the average axe beak, and their powerful talons serve as additional weapons. Terror birds are axe beaks advanced to 5 HD that gain Improved Critical (bite) as a bonus feat. They also have two additional natural attacks, a pair of talons that do a base damage of 1d4 damage each. Terror birds are CR 4.

Clockwork Servant

This four-armed, human-sized clockwork construct balances on three legs that rise into a central body.
Knowledge Arcana DC 12

Since clockwork engineers can't always be present to make sure their devices are working at full capacity, the clockwork servant was invented to serve that role.

Clockwork servants excel at repairing themselves and other clockworks on the battlefield, proving useful for skirmishes and campaigns alike.

Rumors of clockwork servants with magically imparted intelligence persist among explorers of certain strange ruins—while no smarter than the average human, such “awakened” clockwork servants have skills and feats as appropriate for their Hit Dice (Disable Device +7, Perception +2, and Skill Focus [Disable Device] for most intelligent clockwork servants), and are said to serve in more complex roles than mere repair workers. An intelligent clockwork has an Intelligence score of 11 and can speak one language.

Clockwork servants are about 5 feet tall and weigh over 400 pounds.

Clockwork Soldier

Cogs and gears are visible in the gaps of this metallic creature's armor. It wields a polearm as it stands ready at attention.

Knowledge Arcana DC 16

The clockwork soldier is a mechanical mercenary that fights to the death for its creator. With the ability to wield most weapons with full proficiency, clockwork soldiers are versatile and wholly unpredictable foes. Most are armed with magic weapons—a +1 halberd being the most common armament.

Clockwork soldiers are among the most efficient constructs of their kind. They are ideal for sentry and guard duty. Clockwork soldiers have the same basic shape as a human. They are 6 feet tall and weigh 500 pounds.

Deinonychus (Dinosaur)

This brightly colored dinosaur exudes a dangerous ferocity. Each foot is armed with a large, sickle-shaped claw.

Knowledge Nature DC 13

As swift and agile as it is deadly, the deinonychus is a pack hunter, running with several of its kind to take down prey and rip it apart with their gutting talons.

You can apply the young simple template to create statistics for smaller, more agile velociraptors. Conversely, you can either increase the deinonychus to Large size and its Hit Dice to 8 or simply apply the giant and advanced simple templates to create a formidable megaraptor.

Dhampir

This unnaturally graceful man moves without a sound, his gaze just as piercing as the needle-sharp blade he effortlessly wields.

Knowledge Local DC 11

Cursed from birth, dhampirs result from the rare and unnatural union of vampires and humans. Although not driven to consume blood for survival as their undead progenitors are, dhampirs nonetheless know a lifelong desire for blood that nothing else can truly sate. Those who survive their early years face a life of fear and mistrust, their unnatural beauty and incredible reflexes marking them as scions of the night just as surely as their sensitivity to light. Although polluted by undeath, dhampirs do grow old and die, aging at a rate similar to elves.

Drake River

With graceful wings and wide fins, this sleek dragon looks equally well equipped to glide through sea and sky.

Knowledge Arcana DC 13

Preying upon fish and fishermen with equal ease, river drakes are scourges of freshwater expanses. They are thought to be related to black dragons, as evidenced by their acidic spit, water affinity, viciousness, and preference for rotten meat.

Like other drakes, river drakes are cruel hunters, using a play-and-prey hunting style. When not hungry, they amuse themselves by stalking and harassing other creatures and travelers. An offering of treasure thrown into the water can distract a river drake, but such a bribe is unlikely to stave off a particularly hungry individual. River drakes often slay more than they can immediately eat because they favor aged meat, keeping underwater larders stuffed with kills in various stages of decay.

A river drake is a crafty, careful hunter that uses its watery home to provide concealment from creatures on the shore. If caught unawares while on land, it retreats to the water, or takes to flight if its enemies are prepared for aquatic combat, making constant use of its caustic mucus and great speed.

River drakes are much more likely to hunt in groups than most other drakes, threatening river traffic or assaulting lakefront or riverside towns if their numbers are large enough. However, these disorganized raids are quick to retreat from any hint of significant resistance.

River drakes are 8 feet long and look much like small sea drakes. An adult river drake weighs about 700 pounds.

Dryad

This strange, beautiful woman has flesh that seems made of wood and vibrant hair that resembles leaves and blossoms.

Knowledge Nature DC 13

Dryads are tree-fey who prefer secluded woodlands far from humanoids in need of lumber. Dryads' main interests are their own survival and that of their beloved forests, and they have been known to magically coerce passersby into aiding them in tasks they cannot complete. They are more likely to be friendly to non-evil druids and rangers, as they recognize a mutual respect for or empathy with nature.

Dryads are benign guardians of trees, and though they can do little in the way of direct violence, they can trap and disable threats to their homes or turn enemies into allies. Some keep one or more charmed humanoids in their territory to fend off or lead away attackers. Incapacitated foes are typically dragged to the edge of the forest by the dryad's allies and left there, but evil or overtly hostile ones are killed once combat is over.

Elemental, Earth

This hulking, roughly humanoid creature of dirt and stone explodes up from the earth, faceless save for two glowing gemstone eyes.

Knowledge Planes DC 11 (based on CR 1)

Earth elementals are plodding, stubborn creatures made of living stone or earth. When utterly still, they resemble a heap of stone or a small hill.

When an earth elemental lumbers into action, its actual appearance can vary, although its statistics remain identical to other elementals of its size. Most earth elementals look like terrestrial animals made out of rock, earth, or even crystal, with glowing gemstones for eyes. Larger earth elementals often have a stony humanoid appearance. Bits of vegetation frequently grow in the soil that makes up parts of an earth elemental's body.

Gargoyle

Seemingly carved from a dark gray stone, this sinister crouching humanoid resembles a horned, winged demon.

Knowledge Nature DC 14

Gargoyles often appear to be winged stone statues, for they can perch indefinitely without moving, allowing them to surprise their foes. Gargoyles tend toward obsessive-compulsive behaviors that are as varied as their kind is plentiful. Books, stolen trinkets, weapons, and grisly trophies harvested from fallen foes are just a few examples of the types of things a gargoyle might collect to decorate its lair and territory. Gargoyles tend toward a solitary lifestyle, though they sometimes form fearsome groups called "wings" for protection and sport. In certain conditions, a tribe of gargoyles might even ally with other creatures, but even the most stable alliances with a gargoyle tribe can collapse for the smallest of reasons—gargoyles are nothing if not treacherous, petty, and vindictive. Gargoyles have been known to dwell in the heart of the largest of cities, crouching amid the decorations of stone cathedrals and buildings where they hide in plain sight by day and swoop down to feed on vagabonds, beggars, and other unfortunates at night.

The longer a tribe of gargoyles abides in a region of ruins or buildings, the more its members come to resemble that region's architectural styles. The changes a gargoyle's appearance undergoes are slow and subtle, but over the course of years, it can shift radically.

One unusual variant of gargoyle dwells not amid buildings and ruins but under the waves of the sea.

These creatures are known as kapoacincts—they have the same basic statistics as normal gargoyles, save that they have the aquatic subtype and their wings grant them a swim speed of 60 feet (but are useless for actual flight). Kapoacincts dwell in shallow, coastal regions where they can shamble up from the surf to prey on those that reside there. They are more likely to form wings, as kapoacincts prefer group living to a solitary lifestyle.

Goldfish Swarm

Although they look innocent enough at rest, these nasty little fish attack meat, live or dead, like swarm of piranhas.

Knowledge Nature DC 18 (rare)

(This creature is unique to this adventure)

A rare species of piranha which hides its vicious little teeth when not attacking, these creatures are every bit as vicious as their more infamous brethren.

Golem, Wax

This eerily expressionless woman has a glistening quality about her, as though she's covered in an oily sheen.

Knowledge Arcana DC 13

A wax golem is an exact replica of a particular person, composed completely of wax. While skilled artists pride themselves on their ability to make wax sculptures look lifelike, builders of wax golems go one step further and actually bring their art to life. Though eerily silent and unblinking, well-built wax golems bear such striking similarity to the subjects they are modeled after that some golems begin to think they are in fact that person. A wax golem can be constructed to resemble any person or creature.

Jack-o'-Lantern

A carved pumpkin sits atop a writhing mass of thick ropery vines. Sinister flames dance within its leering, crudely carved face.

Knowledge Nature DC 11

Jack-o'-lanterns are semi-intelligent plant creatures spawned by fell magic and driven to burn and consume living flesh. Though they are mobile, jack-o'-lanterns prefer to remain in one spot until their food supplies run out. They typically lair within pumpkin patches, where they lie in wait and use their pumpkin form ability to ambush unsuspecting prey. Jack-o'-lanterns have been known to grow where the corpse of a powerful evil witch or wicked fey was buried, though this form of reproduction sometimes takes decades. Jack-o'-lanterns can also reproduce on their own. Immediately after killing and devouring an intelligent being, a jack-o'-lantern excretes its victim's remains as a smoldering, paste-like slurry that quickly sinks into the ground. One day later, 1d3 fully mature—and ravenous—jack-o'-lanterns emerge from the tainted soil.

Skeleton

The pile of bones suddenly stirs, rising up to take on a human shape. Its long, bony fingers reach out to claw at the living.

Knowledge Religion DC 11

Skeletons are the animated bones of the dead, brought to unlife through foul magic. While most skeletons are mindless automatons, they still possess an evil cunning imparted to them by their animating force—a cunning that allows them to wield weapons and wear armor.

Worm that Walks

Although this robed wizard stands and moves like a man, his body is a writhing mass of squirming, slippery worms.

Knowledge Nature DC 12

When a powerful spellcaster with a strong personality, a lust for life, and a remorselessly evil soul dies and is buried in a graveyard infused with eldritch magic, a strange phenomenon sometimes occurs. The flesh of the decaying body farts and instructs the very worms that gnaw, and these graveworms quicken not only on corruption but upon the spellcaster's memories and magical power. The spellcaster's very soul is consumed in this vile process, only to be split apart to inhabit each of the individual chewing worms in so many fragments. The result is a hideous hive mind of slithering life known as a worm that walks—a mass of worms that clings to the vague shape of the body that granted it this new existence, and can wield the powers and magic the spellcaster had in life. A worm that walks retains memories of its life as a spellcaster before its death, but is not undead—it is a hideous new form of undulant life.

Wraith

This ghostly creature is little more than a dark shape with two flickering pinpoints of light where its eyes should be.

Knowledge Religion DC 15

Wraiths are undead creatures born of evil and darkness. They hate light and living things, as they have lost much of their connection to their former lives.

Wraith Spawn

A smaller version of a wraith.

Knowledge Religion DC 14

The broken children are spawn of a wraith and are under its control. As such, they are smaller and weaker than

normal wraiths. If the creator is destroyed, they become full-sized, free-willed wraiths with no penalties.

Xill

This flame-red humanoid appears to be a strange mix of insect and reptile, with four arms and twitching, fanged mandibles.

Knowledge Planes DC 16

Xills are the scourge of the Ethereal Plane, conquering everything in their paths with only one purpose: to perpetuate their race at the expense of others. All xills are female and capable of fertilizing their own eggs, but require living hosts to incubate these eggs, which they inject into paralyzed victims by means of a grotesque ovipositor normally kept retracted behind their mandibles. Evil and alien, the plane-shifting xills possess impressive intelligence and a totalitarian, militaristic culture all their own. Though they see most other life forms as incubators, they particularly prize phase spiders for this purpose.

Zombie

This walking corpse wears only a few soiled rags, its flesh rotting off its bones as it stumbles forward, arms outstretched.

Knowledge Religion DC 11

Zombies are the animated corpses of dead creatures, forced into foul unlife via necromantic magic like animate dead. While the most commonly encountered zombies are slow and tough, others possess a variety of traits, allowing them to spread disease or move with increased speed.

Zombies are unthinking automatons, and can do little more than follow orders. When left unattended, zombies tend to mill about in search of living creatures to slaughter and devour. Zombies attack until destroyed, having no regard for their own safety.

Although capable of following orders, zombies are more often unleashed into an area with no command other than to kill living creatures. As a result, zombies are often encountered in packs, wandering around places the living frequent, looking for victims. Most zombies are created using animate dead. Such zombies are always of the standard type, unless the creator also casts haste or remove paralysis to create fast zombies, or contagion to create plague zombies.

Item Reference

Descriptions of the magic items found within this module plus their auras and the spellcraft DCs required to discover their powers if applicable. Note that either *Detect Magic* or *Identify* must be used, that an attempt can only be made on a specific item once per day, that the item must be thoroughly examined, and that it takes 3 rounds per item. Using *Identify* gets you +10 on the spellcraft check but since it only lasts 3 rounds per level this means you basically get to identify one item per spell cast per spell-caster level.

+1 Armour or Shield

Faint evocation; DC 18

+1 AC.

+1 Weapon

Faint evocation; DC 18

+1 to hit and damage.

Agile Alpenstock

Faint Transmutation; DC 18

This gnarled wooden walking stick aids a creature's travel, granting a +5 foot enhancement bonus to speed and a +2 enhancement bonus to CMD against trip attempts and on saving throws to avoid being tripped. These bonuses apply as long as the agile alpenstock is held in hand. It can be wielded in combat as a quarterstaff.

Alchemists's Fire

You can throw a flask of alchemist's fire as a splash weapon with a range increment of 10 feet. A direct hit deals 1d6 points of fire damage. Every creature within 5 feet of the point where the flask hits takes 1 point of fire damage from the splash. On the round following a direct hit, the target takes an additional 1d6 points of damage. If desired, the target can use a full-round action to attempt to extinguish the flames before taking this additional damage. Extinguishing the flames requires a DC 15 Reflex save. Rolling on the ground provides the target a +2 bonus on the save. Leaping into a lake or magically extinguishing the flames automatically smothers the fire.

Antiplague

If you drink a vial of this foul-tasting, milky tonic, you gain a +5 alchemical bonus on Fortitude saving throws against disease for the next hour. If already infected, you may also make two saving throws (without the +5 bonus) that day and use the better result.

Antitoxin

This substance counteracts a specific toxin. If you drink a vial of antitoxin, you gain a +5 alchemical bonus on Fortitude saving throws against poison for 1 hour.

Cloak of Resistance

Faint Abjuration; DC 20

These garments offer magic protection in the form of a +1 to +5 resistance bonus on all saving throws (Fortitude, Reflex, and Will).

Death Ward Talisman

Moderate Necromancy; DC 22

(reproduced from side bar)

These talismans come in many forms, typically amulets, cloak-clasps, belt-buckles, headbands and even rings, but whatever form they take they always take up a magic item slot somewhere on the wearer's body (i.e. neck, head, ring, whatever).

The wearer of a Death Ward Talisman can, with a *standard* action, gain the benefit of the *Death Ward spell* for 1 minute. After 7 such usages the talisman crumbles to dust.

Holy / Unholy Water

Holy water damages undead creatures and evil outsiders almost as if it were acid. A flask of holy water can be thrown as a splash weapon.

Treat this attack as a ranged touch attack with a range increment of 10 feet. A flask breaks if thrown against the body of a corporeal creature, but to use it against an

incorporeal creature, you must open the flask and pour the holy water out onto the target. Thus, you can douse an incorporeal creature with holy water only if you are adjacent to it. Doing so is a ranged touch attack that does not provoke attacks of opportunity.

A direct hit by a flask of holy water deals 2d4 points of damage to an undead creature or an evil outsider. Each such creature within 5 feet of the point where the flask hits takes 1 point of damage from the splash.

Unholy water damages good outsiders the way holy water damages undead and evil outsiders.

Mask of Stony Demeanor

Moderate Transmutation; DC 21

When worn, this mask transforms the wearer's face into a stone statue and its voice into an emotionless monotone. Though it allows the wearer to speak, its facial expressions and voice betray little emotion, granting a +10 competence bonus on Bluff checks made to lie and a +5 competence bonus on Bluff checks made to feint, but also imposes a –5 penalty on Bluff checks made to pass a hidden message.

Oil of Bless Weapon

Faint transmutation; DC 16

See the spell of the same name.

Potion of Cure Light Wounds

Faint conjuration; DC 16

See the spell of the same name.

Potion of Bull's Strength

Faint transmutation; DC 18

See the spell of the same name.

Robe of Bones

Moderate Necromancy; DC 21

This sinister item functions much like a robe of useful items for the serious necromancer. It appears to be an unremarkable robe, but a character who dons it notes that it is adorned with small embroidered figures representing undead creatures. Only the wearer of the robe can see the embroidery, recognize them for the creatures they become, and detach them. One figure can be detached each round. Detaching a figure causes it to become an actual undead creature (see the list below). The skeleton or zombie is not under the control of the wearer of the robe, but may be subsequently commanded, rebuked, turned, or destroyed. A newly created robe of bones always has two embroidered figures of each of the following undead:

Human skeleton

Wolf skeleton

Heavy horse skeleton

Fast goblin zombie

Tough human zombie

Plague ogre zombie

Rope of Climbing

Faint Transmutation; DC 18

A 60-foot-long rope of climbing is no thicker than a wand, but it is strong enough to support 3,000 pounds. Upon command, the rope snakes forward, upward, downward, or in any other direction at 10 feet per round, attaching itself securely wherever its owner desires. It can unfasten itself and return in the same manner.

A rope of climbing can be commanded to knot or unknot itself. This causes large knots to appear at 1-foot intervals along the rope. Knotting shortens the rope to a 50-foot length until the knots are untied, but lowers the DC of Climb checks while using it by 10. A creature must hold one end of the rope when its magic is invoked.

Tanglefoot Bag

A tanglefoot bag is a small sack filled with tar, resin, and other sticky substances. When you throw a tanglefoot bag at a creature (as a ranged touch attack with a range increment of 10 feet), the bag comes apart and goo bursts out, entangling the target and then becoming tough and resilient upon exposure to air. An entangled creature takes a –2 penalty on attack rolls and a –4 penalty to Dexterity and must make a DC 15 Reflex save or be glued to the floor, unable to move. Even on a successful save, it can move only at half speed. Huge or larger creatures are unaffected by a tanglefoot bag. A flying creature is not stuck to the floor, but it must make a

DC 15 Reflex save or be unable to fly (assuming it uses its wings to fly) and fall to the ground. A tanglefoot bag does not function underwater.

A creature that is glued to the floor (or unable to fly) can break free by making a DC 17 Strength check or by dealing 15 points of damage to the goo with a slashing weapon. A creature trying to scrape goo off itself, or another creature assisting, does not need to make an attack roll; hitting the goo is automatic, after which the creature that hit makes a damage roll to see how much of the goo was scraped off. Once free, the creature can move (including flying) at half speed. If the entangled creature attempts to cast a spell, it must make a concentration check with a DC of 15 + the spell's level or be unable to cast the spell. The goo becomes brittle and fragile after 2d4 rounds, cracking apart and losing its effectiveness. An application of universal solvent to a stuck creature dissolves the alchemical goo immediately.

Wand of Cure Light Wounds

Faint conjuration; DC 16

See the spell of the same name.

Rules Reference

All rules-related terms not otherwise explained within the text.

Note that feats or abilities which result in an unconditional bonus or penalty will already have been factored into a creature's statistics block.

Ability Damage and Drain (Ex or Su)

Some attacks or special abilities cause ability damage or drain, reducing the designated ability score by the listed amount. Ability damage can be healed naturally. Ability drain is permanent and can only be restored through magic.

Ability Focus

One of this creature's special attacks is particularly difficult to resist.

Prerequisite: Special attack.

Benefit: Choose one of the creature's special attacks. Add +2 to the DC on all saving throws against the special attack on which the creature focuses.

Special: A creature can gain this feat multiple times. Its effects do not stack. Each time the creature takes the feat, it applies to a different special attack.

Agile Maneuvers

You've learned to use your quickness in place of brute force when performing combat maneuvers.

Benefit: You add your Dexterity bonus to your base attack bonus and size bonus when determining your Combat Maneuver Bonus (see Combat) instead of your Strength bonus.

Normal: You add your Strength bonus to your base attack bonus and size bonus when determining your Combat Maneuver Bonus.

Alertness

You often notice things that others might miss.

Benefit: You get a +2 bonus on Perception and Sense Motive skill checks. If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill.

Amphibious (Ex)

Creatures with this special quality have the aquatic subtype, but they can survive indefinitely on land.

Animal Companion Link (Ex)

The character can handle her animal companion as a free action, or push it as a move action, even if she doesn't have any ranks in the Handle Animal skill. She gains a +4 circumstance bonus on all wild empathy checks and Handle Animal checks made regarding an animal companion.

Aquatic Subtype

These creatures always have swim speeds and can move in water without making Swim checks. An aquatic creature can breathe water. It cannot breathe air unless it has the amphibious special quality. Aquatic creatures always treat Swim as a class skill.

Aura of Good / Evil (Ex)

The aura of good or evil (see the detect good and evil spells) is equal to the character level.

Boon Companion

Your bond with your animal companion or familiar is unusually close.

Prerequisites: Animal companion or familiar class feature.

Benefit: The abilities of your animal companion or familiar are calculated as though your class were 4 levels higher, to a maximum effective druid level equal to your character level. If you have more than one animal companion or familiar, choose one to receive this benefit. If you lose or dismiss an animal companion or familiar that has received this benefit, you may apply this feat to the replacement creature.

Special: You may select this feat more than once. The effects do not stack. Each time you take the feat, it applies to a different animal companion or familiar.

Breath Weapon (Su)

Some creatures can exhale a cone, line, or cloud of energy or other magical effects. A breath weapon attack usually deals damage and is often based on some type of energy. Breath weapons allow a Reflex save for half damage (DC 10 + 1/2 breathing creature's racial HD + breathing creature's Con modifier; the exact DC is given in the creature's descriptive text). A creature is immune to its own breath weapon unless otherwise noted. Some breath weapons allow a Fortitude save or a Will save instead of a Reflex save. Each breath weapon also includes notes on how often it can be used, even if this number is limited in times per day.

Brew Potion (Item Creation)

You can create magic potions.

Prerequisite: Caster level 3rd.

Benefit: You can create a potion of any 3rd-level or lower spell that you know and that targets one or more creatures or objects. Brewing a potion takes 2 hours if its base price is 250 gp or less, otherwise brewing a potion takes 1 day for each 1,000 gp in its base price. When you create a potion, you set the caster level, which must be sufficient to cast the spell in question and no higher than your own level. To brew a potion, you must use up raw materials costing one half this base price. See the magic item creation rules in Magic Items for more information.

When you create a potion, you make any choices that you would normally make when casting the spell. Whoever drinks the potion is the target of the spell.

Channel Energy (Su)

Regardless of alignment, any cleric can release a wave of energy by channeling the power of her faith through her holy (or unholy) symbol. This energy can be used to cause or heal damage, depending on the type of energy channeled and the creatures targeted.

A good cleric (or one who worships a good deity) channels positive energy and can choose to deal damage to undead creatures or to heal living creatures. An evil cleric (or one who worships an evil deity) channels negative energy and can choose to deal

damage to living creatures or to heal undead creatures. A neutral cleric who worships a neutral deity (or one who is not devoted to a particular deity) must choose whether she channels positive or negative energy. Once this choice is made, it cannot be reversed. This decision also determines whether the cleric casts spontaneous cure or inflict spells (see spontaneous casting).

Channeling energy causes a burst that affects all creatures of one type (either undead or living) in a 30-foot radius centered on the cleric. The amount of damage dealt or healed is equal to 1d6 points of damage plus 1d6 points of damage for every two cleric levels beyond 1st (2d6 at 3rd, 3d6 at 5th, and so on). Creatures that take damage from channeled energy receive a Will save to halve the damage. The DC of this save is equal to 10 + 1/2 the cleric's level + the cleric's Charisma modifier. Creatures healed by channeled energy cannot exceed their maximum hit point total—all excess healing is lost. A cleric may channel energy a number of times per day equal to 3 + her Charisma modifier. This is a standard action that does not provoke an attack of opportunity. A cleric can choose whether or not to include herself in this effect. A cleric must be able to present her holy symbol to use this ability.

Channel Energy (Variant)

A variant channeling either modifies positive channeled energy when used to heal or modifies negative energy when used to harm. When using positive energy to heal, affected creatures gain only half the normal amount of healing but also receive a specific beneficial effect. When channeling negative energy to harm, affected creatures take only half the normal damage but take an additional penalty or harmful effect; a successful saving throw negates the additional penalty or effect but does not reduce the damage any further. Creatures that would normally ignore the effect of a particular channel (such as undead with respect to a positive energy channel used to heal) ignore the variant effect of that channel.

Some variant channeling abilities are enhanced when used on particular creature types. Such channeling increases the normal healing or damage from channeled energy by 50% for that creature type, rather than the default half healing or damage for the alternative channeling. For example, a 7th-level cleric normally heals 4d6 points of damage with channeled positive energy; with the Nature alternative channeling, that cleric instead heals only half that amount (2d6) when channeling, but heals animals and fey an additional +50% over the unhalved value (4d6 + 50%).

Unless otherwise stated, bonuses granted by a variant channeling are sacred bonuses if you channel positive energy or profane bonuses if you channel negative energy. If an alternative channeled energy provides a "channel bonus" on rolls or statistics, the bonus is +1, increasing to +2 at cleric level 5 and for every 5 cleric levels thereafter (to a maximum of +5). Likewise, a "channel penalty" is initially -1, increasing to -2 at cleric level 5 and every 5 cleric levels thereafter (to a maximum of -5).

Undeath: Heal This works like a standard channel (not halved). Harm The healing effect is enhanced for undead creatures and those with negative energy affinity.

Combat Reflexes

You can make additional attacks of opportunity.

Benefit: You may make a number of additional attacks of opportunity per round equal to your Dexterity bonus. With this feat, you may also make attacks of opportunity while flat-footed.

Normal: A character without this feat can make only one attack of opportunity per round and can't make attacks of opportunity while flat-footed.

Special: The Combat Reflexes feat does not allow a rogue to use her opportunist ability more than once per round.

Construct Traits (Ex)

Constructs are immune to death effects, disease, mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects), necromancy effects, paralysis, poison, sleep, stun, and any effect that requires a Fortitude save (unless the effect also works on objects, or is harmless). Constructs are not subject to nonlethal damage, ability damage, ability drain, fatigue, exhaustion, or energy drain. Constructs are not at risk of death from massive damage.

Damage Reduction (DR) (Ex or Su)

A creature with this special quality ignores damage from most weapons and natural attacks. Wounds heal immediately, or the weapon bounces off harmlessly (in either case, the opponent knows the attack was ineffective). The creature takes normal damage from energy attacks (even nonmagical ones), spells, spell-like abilities, and supernatural abilities. A certain kind of weapon can sometimes damage the creature normally, as noted below.

The entry indicates the amount of damage ignored (usually 5 to 15 points) and the type of weapon that negates the ability.

Some monsters are vulnerable to piercing, bludgeoning, or slashing damage. Others are vulnerable to certain materials, such as adamantite, alchemical silver, or cold-forged iron. Attacks from weapons that are not of the correct type or made of the correct material have their damage reduced, although a high enhancement bonus can overcome some forms of damage reduction.

Some monsters are vulnerable to magic weapons. Any weapon with at least a +1 magical enhancement bonus on attack and damage rolls overcomes the damage reduction of these monsters. Such creatures' natural weapons (but not their attacks with weapons) are treated as magic weapons for the purpose of overcoming damage reduction.

A few very powerful monsters are vulnerable only to epic weapons—that is, magic weapons with at least a +6 enhancement bonus. Such creatures' natural weapons are also treated as epic weapons for the purpose of overcoming damage reduction.

Some monsters are vulnerable to good-, evil-, chaotically, or lawfully aligned weapons. When a cleric casts align weapon, affected weapons might gain one or more of these properties, and certain magic weapons have these properties as well. A creature with an alignment subtype (chaotic, evil, good, or lawful) can overcome this type of damage reduction with its natural weapons and weapons it wields as if the weapons or natural weapons had an

alignment (or alignments) that matched the subtype(s) of the creature.

When a damage reduction entry has a dash (—) after the slash, no weapon negates the damage reduction.

A few creatures are harmed by more than one kind of weapon. A weapon that inflicts damage of either type overcomes this damage reduction.

A few other creatures require combinations of different types of attacks to overcome their damage reduction, and a weapon must be both types to overcome this type of damage reduction. A weapon that is only one type is still subject to damage reduction.

Damage Reduction (Overcoming)

Damage reduction may be overcome by special materials, magic weapons (any weapon with a +1 or higher enhancement bonus, not counting the enhancement from masterwork quality), certain types of weapons (such as slashing or bludgeoning), and weapons imbued with an alignment.

Ammunition fired from a projectile weapon with an enhancement bonus of +1 or higher is treated as a magic weapon for the purpose of overcoming damage reduction. Similarly, ammunition fired from a projectile weapon with an alignment gains the alignment of that projectile weapon (in addition to any alignment it may already have).

Weapons with an enhancement bonus of +3 or greater can ignore some types of damage reduction, regardless of their actual material or alignment. The following table shows what type of enhancement bonus is needed to overcome some common types of damage reduction.

DR Type	Weapon Enhancement Bonus Equivalent
cold iron/silver	+3
adamantine*	+4
alignment-based	+5

* Note that this does not give the ability to ignore hardness, like an actual adamantite weapon does

Darkvision

Darkvision is the extraordinary ability to see with no light source at all, out to a range specified for the creature. Darkvision is black-and-white only (colors cannot be discerned). It does not allow characters to see anything that they could not see otherwise—invisible objects are still invisible, and illusions are still visible as what they seem to be. Likewise, darkvision subjects a creature to gaze attacks normally. The presence of light does not spoil darkvision.

Death From Above

You allow gravity to add extra force to your charges.

Benefit: Whenever you charge an opponent from higher ground, or from above while flying, you gain a +5 bonus on attack rolls in place of the bonuses from charging and being on higher ground.

Death's Kiss (Su)

You can cause a creature to take on some of the traits of the undead with a melee touch attack. Touched creatures are treated as undead for the purposes of effects that heal or cause damage based on positive and negative energy. This effect lasts for a number of rounds equal to 1/2 your cleric level (minimum 1). It does not apply to the Turn Undead or Command Undead feats. You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

Diehard

You are especially hard to kill. Not only do your wounds automatically stabilize when grievously injured, but you can remain conscious and continue to act even at death's door.

Prerequisite: Endurance.

Benefit: When your hit point total is below 0, but you are not dead, you automatically stabilize. You do not need to make a Constitution check each round to avoid losing additional hit points. You may choose to act as if you were disabled, rather than dying. You must make this decision as soon as you are reduced to negative hit points (even if it isn't your turn). If you do not choose to act as if you were disabled, you immediately fall unconscious.

When using this feat, you are staggered. You can take a move action without further injuring yourself, but if you perform any standard action (or any other action deemed as strenuous, including some swift actions, such as casting a quickened spell) you take 1 point of damage after completing the act. If your negative hit points are equal to or greater than your Constitution score, you immediately die.

Normal: A character without this feat who is reduced to negative hit points is unconscious and dying.

Discovery (Su)

At 2nd level, and then again every 2 levels thereafter (up to 18th level), an alchemist makes an incredible alchemical discovery. Unless otherwise noted, an alchemist cannot select an individual discovery more than once. Some discoveries can only be made if the alchemist has met certain prerequisites first, such as uncovering other discoveries. Discoveries that modify bombs that are marked with an asterisk (*) do not stack. Only one such discovery can be applied to an individual bomb. The DC of any saving throw called for by a discovery is equal to 10 + 1/2 the alchemist's level + the alchemist's Intelligence modifier.

Feral mutagen: Whenever the alchemist imbibes a mutagen, he gains two claw attacks and a bite attack. These are primary attacks and are made using the alchemist's full base attack bonus. The claw attacks deal 1d6 points of damage (1d4 if the alchemist is Small) and the bite attack deals 1d8 points of damage (1d6 if the alchemist is Small). While the mutagen is in effect, the alchemist gains a +2 competence bonus on Intimidate skill checks.

Spontaneous Healing (Ex): The alchemist gains the ability to heal from wounds rapidly. As a free action once per round, he can heal 5 hit points as if he had the fast healing ability. He can heal 5 hit points per day in this

manner for every 2 alchemist levels he possesses. If the alchemist falls unconscious because of hit point damage and he still has healing available from this ability, the ability activates automatically each round until he is conscious again or the ability is depleted for the day.

Distraction (Ex)

A creature with this ability can nauseate the creatures that it damages. Any living creature that takes damage from a creature with the distraction ability is nauseated for 1 round; a Fortitude save (DC 10 + 1/2 creature's HD + creature's Con modifier) negates the effect.

Dodge

Your training and reflexes allow you to react swiftly to avoid an opponents' attacks.

Prerequisite: Dex 13.

Benefit: You gain a +1 dodge bonus to your AC. A condition that makes you lose your Dex bonus to AC also makes you lose the benefits of this feat.

Earth Glide (Ex)

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

Elemental Subtype

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

Immunity to bleed, paralysis, poison, sleep effects, and stunning.

Not subject to critical hits or flanking. Does not take additional damage from precision-based attacks, such as sneak attack.

Proficient with natural weapons only, unless generally humanoid in form, in which case proficient with all simple weapons and any weapons mentioned in its entry.

Proficient with whatever type of armor (light, medium, or heavy) it is described as wearing, as well as all lighter types. Elementals not indicated as wearing armor are not proficient with armor. Elementals are proficient with shields if they are proficient with any form of armor.

Elementals do not breathe, eat, or sleep.

Empathic Link (Su)

The master has an empathic link with his familiar to a 1 mile distance. The master can communicate empathically with the familiar, but cannot see through its eyes. Because of the link's limited nature, only general emotions can be shared. The master has the same connection to an item or place that his familiar does.

Endurance

Harsh conditions or long exertions do not easily tire you.

Benefit: You gain a +4 bonus on the following checks and saves: Swim checks made to resist nonlethal damage from exhaustion; Constitution checks made to continue running; Constitution checks made to avoid nonlethal damage from a forced march; Constitution checks made to hold your breath; Constitution checks made to avoid nonlethal damage from starvation or thirst; Fortitude saves made to avoid nonlethal damage from hot or cold environments; and Fortitude saves made to resist damage from suffocation.

You may sleep in light or medium armor without becoming fatigued.

Normal: A character without this feat who sleeps in medium or heavier armor is fatigued the next day.

Energy Resistance

A creature with resistance to energy has the ability (usually extraordinary) to ignore some damage of a certain type per attack, but it does not have total immunity.

Each resistance ability is defined by what energy type it resists and how many points of damage are resisted. It doesn't matter whether the damage has a mundane or magical source.

When resistance completely negates the damage from an energy attack, the attack does not disrupt a spell. This resistance does not stack with the resistance that a spell might provide.

Evasion (Ex)

At 2nd level and higher, a rogue can avoid even magical and unusual attacks with great agility. If she makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, she instead takes no damage. Evasion can be used only if the rogue is wearing light armor or no armor. A helpless rogue does not gain the benefit of evasion.

Extend Spell (Metamagic)

You can make your spells last twice as long.

Benefit: An extended spell lasts twice as long as normal. A spell with a duration of concentration, instantaneous, or permanent is not affected by this feat. An extended spell uses up a spell slot one level higher than the spell's actual level.

Extra Channel

You can channel divine energy more often.

Prerequisite: Channel energy class feature.

Benefit: You can channel energy two additional times per day.

Special: If a paladin with the ability to channel positive energy takes this feat, she can use lay on hands four additional times a day, but only to channel positive energy.

Extra Revelation

You have discovered a new aspect of your mystery.

Prerequisite: Revelation class feature.

Benefit: You gain one additional revelation. You must meet all of the prerequisites for this revelation.

Special: You can gain Extra Revelation multiple times.

Extracts (alchemist)

Extracts in many ways behave like spells in potion form, and as such their effects can be dispelled by effects like dispel magic using the alchemist's level as the caster level. Unlike potions, though, extracts can have powerful effects and duplicate spells that a potion normally could not.

When an alchemist mixes an extract, he infuses the chemicals and reagents in the extract with magic siphoned from his own magical aura. An extract immediately becomes inert if it leaves the alchemist's possession, reactivating as soon as it returns to his keeping—an alchemist cannot normally pass out his extracts for allies to use (but see the "infusion" discovery below). An extract, once created, remains potent for 1 day before losing its magic, so an alchemist must re-prepare his extracts every day. Mixing an extract takes 1 minute of work—most alchemists prepare many extracts at the start of the day or just before going on an adventure, but it's not uncommon for an alchemist to keep some (or even all) of his daily extract slots open so that he can prepare extracts in the field as needed.

Although the alchemist doesn't actually cast spells, he does have a formulae list that determines what extracts he can create. An alchemist can utilize spell-trigger items if the spell appears on his formulae list, but not spell-completion items (unless he uses Use Magic Device to do so). An extract is "cast" by drinking it, as if imbibing a potion—the effects of an extract exactly duplicate the spell upon which its formula is based, save that the spell always affects only the drinking alchemist. An alchemist can draw and drink an extract as a standard action. The alchemist uses his level as the caster level to determine any effect based on caster level.

Creating extracts consumes raw materials, but the cost of these materials is insignificant—comparable to the valueless material components of most spells. If a spell normally has a costly material component, that component is expended during the consumption of that particular extract. Extracts cannot be made from spells that have focus requirements (alchemist extracts that duplicate divine spells never have a divine focus requirement).

Fast Healing (Ex)

A creature with the fast healing special quality regains hit points at an exceptional rate, usually 1 or more hit points per round, as given in the creature's entry. Except where noted here, fast healing is just like natural healing. Fast healing does not restore hit points lost from starvation, thirst, or suffocation, nor does it allow a creature to regrow lost body parts. Unless otherwise stated, it does not allow lost body parts to be reattached. Fast healing continues to function (even at negative hit points) until a creature dies, at which point the effects of fast healing end immediately.

Feral Combat Training

You were taught a style of martial arts that relies on the natural weapons from your racial ability or class feature.

Prerequisites: Improved Unarmed Strike, Weapon Focus with selected natural weapon.

Benefit: Choose one of your natural weapons. While using the selected natural weapon, you can apply the effects of feats that have Improved Unarmed Strike as a prerequisite, as well as effects that augment an unarmed strike.

Special: If you are a monk, you can use the selected natural weapon with your flurry of blows class feature.

Grab (Ex)

If a creature with this special attack hits with the indicated attack (usually a claw or bite attack), it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity. Unless otherwise noted, grab can only be used against targets of a size equal to or smaller than the creature with this ability. If the creature can use grab on creatures of other sizes, it is noted in the creature's Special Attacks line. The creature has the option to conduct the grapple normally, or simply use the part of its body it used in the grab to hold the opponent. If it chooses to do the latter, it takes a –20 penalty on its CMB check to make and maintain the grapple, but does not gain the grappled condition itself. A successful hold does not deal any extra damage unless the creature also has the constrict special attack. If the creature does not constrict, each successful grapple check it makes during successive rounds automatically deals the damage indicated for the attack that established the hold. Otherwise, it deals constriction damage as well (the amount is given in the creature's descriptive text).

Creatures with the grab special attack receive a +4 bonus on combat maneuver checks made to start and maintain a grapple.

Great Fortitude

You are resistant to poisons, diseases, and other maladies.

Benefit: You get a +2 bonus on all Fortitude saving throws.

Hex (witch)

Witches learn a number of magic tricks, called hexes, that grant them powers or weaken foes. At 1st level, a witch gains one hex of her choice. She gains an additional hex at 2nd level and for every 2 levels attained after 2nd level, as noted on Table 2–10. A witch cannot select an individual hex more than once.

Unless otherwise noted, using a hex is a standard action that does not provoke an attack of opportunity. The save to resist a hex is equal to 10 + 1/2 the witch's level + the witch's Intelligence modifier.

Cursed Wound (Su): For a number of days equal to 3 + the witch's Intelligence modifier (minimum 1), whenever the victim is the target of a conjuration (healing) spell or magical healing effect, the caster of the healing effect must succeed at a caster level check (DC = 11 + the witch's level) to end the hex. If the check fails, the healing effect functions as normal, except it cannot remove the last 10 points of damage the victim suffered. Similarly, natural healing, fast healing, and regeneration fail to cure the victim's last 10 points of damage. Thus, the victim's

effective maximum number of hit points is 10 fewer than normal. A successful Will save reduces the duration of this hex to 1 round. At 5th level, the victim of this hex also takes a –2 penalty on Fortitude saving throws to avoid contracting a disease or poison from an injury. This is a curse effect and can be removed by remove curse.

Slumber (Su): A witch can cause a creature within 30 feet to fall into a deep, magical sleep, as per the spell sleep. The creature receives a Will save to negate the effect. If the save fails, the creature falls asleep for a number of rounds equal to the witch's level. This hex can affect a creature of any HD. The creature will not wake due to noise or light, but others can rouse it with a standard action. This hex ends immediately if the creature takes damage. Whether or not the save is successful, a creature cannot be the target of this hex again for 1 day.

Hover

This creature can hover in place with ease and can kick up clouds of dust and debris.

Prerequisite: Fly speed.

Benefit: A creature with this feat can halt its movement while flying, allowing it to hover without needing to make a Fly skill check.

If a creature of size Large or larger with this feat hovers within 20 feet of the ground in an area with lots of loose debris, the draft from its wings creates a hemispherical cloud with a radius of 60 feet. The winds generated can snuff torches, small campfires, exposed lanterns, and other small, open flames of non-magical origin. Clear vision within the cloud is limited to 10 feet. Creatures have concealment at 15 to 20 feet (20% miss chance). At 25 feet or more, creatures have total concealment (50% miss chance, and opponents cannot use sight to locate the creature).

Improved Bull Rush

You are skilled at pushing your foes around.

Prerequisite: Str 13, Power Attack, base attack bonus +1.

Benefit: You do not provoke an attack of opportunity when performing a bull rush combat maneuver. In addition, you receive a +2 bonus on checks made to bull rush a foe. You also receive a +2 bonus to your Combat Maneuver Defense whenever an opponent tries to bull rush you.

Normal: You provoke an attack of opportunity when performing a bull rush combat maneuver.

Improved Evasion (Ex)

This works like evasion, except that while the rogue still takes no damage on a successful Reflex saving throw against attacks, she henceforth takes only half damage on a failed save. A helpless rogue does not gain the benefit of improved evasion.

Improved Initiative

Your quick reflexes allow you to react rapidly to danger.

Benefit: You get a +4 bonus on initiative checks.

Improved Unarmed Strike

You are skilled at fighting while unarmed.

Benefit: You are considered to be armed even when unarmed—you do not provoke attacks of opportunity when you attack foes while unarmed. Your unarmed strikes can deal lethal or nonlethal damage, at your choice.

Normal: Without this feat, you are considered unarmed when attacking with an unarmed strike, and you can deal only nonlethal damage with such an attack.

Incorporeal (Ex)

An incorporeal creature has no physical body. It can be harmed only by other incorporeal creatures, magic weapons or creatures that strike as magic weapons, and spells, spell-like abilities, or supernatural abilities. It is immune to all nonmagical attack forms. Even when hit by spells or magic weapons, it takes only half damage from a corporeal source (except for channel energy). Although it is not a magical attack, holy water can affect incorporeal undead. Corporeal spells and effects that do not cause damage only have a 50% chance of affecting an incorporeal creature. Force spells and effects, such as from a magic missile, affect an incorporeal creature normally.

An incorporeal creature has no natural armor bonus but has a deflection bonus equal to its Charisma bonus (always at least +1, even if the creature's Charisma score does not normally provide a bonus).

An incorporeal creature can enter or pass through solid objects, but must remain adjacent to the object's exterior, and so cannot pass entirely through an object whose space is larger than its own. It can sense the presence of creatures or objects within a square adjacent to its current location, but enemies have total concealment (50% miss chance) from an incorporeal creature that is inside an object. In order to see beyond the object it is in and attack normally, the incorporeal creature must emerge. An incorporeal creature inside an object has total cover, but when it attacks a creature outside the object it only has cover, so a creature outside with a readied action could strike at it as it attacks. An incorporeal creature cannot pass through a force effect.

An incorporeal creature's attacks pass through (ignore) natural armor, armor, and shields, although deflection bonuses and force effects (such as mage armor) work normally against it. Incorporeal creatures pass through and operate in water as easily as they do in air.

Incorporeal creatures cannot fall or take falling damage. Incorporeal creatures cannot make trip or grapple attacks, nor can they be tripped or grappled. In fact, they cannot take any physical action that would move or manipulate an opponent or its equipment, nor are they subject to such actions. Incorporeal creatures have no weight and do not set off traps that are triggered by weight.

An incorporeal creature moves silently and cannot be heard with Perception checks if it doesn't wish to be. It has no Strength score, so its Dexterity modifier applies to its melee attacks, ranged attacks, and CMB. Nonvisual senses, such as scent and blindsight, are either ineffective or only partly effective with regard to incorporeal creatures. Incorporeal creatures have an innate sense of direction and can move at full speed even when they cannot see.

Iron Will

You are more resistant to mental effects.

Benefit: You get a +2 bonus on all Will saving throws.

Lesser Beast Totem (Su)

While raging, the barbarian gains two claw attacks.

These attacks are considered primary attacks and are made at the barbarian's full base attack bonus. The claws deal 1d6 points of slashing damage (1d4 if Small) plus the barbarian's Strength modifier.

Lightning Reflexes

You have faster reflexes than normal.

Benefit: You get a +2 bonus on all Reflex saving throws.

Low-Light Vision

Characters with low-light vision have eyes that are so sensitive to light that they can see twice as far as normal in dim light. Low-light vision is color vision. A spellcaster with low-light vision can read a scroll as long as even the tiniest candle flame is next to him as a source of light.

Characters with low-light vision can see outdoors on a moonlit night as well as they can during the day.

Mutagen (Su)

At 1st level, an alchemist discovers how to create a mutagen that he can imbibe in order to heighten his physical prowess at the cost of his personality. It takes 1 hour to brew a dose of mutagen, and once brewed, it remains potent until used. An alchemist can only maintain one dose of mutagen at a time—if he brews a second dose, any existing mutagen becomes inert. As with an extract or bomb, a mutagen that is not in an alchemist's possession becomes inert until an alchemist picks it up again.

When an alchemist brews a mutagen, he selects one physical ability score—either Strength, Dexterity, or Constitution. It's a standard action to drink a mutagen. Upon being imbibed, the mutagen causes the alchemist to grow bulkier and more bestial, granting him a +2 natural armor bonus and a +4 alchemical bonus to the selected ability score for 10 minutes per alchemist level. In addition, while the mutagen is in effect, the alchemist takes a –2 penalty to one of his mental ability scores. If the mutagen enhances his Strength, it applies a penalty to his Intelligence. If it enhances his Dexterity, it applies a penalty to his Wisdom. If it enhances his Constitution, it applies a penalty to his Charisma.

A non-alchemist who drinks a mutagen must make a Fortitude save (DC 10 + 1/2 the alchemist's level + the alchemist's Intelligence modifier) or become nauseated for 1 hour—a non-alchemist can never gain the benefit of a mutagen, but an alchemist can gain the effects of another alchemist's mutagen if he drinks it. (Although if the other alchemist creates a different mutagen, the effects of the "stolen" mutagen immediately cease.) The effects of a mutagen do not stack. Whenever an alchemist drinks a mutagen, the effects of any previous mutagen immediately end.

Negative Energy Affinity (Ex)

The creature is alive but is healed by negative energy and harmed by positive energy, as if it were an undead creature. Format negative energy affinity

Nonlethal Damage

Nonlethal damage represents harm to a character that is not life-threatening. Unlike normal damage, nonlethal damage is healed quickly with rest.

Dealing Nonlethal Damage: Certain attacks deal nonlethal damage. Other effects, such as heat or being exhausted, also deal nonlethal damage. When you take nonlethal damage, keep a running total of how much you've accumulated. Do not deduct the nonlethal damage number from your current hit points. It is not "real" damage. Instead, when your nonlethal damage equals your current hit points, you're staggered (see below), and when it exceeds your current hit points, you fall unconscious.

Nonlethal Damage with a Weapon that Deals Lethal Damage: You can use a melee weapon that deals lethal damage to deal nonlethal damage instead, but you take a –4 penalty on your attack roll.

Lethal Damage with a Weapon that Deals Nonlethal Damage: You can use a weapon that deals nonlethal damage, including an unarmed strike, to deal lethal damage instead, but you take a –4 penalty on your attack roll.

Staggered and Unconscious: When your nonlethal damage equals your current hit points, you're staggered. You can only take a standard action or a move action in each round (in addition to free, immediate, and swift actions). You cease being staggered when your current hit points once again exceed your nonlethal damage. When your nonlethal damage exceeds your current hit points, you fall unconscious. While unconscious, you are helpless.

Spellcasters who fall unconscious retain any spellcasting ability they had before going unconscious.

If a creature's nonlethal damage is equal to his total maximum hit points (not his current hit points), all further nonlethal damage is treated as lethal damage. This does not apply to creatures with regeneration. Such creatures simply accrue additional nonlethal damage, increasing the amount of time they remain unconscious.

Healing Nonlethal Damage: You heal nonlethal damage at the rate of 1 hit point per hour per character level. When a spell or ability cures hit point damage, it also removes an equal amount of nonlethal damage.

Plant Traits (Ex)

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

Poison

No other affliction is so prevalent as poison. From the fangs of a viper to the ichor-stained assassin's blade, poison is a constant threat. Poisons can be cured by successful saving throws and spells such as neutralize poison.

Contact poisons are contracted the moment someone touches the poison with his bare skin. Such poisons can be used as injury poisons. Contact poisons usually have

an onset time of 1 minute and a frequency of 1 minute. Ingested poisons are contracted when a creature eats or drinks the poison. Ingested poisons usually have an onset time of 10 minutes and a frequency of 1 minute. Injury poisons are primarily contracted through the attacks of certain creatures and through weapons coated in the toxin. Injury poisons do not usually have an onset time and have a frequency of 1 round. Inhaled poisons are contracted the moment a creature enters an area containing such poisons. Most inhaled poisons fill a volume equal to a 10-foot cube per dose. Creatures can attempt to hold their breaths while inside to avoid inhaling the toxin. Creatures holding their breaths receive a 50% chance of not having to make a Fortitude save each round. See the rules for holding your breath and suffocation in Environment. Note that a character that would normally suffocate while attempting to hold its breath instead begins to breathe normally again.

Unlike other afflictions, multiple doses of the same poison stack. Poisons delivered by injury and contact cannot inflict more than one dose of poison at a time, but inhaled and ingested poisons can inflict multiple doses at once. Each additional dose extends the total duration of the poison (as noted under frequency) by half its total duration. In addition, each dose of poison increases the DC to resist the poison by +2. This increase is cumulative. Multiple doses do not alter the cure conditions of the poison, and meeting these conditions ends the affliction for all the doses. For example, a character is bit three times in the same round by a trio of Medium monstrous spiders, injecting him with three doses of Medium spider venom. The unfortunate character must make a DC 18 Fortitude save for the next 8 rounds. Fortunately, just one successful save cures the character of all three doses of the poison.

Poison Use (Ex)

Trained in the use of poison and cannot accidentally poison themselves when applying poison to a weapon.

Pounce (Ex)

When a creature with this special attack makes a charge, it can make a full attack (including rake attacks if the creature also has the rake ability).

Power Attack

You can make exceptionally deadly melee attacks by sacrificing accuracy for strength.

Prerequisites: Str 13, base attack bonus +1.

Benefit: You can choose to take a –1 penalty on all melee attack rolls and combat maneuver checks to gain a +2 bonus on all melee damage rolls. This bonus to damage is increased by half (+50%) if you are making an attack with a two-handed weapon, a one handed weapon using two hands, or a primary natural weapon that adds 1-1/2 times your Strength modifier on damage rolls. This bonus to damage is halved (–50%) if you are making an attack with an off-hand weapon or secondary natural weapon. When your base attack bonus reaches +4, and every 4 points thereafter, the penalty increases by –1 and the bonus to damage increases by +2. You must choose to use this feat before making an attack roll, and its effects last until your next turn. The bonus damage does

not apply to touch attacks or effects that do not deal hit point damage.

Prodigy

You are naturally skilled at arts, professions, and the acquisition of knowledge.

Benefit: Choose two Craft, Perform, or Profession skills in any combination (two Craft skills, a Craft skill and a Perform skill, and so on). You receive a +2 bonus on checks with these skills. If you have 10 or more ranks in any one of these skills, the bonus increases to +4 for that skill.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to two new skills.

Rage (Ex)

A barbarian can call upon inner reserves of strength and ferocity, granting her additional combat prowess. Starting at 1st level, a barbarian can rage for a number of rounds per day equal to 4 + her Constitution modifier. At each level after 1st, she can rage for 2 additional rounds. Temporary increases to Constitution, such as those gained from rage and spells like bear's endurance, do not increase the total number of rounds that a barbarian can rage per day. A barbarian can enter rage as a free action. The total number of rounds of rage per day is renewed after resting for 8 hours, although these hours do not need to be consecutive.

While in rage, a barbarian gains a +4 morale bonus to her Strength and Constitution, as well as a +2 morale bonus on Will saves. In addition, she takes a –2 penalty to Armor Class. The increase to Constitution grants the barbarian 2 hit points per Hit Dice, but these disappear when the rage ends and are not lost first like temporary hit points. While in rage, a barbarian cannot use any Charisma-, Dexterity-, or Intelligence-based skills (except Acrobatics, Fly, Intimidate, and Ride) or any ability that requires patience or concentration.

A barbarian can end her rage as a free action and is fatigued after rage for a number of rounds equal to 2 times the number of rounds spent in the rage. A barbarian cannot enter a new rage while fatigued or exhausted but can otherwise enter rage multiple times during a single encounter or combat. If a barbarian falls unconscious, her rage immediately ends, placing her in peril of death.

Resist Level Drain

Members of this race take no penalty from energy-draining effects, though a member of this race can still be killed if it accrues more negative levels than it has Hit Dice. After 24 hours, any negative levels a member of this race has accrued are removed without the need for any additional saving throws.

Scent

This extraordinary ability lets a creature detect approaching enemies, sniff out hidden foes, and track by sense of smell.

A creature with the scent ability can detect opponents by sense of smell, generally within 30 feet. If the opponent is upwind, the range is 60 feet. If it is downwind, the range

is 15 feet. Strong scents, such as smoke or rotting garbage, can be detected at twice the ranges noted above. Overpowering scents, such as skunk musk or troglodyte stench, can be detected at three times these ranges.

The creature detects another creature's presence but not its specific location. Noting the direction of the scent is a move action. If the creature moves within 5 feet (1 square) of the scent's source, the creature can pinpoint the area that the source occupies, even if it cannot be seen.

Note: using scent to pinpoint a square a stealthed creature is in still means that you've got a 50% miss chance if you can't see it with your Perception check.

A creature with the Survival skill and the scent ability can follow tracks by smell, making a Survival check to find or follow a track. A creature with the scent ability can attempt to follow tracks using Survival untrained. The typical DC for a fresh trail is 10. The DC increases or decreases depending on how strong the quarry's odor is, the number of creatures, and the age of the trail. For each hour that the trail is cold, the DC increases by 2.

The ability otherwise follows the rules for the Survival skill in regards to tracking. Creatures tracking by scent ignore the effects of surface conditions and poor visibility.

Creatures with the scent ability can identify familiar odors just as humans do familiar sights.

Water, particularly running water, ruins a trail for air-breathing creatures. Water-breathing creatures that have the scent ability, however, can use it in the water easily.

False, powerful odors can easily mask other scents. The presence of such an odor completely spoils the ability to properly detect or identify creatures, and the base Survival DC to track becomes 20 rather than 10.

Share Spells

The caster may cast a spell with a target of "You" on his familiar (as a touch spell) instead of on himself. A caster may cast spells on his familiar even if the spells do not normally affect creatures of the familiar's type (magical beast).

Skill Focus

Choose a skill. You are particularly adept at that skill.

Benefit: You get a +3 bonus on all checks involving the chosen skill. If you have 10 or more ranks in that skill, this bonus increases to +6.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new skill.

Sneak Attack

If a rogue can catch an opponent when he is unable to defend himself effectively from her attack, she can strike a vital spot for extra damage.

The rogue's attack deals extra damage anytime her target would be denied a Dexterity bonus to AC (whether the target actually has a Dexterity bonus or not), or when the rogue flanks her target. This extra damage is 1d6 at 1st level, and increases by 1d6 every two rogue levels thereafter. Should the rogue score a critical hit with a sneak attack, this extra damage is not multiplied. Ranged

attacks can count as sneak attacks only if the target is within 30 feet.

With a weapon that deals nonlethal damage (like a sap, whip, or an unarmed strike), a rogue can make a sneak attack that deals nonlethal damage instead of lethal damage. She cannot use a weapon that deals lethal damage to deal nonlethal damage in a sneak attack, not even with the usual -4 penalty.

The rogue must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. A rogue cannot sneak attack while striking a creature with concealment.

Staggered (condition)

A staggered creature may take a single move action or standard action each round (but not both, nor can he take full-round actions). A staggered creature can still take free, swift and immediate actions. A creature with nonlethal damage exactly equal to its current hit points gains the staggered condition.

Stealthy

You are good at avoiding unwanted attention and slipping out of bonds.

Benefit: You get a +2 bonus on all Escape Artist and Stealth skill checks. If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill.

Stunning Fist (Combat)

You know just where to strike to temporarily stun a foe.

Prerequisites: Dex 13, Wis 13, Improved Unarmed Strike, base attack bonus +8.

Benefit: You must declare that you are using this feat before you make your attack roll (thus, a failed attack roll ruins the attempt). Stunning Fist forces a foe damaged by your unarmed attack to make a Fortitude saving throw (DC $10 + 1/2$ your character level + your Wis modifier), in addition to dealing damage normally. A defender who fails this saving throw is stunned for 1 round (until just before your next turn). A stunned character drops everything held, can't take actions, loses any Dexterity bonus to AC, and takes a -2 penalty to AC. You may attempt a stunning attack once per day for every four levels you have attained (but see Special), and no more than once per round. Constructs, oozes, plants, undead, incorporeal creatures, and creatures immune to critical hits cannot be stunned.

Special: A monk receives Stunning Fist as a bonus feat at 1st level, even if he does not meet the prerequisites. A monk may attempt a stunning attack a number of times per day equal to his monk level, plus one more time per day for every four levels he has in classes other than monk.

Swarm Attack

Creatures with the swarm subtype don't make standard melee attacks. Instead, they deal automatic damage to any creature whose space they occupy at the end of their move, with no attack roll needed. Swarm attacks are not subject to a miss chance for concealment or cover. A swarm's statistics block has "swarm" in the Melee entry, with no attack bonus given. The amount of damage a swarm deals is based on its Hit Dice, as shown below.

Swarm HD	Swarm Base Damage
1–5	1d6
6–10	2d6
11–15	3d6
16–20	4d6
21 or more	5d6

A swarm's attacks are nonmagical, unless the swarm's description states otherwise. Damage reduction sufficient to reduce a swarm attack's damage to 0, being incorporeal, or other special abilities usually give a creature immunity (or at least resistance) to damage from a swarm. Some swarms also have acid, blood drain, poison, or other special attacks in addition to normal damage.

Swarms do not threaten creatures, and do not make attacks of opportunity with their swarm attack. However, they distract foes whose squares they occupy, as described below.

Swarms possess the distraction universal monster rule. Spellcasting or concentrating on spells within the area of a swarm requires a caster level check (DC $20 +$ spell level). Using skills that involve patience and concentration requires a DC 20 Will save.

Swarm Traits

A swarm has no clear front or back and no discernable anatomy, so it is not subject to critical hits or flanking. A swarm made up of Tiny creatures takes half damage from slashing and piercing weapons. A swarm composed of Fine or Diminutive creatures is immune to all weapon damage. Reducing a swarm to 0 hit points or less causes it to break up, though damage taken until that point does not degrade its ability to attack or resist attack. Swarms are never staggered or reduced to a dying state by damage. Also, they cannot be tripped, grappled, or bull rushed, and they cannot grapple an opponent.

A swarm is immune to any spell or effect that targets a specific number of creatures (including single-target spells such as *disintegrate*), with the exception of mind-affecting effects (charms, compulsions, morale effects, patterns, and phantasms) if the swarm has an Intelligence score and a hive mind. A swarm takes half again as much damage (+50%) from spells or effects that affect an area, such as splash weapons and many evocation spells.

Swarms made up of Diminutive or Fine creatures are susceptible to high winds, such as those created by a *gust of wind* spell. For purposes of determining the effects of wind on a swarm, treat the swarm as a creature of the same size as its constituent creatures. A swarm rendered unconscious by means of nonlethal damage becomes disorganized and dispersed, and does not reform until its hit points exceed its nonlethal damage.

Swift Alchemy (Ex)

Create alchemical items with astounding speed. It takes half the normal amount of time to create alchemical

items, and can apply poison to a weapon as a move action.

Tenacious Guardian (Ex)

At 3rd level, a bodyguard can always act in a surprise round (though it remains flat-footed until it acts). As long as its master is adjacent, a bodyguard remains conscious (though it becomes staggered) when its hit points fall below 0. While below 0 hit points, the bodyguard loses 1 hit point per round but gains a +2 morale bonus on attack rolls, saving throws, and skill checks, dying only if its hit points reach a negative total equal to its Constitution score plus its master's class level.

Throw Anything

You are used to throwing things you have on hand.

Benefit: You do not suffer any penalties for using an improvised ranged weapon. You receive a +1 circumstance bonus on attack rolls made with thrown splash weapons.

Normal: You take a –4 penalty on attack rolls made with an improvised weapon.

Toughness

You have enhanced physical stamina.

Benefit: You gain +3 hit points. For every Hit Die you possess beyond 3, you gain an additional +1 hit point. If you have more than 3 Hit Dice, you gain +1 hit points whenever you gain a Hit Die (such as when you gain a level).

Tremorsense

A creature with tremorsense is sensitive to vibrations in the ground and can automatically pinpoint the location of anything that is in contact with the ground. Aquatic creatures with tremorsense can also sense the location of creatures moving through water. The ability's range is specified in the creature's descriptive text.

Uncontrolled Rage (Ex)

A wild rager's rage functions as normal, except that when she reduces a creature to 0 or fewer hit points, she must attempt a Will save (DC 10 + 1/2 the barbarian's level + the barbarian's Constitution modifier) or become confused. For the remainder of her current turn, she attacks the nearest creature other than herself. On the following round, refer to the confusion spell to determine her actions. At the end of this round, and each round thereafter, she can attempt a new saving throw to end the confusion effect. The rounds during which she is confused do not count against the rounds she has spent raging that day, but she cannot end her rage voluntarily, nor can she use rage powers while confused.

Undead Traits (Ex)

Undead are immune to death effects, disease, mind-affecting effects (charms, compulsions, morale effects, phantasms, and patterns), paralysis, poison, sleep, stun, and any effect that requires a Fortitude save (unless the effect also works on objects or is harmless). Undead are not subject to ability drain, energy drain, or nonlethal damage. Undead are immune to damage or penalties to

their physical ability scores (Strength, Dexterity, and Constitution), as well as to fatigue and exhaustion effects. Undead are not at risk of death from massive damage.

Venomous Stare (Sp)

You are a true lord of reptiles, able to induce pain, panic, and confusion with a mere glance, and your mesmerizing eyes can even drive weak creatures into unconsciousness. As a standard action, you can activate a gaze attack with a 30-foot range. This is an active gaze attack that can target a single creature within range. The target must make a Will save (DC = 10 + 1/2 your cleric level + your Wisdom modifier). Those who fail take 1d6 points of nonlethal damage + 1 point for every two cleric levels you possess and are fascinated until the beginning of your next turn. You can use this ability a number of times per day equal to 3 + your Wisdom modifier. This is a mind-affecting effect.

Vulnerabilities (Ex or Su)

A creature with vulnerabilities takes half again as much damage (+50%) from a specific energy type, regardless of whether a saving throw is allowed or if the save is a success or failure. Creatures with a vulnerability that is not an energy type instead take a –4 penalty on saves against spells and effects that cause or use the listed vulnerability (such as spells with the light descriptor). Some creatures might suffer additional effects, as noted in their descriptions.

Weapon Finesse

You are trained in using your agility in melee combat, as opposed to brute strength.

Benefit: With a light weapon, rapier, whip, or spiked chain made for a creature of your size category, you may use your Dexterity modifier instead of your Strength modifier on attack rolls. If you carry a shield, its armor check penalty applies to your attack rolls.

Special: Natural weapons are considered light weapons.

Weapon Focus

Choose one type of weapon. You can also choose unarmed strike or grapple (or ray, if you are a spellcaster) as your weapon for the purposes of this feat.

Prerequisites: Proficiency with selected weapon, base attack bonus +1.

Benefit: You gain a +1 bonus on all attack rolls you make using the selected weapon.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new type of weapon.

Wild Fighting (Ex)

At 2nd level, even when not raging, wild ragers often fight with reckless, savage abandon. A wild rager using the full-attack action can make one extra attack per round at her highest base attack bonus. Until the beginning of her next turn, however, she takes a –2 penalty on attack rolls and –4 penalty to AC. This ability replaces uncanny dodge.

Spell Reference

A reference for all the spells which might be cast by the denizens of this adventure or which become available to the party via magic items found in this adventure.

Aboleth's Lung

School transmutation
Level cleric 2, druid 2, sorcerer/wizard 2, witch 2
Casting Time 1 standard action
Components V, S, M/DF (piece of seaweed)
Range touch
Target living creatures touched
Duration 1 hour/level; see text
Saving Throw Will negates; **Spell Resistance** yes
 The targets are able to breathe water, freely. However, they can no longer breathe air. Divide the duration evenly among all the creatures you touch. This spell has no effect on creatures that can already breathe water.

Acid Splash

School conjuration (creation) [acid]
Level sorcerer/wizard 0
Casting Time 1 standard action
Components V, S
Range close (25 ft. + 5 ft./2 levels)
Effect one missile of acid
Duration instantaneous
Saving Throw none; **Spell Resistance** no
 You fire a small orb of acid at the target. You must succeed on a ranged touch attack to hit your target. The orb deals 1d3 points of acid damage. This acid disappears after 1 round.

Bleed

School necromancy; **Level** cleric 0, sorcerer/wizard 0
Casting Time 1 standard action
Components V, S
Range close (25 ft. + 5 ft./2 levels)
Target one living creature
Duration instantaneous
Saving Throw: Will negates; **Spell Resistance:** yes
 You cause a living creature that is below 0 hit points but stabilized to resume dying. Upon casting this spell, you target a living creature that has -1 or fewer hit points. That creature begins dying, taking 1 point of damage per round. The creature can be stabilized later normally. This spell causes a creature that is dying to take 1 point of damage.

Bless Weapon

School transmutation; **Level** paladin 1
Casting Time 1 standard action
Components V, S
Range touch
Target weapon touched
Duration 1 min./level
Saving Throw none; **Spell Resistance** no

This transmutation makes a weapon strike true against evil foes. The weapon is treated as having a +1 enhancement bonus for the purpose of bypassing the DR of evil creatures or striking evil incorporeal creatures (though the spell doesn't grant an actual enhancement bonus). The weapon also becomes good-aligned, which means it can bypass the DR of certain creatures. (This effect overrides and suppresses any other alignment the weapon might have.) Individual arrows or bolts can be transmuted, but affected projectile weapons (such as bows) don't confer the benefit to the projectiles they shoot. In addition, all critical hit rolls against evil foes are automatically successful, so every threat is a critical hit. This last effect does not apply to any weapon that already has a magical effect related to critical hits, such as a keen weapon or a vorpal sword.

Bull's Strength

School transmutation;
Level cleric 2, druid 2, paladin 2, sorcerer/wizard 2
Casting Time 1 standard action
Components V, S, M/DF (a few hairs, or a pinch of dung, from a bull)
Range touch
Target creature touched
Duration 1 min./level
Saving Throw Will negates (harmless);
Spell Resistance yes (harmless)
 The subject becomes stronger. The spell grants a +4 enhancement bonus to Strength, adding the usual benefits to melee attack rolls, melee damage rolls, and other uses of the Strength modifier.

Cause Fear

School necromancy [fear, mind-affecting]
Level bard 1, cleric 1, sorcerer/wizard 1
Casting Time 1 standard action
Components V, S
Range close (25 ft. + 5 ft./2 levels)
Target one living creature with 5 or fewer HD
Duration 1d4 rounds or 1 round; see text
Saving Throw Will partial; **Spell Resistance** yes
 The affected creature becomes frightened. If the subject succeeds on a Will save, it is shaken for 1 round. Creatures with 6 or more HD are immune to this effect. Cause fear counters and dispels remove fear.

Charm Person

School enchantment (charm) [mind-affecting]
Level bard 1, sorcerer/wizard 1
Casting Time 1 standard action
Components V, S
Range close (25 ft. + 5 ft./2 levels)
Target one humanoid creature
Duration 1 hour/level
Saving Throw Will negates; **Spell Resistance** yes

This charm makes a humanoid creature regard you as its trusted friend and ally (treat the target's attitude as friendly). If the creature is currently being threatened or attacked by you or your allies, however, it receives a +5 bonus on its saving throw.

The spell does not enable you to control the charmed person as if it were an automaton, but it perceives your words and actions in the most favorable way. You can try to give the subject orders, but you must win an opposed Charisma check to convince it to do anything it wouldn't ordinarily do. (Retries are not allowed.) An affected creature never obeys suicidal or obviously harmful orders, but it might be convinced that something very dangerous is worth doing. Any act by you or your apparent allies that threatens the charmed person breaks the spell. You must speak the person's language to communicate your commands, or else be good at pantomiming.

Continual Flame

School evocation [light]

Level cleric 3, sorcerer/wizard 2

Casting Time 1 standard action

Components V, S, M (ruby dust worth 50 gp)

Range touch

Target object touched

Effect magical, heatless flame

Duration permanent

Saving Throw none; **Spell Resistance** no

A flame, equivalent in brightness to a torch, springs forth from an object that you touch. The effect looks like a regular flame, but it creates no heat and doesn't use oxygen. A continual flame can be covered and hidden but not smothered or quenched.

Light spells counter and dispel darkness spells of an equal or lower level.

Create Water

School conjuration (creation) [water];

Level cleric 0, druid 0, paladin 1

Casting Time 1 standard action

Components V, S

Range close (25 ft. + 5 ft./2 levels)

Effect up to 2 gallons of water/level

Duration instantaneous

Saving Throw none; **Spell Resistance** no

This spell generates wholesome, drinkable water, just like clean rain water. Water can be created in an area as small as will actually contain the liquid, or in an area three times as large—possibly creating a downpour or filling many small receptacles. This water disappears after 1 day if not consumed.

Note: Conjuration spells can't create substances or objects within a creature. Water weighs about 8 pounds per gallon. One cubic foot of water contains roughly 8 gallons and weighs about 60 pounds.

Cure Light Wounds

School conjuration (healing);

Level bard 1, cleric 1, druid 1, paladin 1, ranger 2

Casting Time 1 standard action

Components V, S

Range touch

Target creature touched

Duration instantaneous

Saving Throw Will half (harmless); see text;

Spell Resistance yes (harmless); see text

When laying your hand upon a living creature, you channel positive energy that cures 1d8 points of damage + 1 point per caster level (maximum +5). Since undead are powered by negative energy, this spell deals damage to them instead of curing their wounds. An undead creature can apply spell resistance, and can attempt a Will save to take half damage.

Darkness

School evocation [darkness]

Level bard 2, cleric 2, sorcerer/wizard 2

Casting Time 1 standard action

Components V, M/DF (bat fur and a piece of coal)

Range touch

Target object touched

Duration 1 min./level (D)

Saving Throw none; **Spell Resistance** no

This spell causes an object to radiate darkness out to a 20-foot radius. This darkness causes the illumination level in the area to drop one step, from bright light to normal light, from normal light to dim light, or from dim light to darkness. This spell has no effect in an area that is already dark. Creatures with light vulnerability or sensitivity take no penalties in normal light. All creatures gain concealment (20% miss chance) in dim light. All creatures gain total concealment (50% miss chance) in darkness. Creatures with darkvision can see in an area of dim light or darkness without penalty. Nonmagical sources of light, such as torches and lanterns, do not increase the light level in an area of darkness. Magical light sources only increase the light level in an area if they are of a higher spell level than darkness.

If darkness is cast on a small object that is then placed inside or under a lightproof covering, the spell's effect is blocked until the covering is removed.

This spell does not stack with itself. Darkness can be used to counter or dispel any light spell of equal or lower spell level.

Daze

School enchantment (compulsion) [mind-affecting];

Level bard 0, sorcerer/wizard 0

Casting Time 1 standard action

Components V, S, M (a pinch of wool or similar substance)

Range close (25 ft. + 5 ft./2 levels)

Target one humanoid creature of 4 HD or less

Duration 1 round

Saving Throw Will negates; **Spell Resistance** yes

This spell clouds the mind of a humanoid creature with 4 or fewer Hit Dice so that it takes no actions. Humanoids of 5 or more HD are not affected. A dazed subject is not stunned, so attackers get no special advantage against it.

After a creature has been dazed by this spell, it is immune to the effects of this spell for 1 minute.

Decompose Corpse

School necromancy; **Level** cleric 1, druid 1, sorcerer/wizard 1, witch 1

Casting Time 1 standard action

Components V, S, M (a pinch of dried toadstool)

Range touch

Target one corpse or corporeal undead

Duration instantaneous or 1 minute; see text

Saving Throw Fortitude negates (object)

Spell Resistance yes (object)

Using this spell, the caster rapidly decomposes the flesh from a single corpse of size Huge or smaller, leaving behind a perfectly cleaned skeleton. If it is cast on a non-skeletal corporeal undead, the creature takes a –2 penalty on all rolls and to its Armor Class and CMD for 1 minute.

Deeper Darkness

School evocation [darkness]; **Level** cleric 3

Duration 10 min./level (D)

This spell functions as darkness, except that objects radiate darkness in a 60-foot radius and the light level is lowered by two steps. Bright light becomes dim light and normal light becomes darkness. Areas of dim light and darkness become supernaturally dark. This functions like darkness, but even creatures with darkvision cannot see within the spell's confines.

This spell does not stack with itself. Deeper darkness can be used to counter or dispel any light spell of equal or lower spell level.

Deep Slumber

School enchantment (compulsion) [mind-affecting]

Level bard 3, sorcerer/wizard 3

Range close (25 ft. + 5 ft./2 levels)

This spell functions like sleep, except that it affects 10 HD of targets.

Desecrate

School evocation [evil]; **Level** cleric 2

Casting Time 1 standard action

Component V, S, M (a vial of unholy water and 25 gp worth (5 pounds) of silver dust, all of which must be sprinkled around the area), DF

Range close (25 ft. + 5 ft./2 levels)

Area 20-ft.-radius emanation

Duration 2 hours/level

Saving Throw none; **Spell Resistance** yes

This spell imbues an area with negative energy. The DC to resist negative channeled energy within this area gains a +3 profane bonus. Every undead creature entering a desecrated area gains a +1 profane bonus on all attack rolls, damage rolls, and saving throws. An undead creature created within or summoned into such an area gains +1 hit points per HD.

If the desecrated area contains an altar, shrine, or other permanent fixture dedicated to your deity or aligned

higher power, the modifiers given above are doubled (+6 profane bonus to negative channeled energy DCs, +2 profane bonus and +2 hit points per HD for undead created in the area).

Furthermore, anyone who casts animate dead within this area may create as many as double the normal amount of undead (that is, 4 HD per caster level rather than 2 HD per caster level).

If the area contains an altar, shrine, or other permanent fixture of a deity, pantheon, or higher power other than your patron, the desecrate spell instead curses the area, cutting off its connection with the associated deity or power. This secondary function, if used, does not also grant the bonuses and penalties relating to undead, as given above.

Desecrate counters and dispels consecrate.

Detect Magic

School divination;

Level bard 0, cleric 0, druid 0, sorcerer/wizard 0

Casting Time 1 standard action

Component: V, S

Range 60 ft.

Area cone-shaped emanation

Duration concentration, up to 1 min./level (D)

Saving Throw none; **Spell Resistance** no

You detect magical auras. The amount of information revealed depends on how long you study a particular area or subject.

1st Round: Presence or absence of magical auras.

2nd Round: Number of different magical auras and the power of the most potent aura.

3rd Round: The strength and location of each aura. If the items or creatures bearing the auras are in line of sight, you can make Knowledge (arcana) skill checks to determine the school of magic involved in each. (Make one check per aura: DC 15 + spell level, or 15 + 1/2 caster level for a nonspell effect.) If the aura emanates from a magic item, you can attempt to identify its properties (see Spellcraft).

Magical areas, multiple types of magic, or strong local magical emanations may distort or conceal weaker auras.

Aura Strength: An aura's power depends on a spell's functioning spell level or an item's caster level; see the accompanying table. If an aura falls into more than one category, detect magic indicates the stronger of the two.

Lingering Aura: A magical aura lingers after its original source dissipates (in the case of a spell) or is destroyed (in the case of a magic item). If detect magic is cast and directed at such a location, the spell indicates an aura strength of dim (even weaker than a faint aura). How long the aura lingers at this dim level depends on its original power:

Original Strength	Duration of Lingering Aura
Faint	1d6 rounds
Moderate	1d6 minutes
Strong	1d6 x 10 minutes

Original Strength	Duration of Lingering Aura
Overwhelming	1d6 days

Outsiders and elementals are not magical in themselves, but if they are summoned, the conjuration spell registers. Each round, you can turn to detect magic in a new area. The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it.

Detect magic can be made permanent with a permanency spell.

Aura	Spell (spell level)	Magic Item (caster level)
Faint	3 rd or lower	5 th or lower
Moderate	4 th to 6 th	6 th to 11 th
Strong	7 th to 9 th	12 th to 20 th
Overwhelming	10 th + (deity)	21 st + (artifact)

Disguise Self

School illusion (glamer); **Level** bard 1, sorcerer/wizard 1

Casting Time 1 standard action

Components V, S

Range personal

Target you

Duration 10 min./level (D)

You make yourself—including clothing, armor, weapons, and equipment—look different. You can seem 1 foot shorter or taller, thin, fat, or in between. You cannot change your creature type (although you can appear as another subtype). Otherwise, the extent of the apparent change is up to you. You could add or obscure a minor feature or look like an entirely different person or gender.

The spell does not provide the abilities or mannerisms of the chosen form, nor does it alter the perceived tactile (touch) or audible (sound) properties of you or your equipment. If you use this spell to create a disguise, you get a +10 bonus on the Disguise check. A creature that interacts with the glamer gets a Will save to recognize it as an illusion.

Divine Favor

School evocation; **Level** cleric 1, paladin 1

Casting Time 1 standard action

Components V, S, DF

Range personal

Target you

Duration 1 minute

Calling upon the strength and wisdom of a deity, you gain a +1 luck bonus on attack and weapon damage rolls for every three caster levels you have (at least +1, maximum +3). The bonus doesn't apply to spell damage.

Doom

School necromancy [fear, mind-affecting]

Level cleric 1

Casting Time 1 standard action

Components V, S, DF

Range medium (100 ft. + 10 ft./level)

Target one living creature

Duration 1 min./level

Saving Throw Will negates; **Spell Resistance** yes

This spell fills a single subject with a feeling of horrible dread that causes it to become shaken.

Enhanced Diplomacy

School divination; **Level** cleric 0, druid 0

Casting Time 1 standard action

Components V, S

Range touch

Target creature touched

Duration 1 minute or until discharged

Saving Throw Will negates (harmless)

Spell Resistance yes (harmless)

You imbue the subject with divine diplomacy skills. The creature gets a +2 competence bonus on a single Diplomacy or Intimidate check. It must choose to use the bonus before making the roll to which it applies.

Enlarge Person

School transmutation; **Level** sorcerer/wizard 1

Casting Time 1 round

Components V, S, M (powdered iron)

Range close (25 ft. + 5 ft./2 levels)

Target one humanoid creature

Duration 1 min./level (D)

Saving Throw Fortitude negates; **Spell Resistance** yes

This spell causes instant growth of a humanoid creature, doubling its height and multiplying its weight by 8. This increase changes the creature's size category to the next larger one. The target gains a +2 size bonus to Strength, a –2 size penalty to Dexterity (to a minimum of 1), and a –1 penalty on attack rolls and AC due to its increased size.

A humanoid creature whose size increases to Large has a space of 10 feet and a natural reach of 10 feet. This spell does not change the target's speed.

If insufficient room is available for the desired growth, the creature attains the maximum possible size and may make a Strength check (using its increased Strength) to burst any enclosures in the process. If it fails, it is constrained without harm by the materials enclosing it—the spell cannot be used to crush a creature by increasing its size.

All equipment worn or carried by a creature is similarly enlarged by the spell. Melee weapons affected by this spell deal more damage (see Table: Tiny and Large Weapon Damage). Other magical properties are not affected by this spell. Any enlarged item that leaves an enlarged creature's possession (including a projectile or thrown weapon) instantly returns to its normal size. This means that thrown and projectile weapons deal their normal damage. Magical properties of enlarged items are not increased by this spell.

Multiple magical effects that increase size do not stack.

Enlarge person counters and dispels reduce person.

Enlarge person can be made permanent with a permanency spell.

Entangle

School transmutation; **Level** druid 1, ranger 1

Casting Time 1 standard action

Components V, S, DF

Range long (400 ft. + 40 ft./level)

Area plants in a 40-ft.-radius spread

Duration 1 min./level (D)

Saving Throw: Reflex partial; see text;

Spell Resistance: no

This spell causes tall grass, weeds, and other plants to wrap around creatures in the area of effect or those that enter the area. Creatures that fail their save gain the entangled condition. Creatures that make their save can move as normal, but those that remain in the area must save again at the end of your turn. Creatures that move into the area must save immediately. Those that fail must end their movement and gain the entangled condition. Entangled creatures can attempt to break free as a move action, making a Strength or Escape Artist check. The DC for this check is equal to the DC of the spell. The entire area of effect is considered difficult terrain while the effect lasts.

If the plants in the area are covered in thorns, those in the area take 1 point of damage each time they fail a save against the entangle or fail a check made to break free. Other effects, depending on the local plants, might be possible at GM discretion.

Enter Image

School transmutation

Level bard 2, cleric 3, sorcerer/wizard 3

Casting Time 1 standard action

Components V, S, M/DF (a drop of paint and a ball of clay)

Range 50 ft./level

Effect transfer consciousness to any object bearing your likeness

Duration concentration

Saving Throw none; **Spell Resistance** no

You gain a dim impression of the activities around any object bearing your face or form and can also project your consciousness into one such object at a time, allowing you to observe or even interact with nearby creatures. This spell allows you to leave your body and subconsciously monitor the immediate area around any depiction of your image whether one, hundreds, or even thousands. Each such image has the full range of your normal senses (sight, hearing, smell, etc.) and you can make a Perception check to notice anything occurring nearby. The DC of this check is always 10 greater than what it would be if you were actually present at that location, so even if you would normally notice something automatically (such as talking, normally a DC of 0), you would need to make a DC 10 Perception check to notice it.

You may, at any time, choose to fill one specific image within range with your consciousness. While inside an image you lose the ability to monitor any other images within range but remain fully aware of your own body's

surroundings. Your body is defenseless and helpless (always failing any saving throw) while your consciousness is filling an image, but you can return to it at any time as an immediate action.

When you fill an image with your consciousness it gains a limited form of animation. Statues and similar three-dimensional representations can move their heads, make gestures, and talk, but cannot attack or leave their square without assistance. Portraits or similar two-dimensional representations bearing your likeness can also talk and your image can move anywhere within the picture or even temporarily alter it (such as by picking a flower in the painting). You cannot use any spells or other abilities while within an image.

You may leave the image at any time, returning you to your body. Once your consciousness departs from an object bearing your likeness, it immediately reverts to the appearance it had before you entered it. If someone destroys or damages the image you return to your body unharmed. The spell lasts until you cease concentrating, or until it is terminated by some outside means, such as a dispel magic cast upon either the image or your body, or if your body is killed.

Frostbite

School transmutation [cold]

Level druid 1, magus 1, witch 1

Casting Time 1 standard action

Components V, S

Range touch

Targets creature touched

Duration instantaneous

Saving Throw none; **Spell Resistance** yes

Your melee touch attack deals 1d6 points of nonlethal cold damage + 1 point per level, and the target is fatigued. The fatigued condition ends when the target recovers from the nonlethal damage. This spell cannot make a creature exhausted even if it is already fatigued. You can use this melee touch attack up to one time per level.

Ghoul Touch

School necromancy; **Level** sorcerer/wizard 2

Casting Time 1 standard action

Components V, S, M (cloth from a ghoule or earth from a ghoule's lair)

Range touch

Target living humanoid touched

Duration 1d6+2 rounds

Saving Throw Fortitude negates; **Spell Resistance** yes

Imbuing you with negative energy, this spell allows you to paralyze a single living humanoid for the duration of the spell with a successful melee touch attack.

A paralyzed subject exudes a carrion stench that causes all living creatures (except you) in a 10-foot-radius spread to become sickened (Fortitude negates). A neutralize poison spell removes the effect from a sickened creature, and creatures immune to poison are unaffected by the stench. This is a poison effect.

Guidance

School divination; **Level** cleric 0, druid 0

Casting Time 1 standard action

Components V, S

Range touch

Target creature touched

Duration 1 minute or until discharged

Saving Throw Will negates (harmless);

Spell Resistance yes

This spell imbues the subject with a touch of divine guidance. The creature gets a +1 competence bonus on a single attack roll, saving throw, or skill check. It must choose to use the bonus before making the roll to which it applies.

Hide from Undead

School abjuration; **Level** cleric 1

Casting Time 1 standard action

Components V, S, DF

Range touch

Targets one touched creature/level

Duration 10 min./level (D)

Saving Throw Will negates (harmless); see text

Spell Resistance yes

Undead cannot see, hear, or smell creatures warded by this spell. Even extraordinary or supernatural sensory capabilities, such as blindsense, blindsight, scent, and tremorsense, cannot detect or locate warded creatures. Nonintelligent undead creatures (such as skeletons or zombies) are automatically affected and act as though the warded creatures are not there. An intelligent undead creature gets a single Will saving throw. If it fails, the subject can't see any of the warded creatures. If it has reason to believe unseen opponents are present, however, it can attempt to find or strike them. If a warded creature attempts to channel positive energy, turn or command undead, touches an undead creature, or attacks any creature (even with a spell), the spell ends for all recipients.

Invisibility

School illusion (glamer); **Level** bard 2, sorcerer/wizard 2

Casting Time 1 standard action

Components V, S, M/DF (an eyelash encased in gum arabic)

Range personal or touch

Target you or a creature or object weighing no more than 100 lbs./level

Duration 1 min./level (D)

Saving Throw Will negates (harmless) or Will negates (harmless, object);

Spell Resistance yes (harmless) or yes (harmless, object)

The creature or object touched becomes invisible. If the recipient is a creature carrying gear, that vanishes, too. If you cast the spell on someone else, neither you nor your allies can see the subject, unless you can normally see invisible things or you employ magic to do so.

Items dropped or put down by an invisible creature become visible; items picked up disappear if tucked into the clothing or pouches worn by the creature. Light,

however, never becomes invisible, although a source of light can become so (thus, the effect is that of a light with no visible source). Any part of an item that the subject carries but that extends more than 10 feet from it becomes visible.

Of course, the subject is not magically silenced, and certain other conditions can render the recipient detectable (such as swimming in water or stepping in a puddle). If a check is required, a stationary invisible creature has a +40 bonus on its Stealth checks. This bonus is reduced to +20 if the creature is moving. The spell ends if the subject attacks any creature. For purposes of this spell, an attack includes any spell targeting a foe or whose area or effect includes a foe. Exactly who is a foe depends on the invisible character's perceptions. Actions directed at unattended objects do not break the spell. Causing harm indirectly is not an attack. Thus, an invisible being can open doors, talk, eat, climb stairs, summon monsters and have them attack, cut the ropes holding a rope bridge while enemies are on the bridge, remotely trigger traps, open a portcullis to release attack dogs, and so forth. If the subject attacks directly, however, it immediately becomes visible along with all its gear. Spells such as *blessthat* specifically affect allies but not foes are not attacks for this purpose, even when they include foes in their area.

Invisibility can be made permanent (on objects only) with a permanency spell.

Mage Armor

School conjuration (creation) [force]

Level sorcerer/wizard 1

Casting Time 1 standard action

Components V, S, F (a piece of cured leather)

Range touch

Target creature touched

Duration 1 hour/level (D)

Saving Throw Will negates (harmless)

Spell Resistance no

An invisible but tangible field of force surrounds the subject of a mage armor spell, providing a +4 armor bonus to AC.

Unlike mundane armor, mage armor entails no armor check penalty, arcane spell failure chance, or speed reduction. Since mage armor is made of force, incorporeal creatures can't bypass it the way they do normal armor.

Mending

School transmutation

Level bard 0, cleric 0, druid 0, sorcerer/wizard 0

Casting Time 10 minutes

Components V, S

Range 10 ft.

Target one object of up to 1 lb./level

Duration instantaneous

Saving Throw: Will negates (harmless, object)

Spell Resistance: yes (harmless, object)

This spell repairs damaged objects, restoring 1d4 hit points to the object. If the object has the broken

condition, this condition is removed if the object is restored to at least half its original hit points. All of the pieces of an object must be present for this spell to function. Magic items can be repaired by this spell, but you must have a caster level equal to or higher than that of the object. Magic items that are destroyed (at 0 hit points or less) can be repaired with this spell, but this spell does not restore their magic abilities. This spell does not affect creatures (including constructs). This spell has no effect on objects that have been warped or otherwise transmuted, but it can still repair damage done to such items.

Magic Fang

School transmutation; **Level** druid 1, ranger 1
Casting Time 1 standard action
Components V, S, DF
Range touch
Target living creature touched
Duration 1 min./level
Saving Throw Will negates (harmless)
Spell Resistance yes (harmless)
 Magic fang gives one natural weapon or unarmed strike of the subject a +1 enhancement bonus on attack and damage rolls. The spell can affect a slam attack, fist, bite, or other natural weapon. The spell does not change an unarmed strike's damage from nonlethal damage to lethal damage.
 Magic fang can be made permanent with a permanency spell.

Magic Fang, Greater

School transmutation; **Level** druid 3, ranger 3
Range close (25 ft. + 5 ft./2 levels)
Target one living creature
Duration 1 hour/level
 This spell functions like magic fang, except that the enhancement bonus on attack and damage rolls is +1 per four caster levels (maximum +5). This bonus does not allow a natural weapon or unarmed strike to bypass damage reduction aside from magic.
 Alternatively, you may imbue all of the creature's natural weapons with a +1 enhancement bonus (regardless of your caster level).
 Greater magic fang can be made permanent with a permanency spell.

Message

School transmutation [language-dependent]
Level bard 0, sorcerer/wizard 0
Casting Time 1 standard action
Components V, S, F (a piece of copper wire)
Range medium (100 ft. + 10 ft./level)
Targets one creature/level
Duration 10 min./level
Saving Throw none; **Spell Resistance** no
 You can whisper messages and receive whispered replies. Those nearby can hear these messages with a DC 25 Perception check. You point your finger at each creature you want to receive the message. When you

whisper, the whispered message is audible to all targeted creatures within range. Magical silence, 1 foot of stone, 1 inch of common metal (or a thin sheet of lead), or 3 feet of wood or dirt blocks the spell. The message does not have to travel in a straight line. It can circumvent a barrier if there is an open path between you and the subject, and the path's entire length lies within the spell's range. The creatures that receive the message can whisper a reply that you hear. The spell transmits sound, not meaning; it doesn't transcend language barriers. To speak a message, you must mouth the words and whisper.

Murderous Command

School enchantment (compulsion) [mind-affecting];
Level antipaladin 1, cleric 1
Casting Time 1 standard action
Components V
Range close (25 ft. + 5 ft./2 levels)
Target one living creature
Duration 1 round
Saving Throw Will negates; **Spell Resistance** yes
 You give the target a mental urge to kill its nearest ally, which it obeys to the best of its ability. The target attacks its nearest ally on its next turn with a melee weapon or natural weapon. If necessary, it moves to or charges to the nearest ally in order to make this attack. If it is unable to reach its closest ally on its next turn, the target uses its turn to get as close as possible to the ally.

Prestidigitation

School universal; **Level** bard 0, sorcerer/wizard 0
Casting Time 1 standard action
Components V, S
Range 10 ft.
Target, Effect, or Area see text
Duration 1 hour
Saving Throw see text; **Spell Resistance** no
 Prestidigitations are minor tricks that novice spellcasters use for practice. Once cast, a prestidigitation spell enables you to perform simple magical effects for 1 hour. The effects are minor and have severe limitations. A prestidigitation can slowly lift 1 pound of material. It can color, clean, or soil items in a 1-foot cube each round. It can chill, warm, or flavor 1 pound of nonliving material. It cannot deal damage or affect the concentration of spellcasters. Prestidigitation can create small objects, but they look crude and artificial. The materials created by a prestidigitation spell are extremely fragile, and they cannot be used as tools, weapons, or spell components. Finally, prestidigitation lacks the power to duplicate any other spell effects. Any actual change to an object (beyond just moving, cleaning, or soiling it) persists only 1 hour.

Protection From Chaos/Good/Law

School abjuration [evil]; **Level** cleric 1, sorcerer/wizard 1
 This spell functions like protection from evil, except that the deflection and resistance bonuses apply to attacks made by chaotic/good/lawful creatures. The target receives a new saving throw against control by

chaotic/good/lawful creatures and chaotic/good/lawful summoned creatures cannot touch the target.

Protection From Evil

School abjuration [good];
Level cleric 1, paladin 1, sorcerer/wizard 1
Casting Time 1 standard action
Components V, S, M/DF
Range touch
Target creature touched
Duration 1 min./level (D)
Saving Throw Will negates (harmless);
Spell Resistance no; see text

This spell wards a creature from attacks by evil creatures, from mental control, and from summoned creatures. It creates a magical barrier around the subject at a distance of 1 foot. The barrier moves with the subject and has three major effects.

First, the subject gains a +2 deflection bonus to AC and a +2 resistance bonus on saves. Both these bonuses apply against attacks made or effects created by evil creatures. Second, the subject immediately receives another saving throw (if one was allowed to begin with) against any spells or effects that possess or exercise mental control over the creature (including enchantment [charm] effects and enchantment [compulsion] effects, such as charm person, command, and dominate person. This saving throw is made with a +2 morale bonus, using the same DC as the original effect. If successful, such effects are suppressed for the duration of this spell. The effects resume when the duration of this spell expires. While under the effects of this spell, the target is immune to any new attempts to possess or exercise mental control over the target. This spell does not expel a controlling life force (such as a ghost or spellcaster using magic jar), but it does prevent them from controlling the target. This second effect only functions against spells and effects created by evil creatures or objects, subject to GM discretion.

Third, the spell prevents bodily contact by evil summoned creatures. This causes the natural weapon attacks of such creatures to fail and the creatures to recoil if such attacks require touching the warded creature. Summoned creatures that are not evil are immune to this effect. The protection against contact by summoned creatures ends if the warded creature makes an attack against or tries to force the barrier against the blocked creature. Spell resistance can allow a creature to overcome this protection and touch the warded creature.

Ray of Frost

School evocation [cold]; **Level** sorcerer/wizard 0
Casting Time 1 standard action
Components V, S
Range close (25 ft. + 5 ft./2 levels)
Effect ray
Duration instantaneous
Saving Throw none; **Spell Resistance** yes
 A ray of freezing air and ice projects from your pointing finger. You must succeed on a ranged touch attack with

the ray to deal damage to a target. The ray deals 1d3 points of cold damage.

Read Magic

School divination; **Level** bard 0, cleric 0, druid 0, paladin 1, ranger 1, sorcerer/wizard 0
Casting Time 1 standard action
Components V, S, F (a clear crystal or mineral prism)
Range personal
Target you
Duration 10 min./level

You can decipher magical inscriptions on objects—books, scrolls, weapons, and the like—that would otherwise be unintelligible. This deciphering does not normally invoke the magic contained in the writing, although it may do so in the case of a cursed or trapped scroll. Furthermore, once the spell is cast and you have read the magical inscription, you are thereafter able to read that particular writing without recourse to the use of read magic. You can read at the rate of one page (250 words) per minute. The spell allows you to identify a glyph of warding with a DC 13 Spellcraft check, a greater glyph of warding with a DC 16 Spellcraft check, or any symbol spell with a Spellcraft check (DC 10 + spell level).

Read magic can be made permanent with a permanency spell.

Remove Sickness

School conjuration (healing)
Level cleric 1, druid 1, witch 1
Casting Time 1 standard action
Components V, S
Range close (25 ft. + 5 ft./2 levels)
Targets one creature
Duration 10 minutes/level; see text
Saving Throw Fortitude negates (harmless)
Spell Resistance yes (harmless)

You quell feelings of illness and nausea in the target, giving it a +4 morale bonus on saving throws against disease, nausea, and sickened effects. If the subject is already under the influence of one of these effects when receiving the spell, that effect is suppressed for the duration of the spell.

Sanctuary

School abjuration; **Level** cleric 1
Casting Time 1 standard action
Components V, S, DF
Range touch
Target creature touched
Duration 1 round/level
Saving Throw Will negates; **Spell Resistance** no

Any opponent attempting to directly attack the warded creature, even with a targeted spell, must attempt a Will save. If the save succeeds, the opponent can attack normally and is unaffected by that casting of the spell. If the save fails, the opponent can't follow through with the attack, that part of its action is lost, and it can't directly attack the warded creature for the duration of the spell.

Those not attempting to attack the subject remain unaffected. This spell does not prevent the warded creature from being attacked or affected by area of effect spells. The subject cannot attack without breaking the spell but may use nonattack spells or otherwise act.

Sleep

School enchantment (compulsion) [mind-affecting];
Level bard 1, sorcerer/wizard 1
Casting Time 1 round
Components V, S, M (fine sand, rose petals, or a live cricket)
Range medium (100 ft. + 10 ft./level)
Area one or more living creatures within a 10-ft.-radius burst
Duration 1 min./level
Saving Throw Will negates; **Spell Resistance** yes
 A sleep spell causes a magical slumber to come upon 4 HD of creatures. Creatures with the fewest HD are affected first. Among creatures with equal HD, those who are closest to the spell's point of origin are affected first. HD that are not sufficient to affect a creature are wasted. Sleeping creatures are helpless. Slapping or wounding awakens an affected creature, but normal noise does not. Awakening a creature is a standard action (an application of the aid another action). Sleep does not target unconscious creatures, constructs, or undead creatures.

Snowball

School conjuration (creation) [cold, water]; **Level** druid 1, magus 1, sorcerer/wizard 1, summoner 1, witch 1
Casting Time 1 standard action
Components V, S
Range close (25 ft. + 5 ft./2 levels)
Effect one ball of ice and snow
Duration instantaneous
Saving Throw Fortitude partial (see text)
Spell Resistance no
 You conjure a ball of packed ice and snow that you can throw at a single target as a ranged touch attack. The snowball deals 1d6 points of cold damage per caster level (maximum 5d6) on a successful hit, and the target must make a successful Fortitude saving throw or be staggered for 1 round.

Speak With Plants

School divination; **Level** bard 4, druid 3, ranger 2
Casting Time 1 standard action
Components V, S
Range personal
Target you
Duration 1 min./level
 You can communicate with normal plants and plant creatures, and can ask questions of and receive answers from them. A normal plant's sense of its surroundings is limited, so it won't be able to give (or recognize) detailed descriptions of creatures or answer questions about events outside its immediate vicinity. The spell doesn't make plant creatures any more friendly or cooperative than normal. Furthermore, wary and cunning plant

creatures are likely to be terse and evasive, while the more stupid ones may make inane comments. If a plant creature is friendly, it may do some favor or service for you.

Stabilize

School conjuration (healing); **Level** cleric 0, druid 0
Casting Time 1 standard action
Components V, S
Range close (25 ft. + 5 ft./2 levels)
Target one living creature
Duration instantaneous
Saving Throw: Will negates (harmless);
Spell Resistance: yes (harmless)
 Upon casting this spell, you target a living creature that has –1 or fewer hit points. That creature is automatically stabilized and does not lose any further hit points. If the creature later takes damage, it continues dying normally.

Stone Shield

School conjuration (creation) [earth]; **Level** cleric 1, druid 1, magus 2, sorcerer/wizard 1, summoner 1
Casting Time 1 immediate action
Components V, S, DF
Range 0 ft.
Effect stone wall whose area is one 5-ft. square
Duration 1 round
Saving Throw none; **Spell Resistance** no
 A 1-inch-thick slab of stone springs up from the ground, interposing itself between you and an opponent of your choice. The stone shield provides you with cover from that enemy until the beginning of your next turn, granting you a +4 bonus to Armor Class and a +2 bonus on Reflex saving throws. If the opponent's attack misses you by 4 or less, the attack strikes the shield instead. The stone shield has hardness 8 and 15 hit points. If the shield is destroyed, the spell ends and the shield crumbles away into nothingness. Spells and effects that damage an area deal damage to the shield.
 You cannot use this spell if you are not adjacent to a large area of earth or stone such as the ground or a wall. A qinggong monk may select this spell as a ki power at 4th level.

Touch of Fatigue

School necromancy; **Level** sorcerer/wizard 0
Casting Time 1 standard action
Components V, S, M (a drop of sweat)
Range touch
Target creature touched
Duration 1 round/level
Saving Throw Fortitude negates; **Spell Resistance** yes
 You channel negative energy through your touch, fatiguing the target. You must succeed on a touch attack to strike a target. The subject is immediately fatigued for the spell's duration.
 This spell has no effect on a creature that is already fatigued. Unlike with normal fatigue, the effect ends as soon as the spell's duration expires.

Shield**School** abjuration [force]; **Level** sorcerer/wizard 1**Casting Time** 1 standard action**Components** V, S**Range** personal**Target** you**Duration** 1 min./level (D)

Shield creates an invisible shield of force that hovers in front of you. It negates magic missile attacks directed at you. The disk also provides a +4 shield bonus to AC. This bonus applies against incorporeal touch attacks, since it is a force effect. The shield has no armor check penalty or arcane spell failure chance.

Suggestion**School** enchantment (compulsion) [language-dependent, mind-affecting]**Level** bard 2, sorcerer/wizard 3**Casting Time** 1 standard action**Components** V, M (a snake's tongue and a honeycomb)**Range** close (25 ft. + 5 ft./2 levels)**Target** one living creature**Duration** 1 hour/level or until completed**Saving Throw** Will negates; **Spell Resistance** yes

You influence the actions of the target creature by suggesting a course of activity (limited to a sentence or two). The suggestion must be worded in such a manner as to make the activity sound reasonable. Asking the creature to do some obviously harmful act automatically negates the effect of the spell.

The suggested course of activity can continue for the entire duration. If the suggested activity can be completed in a shorter time, the spell ends when the subject finishes what it was asked to do. You can instead specify conditions that will trigger a special activity during the duration. If the condition is not met before the spell duration expires, the activity is not performed.

A very reasonable suggestion causes the save to be made with a penalty (such as –1 or –2).

Tree Shape**School** transmutation; **Level** druid 2, ranger 3**Casting Time** 1 standard action**Components** V, S, DF**Range** personal**Target** you**Duration** 1 hour/level (D)

This spell allows you to assume the form of a Large living tree or shrub or a Large dead tree trunk with a small number of limbs. The exact type of tree, as well as its appearance, is completely under your control. Even the closest inspection cannot reveal that the tree in question is actually a magically concealed creature. To all normal tests you are, in fact, a tree or shrub, although a detect magic spell reveals a faint transmutation on the tree. While in tree form, you can observe all that transpires around you just as if you were in your normal form, and your hit points and save bonuses remain unaffected. You gain a +10 natural armor bonus to AC but have an effective Dexterity score of 0 and a speed of 0 feet. You

are immune to critical hits while in tree form. All clothing and gear carried or worn changes with you. You can dismiss tree shape as a free action (instead of as a standard action).

Tree Stride**School** conjuration (teleportation)**Level** druid 5, ranger 4**Casting Time** 1 standard action**Components** V, S, DF**Range** personal**Target** you**Duration** 1 hour/level or until expended; see text

When you cast this spell, you gain the ability to step into a tree, magically infusing yourself with the plant. Once within a tree, you can teleport from that particular tree to another tree. The trees you enter must be of the same kind, must be living, and must have girth at least equal to yours. By moving into an oak tree (for example), you instantly know the location of all other oak trees within transport range (see below) and may choose whether you want to pass into one or simply step back out of the tree you moved into. You may choose to pass to any tree of the appropriate kind within the transport range as shown on the following table.

Type of Tree	Transport Range
Oak, ash, yew	3,000 feet
Elm, linden	2,000 feet
Other deciduous	1,500 feet
Any coniferous	1,000 feet

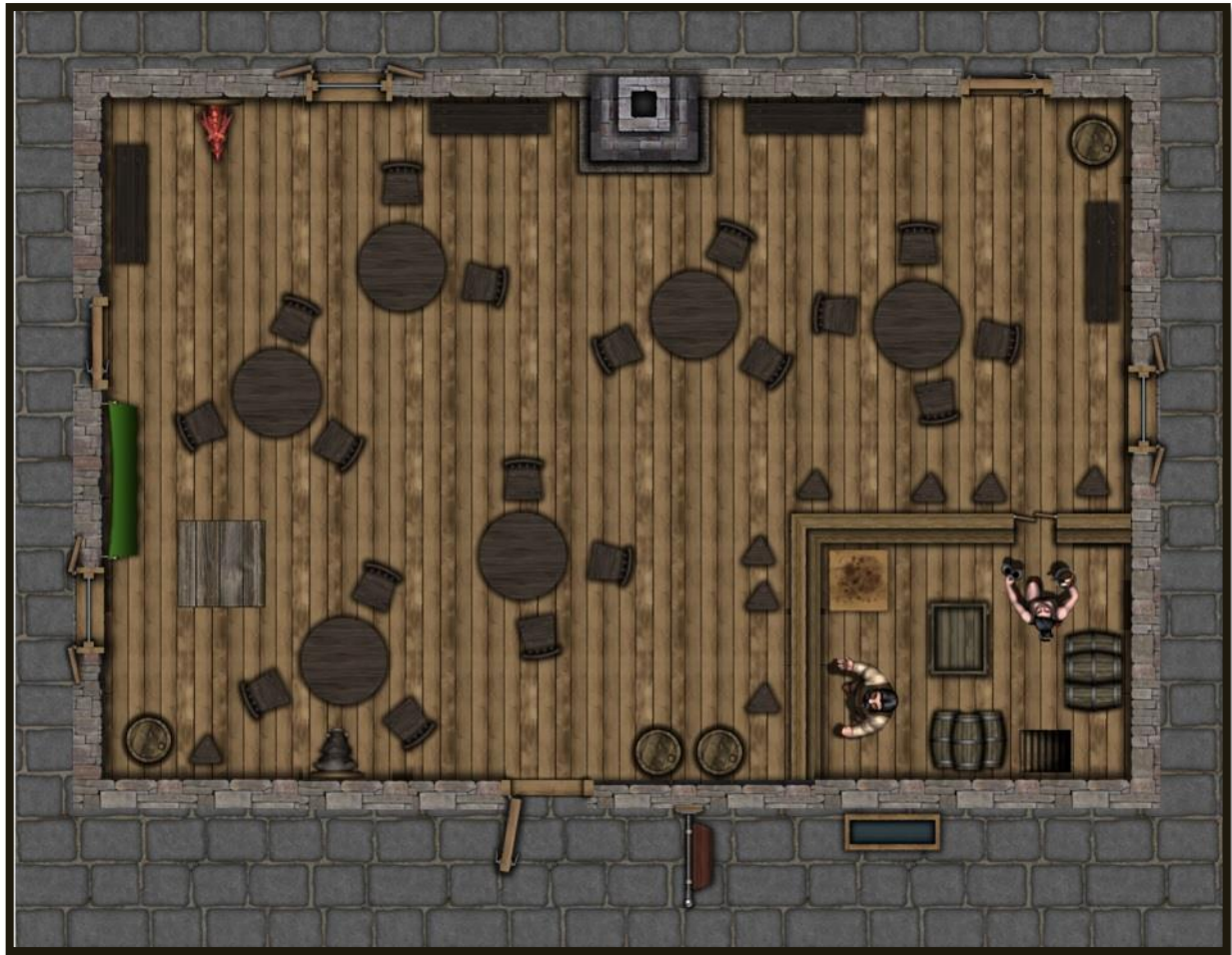
You may move into a tree up to one time per caster level (passing from one tree to another counts only as moving into one tree). The spell lasts until the duration expires or you exit a tree. Each transport is a full-round action.

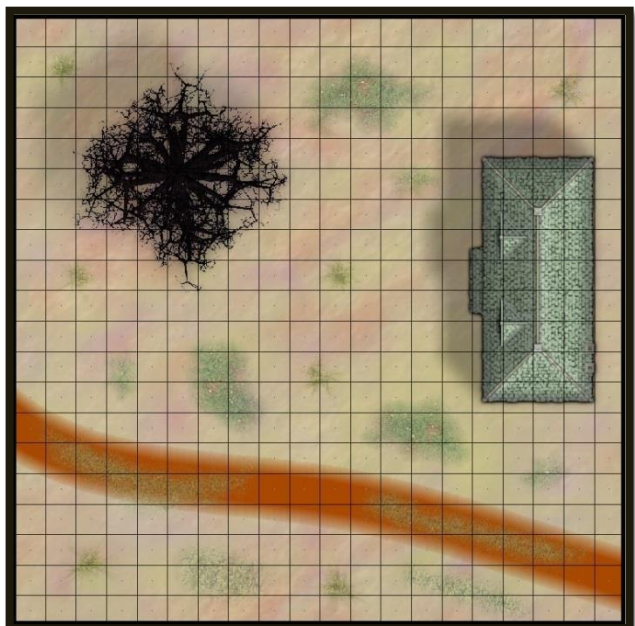
You can, at your option, remain within a tree without transporting yourself, but you are forced out when the spell ends. If the tree in which you are concealed is chopped down or burned, you are slain if you do not exit before the process is complete.

Wood Shape**School** transmutation; **Level** druid 2**Casting Time** 1 standard action**Components** V, S, DF**Range** touch**Target** one touched piece of wood no larger than 10 cu. ft. + 1 cu. ft./level**Duration** instantaneous**Saving Throw** Will negates (object)**Spell Resistance** yes (object)

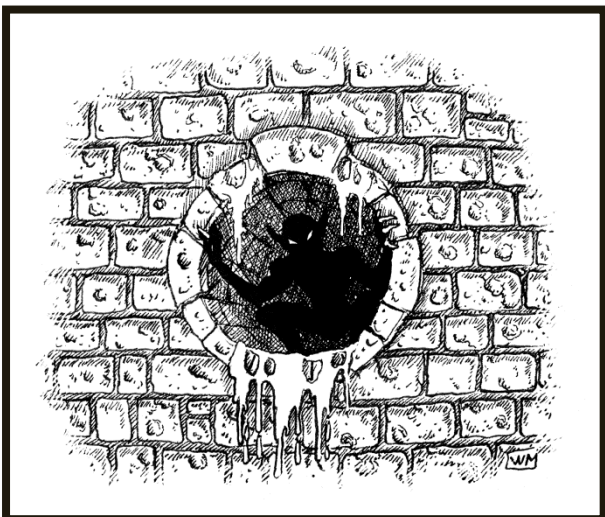
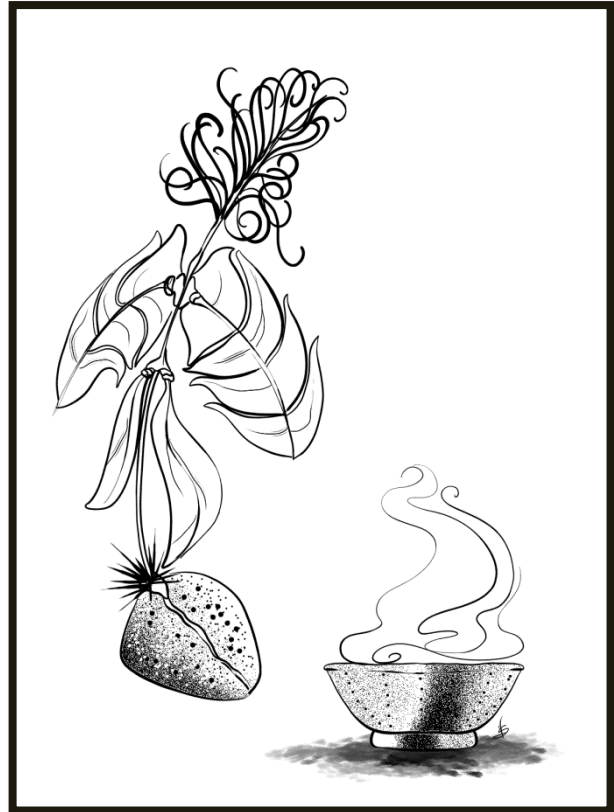
Wood shape enables you to form one existing piece of wood into any shape that suits your purpose. While it is possible to make crude coffers, doors, and so forth, fine detail isn't possible. There is a 30% chance that any shape that includes moving parts simply doesn't work.

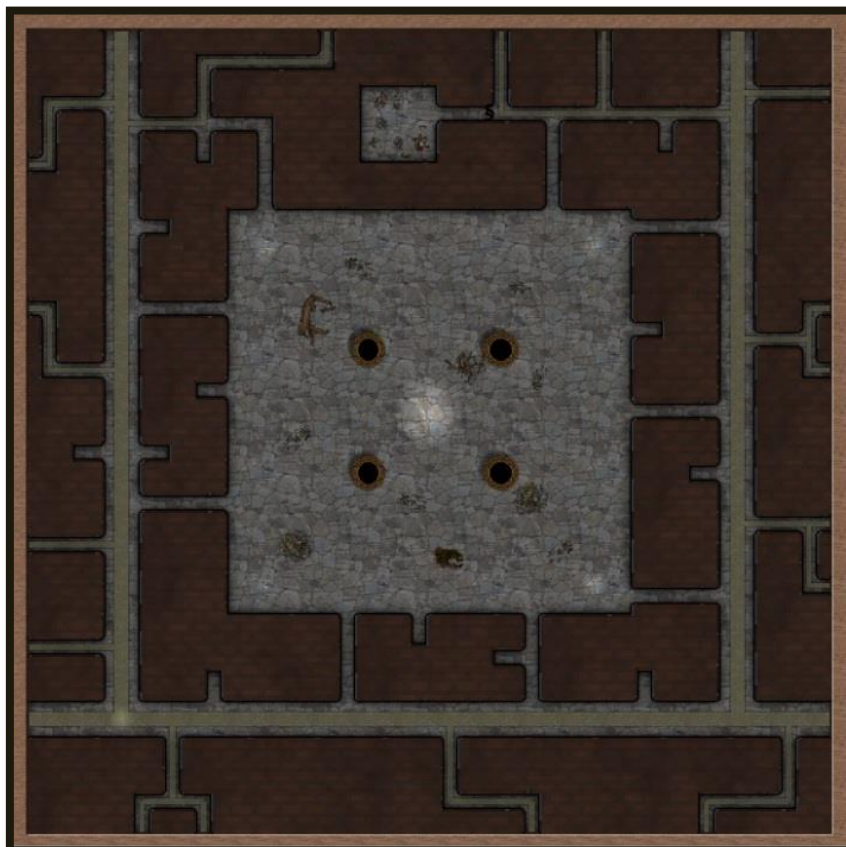
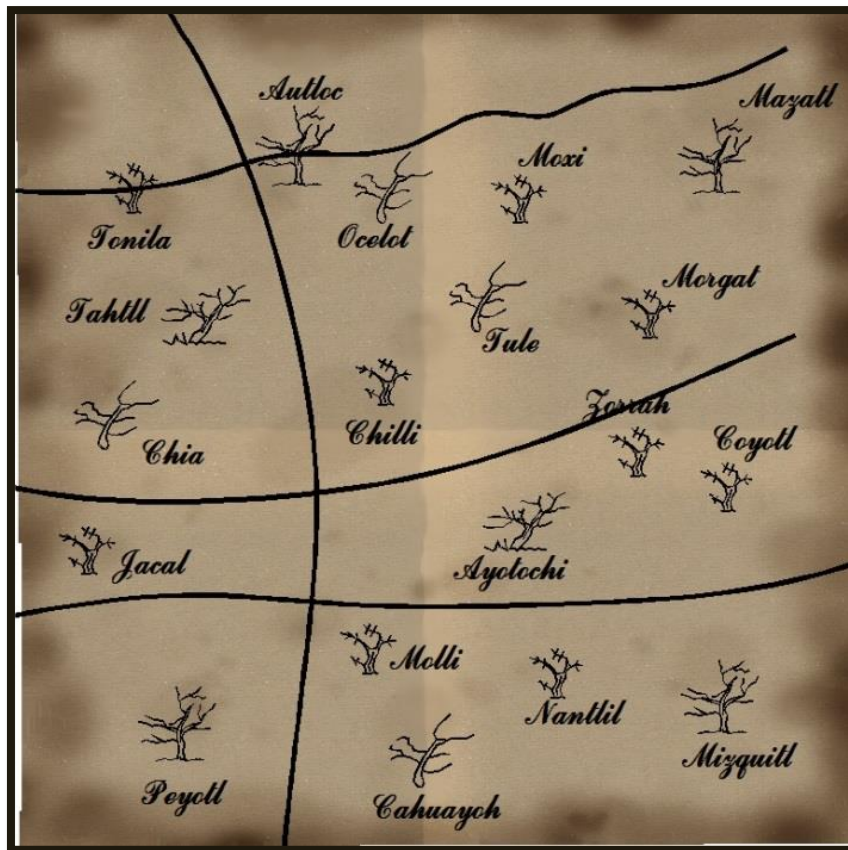


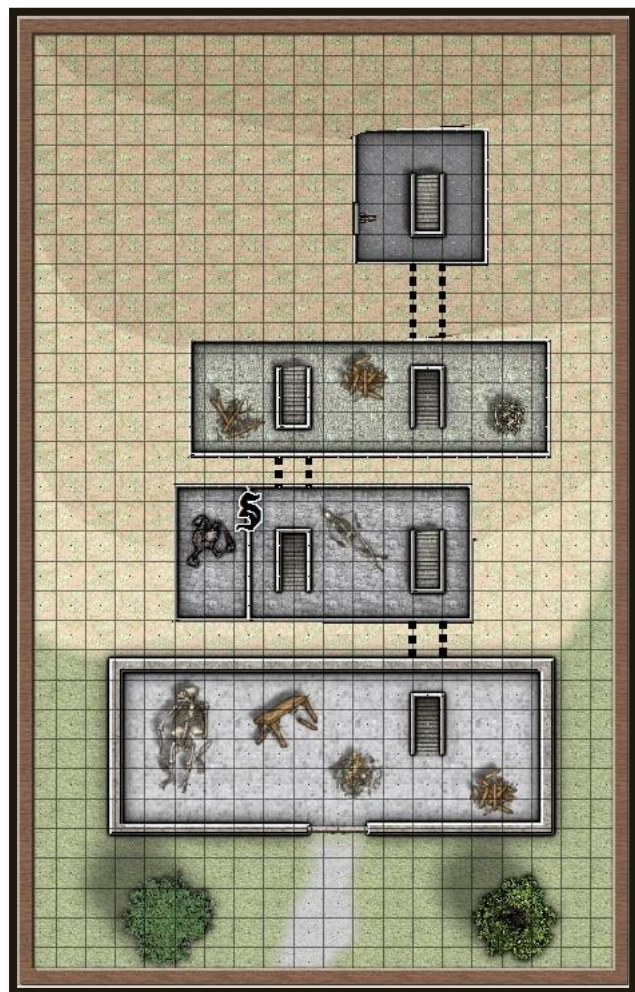


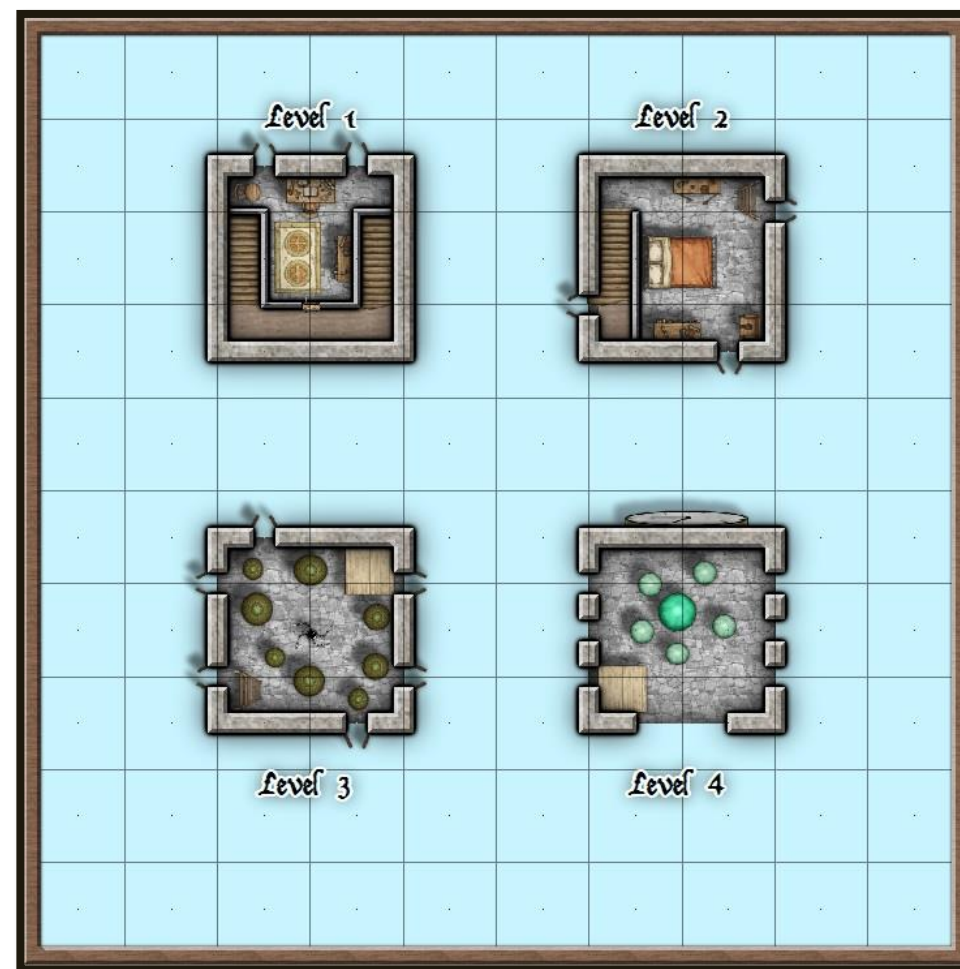
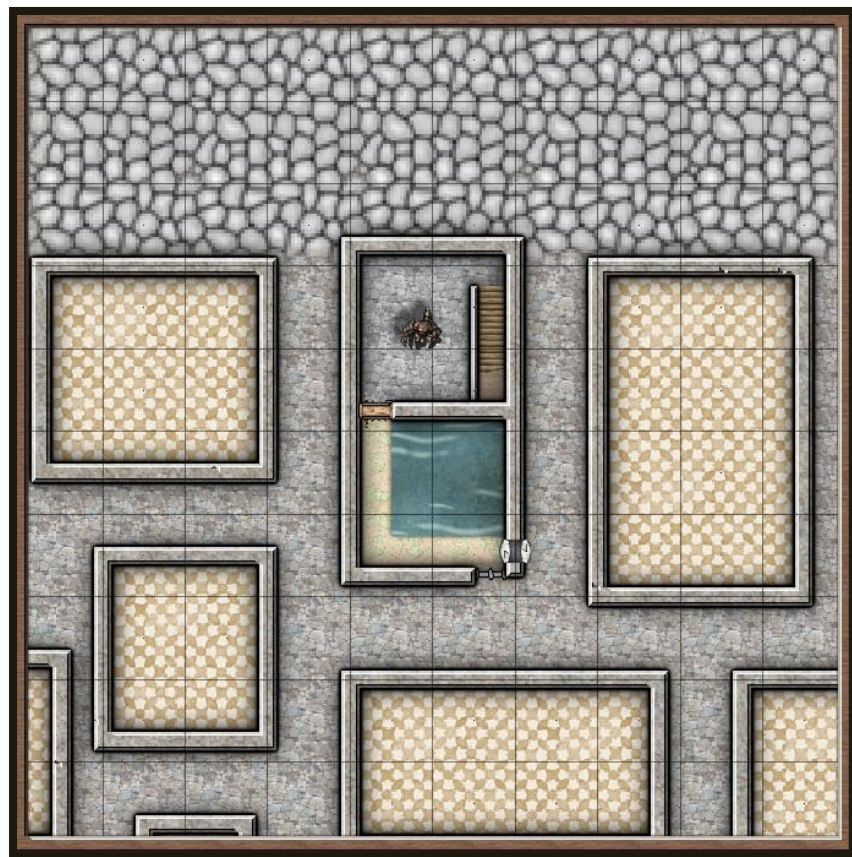












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