

4-6 PCs



Level 4-5

Flute of the Four Winds

Maksim Kotelnikov



A25

A stylized, handwritten signature of the artist, likely Maksim Kotelnikov, located in the bottom right corner of the illustration.

Flute of the Four Winds

A Pathfinder Roleplaying Game compatible adventure for four to six PCs of level 4 - 5.

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"Flute of the Four Winds" is a Pathfinder Compatible Adventure designed for four to six PCs of level 4 - 5.

This product makes use of the 3.5 OGL, Pathfinder Roleplaying Game Core Rulebook, Pathfinder Roleplaying Game, and Pathfinder Roleplaying Game Bestiary. These rules can be found online as part of the 3.5 SRD and Pathfinder Roleplaying Game Reference Document at <http://www.d20srd.org/> and <http://paizo.com/prd/> respectively.

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Adventure Background

In the forest located to the west of the cold, windblown village of Rybalka, there once grew a majestic tree, revered by the animals and spirits of the land as a symbol of the raw power of nature itself. It was closely linked with the cycles of the sun, moon, wind and earth. Seasonal changes were reflected in extremes within the grove where the great tree grew with spring rain storms manifesting as hurricanes and summer wind storms verging on tornadoes. However, the tree stood within the grove as if it were a monolith made of immutable stone, seemingly unaffected by the extreme weather that always surrounded it. The Snoqua Vikmordere tribal druids named it, "The Tree of the Four Winds."

Together with the fairies and spirits of the surrounding forest, druids magically grew a temple comprised of local flora around the great tree, designed for meditation and learning the ways of nature. The tree itself seemed to form a symbiotic relationship with the temple of plants that surrounded it, and the temple itself became unaffected by the extreme weather conditions the grove continually experienced. Over the years, the temple disclosed many secrets, clarifying the links between the sacred tree and the local climate. The circle of druids knew how the weather affected the tree itself, and how in return it can be used to influence weather changes across the region.

Sometimes the Snoqua used this power, but found that any intervention in the natural course of things brought about unintended consequences. The druids who ran the temple stopped their use of this force, and instead of working to harness the sacred tree's power, they took to celebrating religious mysteries and gaining a profound knowledge of nature through deep meditation.

With the incursion of the Klavek Empire everything changed dramatically. The Klavek invaders didn't respect the customs of the indigenous people. They saw the forest solely as a source of timber and the mountains as a store of metals and gems. As the first military leaders in Rybalka made their push into the forest, the druids became weary of the invading forces and concerned with what they might do with the power of the tree. A powerful druid name Manahzo came up with an idea to contain the magic of the tree within an instrument made from a severed branch in order that its power might be kept from the Klavek military. The fairies and other woodland spirits advised against the action, but the council of druids that oversaw the temple saw no other choice. As Snoqua rebels kept the nearby Rybalka invaders at bay, the druids chanted and performed ancient rituals within the temple. With the conclusion of the long ceremony, the grove where the tree stood that was typically under assault by some form of extreme weather pattern or another became still, and the *Flute of the Four Winds* came into being.

With the magic of the tree contained within the *Flute of the Four Winds*, Manahzo was entrusted to protect it. He and his wife Shertayli, a shaman within his tribe, and a small band of Snoqua hastily left the grove in an attempt to hide the flute. While the flute was being whisked away, the remaining druids took to dismantling the temple so as to not leave any evidence behind of the power that once was contained within that place. When the invaders from Rybalka made their way to the once sacred grove, nothing remained but a large husked out tree standing in the middle of barren ground. The invaders were none the wiser.



Unfortunately for those tasked with protecting the *Flute of the Four Winds*, they found the countryside riddled with Rybalka soldiers. In order to avoid capture or worse, they had to take refuge in a local cave system. The caves they were forced into were not without denizens that had made it their home that were just as prepared to protect their territory as the various Vikmordere tribes had been to protect theirs from the incursion of the Klavek Empire. As the small band of Snoqua fought a hive-minded group of lizards on one front, and soldiers from Rybalka on another, Shertayli fell and was lost to Manahzo. Manahzo and the remaining Snoqua eventually fought their way free, but Manahzo was forced to leave Shertayli's body deep within the caves, deprived of a proper burial as required by the Ancestor Spirit.

Overcome with sadness and anger, Manahzo eventually made his way back to the Snoqua village with the flute. He met with the other druids and the tribe's shaman to lobby for using the *Flute of the Four Winds* to exact retribution upon the invaders for their lack of respect for the natural order of things, but in his heart it was more about revenge for his wife's untimely death. The elders of the tribe would not give their blessing for using the flute, and they reminded Manahzo of the consequences of wielding such power. Manahzo was not open to reason and blinded by rage. He accused them of not being in touch with the Ancestor Spirit and with hate in his heart and the flute in hand, he left accompanied by a few like-minded Snoqua warriors before anyone could stop him.

Adventure Synopsis

Many years have passed since Manahzo was seen with the *Flute of the Four Winds* and his rogue band of Snoqua warriors. Most of the Snoqua elders believed he must have met with a tragic end and that the flute has been reclaimed by the Ancestor Spirit since the powers of the once majestic tree that are contained within it have not been seen to manifest themselves. This cannot be further from the truth however; Manahzo's dark thoughts and need for revenge have corrupted him, even though he still believes he is following the wishes of the Ancestor Spirit. His prayers are now answered by a Dark Spirit of natural disaster, and the time for revenge and retribution for Rybalka are at hand.

Manahzo unleashes the power of the *Flute of the Four Winds* on Rybalka while his rogue Snoqua warriors, along with some corrupted forest creatures, attack the townsfolk under the cover of an unnatural storm of colossal strength. The characters are thrust into the battle and given the opportunity to make a good impression on Mayor Igor Leonid as they fight off the Snoqua warriors and the dire animals that accompany them. With his forces defeated, Manahzo retreats under the cover of the now fading storm.

Having overcome the rogue Snoqua incursion, the town holds a brief meeting to assess the damages and determine the proper response. Yuri Statel is a participant in the meeting, and manipulates another citizen of the village to push for retribution against the local Snoqua tribe that is known to be in the surrounding area. With the state of the town and loss of soldiers however, the Mayor

is not so quick to go on the offensive and instead the party is commissioned to help scout the surrounding area for signs of any other aggression on the part of the Snoqua. Before the party leaves Sulwotik meets with them and divulges that he does not believe the Snoqua are behind the attack. He instead tells them the tale of Manahzo and the *Flute of the Four Winds* and urges them to go speak to the druids of the Snoqua tribe and tell them of the potential resurfacing of the flute.

The PCs eventually meet with the Snoqua druids after making their way to the tribes current location and potentially battling more corrupted forest creatures. Upon mention of the *Flute of the Four Winds* and Sulwotik's name, the druids tell of their communion with the Ancestor Spirit over recent unnatural things that have been seen in the forest. The druids believe it is all related, and that Manahzo must be behind it all with his use of the flute. They refuse to help the party hunt down Manahzo personally, but put them on the path to confronting Manahzo on the condition that the party returns the flute to the druids for safe keeping, lest they make a life-long enemy of the Snoqua.

The PCs must confront Manahzo and a new unnatural demonic wolf ally while they are readying their next attack upon Rybalka. Manahzo willingly sacrifices his life and his tainted spirit is combined with the power of the *Flute of the Four Winds* in an ongoing haunt that racks Rybalka on a daily basis with torrential storms and winds. With the power of the flute no longer in the instrument, Sulwotik instructs the PCs to return the broken vessel to the Snoqua druids in the hopes they may examine it and provide some direction on how to address the ongoing storms. Unbeknownst to the party, Yuri Statel is aware of their visit and he has become untrusting of the party due to his belief that they may be in league with the Snoqua. As the Snoqua druids provide the information to the party that they need to put an end to the storms in Rybalka by bringing peace to Manahzo's restless spirit, Yuri sets plans in motion to have the PCs dealt with through a pawn under his control.



Chapter One

Attack on Rybalka under the cover of a stormy night (CR 6)

Our story begins as the PCs approach the Thirsty Serpent tavern as an ominous storm rolls into Rybalka at dusk. They can hear the whoops and cheers of an excited crowd and the slap of a few energetically dancing feet over the sound of thunder as townsfolk race into the tavern to find cover from the oncoming storm. Read the text below when the party enters the tavern and eventually finds a free table:

While waiting for your order, you sit on a firm wooden bench. Anticipating the long-awaited meal, you inhale the savory aromas floating in the warm air. The storm outside seems to be gaining strength as rain pours down in sheets, and thunder booms at a seemingly increasing rate. The hall is sparingly but warmly lit by smoky lamps. The locals quickly move about the place, taking the fast-disappearing free places.

As the tavern fills, the noise begins to grow. It quickly becomes an indistinguishable hubbub of many voices, the clatter of dishes, as well as the sound of a couple of people dancing. Above it all, you have to shout to Fin Starling to make him hear you! But then, in a heartbeat, the noise ceases as a muscular, heavy set man in an Ushanka enters the room. He shakes off the rain, and smiles broadly as he makes his way to the bar. Cheers from the crowd erupt chanting in unison, "Sing Mayor, Sing"! Music begins to play, and the mayor begins to sing a Klavekian folk song in a boisterous and booming voice.

As the PCs sit listening to Mayor Igor Leonid sing the Klavekian folk song, the storm continues to draw closer with each passing note. Thunder and lightning can be seen and heard outside the tavern as rain is pouring down in sheets. As the Mayor continues to bellow his tunes, the GM should make a secret **DC 25 Perception check** for each member of the party to determine if they hear the sound of steel on steel in between the boom of thunder outside the establishment. If any of the PCs succeed on the check, then read the following to them:

As you sit listening to the sound of laughter, music, and the mayor's bellowing voice, something inside you realizes that among all the noise something is most definitely out of place. In the moments between the sound of clashing thunder outside you hear the all too familiar sound of steel on steel...

The PCs may choose to stop the festivities and let the patrons know what they heard. They may choose to do nothing, or possibly head outside themselves to check things out. Regardless of how the PCs choose to react, or if they fail to hear anything at all, within 30 seconds a village guard stumbles into the tavern clearly in physical duress. He appears to have been brutally mauled by a large animal, and clearly has wounds inflicted from very sharp weapon of some sort. He has only the following to say:

"Mayor...they used the storm for cover...large wolves..."

The guardsman passes into the slumber of eternal rest with those final words. The Mayor, with weapon in hand, shouts "To arms!", and rushes out the door with a number of hearty townsfolk following. Assuming the PCs pick up arms as well and follow the Mayor outside into the turmoil of the storm, they will see the town in chaos. As they scan the streets from left to right they see the village guards engaged in active combat with a number of savage looking human attackers, as well as with wolves that look to be as large as a horse. As they survey the landscape they notice the Mayor on a side street surrounded by a number of assailants. Two village guards lay at the Mayor's feet, obviously felled by the attackers. Two human attackers stand around the Mayor, as well as two large wolves, with one wolf sporting a human rider. The mayor strikes out with a mighty blow against the wolf with no rider, and it falls to the ground lifeless. However, at that same moment one of the other assailants on foot swing at the Mayor knocking him to one knee. The mayor looks up and past the attackers at the PCs with a look of desperation in his eye.

Combat

Rogue Snoqua (3) pg 23

Dire Wolf (1) pg 23



Should the mayor find himself in peril, and the PCs are unable to save him, at that exact moment one of the many carved totems that line the town of Rybalka come to life as a totem golem and step in to save the mayor. The totem golem in this case will shield the mayor from any additional strikes from any aggressors. A **DC 30 Perception check** will allow the PCs to notice Sulwotik controlling the totem golem at a distance, obviously wanting to keep his involvement in helping to save the mayor secretive.

Combat

Totem Golem (1) pg 24



Assuming the PCs are successful in defeating the attackers and saving the mayor, the GM should make a secret **DC 28 Perception check**. On a successful roll for any of the PCs read the following to the players:

With the last of the attackers falling before you, you notice the sound of ominous musical notes carried in the air. All attempts to determine the direction of the sound fail. It is as if the musical notes are coming from within the storm itself.

Additionally, read the following as well, regardless of whether the PCs succeed on the previous check:

As the sound of battle dies down around you, the storm comes to a halt. Literally within a minute of the last attacker falling the thunder and lightning stops, the clouds dissipate, and the moon shines high in the dark and calm night sky, oblivious to the turmoil that occurred just minutes before.

Damage assessment and scouting assignment

Soon after the sounds of battle die down and the storm dissipates, the villagers who were not engaged in the battle directly make their way onto the streets assess the damage, and help the guards who fought with the attackers. One of the two priests that assist the High Priest Juriendor at the Rybalka temple quickly makes his way to the mayor's side and casts some curative spells to heal his wounds. Once the mayor is healed he begins to call one of the guards over and asks for a casualty count. At least 3 of the 10 village guards have been killed, and those that weren't will need attendance from either the priests or local healers. The mayor then calls for six of the guards to actively patrol the village borders, and he sends one out as a runner to let the other patrolling Klavekian soldiers in the area know what has transpired. With those orders issued he then requests all the villagers and visitors to the village (including the adventuring party) join him in the Rybalka town hall for an emergency meeting.

Read the text below once the PCs have made their way into the town hall:

The villagers quickly start to gather in the meeting room of the town hall. Familiar faces like Yuri Statel and Sulwotik can be seen in the crowd. Sulwotik keeps to the back of the room, with Yuri making his way into one of the front pews, taking a seat next to a large man with a tall fur hat. Within a few minutes of everyone taking their seats and getting settled, Mayor Leonid makes his way to the front of the room and begins to speak.

"Everyone, as you all have surmised our village was attacked this evening by an unknown force. Some of you helped repel the attack, and some of our guards lost their lives protecting the village. I assure you that we will get to the bottom of this attack. All those that directly attacked the village were killed, but we are unsure if any others may still be lurking. To that end I would ask that everyone please use caution, and we must unfortunately prepare ourselves for the worst."

At this point the GM should make a secret **DC15 Perception check** for all the PCs. On a successful roll read the following to the players:

As the mayor is addressing the town, you can see Yuri leaning over to the large man he is sitting next to and casually whispering to him. He doesn't appear to be openly hiding the conversation, but is still being somewhat discreet.

Yuri is actually planting the seed with the man he is sitting next to, Gregory Peytori, that the Snoqua tribe itself is behind the attack and that their intentions are likely to slaughter everyone in town and take back Rybalka since it was once a Vikmordere village. Gregory, being a man of wealth and greed that has made his fortune in Rybalka, is easily manipulated to be the voice that lays blame to the Snoqua with the possibility of his wealth being potentially impacted. As Mayor Leonid finishes his last sentence, Gregory stands up and says the following:

"We all know who's behind the attacks mayor! It's those damn Vikmordere savages! We need to just go hunt them all down right now and rid our lands of the whole lot of them! Those wolves that some of them were riding damn near tore the mast down on my ship in the docks! And what about my coal mine? You know I supply the town with the goods it needs! Are you going to protect that valuable resource to the town as well?"

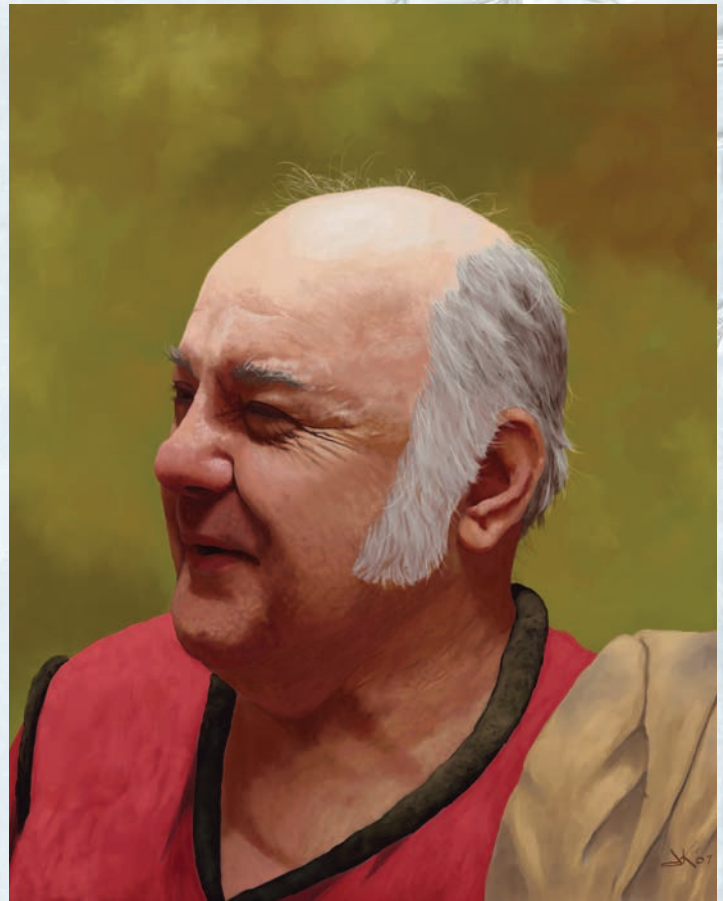
Anyone watching former Vikmordere in the room, such as Sulwotik, will see them cringe at the implication that the Snoqua tribe is behind the attacks. While the Vikmordere can certainly be aggressive with those who invade their lands, they are not outright murderers, and do have a code of conduct albeit different from the Klavek empires. The mayor says the following in response:

"While these attackers did look like Vikmordere, we do not know for sure that the local tribes are on the war path. You all know me, and know I will do what needs to be done to protect us and the interests of the Klavek Empire. I will not, however, engage in wholesale genocide! Now, in the mean time I am asking for volunteers to help scout the surrounding areas for possible signs of hostiles."

With that, the mayor looks squarely at the PCs as if in hopes that they will volunteer. This is a great opportunity for the PCs to show their worth if they have any interest in staying in Rybalka as a semi-permanent residence. If for some reason the PCs decide to try and sell their services to the mayor and not do it in the interest of Rybalka's security, then the mayor will become quite upset. They can talk him into paying them a maximum of **100gp** each with a successful **DC 25 Diplomacy check**, but after that he will see them as nothing more than mercenaries with no real interest in the welfare of the village or its people, even though they already (more than likely anyway) put their lives on the line to defend him earlier.

If any of the PCs noticed Yuri planting the seeds of dissent with Gregory earlier and they decide to confront him about it, he will attempt to bluff his way out of a direct confrontation and tell them that he was merely discussing the damage inflicted by the invaders on the town, and that if they must know he had said to Gregory that he hoped the mayor made sure the town's defenses were sound. If he continues to get pushed and the implication is made that he was directing Gregory to incite attacking the Snoqua, he will scoff at that notion, but at the same time put the PCs on the defensive and ask them if they believe the town isn't entitled to defend itself. Yuri has genius-level intelligence (*Appendix B: Yuri Statel*), and should have no problem redirecting the PCs accusations right back at them. He will use his intelligence to stay one, two, or even three steps ahead of the PCs. In fact, prior to the meeting Yuri used his suggestion spell on one of the surviving guards to direct them to keep a close eye on the PCs during the town hall meeting since they were strangers in the small village just in case. If the PCs get overly aggressive with Yuri, the village guard (*Appendix B: Village Guards*) will step in to defend Yuri. Yuri will attempt to refrain from any physical confrontation and use the guards and others as pawns to keep himself out of harms way.

Once the PCs are on board, one way or another, with performing the scouting mission for the mayor, he will take them aside and ask them to go see Sulwotik privately. He's come to respect the former Vikmordere shaman, and he tells the PCs that they might be able to garner some information about places to investigate from Sulwotik. The mayor then directs the PCs to Sulwotik's Spirits and wishes them a safe journey and to report back to him personally if they locate an imminent threat to the village. This conversation with the PCs does not escape the watchful eye of Yuri Statel. If the PCs have not already confronted Yuri then he makes a point to introduce himself to the PCs before they leave the town hall and to shake each one of their hands. Yuri's intentions are not to necessarily wish the PCs well even though he will convey that verbally, but it is to ultimately establish a connection with them so that he may scry upon them later.



A brief meeting with Sulwotik

Sulwotik spoke with the mayor prior to the emergency meeting and asked that he direct the PCs to see him afterwards, so he will be waiting patiently for the PCs to arrive. Read the following to the players as they make their way to Sulwotik's Spirits and enter into the establishment:

The night has turned cold and silent as you make your way to Sulwotik's Spirits. Most of the villagers have made their way home from the town meeting, and evidence of the carnage from earlier has been removed from the village roads. Had you not been witness to the carnage earlier there would be very little clue to its happening. The villagers on this frontier town are a hearty lot indeed. As you enter Sulwotik's small establishment the smell of mead and other spirits immediately permeate your senses. The small building is quite a bit cozier than the Thirsty Serpent Tavern, and has a spiritual calm to it. The floor is lined with fur rugs and a number of non-matching chairs and tables strewn about, with a small bar top and five stools to the rear of the room. Small wood carvings similar to the totems that can be found throughout the town can be seen on the tabletops, and a few rudimentary paintings of what look to be tranquil wilderness scenes line the walls. Sulwotik sits in what looks to be quite a comfortable chair and is the only other person in the room. He looks to be troubled, but manages a small smile and invites the group to have a seat with him so that they may speak.

Chapter Two

Meeting with the Snoqua tribe (CR 3 - 8)

Sulwotik is obviously troubled due to the events of the night, but not just because of the physical attack itself. Sulwotik is a former shaman of the Snoqua tribe, and he is all too familiar with the *Flute of the Four Winds* and the fact that Manahzo has it in hand. When he parted ways with his tribe to live with the new residents of Rybalka that hailed from the Klavek Empire, Manahzo was thought to have perished and the flute with him. During the attack by the rogue Snoqua, Sulwotik heard the sounds of the flute on the wind, just as the PCs may have if they succeeded on their perception check at the conclusion of the attack. Sulwotik recognized some of the rogue Snoqua warriors as those that left with Manahzo some years ago, and is deeply troubled by that fact.

As the PCs may or may not know, depending on whether they saw Sulwotik possibly controlling a totem golem to save the mayor, Sulwotik saw the PCs come to the mayor's aid. Sulwotik has always been a fairly decent judge of character, which always helped him in his prior life as a shaman, and he feels the PCs are individuals of honor. To this end, Sulwotik is going to make a leap of faith and trust them with some important information as he feels the safety of his former people may be at stake. He is all too aware of Gregory's statements about the Snoqua being responsible for the attacks, and he knows that is not the case. After offering the PCs a drink after they have a seat, he will begin to tell them the tragic story of Manahzo, the *Flute of the Four Winds*, and Manahzo's loss of his wife which led to him leaving the tribe with some of the rogues that attacked the village. He does this with a troubled brow, but he feels it is important the PCs understand everything.

Sulwotik then implores the PCs to head to his former Snoqua village to let the others know of Manahzo's return. He tells them the village moves often due to state of unrest with the Klavek Empire, but that if they head northeast that they will find the Snoqua, or more accurately the Snoqua will find them. He then gives them each an intricately carved wooden amulet and tells them to wear the amulets around their necks as they will bring some measure of protection, as well as help the Snoqua to know they are friends and not there with malicious intent. Each amulet is an *Amulet of Natural Armor* +2 that Sulwotik has crafted himself. He begs the PCs to make this trip with haste, and not to tell anyone else (not even the mayor) as he is putting his own life on the line with both the local government and his former tribe by divulging this information to them. Any PC attempting to sense Sulwotik's motives will instantly know he is true to his word and only has the village and his former people's best interest at heart. One of his greatest fears is that events of the evening will lead to an attack on the Snoqua, which will result in a counterattack, and open war with the village and the Snoqua tribe. With the conclusion of the conversation Sulwotik says an old Vikmordere blessing and sends the PCs on their way.

It's assumed the PCs will leave during the night as originally instructed by the mayor after meeting with Sulwotik. If they decide to wait until morning or something similar then the mayor should make an appearance wherever they may be and ask them what they're still doing there given the welfare of the village is at stake.

As the PCs make their way out of Rybalka and into the woods read the following aloud to the players:

The lights of Rybalka grow dim at your backside as you make your way into the woodlands ahead. A slight breeze can be heard whistling through the trees. In the distance, the howl of a wolf can be heard echoing in the night.

The players may walk through the night, or they may decide to setup camp and not travel. Either way, the GM should roll a 1d12 and consult the following table at least twice for a random encounter.

Table 1: Wilderness Random Encounter Table

1d12	Encounter
1	1d3 dire wolves on the hunt.
2-3	A dryad fighting off 1d4 quicklings.
4-5	2d4 Klavek soldiers searching for additional aggressors against Rybalka.
6-7	An owlbear chasing 1d4 kobolds.
8-9	An abandoned camp with a still smoldering fire and tents. 2d20gp can be found if searched.
10-11	A hungry dire bear.
12	No encounter.

Combat

Dire Wolf pg 23

Dryad pg 24

Quickling pg 25

Klavek Soldiers pg 26

Owlbear pg 26

Kobold pg 26

Dire Bear pg 27



The PCs should continue to head in the direction that Sulwotik guided them until noon the next day. Around noon the GM should read the following aloud to the players:

The forest continues to get denser as you make your way through it. Vines creep up the massive trees that are all around you, and the various animal tracks are evident to anyone that is looking for them. The forest seems unusually quiet; there are no birds chirping or squirrels frolicking in the trees.

At this point the GM should make a secret **DC 28 Perception check** for all the players (+3 **Circumstance bonus** for any PCs that are actively surveying the forest). On a successful roll the players should be told the following:

You can barely hear the soft rustle of leaves all around you. Your peripheral vision notes signs of movement, but when you look to see what it is nothing seems out of the ordinary.

Additionally, the GM should make a secret **DC 28 Will save** for each PC. This is for Yuri Statel attempting to secretly scry upon the party using his *Cauldron of Seeing* to determine what the party is up to since he is suspect of their intentions due to their previous conversation with Sulwotik.

There are ten Snoqua warriors surrounding the party, moving stealthily through the forest and tracking the party. The Snoqua have set two **Camouflaged Net Traps** in the path of the PCs about 50 ft. ahead in the forest. If the PCs detect the Snoqua and attempt to engage them, the Snoqua will try to force them into the traps so that they can be captured alive. If they are unable to drive them towards the traps, then they will attempt to knock them unconscious using non-lethal damage. The Snoqua do not wish to kill the PCs, but they want to interrogate them about some recent occurrences that they think the people of Rybalka may be behind. If the PCs attempt to negotiate with the Snoqua and not fight, they can convince them of their intentions with a **DC 20 Diplomacy Check** (+5 **Circumstance bonus** if they show them the amulets; +2 **Circumstance bonus** if they mention Sulwotik).

Combat

Snoqua Warriors pg 27



Camouflaged Net Trap (CR 5)

XP 1,600

Type mechanical; **Notice** Perception DC 28; **Disarm** Disable Device DC 28

EFFECTS

Trigger location; **Reset** manual

Effect Atk +10 melee, targets are hit by a net (as the exotic ranged weapon). The net lifts the targets 20 feet off the ground, and the trailing rope is controlled by the trap (with a +7 Strength bonus); multiple targets (all targets in a 15-ft.-square area)



Once the Snoqua trap/subdue the PCs, or the PCs successfully convince them they are not there for hostilities, the Snoqua will take them to see the village elders. If Yuri was able to scry upon the party he will only be able to watch them for a few minutes before the spell ends, just enough to see the PCs being accompanied by the Snoqua (either under their own power or as prisoners). After an hour of travel the PCs will find themselves in a village consisting of various tents and other temporary dwellings. It is apparent that the Snoqua are quite mobile, and can move the village at a moment's notice if need be. The PCs are escorted by the Snoqua warriors that made initial contact with them to a large tent near the center of the village that is surrounded by large wooden totems similar to those found in the streets of Rybalka. If the PCs were trapped/subdued then they will find themselves escorted into the tent with their hands tied, otherwise they will be free and treated with respect (although still closely watched). Read the following aloud to the players as they enter the tent:

As you enter the large tent you notice a number of elderly men in furs sitting semi-circle around a fire facing the tent entrance. The Snoqua that escorted you into the village continue to accompany you into the tent. The warriors beside you watch you intently, obviously ready to act if necessary. In contrast, the elderly men look upon you with wisdom in their eyes that you have seen of few in your life, seemingly unconcerned. As you are asked to sit by the younger warriors, the elder man in the middle of the group speaks up and asks you with a calm voice, "Why have you come to the village of the Snoqua?"

If the PCs were trapped/subdued and didn't mention Sulwotik or show their amulets, it's assumed they likely would at this point. In that instance the elders would request their warriors untie the PCs so that they can speak freely and not feel like prisoners. Once the elders hear of Manahzo's return, as well as the *Flute of the Four Winds*, they will say the following:

Sulwotik has sent you with troubling news. Manahzo was a respected member of our tribe, and when he left, many young warriors followed that had felt loss at the hands of the invaders. But Manahzo's heart is full of hate and revenge, and that is not the way of the Ancestor Spirit. We have noticed many strange animals in the forest, and the weather has not been as it should be. We thought Manahzo had perished, and the flute with him. We must stop Manahzo before he upsets the balance of the forest. We, however, cannot travel freely through the forests to track him due to the many patrols the invaders have. While Sulwotik lives with the invaders, he is a trusted member of our tribe. If he has entrusted you with the knowledge of the flute then he must trust you. We will share in that trust, and would ask that you help us recover the flute. Now that we know Manahzo lives, we can ask the Ancestor Spirit to guide us to him and the flute. We will direct you to him if you will swear to bring us the flute after you confront him.

Should the PCs agree, the elders will ask them to leave the tent so that they can perform a ceremony. This ceremony will last well into the night and into the early morning, and the PCs will be given a tent to rest in until the ceremony is complete. With the onset of dawn the PCs will be awakened and told Manahzo's location...on a high ridge right above Rybalka itself! They are told if they hurry they can make it there by dusk. They are also told that the Ancestor Spirit showed them a vision of an unnatural taint around Manahzo in the form of a wolf. The elders caution the PCs to be wary of this omen, and then say a Snoqua blessing and send the PCs on their way. They remind them of the agreement to return the flute to the Snoqua after dealing with Manahzo.

Arakel the demonic wolf (CR6)

The depths of the Dark Wood are no place for the natural order of things. Some years ago, in this brutal and twisted wood, Arakel was born. A wolf, the result of the union between an alpha-male wolf with a succubus, lived at first with her mother, but was viewed as a "flawed half-breed" and not considered strong enough to survive among the other fiends. Some two years after her birth, Arakel decided to find her own place in her father's world. She left the forest's demon enclave and roamed far and wide, where she met a pack of wolves.

At first Arakel thought these animals were just like her, but her happiness did not last very long. She began to view regular wolves as too weak, too simple. Feeling that she was the only one of her kind, Arakel closed in on herself, choosing to rely on her strength and cunning alone. She fought for supremacy in the pack and forced the other members to submit to her through her power. Arakel now sees them as nothing more than her obedient dogs, each of which is either afraid of her or dreams to be her mate.

When Manahzo left the Snoqua, the Dark Spirit he eventually found himself being guided by directed him to Arakel. Arakel recognized the taint in Manahzo's heart, and has become a willing ally to him in his plot to kill any and all Klavek invaders he can. Arakel has claimed a territory to the northeast of where Manahzo can be found as her hunting grounds, and makes no distinction between humans and animals when it comes to meat for her pack. She has instilled the habit of eating human flesh into her pack, which previously had been afraid of the fire and steel that the "two-legs" used against it during any encounter.

Arakel and her pack have become keenly sensitive to the smell of the flesh of sentient beings such as humans, elves, and dwarves. As the party encroaches on Arakel's territory in their efforts to reach Manahzo, their scent will be upon the air and Arakel's pack will begin to track the party. They will attempt to use their stealth to go unnoticed and get as close to the party as possible, then attack them by surprise when they can no longer contain their hunger for flesh.

As the party finishes up dispatching with Arakel and her pack, they begin to hear the sounds of strong winds blowing and the boom of thunder in the air. The storm appears to be coming from the direction in which they are heading to confront Manahzo. A **DC20 Perception check** will allow them hear the sound of the *Flute of the Four Winds* interwoven between the sounds of the storm.



Combat

Wolf (3) pg 28

Arakel the Demonic Wolf pg 28



Manahzo's Revenge (CR 6)

When Manahzo left the Snoqua tribe with his rogue warriors, he traveled into the Dark Wood and went into deep meditation, asking the Ancestor Spirit how the invaders could have been allowed to come to the Vikmordere lands and take all that was precious from the Snoqua. As he asked these questions of the Ancestor Spirit, he thought of his wife and how she had fallen due to pressing of the Klavek warriors and his hate burned. Anger burned in his heart as he remembered how they had been driven to leave her in order to protect the *Flute of the Four Winds*, and how the elders of the tribe had refused to use the flute against the invaders. He had thought of trying to recover her body for a proper Vikmordere burial, but knew the caves where her body lain were infested with monsters, as well as the invaders and their insatiable thirst for the metal and gems the mountains provide. So he questioned the Ancestor Spirit seeking answers. The Ancestor Spirit did not answer, but another Dark Spirit did.

The Dark Spirit provided answers that Manahzo wanted; use the *Flute of the Four Winds* to kill the invaders. The forces of nature exist for the righteous to use as they see fit. The raw power of nature cannot be stopped. Because Manahzo wanted revenge, he did not question whether the Dark Spirit was the Ancestor Spirit, even though the message was not in keeping with the teachings of the Ancestor Spirit. As such, he felt he was still acting in service of the Ancestor Spirit, and that the dark path he was heading down was righteous and just. And so Manahzo set about putting a plan into motion to destroy the invaders. For the last few years he has hidden in secret in the Dark Wood, learning how to control the flute and its power. The time has come for Rybalka to be his first great victory against the invading Klavek Empire, and to get vengeance for his wife.

Manahzo lost his companions in the initial raid on Rybalka, but his alliance with Arakel has allowed him to get close yet again. He plans on using the *Flute of the Four Winds* to create a hurricane strength storm to destroy Rybalka, and to then seek out the Snoqua and other Vikmordere tribes to gather to his side and march upon the Klavek capital of Mohkba and crumble it to ruin.

As the PCs approach Manahzo, read the following aloud to the players:

As you make your way towards the storm you see a man standing on the edge of a cliff overlooking Rybalka itself. He stands with his back to you, but you can clearly see he is playing a flute whose notes seem to charge the very air with acoustic power. With each note he plays the storm appears to grow in strength and power. Two Klavek soldiers lay at his feet, obviously dead as blood pools from beneath their bodies onto the ground. As you get closer, he turns and puts the flute into a satchel. His eyes burn with anger, and if looks could kill, you would certainly be as dead as the two soldiers at his feet.

Manahzo will not allow anyone to interfere with his revenge, and will attack the PCs without provocation. No amount of diplomacy will dissuade him from his task.

Combat

Manahzo pg 29



As is stated, Manahzo is willing to make the ultimate sacrifice. In fact, this should be the only end that Manahzo should see if the PCs prevail. As he does this, read the following aloud to the players:

With each strike and counterstrike, Manahzo comes to realize that he cannot defeat this group. However, the look of anger and hatred in his eyes does not waiver. In a final act of desperation, Manahzo removes the flute from his satchel, and, in the same stroke, he leaps from the cliff. As he falls to a certain death below, you can hear the sound of the flute being played...and then silence.

With the death of Manahzo the storm quickly dissipates. His body lays broken at the base of the cliff, right outside the village of Rybalka. The residents of the village can clearly be seen moving about, with the mayor and the Rybalka guard heading to investigate the scene below. As they come upon Manahzo, they find his mangled and broken body, his dead hand still clutching a broken wooden flute.

Chapter Three

The Haunting of Rybalka (CR 7)

Immediately following the death of Manahzo, the village of Rybalka returns to the previous state of vigilant calm that existed before the attacks from the rogue Snoqua. The Rybalka guard has been returned to full strength with replacement soldiers that the mayor requested from Mohkba. The PCs are regarded with respect by many of the residents of the town for their part in eliminating the threat, regardless of whether the PCs helped out of the town's best interest or if they played the part of payed mercenaries. The end result is seen as the same by the hardened residents of the frontier.

Yuri Statel is not one of the residents of Rybalka that is so easy to give his respect and trust however. Yuri has been keeping a closing eye on the PCs since the mayor sent them to speak with Sulwotik. As a secret agent of the crown, he is suspect of anyone dealing with the Vikmordere, including the mayor. While he would never act openly against the mayor preferring to send word back to Mohkba or move secretly, if he deems that the interest of the Klavek Empire may not be upheld then he will act accordingly to eliminate any threat. Assuming Yuri was able to successfully scry upon the party when they first met the Snoqua warriors, he either saw the party negotiate to see the Snoqua elders, or he saw them captured by the Snoqua in the camouflaged net traps. If the former occurred he wholeheartedly believes the PCs to be Vikmordere collaborators and will watch their interaction with the mayor and others intently. If they were captured, he will still question how they were able to escape, seemingly unharmed by the Snoqua. If he failed to scry upon the party then he will believe that they actively thwarted his attempts. The collaboration with Sulwotik has put the PCs under Yuri's intent scrutiny.

Manahzo's body was initially inspected by Yuri once it was removed from where it fell, as well as all his belongings. His weapons and armor were seized by the mayor once they were identified as magical and sent back to the capital for use by the Empire. Yuri inspected the flute as well, but found it to be non-magical and nothing more than a piece of broken wood now. The magic of the Tree of the Four Winds no longer resides in the flute, and no trace of it can be found. Yuri comes to the conclusion that the ability of Manahzo to affect the weather as he did must have been garnered from another source, although he is unsure from where. Thrown out as trash, Sulwotik recovers the broken flute in secret. Manahzo is buried in an unmarked grave outside of town by the Rybalka guard.

Approximately three days after Manahzo's death, strange happenings begin to occur with the weather. With every passing hour of the day there are gusts of winds that are literally picking the villagers up into the air and throwing them to the ground, as well as outbursts of lighting throughout the village when no clouds are even in the air. At first the mayor and others believe that another Vikmordere attack is occurring, but when the strange weather isn't accompanied by attacking barbarians everyone soon realizes that there is something else afoot. After a ship owned by the shrewd and wealthy businessman Gregory called *the Vigilance* is nearly destroyed by lightning when one of its crew is the target of one of these attacks, many villagers find themselves too frightened to even leave their homes.

Sulwotik braves the streets to seek out the PCs and invites them back to his home for a private discussion. Once the PCs find themselves back at Sulwotik's Spirits, Sulwotik tells them the following tale:

I fear that our troubles with Manahzo have not come to an end just yet. As I'm sure you know by now, the Flute of the Four Winds is no more and was destroyed in your battle with Manahzo. This broken flute is all that remains. However, its power was apparently not destroyed with Manahzo, and neither was Manahzo it would seem. Manahzo's need for revenge, coupled with his knowledge of the flute due to his being its architect, has created an unnatural manifestation of his spirit. Whatever portion that remains of Manahzo's angered spirit bonded with the power of the flute at the moment of their mutual destruction. There are tales of angered spirits in our tribe. Our greatest sages on the subject are our elders. I do not know how to put Manahzo's spirit to rest, but I believe they will. I cannot leave Rybalka as I feel I am needed here, but I am asking that you visit my former tribe again to discuss these issues with the elders. I am hopeful they can provide you direction. Take this broken flute as a sign of good faith on the part of the village. Even broken, it will still be considered a relic among my people. They need not know the Rybalka people did not send it themselves.

Assuming the PCs accept Sulwotik's request, he directs them to travel to the northeast through the forest again to seek out his former tribe so that they may speak to the elders.

Manahzo's Haunt (CR 7)

XP 3,200

Persistent NE haunt (Village of Rybalka)

Caster Level 7

Notice Perception DC 20 (to hear the sound of a flute playing)
hp 31; **Trigger** proximity; **Reset** 1 hour

Effect Each hour Manahzo's haunt manifests in a random location within the confines of the village of Rybalka, but always within proximity of a non-Vikmordere resident. Those within the targeted location will either be thrown into the air as if affected by the spell *air geyser*, or potentially struck by lightning as if targeted by a *call lightning* spell.

Destruction Manahzo's haunt can only be permanently destroyed by finding his wife Shertayli's physical remains in the deep caves that are located within Gregory Peytori's coal mines and returning those remains to the Snoqua tribe to be properly blessed and buried in the Vikmordere tradition.

Return to the Snoqua tribe

The PCs trek through the forest to the Snoqua tribe should be much less eventful compared to the previous venture. With Manahzo and Arakel no longer roaming through the forest, foul creatures such as dire wolves and the like have returned to the Dark Wood. The PCs will run into a single patrol of Klavek soldiers a mile or so outside of Rybalka, but word of their deeds have already made their way into the ranks of those soldiers, so they are allowed to pass with little question. The players may make a **DC 25 Survival check** to locate the former Snoqua village they had previously visited. If they are not successful, a lone Snoqua warrior will find them and escort them to the village to meet with the elders. As the PCs enter the village, they will note the Snoqua go about their business paying them little attention in stark contrast to their previous visit. It should be evident that news of their dispatching of Manahzo has made its way to the village already, and given they were to return the *Flute of the Four Winds* as part of their agreement with the Snoqua, their return was expected anyway.

The party is escorted to the large tent where the elders meet, and asked to enter. As before the elders sit in a semicircle facing the group. Read the following aloud to the players:

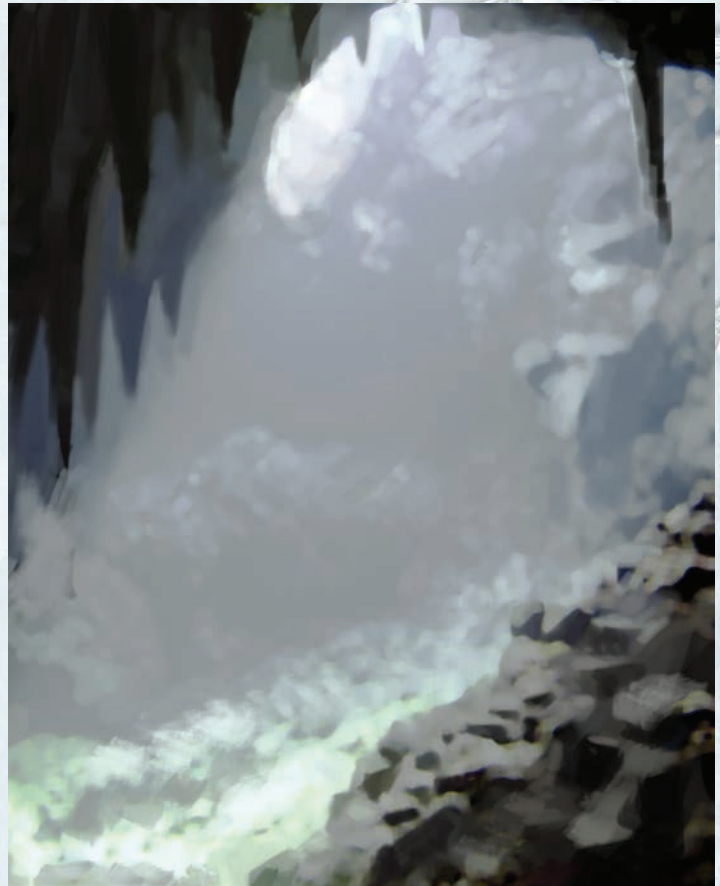
As you enter the tent, the elderly wise men stare at you and gesture for you to have a seat before them. The man in the middle of the group addresses the party. "We bid you welcome. We have heard of your great deeds, and we know that Manahzo no longer lives. What of the Flute of the Four Winds?"

With this the man will go silent and wait for the PCs to respond. As the PCs tell their tale of what happened to the flute, the elders will grimace. Assuming the PCs hand it over as promised, the elders will each take a turn inspecting the broken instrument. As many of them were present when Manahzo performed the ritual to capture the power of the Tree of the Four Winds in the flute, they easily recognize the former artifact as genuine. It's assumed that the PCs will also share the information Sulwotik provided about Manahzo's spirit and it's haunting of Rybalka. They converse among themselves for a brief time when confronted with that news. The following should then be read aloud to the players:

This is most troubling. Manahzo was a man of honor who lost his way due to the tragedy he suffered. He lost his way with the Ancestor Spirit and this is why he cannot pass on. To free him of his ties to the land and allow him to find peace so that he may join the Ancestor Spirit, you must remove his ties to this world. Many of us knew Manahzo very well, and his love for his wife Shertayli was rivaled by none. Her passing is what drove him to the hatred in his heart for the invaders. Shertayli was lost to Manahzo in a cave complex while trying to escape the invaders and get the flute to safety. That cave complex was quickly taken over by the invaders and they now mine coal from within it. Due to the invaders staunchly protecting their mines, Manahzo was never able to reclaim Shertayli's remains and give them a proper blessing and burial. We all agree that if Shertayli's remains can be given a proper blessing and burial then Manahzo should be able to find peace.

With this, the elders provide direction to the mines. A successful **DC 15 Knowledge (local) check** will let the PCs recognize that these mines are the ones owned by Gregory Peytori. The elders tell the PCs that they would help recover the remains, but the invaders are too many and the Vikmordere are always attacked upon sight. While they want Manahzo to find peace, they cannot risk the welfare of the entire Snoqua tribe to bring that to him. They are more than willing to perform the necessary blessing and burial rites for Shertayli if the PCs return their remains to the elders.

The PCs should then be set on their way. As they make their way through the forest towards the mines they should run into another patrol of Klavek soldiers. As before, the soldiers should recognize them and let them pass without incident due to their current reputation. News of the PCs travels will quickly make its way back to Yuri. Given their relationship with Sulwotik, his distrust of the Vikmordere, and the strange happenings in Rybalka, Yuri will come to the conclusion that they are in league with the Vikmordere. Given there would be no time to get word to the capital, he devises a plan to have someone else dispatch the PCs. Since Gregory Peytori owns the mines the PCs are headed for, has suffered injury to his property due to the recent occurrences, and has been easily manipulated in the past, Yuri decides to use him as a pawn and plant the seed in Gregory's mind that the PCs **might** be going to his mine to destroy it as part of a plan to further cripple Rybalka. The decision to act will be Gregory's, and he will send word to some of his men in the mine to deal with the PCs in a quiet manner. If they happen to fall down a mine shaft or be lost in a cave-in, no one should question it.



Gregory's Coal Mine



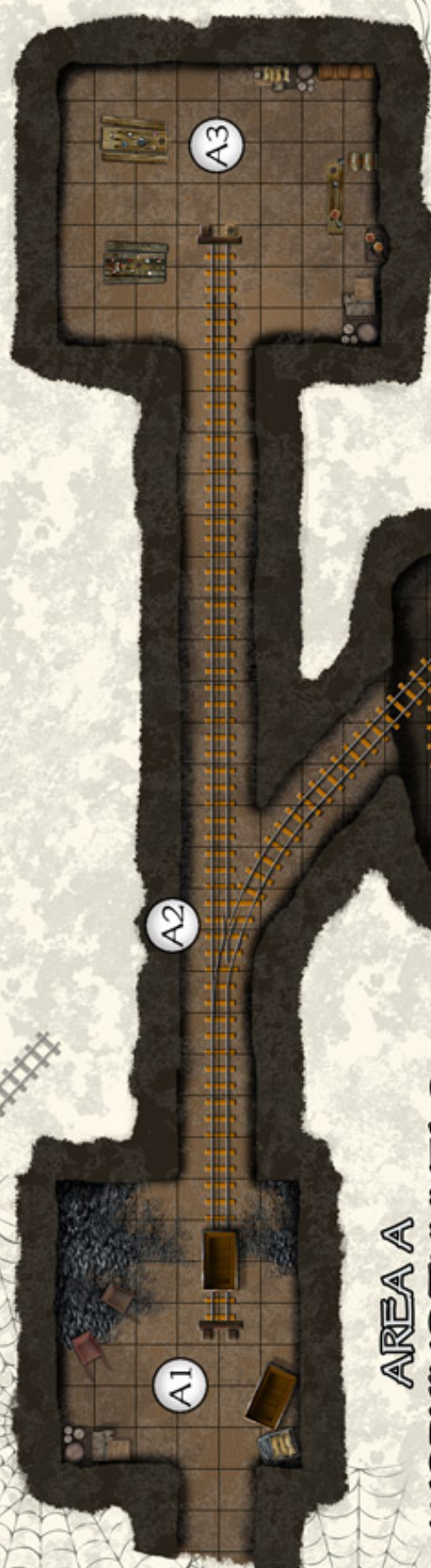
Place: The coal mines to the northeast of Rybalka

Location: The narrow shafts within the mountain

Condition: Occasional wooden props. Low risk of collapse revealed with a **DC 15 Knowledge (architecture and engineering or dungeoneering) check**, a **DC 12 Profession (miner) check**, or Dwarven stonecunning). The air is heavy with coal dust.

Lighting: None. Sources of fire are considered too dangerous as there is the risk of explosion and combustion due to the dust. Miners use glow sticks to see.

The mood and general atmosphere are gloomy.



AREA A
WORKING TUNNELS



ONE SQUARE = 5 FEET



TO
AREA B

SPIDER LAIR

TO
AREA B

TO
A2

TO
AREA B

MINESHAFT A4 SIDE VIEW



ONE SQUARE
= 6 FEET

TO
SPIDER LAIR

A1 Entrance to the mine



Close to the way in to the mine is a small space used to stow mining items and tools. It is full of bags and boxes, although most of them are empty. There is a set of rails in the middle of the entrance room with a metal cart set on it, black with coal dust. This cart (and others like it) is used to take miners deep into the mine and bring coal back to the surface. From here, it is loaded onto wooden wheelbarrows and taken to Gregory's house.

The cart is incredibly dirty, but if anyone wants to use it to slowly descend into the mine, they can do so. The workers swear by the carts, as it saves time and energy better used to mine coal. The journey also allows miners to talk together, something that breaks up the monotony of the dull routine of walking to the coalface.

The cart can hold up to six people and is equipped with a reliable handbrake. The only danger when using it is ruining your trousers thanks to the dust.

Area A: Working tunnels

There is a significant amount of coal dust in these tunnels. There is a cumulative 10% chance per minute that a stationary naked flame will ignite the dust in a 10-ft. cube around the source. The percentage chance of any adjacent 10-ft cube of dust igniting is the same as the starting point of the fire, e.g. if the cube of dust around the naked flame ignites when the chance was 40%, then any other cube around it has a 40% chance. This can set up a chain reaction, but the percentage chance of further cubes of dust igniting reduces by 10% for each additional 10 feet it is from the source of flame. If the dust ignites, it burns for 1 round and causes 1d6 damage.

If any spell that causes flame or an explosion is cast, there is a minimum 50% chance that it will ignite the coal dust. This chance increases by 10% for each die of damage it does over 5, for example a spell that does 7d6 damage has a 70% chance of igniting the dust, while a spell that does 11d6 of damage automatically ignites it.

Use the following table as a guide:

Table 2: Igniting Coal Dust

% Chance at Source of Flame	% Chance for Dust Further Away from Source of Flame								
	Adjacent	10 ft	20 ft	30 ft	40 ft	50 ft	60 ft	70 ft	80 ft
10	10	-	-	-	-	-	-	-	-
20	20	10	-	-	-	-	-	-	-
30	30	20	10	-	-	-	-	-	-
40	40	30	20	10	-	-	-	-	-
50	50	40	30	20	10	-	-	-	-
60	60	50	40	30	20	10	-	-	-
70	70	60	50	40	30	20	10	-	-
80	80	70	60	50	40	30	20	10	-
90	90	80	70	60	50	40	30	20	10
100	100	90	80	70	60	50	40	30	20

A2 A fork in the track

In the dim light that filters down the tunnel from the entrance, the PCs can see that the tracks divide into two: one path leads straight on into a long tunnel that has a distant yellow glow coming from it, while the other turns to the right along an unlit bend that goes towards the deeper, colder mine shafts.

At present, the fork is set so the cart will go towards the light (the dining room at A3). A key is required to switch the tracks to the tunnel that bends towards the coalface. Only a few trusted miners have this key. This track also looks like it had a second fork to it, but any investigation soon reveals that the older wooden rails only travel for 30 meters before they end in a blank wall. This is a worked-out shaft that is no longer used and has been blocked off.

A3 Dining area

If the party travels from location A2 towards the light they end up in a large hall where the miners rest during their break. There is very little coal dust in the air, certainly nowhere near enough to cause an explosion. Read the following aloud to the players:

This hall is sparsely lit by a few sputtering lamps, their wicks turned down low to minimize the flame. The room is full of miners closely packed around rickety tables. There is a long serving bar against the right-hand wall with an assortment of bottles and packets stored behind it. An old man stands behind it, raggedly dressed in a stained shirt and dusty trousers. The space has a strong aroma of rotting clothes, cheap alcohol, and over-boiled sausage. Around the walls are hung various dented helmets, while tools and boxes are piled in corners.

As you approached the hall, the sounds of a crowded room reached you, but now you are at the doorway the place has gone quiet, with unfriendly eyes staring at you. The workers are desperate types: hard-eyed, muscular, dressed for hard labor, and not keen on strangers.

The workers stare at the PCs intently for a period, and then one of them recognizes the party as the group that dealt with Manahzo. The mood shifts from one of discomfort to slightly more accepting. The miner that recognizes the PCs asks what they can do for the hero's that dealt with that Vikmordere scum. If the PCs reveal why they are there, the miner looks at them with an odd expression, and then tells them that they will probably want to talk to the foreman Tovur. He's been working in the mine the longest, and would know the most about the old caves below. The miner says that Tovur actually just headed down to the old mines just a few minutes before with some other miners and gives the PCs directions. He warns the PCs to be careful heading down through the shafts due to a large spider the miners refer to as the Dark Lady that's taken up residence at the bottom. He complains that Gregory has been made aware of the spider situation, but he's been slow to deal with the problem even though they've lost two miners after they fell down the shaft into the Dark Lady's web. He conveys that he needs the job though, and doesn't have much of a choice if he wants to keep food on his family's table, so he keeps working there in spite of the spider. If it's not one thing it's another, he says. Before the spider they had to deal with a bunch of carnivorous reptiles that kept trying to attack the miners as they started a new mine shaft. That situation took care of itself though when the floor of the new shaft caved in and they had to abandon it. He then takes his leave and rejoins his fellow miners.



A4 Descending mine shaft

Once the previous mine was exhausted and failed to produce coal in quantity, Gregory ordered it abandoned. When Tovur located a rich vein of coal in the walls of the descending mine shaft that lead to the old mine, the miners were then instructed to start mining there. Read the following aloud to the players:

You see a large shaft before you that appears to be about 35 ft. in diameter, and approximately 100 ft. deep. The rails that the metal carts used to extract coal, spirals down the shaft's outer wall as they lead into the depths below. The wooden platforms that the rails comprising the track are attached to seem to be quite reliable and are driven into the ground with what look to be strong iron spikes, but the edge opposite the wall is devoid of any fencing whatsoever, making it a potential death trap for anyone that may happen to lose their footing when a cart passes by.

There are a number of miners actively working the walls of the shaft, and they go about their business for the most part, ignoring the PCs and pointing to Area B if asked where Tovur has gone. For every 5 minutes spent in the shaft have a cart pass on the tracks where the PCs are, requiring them to have to step out of the way. Each time the PCs should make a **DC 15 Acrobatics check** or fall into location A5 at the bottom of the shaft.

A5 Spider's lair (CR 5)

The Dark Lady, as she's called by the miners, is a giant black widow spider that mysteriously appeared in the mines. She made her lair deep within the bowels of the mines, and setup a series of intricate webs to entrap those unwary souls that happened to fall down the shafts in locations A4 and B3. She initially started to create a third series of webs in location B5, but after a few run-ins with Anglers and Tunnel Horrors, she abandoned that hunting ground. Any PCs falling into the web will not take any falling damage regardless of the height from which they fell, however they must immediately make a **DC 20 Reflex save** or gain the grappled condition. They may break free by making a **DC 20 Combat Maneuver check** or **DC 20 Escape Artist check**. The Dark Lady makes this area her primary abode, and anyone falling into her webbing will be attacked by her within one round of finding themselves caught in her intricate web.

Combat

The Dark Lady pg 30



The Dark Lady has made a meal of a couple unfortunate miners, and searching this area will turn up their now picked clean bones, as well as **50 gp** and a couple mining picks. A **DC 15 Perception check** will reveal tunnels leading to locations B3 and B5.

AREA B
THE OLD MINE

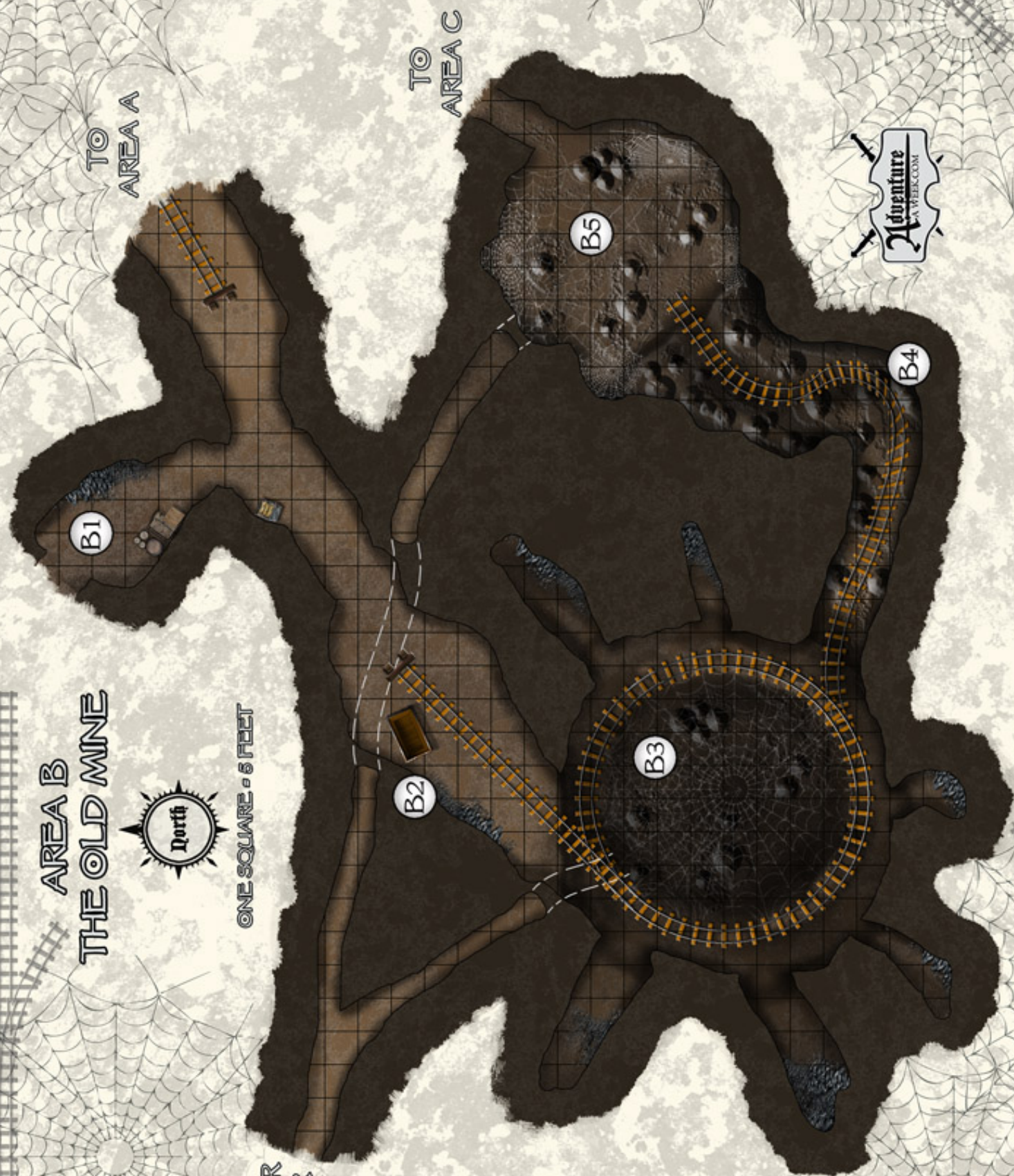


ONE SQUARE = 5 FEET

TO
SPIDER
LAIR

TO
AREA C

TO
AREA A



A6 End of the track

The tracks for the metal coal carts end abruptly at this location. It appears that the tracks previously extended further, but the rails were likely removed to create track in other areas of the mine where coal deposits were still rich.

Area B: The Old Mine

This is the old mine that Gregory ordered abandoned once it was no longer producing enough coal for him to turn a profit. Even though it is not actively mined anymore, coal dust is still abundant throughout the area, and stirs with each step the PCs take into the old mine.

B1 Tovur's ambush (CR 6)

When Yuri planted the seed with Gregory about the PCs making their way to his mine, Gregory decided to send word to his trusted foreman Tovur to have him take care of the threat. Tovur is a man (Devil-spawned tiefling actually) that comes from a tainted past. His mother was a member of a secret cult that worshiped the devils that made residence in the Dark Wood. She gave herself to one of the devils willingly, and thus Tovur was conceived. Unlike some from who have a fiendish bloodline, Tovur looks primarily human save for his unnatural red eyes and pupils that seem to never dilate regardless of light conditions. Tovur's mother was slain by an Inquisitor for her willing collaboration with the devils of the Dark Wood, but he was spared by a Knight who took on Tovur as his squire.

Whether due to the teaching of the Knight, or his devilish heritage, Tovur accepted the rule of law. However, the other members of the Knight's order did not accept Tovur. They treated him with no respect, and many of the other squires picked on him. He became bitter, and one day when one of the squires pushed him too far he lashed out with latent kinetic power and slew the squire. The Knight that had protected him saw the attack and when he tried to approach Tovur, the tiefling struck out at him as well. The taint of his heritage proved too strong and he found a way to spin the story to make it appear as if he had actually killed the Knight because he was being abused. While many were suspicious, Tovur was found innocent in a court of law, and he was set free. He joined Gregory's mining crew and in the mines he was able to hone his kinetic abilities while learning about the skill of mining. He quickly rose through the ranks through intelligence and the misfortune of a few other miners, and eventually was named foreman. He has no issue killing in Gregory's name as long as it ensures his continued position of power.

When the PCs enter this area they will find Tovur whispering to his men. He knows the PCs are approaching, and he is telling his men quietly to wait for the PCs to get within 10 ft. and then to attack mercilessly. He has told them that the PCs are secretly Vikmordere spies, and that they are here to destroy the mines and take away these men's livelihood. As soon as the PCs come in range, they will attack them. If the PCs aren't on guard then Tovur and his men should get a surprise round attack.

Combat

Tovur pg 30

Miners (3) pg 31



B2 Broken coal cart

Read the following aloud to the players:

The rails appear to begin anew in this location. There is a metal cart that has been derailed, but looks as if it could easily be placed back on track and used to descend further into the mine with greater ease than walking. The air seems to be a little cleaner here as compared to the areas that are being actively worked by miners.

The cart actually has a defective brake, but this can only be noticed with a **DC 18 Perception check** (+5 bonus if the PC has skill points in **Knowledge (engineering or dungeoneering)** or **Profession (miner)**). If this defect is detected it can be fixed with a **DC 15 Disable Device check**. If the PCs try to use the cart to travel the track without fixing the defective brake they will speed into location B3, unable to stop.

B3 The old mining shaft (CR 5)

This area is the old mining shaft that failed to produce a profitable volume of coal for Gregory. It has been abandoned for a number of months now, but none of the track or equipment that was previously here has been removed yet. Just as in location A4, the rail track spirals down through the shaft. If the PCs are coming in fast on the broken coal cart then read the following aloud to the players:

As the coal cart you are in rolls along the track it gains speed. As you pull on the brake you find it's non-functional and your speed continues to rise. You find yourself entering into another shaft similar to the one the miners are now working that you came through earlier. You notice tunnels along the walls passing you by quicker and quicker.

Each PC may make a **DC 25 Acrobatics check** to jump off into one of the tunnels along the walls to escape the cart that is rolling along the rails uncontrollably. If they succeed then they will only take 1d6 points of damage from the speed and force with which they hit the ground. If they fail then they will fall to the area below that is covered in the Dark Lady's webbing. If the PCs don't attempt to escape the out of control cart then they must make a **DC 28 Reflex save** or be thrown from the cart to the area below. Just as in location A4, the web will break the PCs fall, but will have to make a **DC 20 Reflex save** or gain the grappled condition. They may break free by making a **DC 20 Combat Maneuver check** or **DC 20 Escape Artist check**. If the Dark Lady has not been encountered or killed already, she will sense something trapped in her web and make her way to her meal in 1d4 rounds.

If the PCs walk into this area and are not on the cart, or the cart was fixed by them prior to using it for transportation, then read the following aloud to the players:

You find yourself entering into another shaft similar to the one the miners are now working that you came through earlier. You notice short tunnels along the walls as you move along the track. In the darkness below at the bottom of the shaft you can barely make out what appears to be a large web.

B4 Tovur's dirty deed (CR 4)

As Tovur was rising through the ranks on his way to becoming foreman, he occasionally had to dispatch with those who might cause him issue or stand in his way. One such individual was a miner who found out about Tovur taking shortcuts in building support beams for new tunnels in order to save money so that he could show Gregory a better profit and prove his worth. Tovur couldn't let the miner let anyone know, so he killed him discreetly and buried his body in the tunnel walls and told everyone that the miner had ran away because he couldn't take the hard work. The miner now haunts this portion of the mine where his body lies decaying in the walls, angered at the loss of his life at Tovur's hands.

Read the following aloud to the players as they enter the location:

The track continues to wind through the dark tunnels. Though you know it's not the case, the walls almost seem to move in closer with each step. As you move forward the air begins to chill and the hairs on your neck stand up.

The ghost of the miner appears from the wall where his body is buried, and begins to move slowly towards the PCs. He will attack them out of anger for his death, even though they are in no way responsible. In his current state he only wants all living beings to suffer. A **DC 25 Perception check** will allow the PCs to notice that there appears to be something buried in the wall where the ghost of the miner emerged. Should the PCs attempt to start digging, the ghost will immediately stop its attack and step back watching the characters intently. He only wants his body to be found so that someone other than Tovur will know he died. If his body is not recovered then the ghost of the miner will rejuvenate in 2d4 days after being "destroyed" and continue to haunt this section of the mine.

Combat

Ghost of Miner pg 32



AREA C THE LAIR OF HORRORS



ONE SQUARE = 6 FEET

C3

C4

C2

C1



TO
AREA B

B5 The fault (CR 5)

Read the following aloud to the players as they enter this location:

The track seems to come to an abrupt halt as you find yourself looking down in a small chasm. Close inspection of the walls show tool marks, but it doesn't look as if this area was ever truly mined to the extent of the rest of the mine. The chasm looks to be about 20 ft. deep, and with the way the rocks are laying in it you can surmise that there was likely a floor here previously that collapsed into the chasm below. A few webs similar to what you've seen in the other areas of the mine can sparsely be seen spread throughout. A small tunnel can be seen on the far side of the chasm floor.

If the PCs have made their way to this location via the tunnels used by the Dark Lady in location A5 or B3 then read the following aloud to the players:

As you make your way into this small cavern, you notice a few webs similar to what you've seen in the other areas of the mine. You can see a small ledge located about 20 ft. above the cavern floor, and a tunnel beyond. Another small tunnel can be seen on the far side of the cavern floor.

If the PCs descend into the chasm and they've not encountered the Dark Lady thus far, then they will have nothing to fear from her here. Even though she can reach this area with ease through her other tunnels, she will not venture here anymore due to encounters with roaming tunnel horrors. If however, the PCs decide to follow the tunnels back towards the Dark Lady's lair and they've not encountered her already, then she should make an appearance as soon as she senses them entering her web in location A5 or B3.

If the PCs follow the far tunnel on the chasm floor, it leads to **Area C**, which is the lair of the tunnel horrors.



Area C: The Lair of Horrors

Long before the Klavek invasion into the land of the Vikmordere, and the toiling of the miners of Rybalka into the earth for coal, these caves were home to an isolated ecosystem of carnivorous reptiles. Initially a single species that preyed on any warm blooded animal that happened to venture too far into their territory, these reptiles evolved into two separate species. The base species known as Anglers remained and carried on as normal, but their newly evolved cousins known as the Tunnel Horrors took on a hive mind mentality with a matriarchal queen overseeing and directing their actions. Both species coexist in the caves and are driven by instinct to feed on warm blooded animals, but in times of famine the Tunnel Horrors have been directed by their queen to feed on their lesser reptilian cousins to ensure they do not fade into extinction.

When Manahzo and his wife Shertayli were driven into these caves by the Klavek invaders, the Tunnel Horrors were ultimately responsible for the death of Shertayli. As Manahzo and his fellow Snoqua fought the Klavek soldiers, he could only watch in terror as Shertayli fell and was dragged deeper into the caves by the Tunnel Horrors for the queen to feast. Had it not been for his loyalty to the Snoqua and keeping the flute out of Klavek hands, he would have surely followed and thrown his life away to get Shertayli. Alas, that was not to be. Shertayli's body was picked clean by the queen, and her bleached bones are still within the caves and the nest where the queen resides and directs her Tunnel Horror drones.

C1 Angler blight (CR 4)

This location is the primary hunting ground of most of the Anglers. While some still can be found in location C3 as well, the Anglers out of instinct have started to avoid the deeper caves due to the Tunnel Horrors occasionally eating them. On some level they realize the Tunnel Horrors are an apex predator, and most avoid them out of self-preservation. As the party enters this location read the following aloud to the players:

As you enter the cave you smell the stench of decay upon the still air. Strange but beautiful flora can be seen throughout the cave. Ahead in the small cavern you see a pink glow emanating from multiple points near the cave floor.

The pink glow is from a group of twenty Anglers that have burrowed into the cavern floor. Visual inspection by the characters will reveal what appears to be some sort of pink glowing flower growing from the floor. The PCs may make a **DC 14 Perception check** to see the slightest movement of the "flowers". If any of the PCs touch the "flowers" then the Anglers will immediately jump up and attack the PCs. The Anglers will get a surprise round unless the PCs previously noticed the "flowers" movement.

Combat

Angler (20) pg 19



C2 The Tunnel Horrors (CR 5)

The Tunnel Horrors have claimed this location as their primary hunting ground. There are currently sixteen of them that crawl amongst the various glowing mushrooms that grow in this part of the cavern, as well as along the ceilings within the stalactites waiting for prey to appear. Read the following aloud to the players as they enter this location:

The stench of decay is becoming overwhelming as you move deeper into the cavern. Mushrooms that glow with pink and blue hues can be seen in patches along the cavern floor. You can't shake the feeling that there are multiple sets of eyes watching you.

Since the Tunnel Horrors operate with a hive mind, any prey that is detected by one is immediately known of by all. For each minute spent in this location there is an 80% chance that one of the Tunnel Horrors will notice the party. Should this occur, the Tunnel Horrors will attempt to surround the party and attack them by surprise, leaping at them from all sides.

Combat

Tunnel Horror (16) pg 19



Roll a 1d4 as the PCs make their way through the mushroom garden.

Table 3: Mushroom Garden Random Encounter Table

1d4	Encounter
1	1d20 Tunnel Horrors
2	1d8 Anglers
3	A dead miner. Inspection of the body appears to show that he drove his own mining pick into his brain. Searching the body turns up 150gp worth of diamonds.
4	No encounter

Combat

Tunnel Horror pg 19

Angler pg 19

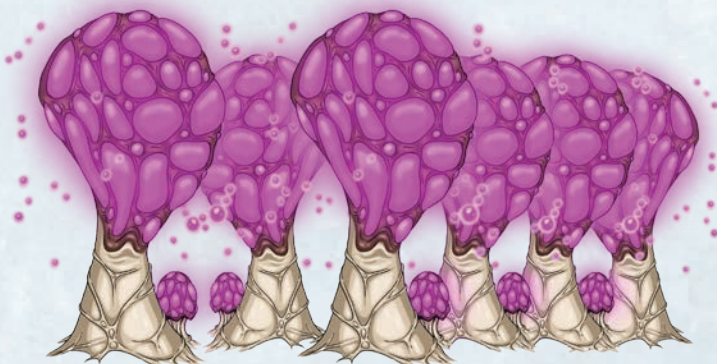


The mushrooms in this cavern also release foul smelling spores (the source of the overwhelming stench) that have a hallucinogenic effect. For every five minutes spent in this location have the PCs roll a **DC 20 Fortitude check** to resist the effect of the spores. Failure results in the PC gaining the **Confused** condition for 1d10 rounds. Once a PC succeeds on their save they cannot be affected by the mushroom spores again.

C3 Mushroom garden (CR 0 5)

This location is the site of a large fungal garden of mushrooms. The Tunnel Horrors will often hunt in this area as the large quantity of mushrooms serves as bait for their prey. Read the following aloud to the players as they enter this location:

As you venture deeper and deeper into the caverns, the cave opens up wider and you see that the glowing mushrooms have essentially taken over this portion of the cavern. The source of the musty smell of decay that has been pervasive as you've moved through these caverns is now apparent to you. The air is filled with the dank moisture familiar to those that have ventured beneath the earth before. A small stream can be seen flowing through the cave, and another tunnel appears to be on the far side of it. Small glowing insects sputter throughout the cave making for an entrancing scene.



C4 Tunnel Horror nest (CR 7)

The nest of the Tunnel Horrors resides in the deepest portions of the cavern. Here the queen lays her eggs and directs her drones to bring her meals of flesh. The bleached bones of the victims of the Tunnel Horrors that haven't completely decayed into dust are strewn about the cavern. Among those various victims the physical remains of Manahzo's wife Shertayli can be found. Read the following aloud to the players as they enter this location:

The tunnel leading from the mushroom cavern narrows slightly and then opens up into the largest cavern you have seen yet. The tracks of small animals can clearly be seen in the dirt on the cavern floor, as well as tracks that seem to suggest larger things have been dragged across the floor recently. As in other areas of the cavern, glowing mushrooms dot the landscape. In the distance on the far side of the cavern you can see what appears to be a large black lizard with intricate white markings on its scales sitting. Smaller lizards move about it as well, but seem to avoid touching it directly. What appear to be egg sacks hang suspended from the ceiling on stringy threads all around the large black lizard.



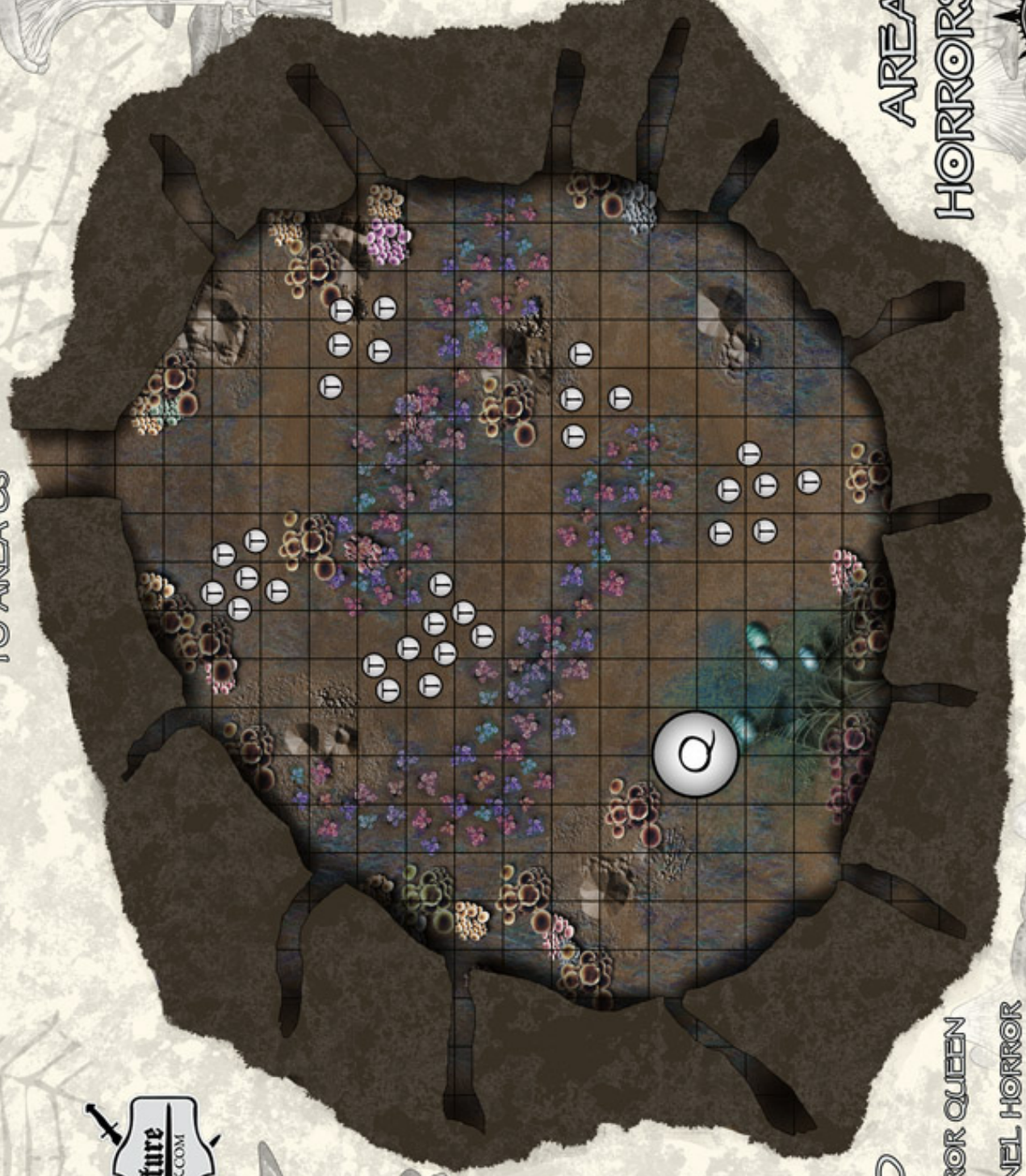
TO AREA C3



AREA C4 HORRORS' NEST



ONE SQUARE = 6 FEET



LEGEND

-  HORROR QUEEN
-  TUNNEL HORROR
-  ANGLER HAZARD
-  EGGS/NEST



The Tunnel Horror queen is well aware of the incursion of the party into her domain. She will sit and watch them intently as they move about the cavern. Once they venture into the cavern approximately 20 ft., the queen will direct her Tunnel Horrors to attack. There are twenty Tunnel Horrors spread through the cavern that will attack the PCs at the queen's request. Should the PCs come within 30 ft. of the queen, or if they are dispatching of her drones and appear to be winning, she will enter the fray and attack the closest PC with her acid spittle, attempting to entrap them in the mucous to make it easier for her drones to kill them.

Combat

Tunnel Horror pg 19

Tunnel Horror Queen pg 20



If the PCs successfully defeat the Tunnel Horror Queen, the remaining Tunnel Horrors will scatter. 1d4 of them will attempt to grab one of the hanging eggs (which contain future queens) and scurry into one of the small side tunnels.

Once the Tunnel Horror threat is neutralized, the PCs may search the cavern. They will find numerous skeletons of both human and monstrous victims such as kobolds and orcs. A **DC 20 Perception check** will allow them to find a human female skeleton among the various remains strewn about the cavern that has a Snoqua amulet still hanging about her neck. These are the physical remains of Shertayli, and what must be returned to the Snoqua elders so that they may bless and bury her to end the Manahzo's haunting of Rybalka. Also found among the grisly remains are 500gp worth of diamonds, 2 *potions of cure moderate wounds*, and a +5 *vorpals sword*.

Adventure Conclusion

Once the PCs have secured Shertayli's remains, they will need to get them back to the Snoqua. Assuming they dealt with Tovur and any remaining miners that were loyal to him, they should have no issues leaving the mines with Shertayli's remains. The remaining miners will be happy that they've dealt with the Tunnel Horrors, and potentially the Dark Lady, and their fame will continue to grow within the region. When the Snoqua elders have Shertayli's body in hand, they will immediately prepare for the necessary rituals to bring her spirit peace, and in performing that ritual Manahzo will find peace as well and the haunting of Rybalka will come to an end. The party will be invited to celebrate the passing with the Snoqua for one evening, but the next day the Snoqua will begin to pack the village as they say they can't stay in one place too long due to the constant attacks from Klavek soldiers in the area.

Should the PCs venture back to Rybalka, they will be greeted with appreciation by the mayor. Sulwotik will already have let the mayor know over a good meal that the PCs are responsible for stopping the haunting and saving Rybalka. Yuri will still be suspicious of the PCs, and any future dealings with them must be handled with that in mind. However, he will not move against them again for their dealings with the Vikmordere tribes, even in secret as he now believes they are interested in keeping Rybalka safe even under the rule of the Klavek Empire. Gregory will watch the PCs at a distance with contempt, but he will not openly go after them since he knows what he told Tovur to do, and now Tovur is most likely dead. The miners that remained after the PCs left the coal mines reported that Tovur died in a collapse, but Gregory suspects otherwise.



Appendix A: New Monsters



Angler

CR 1/6

XP 65

N Tiny animal

Init +2; **Senses** darkvision 60 ft., low-light vision; Perception +1

DEFENSE

AC 14, **touch** 14, **flat-footed** 12 (+2 Dex, +2 size)

hp 4 (1d8-1)

Fort +1, **Ref** +4, **Will** +1

Defensive Abilities camouflage

OFFENSE

Speed 20 ft., burrow 10 ft., climb 20 ft.

Melee bite +4 (1d4-4 plus grab)

Space 2 ft.; **Reach** 0 ft.

Special Attacks poison, rake (2 claws +4, 1d6-4)

TACTICS

Combat An Angler will burrow and hide until it's touched, and then leap forth and attack it's victim. It will attempt to grapple it's opponent with its poisonous bite, and then rake the victim with its claws to subdue them.

Morale Anglers are driven by hunger and the need to feed. They will fight to the death.

STATISTICS

Str 2, **Dex** 14, **Con** 8, **Int** 0, **Wis** 12, **Cha** 2

Base Atk +0; **CMB** +0 (+4 grapple); **CMD** 6 (10 vs. trip)

Feats Weapon Finesse

Skills Acrobatics +10 (+6 to jump), Climb +10, Stealth +14;

Racial Modifiers +8 Acrobatics

ECOLOGY

Anglers exist in the deep caverns of the world in abundance. They are carnivorous reptiles that burrow into the ground and camouflage themselves as glowing flora to catch their prey off guard. They are primal by nature, and exist only to feed and survive.

SPECIAL ABILITIES

Burrowing (10 feet) You have a Burrow speed.

Camouflage (Ex) Some creatures look like or can make themselves appear as normal terrain or plants when at rest and it takes a Perception check to notice it before it attacks. Anyone with ranks in Survival or Knowledge (nature) can use one of those skills instead of Perception to notice the creature.

Climbing (20 feet) You have a Climb speed.

Darkvision (60 feet) You can see in the dark (black and white vision only).

Grab (Medium, Bite[Angler], Bite) (Ex) You can start a grapple as a free action if you hit with the designated weapon.

Low-Light Vision See twice as far as a human in low light, distinguishing color and detail.

Poison: Bite - Injury (DC 10) (Ex) Bite - Injury; save Fort DC 10; frequency 1/hour for 4 hours; effect 1 Con; cure 1 save.



Tunnel Horror

CR 1/4

XP 100

N Small animal

Init +4; **Senses** darkvision 60 ft., low-light vision; Perception +6

DEFENSE

AC 11, **touch** 11, **flat-footed** 11 (+1 size)

hp 6 (1d8)

Fort +2, **Ref** +2, **Will** +1

OFFENSE

Speed 20 ft., climb 30 ft.

Melee bite +1 (1d6 plus attach plus blood drain)

Space 2 ft.; **Reach** 0 ft.

Special Attacks attach, blood drain

TACTICS

Combat Tunnel Horrors like to stalk their prey and pounce upon them. They will attempt to bite their victims and latch onto them, then begin to drain their blood once they've successfully attached themselves until the victim falls unconscious. They will then work in unison to take their prize to their queen.

Morale Tunnel Horrors are of a hive mind, and are directed to act by their queen. Their loyalty to the hive and queen is unwavering, and they will fight to the death.

STATISTICS

Str 10, **Dex** 11, **Con** 10, **Int** 1, **Wis** 13, **Cha** 4

Base Atk +0; **CMB** -1; **CMD** 9 (13 vs. trip)

Feats Improved Initiative, Weapon Finesse

Skills Acrobatics +8 (+4 to jump), Climb +12, Perception +6, Stealth +6; **Racial Modifiers** +8 Acrobatics

ECOLOGY

Tunnel Horrors are distantly related to Anglers, and they can often be found in close proximity to any Angler group. Unlike Anglers, Tunnel Horrors are of a hive mind and are always directed by a matriarch queen. Similar to Anglers, they are primal in nature and exist to feed, but their allegiance to the hive and queen overrides their need for survival from a self-preservation standpoint.

SPECIAL ABILITIES

Attach (Bite [Tunnel Horror], Bite) (Ex) If you hit with the listed attack, you can latch on to your opponent.

Blood Drain (Bite [Tunnel Horror], Bite) (Ex) Drain blood to inflict Constitution damage to foe grappled at end of your turn.

Climbing (30 feet) You have a Climb speed.

Darkvision (60 feet) You can see in the dark (black and white vision only).

Hive Mind (Ex) All tunnel horrors within 1 mile of each other are in constant communication. If one is aware of a particular danger, they all are. If one in the group is not flat-footed, then none of them are. No tunnel terror in a group is considered flanked unless they all are.

Low-Light Vision See twice as far as a human in low light, distinguishing color and detail.

Tunnel Horror Queen

CR 5



XP 1600

N Large animal

Init +6; **Senses** darkvision 60 ft., low-light vision; Perception +12

DEFENSE

AC 18, touch 12, flat-footed 15 (+2 Dex, +1 dodge, +6 natural, -1 size)

hp 55 (5d8+15)

Fort +7, **Ref** +6, **Will** +2

Defensive Abilities hive mind

OFFENSE

Speed 30 ft.

Melee bite +6 (2d8+6)

Ranged spittle +4 (1d6 acid and entrap)

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

Special Attacks spittle

TACTICS

Combat The Tunnel Horrors Queen is content to have her Tunnel Horrors fight her battles. However, if she sees they are losing or a threat is encroaching upon her, she will not hesitate to enter the battle and attack with her acidic spittle, hoping to entrap any interlopers so that her Tunnel Horrors can dispatch of them. If engaged in melee she will attack viciously with her powerful bite.

Morale The Tunnel Horrors Queen will attempt to flee any battle if she falls below 10 hp. Her preservation is paramount to the hive's existence (at least her reign over the hive), and she will direct her drones to protect her escape if she can. Once she is safe she will begin laying eggs anew and establishing a new hive, abandoning any hope of saving the old.

STATISTICS

Str 18, **Dex** 14, **Con** 17, **Int** 2, **Wis** 13, **Cha** 13

Base Atk +3; **CMB** +8; **CMD** 21 (25 vs. trip)

Feats Blind-fight, Dodge, Improved Initiative, Weapon Finesse

Skills Perception +12, Survival +5

ECOLOGY

The Tunnel Horror Queen exists to be served by her hive. The drones bring her food and service her every need. In return, she lays her eggs and keeps the hive alive. When new eggs are laid that may produce a new queen, the current queen suspends them from sticky strands and does not allow them to hatch. She does however ensure that they are not destroyed, as the hive must go on. It is only when the current queen dies that the eggs hatch, and a new queen emerges to begin the process anew.

SPECIAL ABILITIES

Blind-Fight Re-roll misses because of concealment, other benefits.

Darkvision (60 feet) You can see in the dark (black and white vision only).

Hive Mind (Ex) All tunnel horrors within 1 mile of each other are in constant communication. If one is aware of a particular danger, they all are. If one in the group is not flat-footed, then none of them are. No tunnel terror in a group is considered flanked unless they all are.

Low-Light Vision See twice as far as a human in low light, distinguishing color and detail.

Spittle (DC 15) As a swift action, emit a stream of corrosive spittle at one target within 30 feet. On a successful attack, the target takes 1d6 points of acid damage, and must save to avoid being entrapped by the solidifying mucous.

Appendix B: Rybalka NPCs

Yuri Statel

Yuri Statel is the local Sage in Rybalka and owns Mastera Library, a library of over 2,500 tomes that he runs out of his home.

Yuri Statel is a sage and wizard, and thus an expert in all things magical and alchemical. He also buys and sells minor magical items and weapons for a hefty transaction fee (40-60%).

Yuri knows the location of many strange alchemy ingredients. He frequently hires adventurers to trek into the nearby forests and retrieve hard to come by plants and herbs. He owns very expensive alchemy equipment imported from Mohkba (Capital of the Klavek Kingdom) which he keeps private but will share with fellow mages who show interest in the art and science of alchemy. (He also keeps tabs on any such person and notifies the Klavek Kingdom as to the arrival of another wizard in Rybalka.)

If there is someone who can answer almost any question in town, it is Sage Yuri Statel whom the locals simply call "Yuri".

GM NOTE: Yuri Statel is an agent for King Tokolvor Klavek XIII and has been assigned to Rybalka to keep tabs on the villagers and the Klavek troops stationed here. Any signs of Rybalka rebellion or peaceful talks with the Vikmordere are reported instantly by Yuri to the Klavek Kingdom. Yuri Statel is just one of many aliases the wizard uses. Even the sage's closest associates do not know his true name.

Sage Yuri Statel

CR 10



XP 9600

Male Human Cavalier 1 Loremaster 4 Wizard 6

LE Medium Humanoid (Human)

Init +5; **Senses** Perception +4

DEFENSE

AC 16, touch 12, flat-footed 15 (+4 armor, +1 Dex)

hp 94 (1d10+10d6+33)

Fort +8, **Ref** +5, **Will** +9

OFFENSE

Speed 20 ft.

Melee Unarmed Strike +6/+1 (1d3/20/x2)

Ranged +2 Crossbow, Light +8/+3 (1d8+2/19-20/x2)

Special Attacks Lion's Challenge +1/+1 (1/day)

Wizard Spells Known (CL 10, 6 melee touch, 8 ranged touch):

5 (2/day) *Prying Eyes*, *Covetous Aura*, *Flapping Ears*

4 (4/day) *Scrying* (DC 18), *Detect Scrying*, *Locate Creature*, *Share Senses* (DC 18), *Share Senses* (DC 18)

3 (4/day) *Suggestion* (DC 17), *Arcane Sight* (DC 17), *Seek*

Thoughts (DC 17), *Slow* (DC 17), *Hear Inaudibility* (DC 17)

2 (5/day) *Locate Object*, *See Invisibility* (DC 16), *Detect Thoughts* (DC 16), *Detect Thoughts* (DC 16), *Create Treasure Map*, *Share Language* (DC 16)

1 (5/day) *Comprehend Languages* (DC 15), *Identify*, *Feather Fall* (DC 15), *Crafter's Fortune* (DC 15), *Detect Secret Doors*, *Expeditious Retreat* (DC 15)

0 (at will) *Mage Hand*, *Read Magic* (DC 14), *Arcane Mark*, *Mending*

STATISTICS

Str 10, **Dex** 15, **Con** 17, **Int** 19, **Wis** 14, **Cha** 13

Base Atk +6; **CMB** +6; **CMD** 18

Feats Acrobatic, Alertness, Arcane Blast (Su), Brew Potion, Craft Wand, Craft Wondrous Item, Improved Familiar, Scribe Scroll, Shielded Caster, Silent Spell, Skill Focus: Knowledge (History), Wizard Weapon Proficiencies

Skills Acrobatics -2, Appraise +10, Bluff +11, Climb -6, Craft (Alchemy) +23, Craft (Books) +16, Craft (Calligraphy) +8, Craft (Jewelry) +8, Diplomacy +8, Disguise +5, Escape Artist -4, Fly -2, Heal +6, Intimidate +5, Knowledge (Arcana) +16, Knowledge (Dungeoneering) +10, Knowledge (Engineering) +10, Knowledge (Geography) +10, Knowledge (History) +20, Knowledge (Local) +15, Knowledge (Nature) +14, Knowledge (Nobility) +10, Knowledge (Planes) +10, Knowledge (Religion) +10, Linguistics +8, Perception +4, Profession (Librarian) +8, Profession (Soldier) +6, Ride +0, Sense Motive +9, Spellcraft +11, Stealth +5, Swim -6, Use Magic Device +5 **Modifiers** +6 Ride while riding your bonded mount., Lion's Skills

Languages Common, Dwarven, Elven, Goblin, Infernal, Treant, Vikmordere

SQ Animal Companion Link (Ex), Arcane Familiar Nearby, Cauldron of Brewing (empty), Cauldron of Seeing, Deliver Touch Spells Through Familiar (Su), Divination, Diviner's Fortune +3 (7/day) (Sp), Empathic Link with Familiar (Su), Forewarned +3 (Su), Illusion, Lore +2 (Ex), Necromancy, Share Spells with Familiar, Speak With Familiar (Ex), Tactician (Shielded Caster) 3r (1/day) (Ex)

Other Gear *Bag of Holding I* (empty), *Blessed Book*, *Boat*, *Folding*, *Bracers of Armor*, +4, *Cauldron of Brewing* (empty), *Cauldron of Seeing*, *Chime of Opening*, *Cloak of Elvenkind*, *Ioun Stone*, *Dusty Rose Prism*, Expert Alchemical Equipment, Magical Wand collection, Over 2500 Tomes.

SPECIAL ABILITIES

+6 Ride while riding your bonded mount. (Ex) Cancel your armor check penalty of -6 while riding your mount.

Animal Companion Link (Ex) You have a link with your Animal Companion.

Arcane Blast (Su) Convert a level 1+ spell into a 30' ranged touch attack dealing 2d6+1d6/spell level

Arcane Familiar Nearby You gain the Alertness feat while your familiar is within arm's reach.

Deliver Touch Spells Through Familiar (Su) Your familiar can deliver touch spells for you.

Divination Diviners are masters of remote viewing, prophecies, and using magic to explore the world.

Diviner's Fortune +3 (7/day) (Sp) Creature touched gains +3 to attack rolls, skill checks, ability checks, and saving throws for 1r.

Empathic Link with Familiar (Su) You have an empathic link with your Arcane Familiar.

Forewarned +3 (Su) Always act in surprise round. Initiative bonus. Init = 20 at level 20.

Illusion You must spend 2 slots to cast spells from the Illusion school.

Lion's Challenge +1/+1 (1/day) (Ex) +1 to damage target, -2 AC vs. others when used, +1 Dodge AC vs. the target of your challenge.

Lion's Skills +1 (Ex) +1 to Knowledge (Nobility) checks relating to sovereign.

Lore +2 (Ex) Add +2 to all knowledge skill checks.

Necromancy You must spend 2 slots to cast spells from the Necromancy school.

Share Spells with Familiar The wizard may cast a spell with a target of "You" on his familiar (as a touch spell) instead of on himself. A wizard may cast spells on his familiar even if the spells do not normally affect creatures of the familiar's type (magical beast).

Shielded Caster +4 to concentration checks if an adjacent ally also has this feat. +1 more if the ally has a shield, +1 more if the shield is a heavy or tower shield.

Silent Spell Cast a spell with no verbal components. +1 Level.

Speak With Familiar (Ex) You can communicate verbally with your familiar.

Tactician (Shielded Caster) 3r (1/day) (Ex) Grant the use of your Tactical feats to your allies within 30'.

Village Guards

There are 10 guards who protect the fishing village of Rybalka from the dangers of the wilderness.



Rybalka Village Guard

CR 3

XP 800

Male Human Fighter 4

NG Medium Humanoid (Human)

Init +0; **Senses** Perception +3

DEFENSE

AC 15, touch 10, flat-footed 15 (+3 armor, +2 shield)

hp 40 (4d10+12)

Fort +7, **Ref** +1, **Will** +1

Defensive Abilities Bravery +1

OFFENSE

Speed 30 ft.

Melee Heavy Shield Bash +5 (1d4+1/20/x2) and

Axe, Throwing +5 (1d6+1/20/x2) and

Dagger +5 (1d4+1/19-20/x2) and

Dagger +5 (1d4+1/19-20/x2) and

Longsword +5 (1d8+1/19-20/x2) and

Unarmed Strike +5 (1d3+1/20/x2)

Ranged Longbow +4 (1d8/20/x3)

STATISTICS

Str 13, **Dex** 11, **Con** 17, **Int** 10, **Wis** 10, **Cha** 11

Base Atk +4; **CMB** +5; **CMD** 15

Feats Coordinated Defense, Coordinated Maneuvers, Focused Discipline

Skills Acrobatics -2, Climb -1, Diplomacy +4, Escape Artist -2, Fly -2, Intimidate +6, Perception +3, Ride +3, Sense Motive +3, Stealth -2, Survival +4, Swim -1

Languages Common

SQ Armor Training 1 (Ex)

Combat Gear Axe, Throwing, Dagger, Dagger, Longbow, Longsword, Shield, Heavy Wooden, Studded Leather;

SPECIAL ABILITIES

Armor Training 1 (Ex) Worn armor -1 check penalty, +1 max DEX.

Bravery +1 (Ex) +1 Will save vs. Fear

Coordinated Defense +2 CMD if you are adjacent to an ally with this feat.

Coordinated Maneuvers +2 CMB if you are adjacent to an ally with this feat.

Focused Discipline Gain temporary combat bonuses after resisting fear effects

Combat Appendix



Rogue Snoqua

CR 2

XP 600

Human barbarian 2/slayer 1

NE Medium humanoid (human)

Init +1; **Perception** +6

DEFENSE

AC 14, touch 11, flat-footed 13 (+2 armor, +1 Dex, +1 shield)

hp 35 (3 HD; 1d10+2d12+5)

Fort +6, **Ref** +3, **Will** +0

Defensive Abilities uncanny dodge

OFFENSE

Speed 40 ft.

Melee battleaxe +5 (1d8+2/×3) or unarmed strike +5 (1d3+2 nonlethal)

Ranged atlatl +4 (1d6+2)

Special Attacks rage (7 rounds/day), rage powers (beast totem, lesser, reckless abandon), studied target +1 (1st, move action)

TACTICS

During Combat The rogue Snoqua will attempt to keep the mayor surrounded and use flanking to improve their chances of landing additional hits on him with their battleaxes. The mounted Snoqua barbarian will attempt to have the dire wolf he rides upon bite into the mayor and meticulously rend his flesh. Assuming the PCs enter the combat, they will move their focus from the mayor to the more active PCs, assuming they can dispatch them quickly and then return to slowly killing the mayor.

Morale The rouge Snoqua will fight to the death and attack anyone they see. They see all residents of the town as the enemy.

STATISTICS

Str 14, **Dex** 13, **Con** 13, **Int** 11, **Wis** 11, **Cha** 10

Base Atk +3; **CMB** +5; **CMD** 16

Feats Animal Affinity, Extra Rage, Extra Rage Power

Skills Acrobatics +5 (+9 to jump), Climb +6, Handle Animal +6, Heal +4, Perception +6, Ride +7, Stealth +5, Survival +6, Swim +5

Languages Common

SQ fast movement, track +1

Other Gear leather armor, buckler, atlatl, battleaxe, 15 gp

SPECIAL ABILITIES

Beast Totem, Lesser (Su) Gain 2 d6 claw attacks while raging

Fast Movement +10 (Ex) +10 feet to speed, unless heavily loaded.

Rage (7 rounds/day) (Ex) +4 Str, +4 Con, +2 to Will saves, -2 to AC when enraged.

Reckless Abandon (+/-1) (Ex) Trade AC penalty for to hit bonus while raging.

Studied Target +1 (move action, 1 at a time) (Ex) Study foe as a Move action, gain +1 to att/dam & some skills vs. them.

Track +1 Add the listed bonus to survival checks made to track.

Uncanny Dodge (Ex) Retain Dex bonus to AC when flat-footed.



Dire Wolf

CR 3

XP 800

N Large animal

Init +2; **Senses** low-light vision, scent; **Perception** +10

DEFENSE

AC 14, touch 11, flat-footed 12 (+2 Dex, +3 natural, -1 size)

hp 37 (5d8+15)

Fort +7, **Ref** +6, **Will** +2

OFFENSE

Speed 50 ft.

Melee unarmed strike +6 (1d4+4 nonlethal) or bite +7 (1d8+6)

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

TACTICS

During Combat The dire wolf attacks at the behest of his mounted master, typically biting at whoever comes into range. Should his rider become disabled or fall, he will immediately attack the closest combatant, even if that combatant is a rogue Snoqua, attempting to trip them up and then devour them.

Morale The dire wolf is worked up into a frenzy and will fight to the death.

SPECIAL ABILITIES

+4 to Survival when tracking by Scent

Low-Light Vision See twice as far as a human in low light, distinguishing color and detail.

Run Run 5x your speed in light/medium armor or 4x speed in heavy armor and keep Dex when running.

Scent (Ex) Detect opponents within 15+ feet by sense of smell.

Trip (Ex) You can make a trip attempt on a successful attack.

Golem, Totem

CR 6



XP 2,400

N Medium construct

Init +4; **Senses** low-light vision, darkvision 60 ft.; Perception +4

DEFENSE

AC 17, touch 13, flat-footed 16 (+1 Dex, +6 natural)

hp 58 (6d10+16)

Fort +5, **Ref** +2, **Will** +2

Immune construct traits, magic

Weaknesses vulnerable to fire

OFFENSE

Speed 20 ft., fly 60 ft.

Melee 2 talons +3 (1d4), bite +3 (1d4) or 2 claws +7 (1d6+5 plus grab), bite +7 (1d6+5) or gore +10 (2d6+12)

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

STATISTICS

Str 19, **Dex** 12, **Con** 25, **Int** -, **Wis** 18, **Cha** 1

Base Atk +4; **CMB** +8; **CMD** 19/18Fl

Languages Understands language of carver/caster

SPECIAL ABILITIES

Splintering (Su) As a free action once every 1d4+1 rounds, a Totem Pole Golem can launch a barrage of razor-sharp wooden splinters from its body in a 20-foot-radius burst. All creatures caught within this area take 6d6 points of slashing damage (Reflex DC 14 halves). The save DC is Constitution-based.

Immunity to Magic (Ex) A totem pole 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, which affect it normally. In addition, certain spells and effects function differently against the creature, as noted below.

Warp wood or wood shape slows a totem pole golem (as the slow spell) for 2d6 rounds (no save).

Repel wood drives the golem back 60 feet and deals 2d12 points of damage to it (no save).

A magical attack that deals cold damage breaks any slow effect on the golem and heals 1 point of damage for every 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 totem pole golem gets no saving throw against attacks that deal cold damage.

Bound Spirits Bound within each different animal head of the totem pole golem is an animal spirit eternally anchored to and fueling the golem. The winged animal nearest the top always controls the overall movement of the golem, allowing the other spirits to attack through various grapples, claws and swipes utilizing the varied mouths and claws adorning the totem's body. Taking multiple flying animals grants +25% Fly from each additional after the first. Twice a day, for up to 6 rounds total the spirits may leave the confines of the totem pole, and use this ability frequently to attack those who may harm the golem with fire, drawing attention away from the golem to better a chance for a surprise attack. The winged spirit may not leave the golem while it is in flight.

- **Hawk:** fly 60 ft. (average), 2 talons +3 (1d4), bite +3 (1d4)
- **Bear:** 2 claws +7 (1d6+5 plus grab), bite +7 (1d6+5)
- **Bison:** gore +10 (2d6+12)

Dryad

CR 3



XP 800

CG Medium fey

Init +4; **Senses** low-light vision; Perception +11

DEFENSE

AC 17, touch 14, flat-footed 13 (+4 Dex, +3 natural)

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 masterwork longbow +8 (1d8)



Spell-Like Abilities (CL 6th)

Constant—*speak with plants*

At will—*entangle* (DC 15), *tree shape*, *wood shape* (1 lb. only)

3/day—*charm person* (DC 15), *deep slumber* (DC 17), *tree stride*

1/day—*suggestion* (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 (sculpture) +11, Escape Artist +15, Handle Animal +10, Knowledge (nature) +11, Perception +11, Stealth +15, Survival +8; **Racial Modifiers** +6 Craft (wood)

Languages Common, Elven, Sylvan; *speak with plants*

SQ tree meld, wild empathy, woodcraft

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.

Quickling

CR 3

XP 800

CE Small fey

Init +7; **Senses** low-light vision; Perception +9

DEFENSE

AC 20, touch 19, flat-footed 12 (+7 Dex, +1 dodge, +1 natural, +1 size)

hp 18 (4d6+4)

Fort +2, **Ref** +11, **Will** +6

Defensive Abilities evasion, natural invisibility, supernatural speed, uncanny dodge; **DR** 5/cold iron

Weaknesses slow susceptibility

OFFENSE

Speed 120 ft.

Melee short sword +10 (1d4–1/19–20)

Special Attacks sneak attack +1d6

Spell-Like Abilities (CL 6th; concentration +8)

1/day—*dancing lights*, *flare* (DC 12), *levitate*, *shatter* (DC 14), *ventriloquism* (DC 13)

STATISTICS

Str 8, **Dex** 24, **Con** 13, **Int** 15, **Wis** 15, **Cha** 14

Base Atk +2; **CMB** +0; **CMD** 18

Feats Dodge, Mobility, Spring Attack, Weapon Finesse

Skills Acrobatics +14 (+50 jump), Bluff +9, Craft (any one) +9, Escape Artist +14, Perception +9, Spellcraft +6, Stealth +18, Survival +4, Use Magic Device +7

Languages Aklo, Common, Sylvan

SQ poison use

SPECIAL ABILITIES

Natural Invisibility (Su) A quickling is invisible when motionless. It loses this invisibility and remains visible for 1 round in any round in which it takes an action other than a free action.

Supernatural Speed (Su) A quickling moves with incredible speed. Save for when it remains motionless (at which point it is invisible), the quickling's shape blurs and shimmers with this speed, granting it concealment (20% miss chance). In addition, this ability grants the quickling evasion and uncanny dodge (as the rogue abilities of the same names).

Slow Susceptibility (Ex) A quickling that succumbs to a slow effect loses its supernatural speed ability and is sickened as long as the effect persists. This sickened condition persists for 1 round after the slow effect ends.

Klavek Soldiers

CR 1



XP 400

Human warrior 3

LN Medium humanoid

Init +0; **Senses** Perception +3

DEFENSE

AC 18, touch 10, flat-footed 18 (+8 armor)

hp 19 (3d10+3)

Fort +4, **Ref** +1, **Will** +1

OFFENSE

Speed 20 ft.

Melee halberd +5 (1d10+3/×3) or heavy flail +5 (1d10+3/19–20) or sap +5 (1d6+2 nonlethal)

Ranged heavy crossbow +3 (1d10/19–20)

STATISTICS

Str 14, **Dex** 11, **Con** 13, **Int** 9, **Wis** 10, **Cha** 8

Base Atk +3; **CMB** +5 (+7 sunder); **CMD** 15 (17 vs. sunder)

Feats Alertness, Improved Sunder, Power Attack

Skills Intimidate +5, Perception +3, Ride –3, Sense Motive +2

Languages Common

Combat Gear *potions of cure light wounds* (2); **Other Gear** half-plate, heavy crossbow with 10 bolts, halberd, heavy flail, sap, 5 gp

Boon A guard can give accurate directions to any non-secret location in the city and can allow a PC to enter or leave through a gate after hours or without paying a gate tax.



Owlbear

CR 4



XP 1,200

N Large magical beast

Init +5; **Senses** darkvision 60 ft., low-light vision, scent; Perception +12

DEFENSE

AC 15, touch 10, flat-footed 14 (+1 Dex, +5 natural, –1 size)

hp 47 (5d10+20)

Fort +10, **Ref** +5, **Will** +2

OFFENSE

Speed 30 ft.

Melee 2 claws +8 (1d6+4 plus grab), bite +8 (1d6+4)

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

STATISTICS

Str 19, **Dex** 12, **Con** 18, **Int** 2, **Wis** 12, **Cha** 10

Base Atk +5; **CMB** +10 (+14 grapple); **CMD** 21 (25 vs. trip)

Feats Improved Initiative, Great Fortitude, Skill Focus (Perception)

Skills Perception +12

Kobold

CR 1/4



XP 100

Kobold warrior 1

LE Small humanoid (reptilian)

Init +1; **Senses** darkvision 60 ft.; Perception +5

DEFENSE

AC 15, touch 12, flat-footed 14 (+2 armor, +1 Dex, +1 natural, +1 size)

hp 5 (1d10)

Fort +2, **Ref** +1, **Will** –1

Weaknesses light sensitivity

OFFENSE

Speed 30 ft.

Melee spear +1 (1d6–1)

Ranged sling +3 (1d3–1)

STATISTICS

Str 9, **Dex** 13, **Con** 10, **Int** 10, **Wis** 9, **Cha** 8

Base Atk +1; **CMB** –1; **CMD** 10

Feats Skill Focus (Perception)

Skills Craft (trapmaking) +6, Perception +5, Stealth +5;

Racial Modifiers +2 Craft (trapmaking), +2 Perception, +2 Profession (miner)

Languages Draconic

SQ crafty

SPECIAL ABILITIES

Crafty (Ex) Craft (trapmaking) and Stealth are always class skills for a kobold.

Dire Bear

CR 7



XP 3,200

N Large animal

Init +5; **Senses** low-light vision, scent; **Perception** +12

DEFENSE

AC 18, touch 10, flat-footed 17 (+1 Dex, +8 natural, -1 size)

hp 95 (10d8+50)

Fort +12, **Ref** +8, **Will** +4

OFFENSE

Speed 40 ft.

Melee 2 claws +13 (1d6+7 plus grab), bite +13 (1d8+7)

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

STATISTICS

Str 25, **Dex** 13, **Con** 21, **Int** 2, **Wis** 12, **Cha** 10

Base Atk +7; **CMB** +15 (+19 grapple); **CMD** 26 (30 vs. trip)

Feats Endurance, Improved Initiative, Iron Will, Run, Skill Focus (Perception)

Skills Perception +12, Swim +19; **Racial Modifiers** +4 Swim

Snoqua Warriors

CR 2



XP 600

Human barbarian 2/ranger 1

NG Medium humanoid (human)

Init +1; **Perception** +6

DEFENSE

AC 14, touch 11, flat-footed 13 (+2 armor, +1 Dex, +1 shield)

hp 39 (3 HD; 1d10+2d12+8)

Fort +7, **Ref** +3, **Will** +0

Defensive Abilities uncanny dodge

OFFENSE

Speed 40 ft.

Melee battleaxe +5 (1d8+2/×3) or
sap +5 (1d6+2 nonlethal) or

unarmed strike +5 (1d3+2 nonlethal)

Ranged atlatl +4 (1d6+2)

Special Attacks favored enemy (humans +2), rage (8 rounds/day), rage powers (beast totem, lesser, reckless abandon)

TACTICS

During Combat If the Snoqua warriors are forced to fight the PCs they will attempt to knock them unconscious with their saps by inflicting non-lethal damage.

Morale The Snoqua warriors are devoted to the protection of their tribe, and will fight to the death if forced to do so.

STATISTICS

Str 14, **Dex** 13, **Con** 15, **Int** 11, **Wis** 11, **Cha** 10

Base Atk +3; **CMB** +5; **CMD** 16

Feats Animal Affinity, Extra Rage, Extra Rage Power

Skills Acrobatics +5 (+9 to jump), Climb +6, Handle Animal +6, Heal +4, Perception +6, Ride +7, Stealth +5, Survival +6, Swim +5

Languages Common

SQ fast movement, track +1, wild empathy

Other Gear leather armor, buckler, atlatl, battleaxe, sap, 15gp

SPECIAL ABILITIES

Beast Totem, Lesser (Su) Gain 2 d6 claw attacks while raging

Fast Movement +10 (Ex) +10 feet to speed, unless heavily loaded.

Favored Enemy (Humans +2) (Ex) +2 to rolls vs. Favored Enemy (Humans) foes.

Rage (8 rounds/day) (Ex) +4 Str, +4 Con, +2 to Will saves, -2 to AC when enraged.

Reckless Abandon (+/-1) (Ex) Trade AC penalty for to hit bonus while raging.

Track +1 Add the listed bonus to survival checks made to track.

Uncanny Dodge (Ex) Retain Dex bonus to AC when flat-footed.

Wild Empathy +1 (Ex) Improve the attitude of an animal, as if using Diplomacy.

**Wolf**

CR 1

XP 400

N Medium animal

Init +2; **Senses** low-light vision, scent; Perception +8**DEFENSE**

AC 14, touch 12, flat-footed 12 (+2 Dex, +2 natural)

hp 19 (2d8+4)**Fort** +5, **Ref** +5, **Will** +1**OFFENSE****Speed** 50 ft.**Melee** bite +2 (1d6+1 plus trip)**TACTICS**

During Combat The wolf pack will follow Arakel's lead on who to attack. They will attack each target as a pack with Arakel, and not split their efforts between targets.

Morale Each member of the pack fights to the death. Should Arakel fall before them they will immediately attack the PC who delivered the killing blow.

STATISTICS**Str** 13, **Dex** 15, **Con** 15, **Int** 2, **Wis** 12, **Cha** 6**Base Atk** +1; **CMB** +2; **CMD** 14 (18 vs. trip)**Feats** Skill Focus (Perception)

Skills Acrobatics +2 (+10 to jump), Perception +8, Stealth +6; **Racial Modifiers** +4 to survival when tracking by scent

SPECIAL ABILITIES

+4 to Survival when tracking by Scent

Low-Light Vision See twice as far as a human in low light, distinguishing color and detail.

Scent (Ex) Detect opponents within 15+ feet by sense of smell.

Trip: Bite (Ex) You can make a trip attempt on a successful attack.

**Arakel the Demonic Wolf**

CR 5

XP 1,600

Fiendish Wolf

NE Medium animal

Init +5; **Senses** darkvision 60 ft., low-light vision, scent; Perception +9

DEFENSE

AC 18, touch 16, flat-footed 12 (+5 Dex, +1 dodge, +2 natural)

hp 48 (5d8+15)**Fort** +6, **Ref** +9, **Will** +2**DR** 5/good; **Resist** cold 10, fire 10; **SR** 10**OFFENSE****Speed** 50 ft.**Melee** bite +5 (1d6+3 plus trip)**Special Attacks** smite good**TACTICS**

During Combat Arakel will attack any combat oriented PCs first, with paladins and rangers being preferred over normal fighters. Her next targets are any divine spell casters, with arcane spell casters being last to be targeted.

Morale Arakel will fight to the death. She knows if she runs her pack would see her as weak, and even though she sees them as mere dogs, their company is preferable to the loneliness she knew when she first left the Dark Wood.

STATISTICS**Str** 14, **Dex** 20, **Con** 15, **Int** 3, **Wis** 12, **Cha** 6**Base Atk** +3; **CMB** +5; **CMD** 21 (25 vs. trip)**Feats** Dodge, Skill Focus (Perception), Toughness

Skills Acrobatics +5 (+13 to jump), Perception +9, Stealth +9, Survival +3; **Racial Modifiers** +4 to survival when tracking by scent

SPECIAL ABILITIES

+4 to Survival when tracking by Scent

Damage Reduction (5/good) You have Damage Reduction against all except Good attacks.

Darkvision (60 feet) You can see in the dark (black and white vision only).

Energy Resistance, Cold (10) You have the specified Energy Resistance against Cold attacks.

Energy Resistance, Fire (10) You have the specified Energy Resistance against Fire attacks.

Low-Light Vision See twice as far as a human in low light, distinguishing color and detail.

Scent (Ex) Detect opponents within 15+ feet by sense of smell.

Smite Good (1/day) (Su) +0 to hit, +5 to damage when used.

Spell Resistance (10) You have Spell Resistance.

Trip: Bite (Ex) You can make a trip attempt on a successful attack.



Manahzo

CR 6

XP 2,400

Human druid 5/inquisitor of Dark Spirit 2

NE Medium humanoid (human)

Init +9; Perception +12

DEFENSE

AC 17, touch 12, flat-footed 15 (+5 armor, +2 Dex)

hp 65 (7d8+12)

Fort +8, **Ref** +3, **Will** +10; +4 vs. fey and plant-targeted effects

OFFENSE

Speed 30 ft.

Melee +2 ironwood scythe +7 (2d4+3/×4)

Special Attacks judgment 1/day, wild shape 1/day

Domain Spell-Like Abilities (CL 5th; concentration +8)
6/day—lightning arc (1d6+2 electricity)

Inquisitor Spell-Like Abilities (CL 2nd; concentration +5)
At will—detect alignment

Inquisitor Spells Known (CL 2nd; concentration +5)
1st (3/day)—*bane* (DC 14), *cause fear* (DC 14), *inflict light wounds* (DC 14)
0 (at will)—*acid splash*, *bleed* (DC 13), *brand* (DC 13), *create water*, *daze* (DC 13)
Domain Law (Loyalty subdomain)

Druid Spells Prepared (CL 5th; concentration +8)
3rd—*air geyser* (DC 16), *call lightning* (DC 16), *gaseous form*
2nd—*aggressive thundercloud* (2, DC 15), *barkskin*, *wind wall*
1st—*cure light wounds*, *deadeye's arrow* (2), *lesser dispel magic*, *obscuring mist*
0 (at will)—*detect magic*, *guidance*, *light*, *read magic*
D Domain spell; Domain Law (Loyalty subdomain), Air (Cloud domain subdomain)

TACTICS

Before Combat Prior to engaging in combat he will cast *barkskin* on himself.

During Combat Manahzo will attempt to fight the PCs at a distance by using attack spells like lightning arc and call lightning. Any PCs engaging him in direct physical combat will be attacked with inflict light wounds or his ironwood scythe. He will attempt to use his potions of cure moderate wounds to heal his wounds if he gets down below 35 hit points.

Morale Manahzo is dedicated to his cause and driven by revenge. He is willing to make the ultimate sacrifice to make the invaders pay. If Manahzo gets down to below 15 hit points, and is unable to heal himself anymore, he will leap off the cliff in an act of final desperation, playing the flute all the way down.

STATISTICS

Str 12, **Dex** 14, **Con** 12, **Int** 12, **Wis** 17, **Cha** 15

Base Atk +4; **CMB** +5; **CMD** 17

Feats Alertness, Animal Affinity, Aspect of the Beast, Combat Casting, Improved Initiative

Skills Bluff +11, Handle Animal +10, Heal +11, Intimidate +3, Knowledge (geography) +5, Knowledge (local) +7, Knowledge (nature) +12, Perception +12, Ride +11, Sense Motive +11, Survival +13, Swim +8

Languages Abyssal, Common, Druidic

SQ monster lore +3, nature bond (Cloud domain), nature sense, stern gaze +1, touch of loyalty, track +1, trackless step, wild empathy, woodland stride

Combat Gear (3) *potion of cure moderate wounds*;

Other Gear +3 leather armor, +2 ironwood scythe

SPECIAL ABILITIES

Aspect of the Beast (Predator's Leap) Can always make running jumps, regardless of distance run.

Combat Casting +4 to Concentration checks to cast while on the defensive.

Detect Alignment (At will) (Sp) Detect chaos, evil, good, or law at will.

Druid Domain (Cloud)

Inquisitor Domain (Loyalty) Nothing can dissuade you and your allies from fulfilling your sworn duty.

Judgment (1/day) (Su) Variable bonuses increase as the combat continues.

Lightning Arc 1d6+2 electricity (6/day) (Sp) As a standard action, ranged touch attack deals electricity damage to foe in 30 ft.

Monster Lore +3 (Ex) +3 to Knowledge checks when identifying the weaknesses of creatures.

Touch of Loyalty (6/day) (Su) As a standard action, touched ally gains +4 vs. charm & compulsion for 1 hr.

Track +1 Add the listed bonus to survival checks made to track.

Trackless Step (Ex) You do not leave a trail as you move through natural surroundings.

Wild Empathy +7 (Ex) Improve the attitude of an animal, as if using Diplomacy.

Wild Shape (5 hours, 1/day) (Su) Shapeshift into a different creature one or more times per day.

Woodland Stride (Ex) Move through undergrowth at normal speed.

The Dark Lady

CR 5



XP 1,600

Giant black widow spider

N Large vermin

Init +2; **Senses** darkvision 60 ft., tremorsense 60 ft.; Perception +4

DEFENSE

AC 18, touch 11, flat-footed 16 (+2 Dex, +7 natural, -1 size)
hp 69 (7d8+21)

Fort +8, **Ref** +4, **Will** +2

Immune mind-affecting effects

OFFENSE

Speed 30 ft., climb 30 ft.

Melee bite +8 (1d10+6)

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

Special Attacks poison, web (+6 ranged, DC 20, 7 hp)

TACTICS

During Combat The Dark Lady will immediately attack any that are trapped in her web, initially ignoring those that are not until they attack her. She will attempt to poison them by biting them, and then encase them in webbing to be eaten alive later. After she wraps up her “snacks”, she will then attempt to capture any others in the area and poison/encase them as well, if they have not already attacked her.

Morale The Dark Lady is driven by instinct and hunger, but she is not without a sense of self-preservation. She will fight until she is at 10 hp, at which point she will attempt to scurry away into one of the adjacent areas hoping to get away from those attacking her.

STATISTICS

Str 18, **Dex** 14, **Con** 16, **Int** —, **Wis** 10, **Cha** 2

Base Atk +5; **CMB** +10; **CMD** 22 (30 vs. trip)

Skills Climb +20, Perception +4, Stealth +2 (+10 in Webs);

Racial Modifiers +8 Climb, +4 Perception, +4 Stealth, +8 Stealth in Webs

SPECIAL ABILITIES

Climbing (30 feet) You have a Climb speed.

Darkvision (60 feet) You can see in the dark (black and white vision only).

Immunity to Mind-Affecting effects You are immune to Mind-Affecting effects.

Poison: Bite – Injury (DC 18) (Su) Bite – Injury; save Fort DC 18; frequency 1/round for 6 rounds; effect 1d3 Con and staggered; cure 2 saves.

Tremorsense (60 feet) Sense things and creatures without seeing them.

Web (+6 ranged, 7 hp, 8/day, DC 20) (Ex) You can set or toss webbing.

Tovur

CR 4



XP 1,200

Devil-spawn tiefling commoner 3/geokineticist 2

LE Medium outsider (native)

Init +3; **Senses** darkvision 60 ft.; Perception +9

DEFENSE

AC 16, touch 13, flat-footed 13 (+3 armor, +3 Dex)

hp 46 (5 HD; 3d6+2d8+17)

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

Resist cold 5, electricity 5, fire 5

OFFENSE

Speed 30 ft., climb (earth and stone) 5 ft.

Melee +3 heavy mace +9 (1d8+7)

Special Attacks kinetic blast

Spell-Like Abilities (CL 5th; concentration +4)

1/day—*pyrotechnics* (DC 11)

Kineticist Wild Talents Known

Defense—flesh of stone

Infusions—extended range

Blasts—earth blast (1d6+4)

Utility—basic geokinesis, earth walk

TACTICS

Before Combat As an immediate action, Tovur will cast flesh to stone upon himself.

During Combat Tovur will allow the other miners to be cannon fodder for him, and attack the PCs at a distance with his kinetic abilities, using his kinetic blasts to hurl shards of stone and earth at the party.



Morale Tovur will seek to retreat to location A4 if he falls below 20 hp. He will claim the PCs attacked him, and order the miners working in A4 to defend him. 1d8 miners will come to his aid if this occurs. In this instance, Tovur will attempt to use his kinetic blast to knock the PCs off the ledge of the rail tracks so that they fall to location A5 where he hopes the Dark Lady will deal with them.

STATISTICS

Str 18, **Dex** 16, **Con** 17, **Int** 13, **Wis** 16, **Cha** 8

Base Atk +2; **CMB** +6; **CMD** 19

Feats Combat Expertise, Combat Reflexes, Deceitful

Skills Appraise +3, Bluff +3, Climb +12, Diplomacy +1, Disguise +1, Knowledge (engineering) +3, Knowledge (geography) +4, Perception +9, Profession (miner) +9, Sense Motive +5, Stealth +8, Survival +5; **Racial Modifiers** +2 Diplomacy, +2 Sense Motive

Languages Common, Dwarven, Infernal

SQ burn (1 point/round, max 6), gather power

Other Gear +2 *darkleaf cloth padded armor*, +3 *heavy mace*, 300gp

SPECIAL ABILITIES

Burn 1/round (5 nonlethal/burn, 6/day) Burn HP to gain greater effects on your wild talents.

Climb (5 feet, earth and stone) You have a climb speed, but only on limited surfaces.

Combat Expertise +/-1 Bonus to AC in exchange for an equal penalty to attack.

Combat Reflexes (4 AoO/round) Can make extra attacks of opportunity/rd, and even when flat-footed.

Darkvision (60 feet) You can see in the dark (black and white vision only).

Earth Blast (Sp) Level 1; Burn 0

Earth Walk (Su) Ignore difficult terrain due to rocks, earth or mud

Energy Resistance, Cold (5) You have the specified Energy Resistance against Cold attacks.

Energy Resistance, Electricity (5) You have the specified Energy Resistance against Electricity attacks.

Energy Resistance, Fire (5) You have the specified Energy Resistance against Fire attacks.

Extended Range Kinetic blast has range of 120ft.

Gather Power (Su) Move: reduce the burn cost of a blast by 1 or Full-round: reduce the burn cost of a blast by 2

Kinetic Blast (Sp) The kineticist can unleash her kinetic blast at a range of 30 feet at will.

Miners

CR 2

XP 600

Human commoner 2/fighter 1

LN Medium humanoid (human)

Init +2; **Perception** +8

DEFENSE

AC 13, touch 12, flat-footed 11 (+1 armor, +2 Dex)

hp 24 (3 HD; 2d6+1d10+4)

Fort +3, **Ref** +2, **Will** +1

OFFENSE

Speed 30 ft.

Melee heavy pick +5 (1d6+3/x4)

TACTICS

Combat The miners will attempt to attack the PCs with their heavy picks. They will attack the closest PC to them.

Morale The miners are following the instruction of Tovur because they believe their livelihood is in danger, and that the PCs are in league with the Vikmordere. However, they will not fight to the death and will retreat if reduced to 5 hp or less.

STATISTICS

Str 16, **Dex** 14, **Con** 12, **Int** 12, **Wis** 13, **Cha** 12

Base Atk +2; **CMB** +5; **CMD** 17

Feats Alertness, Athletic, Endurance, Flanking Foil

Skills Appraise +2, Climb +5, Knowledge (engineering) +6, Knowledge (geography) +2, Perception +8, Profession (miner) +7, Sense Motive +3, Survival +7, Swim +5

Languages Common, Dwarven

Other Gear padded armor, heavy pick, 15gp

SPECIAL ABILITIES

Endurance +4 to a variety of fort saves, skill and ability checks. Sleep in L/M armor with no fatigue.

Flanking Foil Foes you strike lose their flanking bonus against you



Ghost of Miner

CR 4

XP 1,200

Human ghost commoner 2/fighter 1

LN Medium undead (humanoid, human, incorporeal)

Init +2; **Senses** darkvision 60 ft.; Perception +16

DEFENSE

AC 16, touch 15, flat-footed 14 (+1 armor, +3 deflection, +2 Dex)

hp 30 (3 HD; 2d6+1d10+10)

Fort +5, **Ref** +2, **Will** +1; +4 bonus vs. channeled energy

Defensive Abilities channel resistance +4, incorporeal, rejuvenation; **Immune** undead traits

OFFENSE

Speed fly 30 ft. (perfect)

Melee corrupting touch +4 touch (4d6)

TACTICS

During Combat The ghost miner will attack indiscriminately against all living beings, stopping his attack only if the party attempts to exhume his body.

Morale The ghost miner will fight until destroyed.

STATISTICS

Str —, **Dex** 14, **Con** —, **Int** 12, **Wis** 13, **Cha** 16

Base Atk +2; **CMB** +4; **CMD** 17

Feats Alertness, Athletic, Endurance, Flanking Foil

Skills Appraise +2, Climb +4, Fly +10, Knowledge (engineering) +6, Knowledge (geography) +2, Perception +16, Profession (miner) +7, Sense Motive +3, Stealth +10, Survival +7, Swim +4; **Racial Modifiers** +8 Perception, +8 Stealth

Languages Common, Dwarven

Other Gear none

SPECIAL ABILITIES

Channel Resistance +4 +4 bonus to save vs. Channel Energy.

Corrupting Touch (DC 14) (Su) Touch does 4d6 damage from aging, ignoring most resistances (Fort half).

Darkvision (60 feet) You can see in the dark (black and white vision only).

Endurance +4 to a variety of fort saves, skill and ability checks. Sleep in L/M armor with no fatigue.

Flanking Foil Foes you strike lose their flanking bonus against you

Flight (30 feet, Perfect) You can fly!

Immunity to Ability Drain Immunity to ability drain

Immunity to Bleeds You are immune to bleeds.

Immunity to Critical Hits You are immune to Critical Hits

Immunity to Death Effects You are immune to death effects.

Immunity to Disease You are immune to diseases.

Immunity to Energy Drain Immune to energy drain

Immunity to Exhausted You are immune to the exhausted condition.

Immunity to Fatigue You are immune to the fatigued condition.

Immunity to Mind-Affecting effects You are immune to Mind-Affecting effects.

Immunity to Nonlethal Damage You are immune to Nonlethal Damage

Immunity to Paralysis You are immune to paralysis.

Immunity to Physical Ability Damage Immune to ability damage to your physical abilities.

Immunity to Poison You are immune to poison.

Immunity to Precision Damage You are immune to Precision Damage

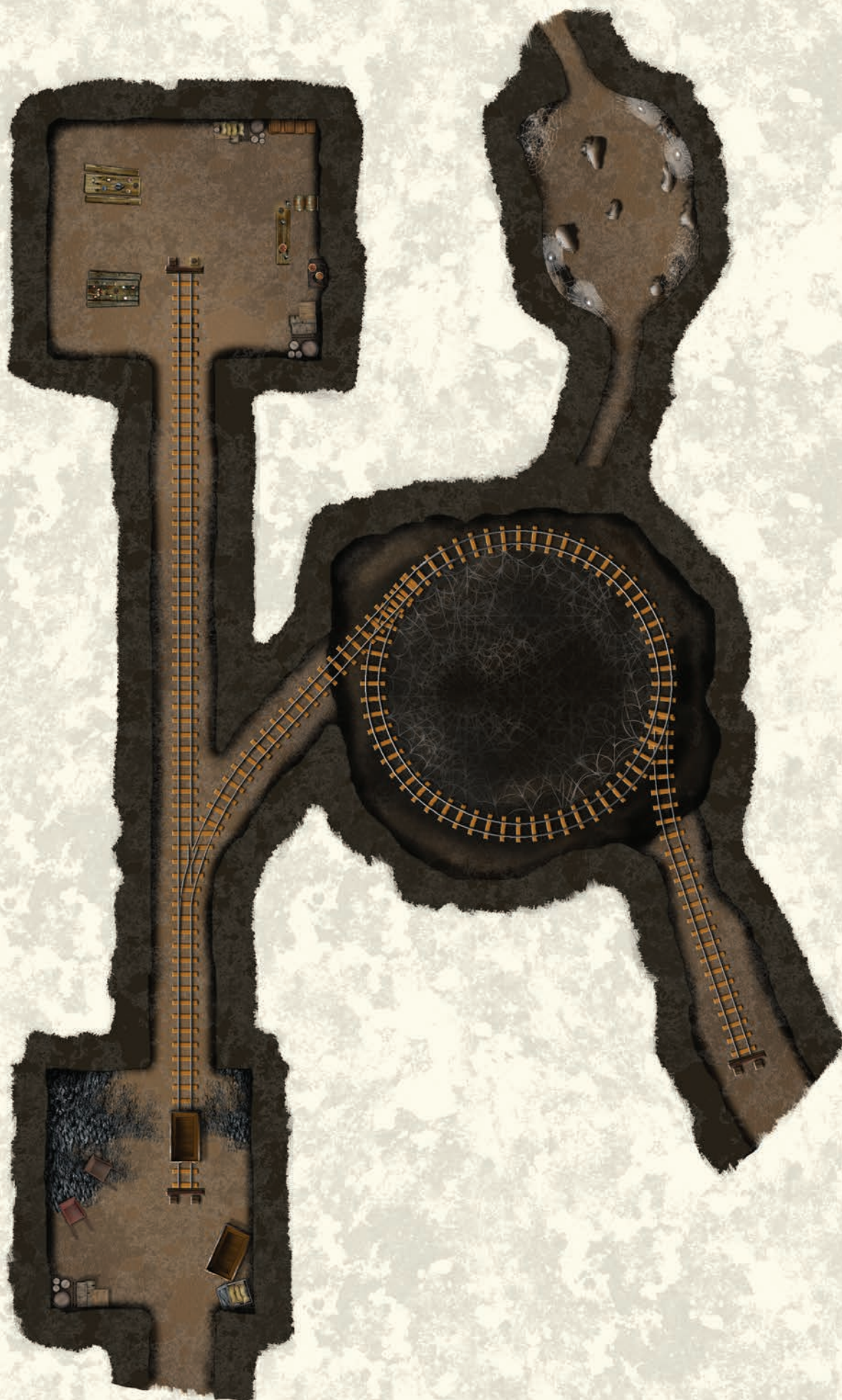
Immunity to Sleep You are immune to sleep effects.

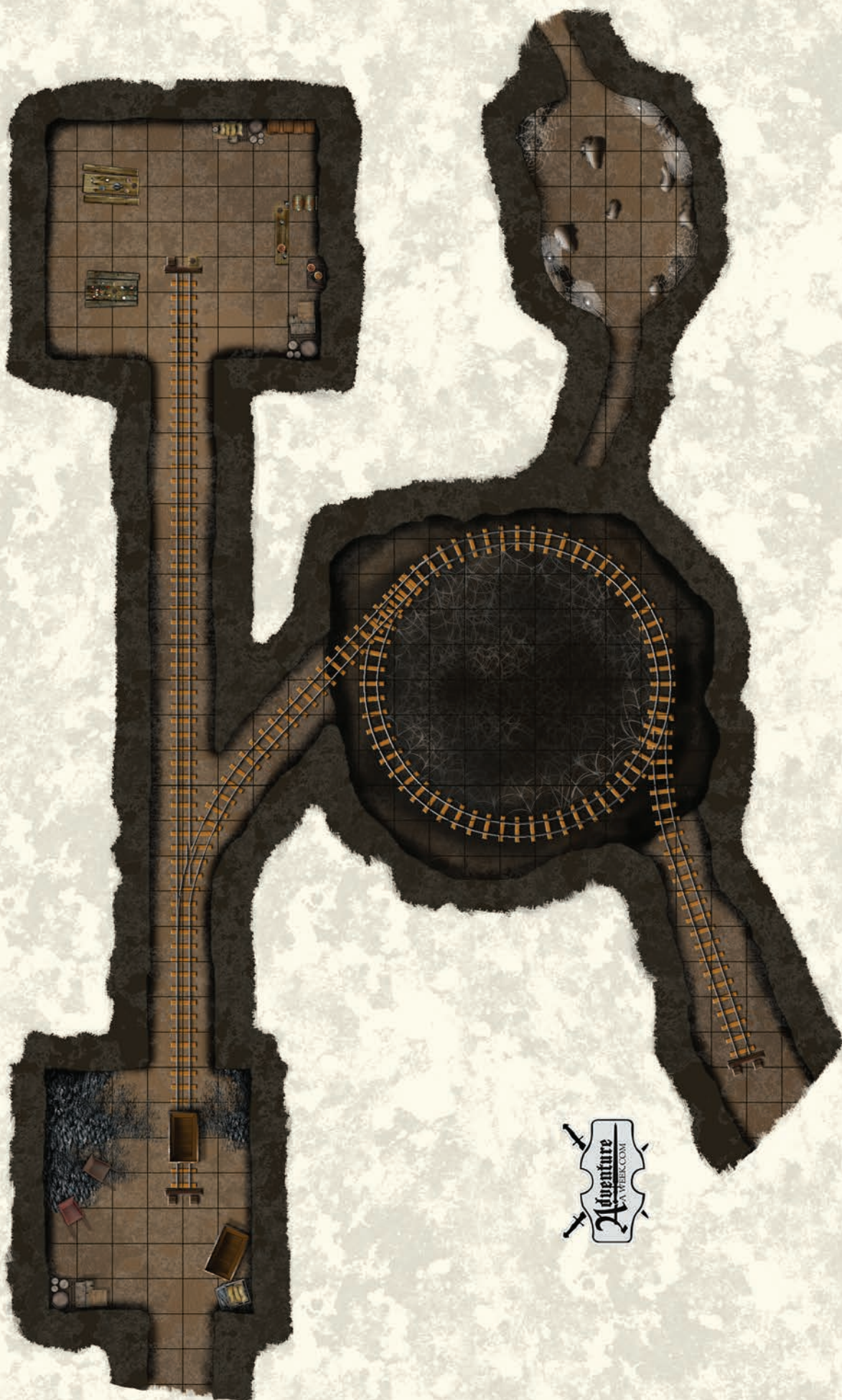
Immunity to Stunning You are immune to being stunned.

Incorporeal (Ex) You aren't quite here.

Rejuvenation (Su) Ghosts can return after a few days.

Undead Traits Undead have many immunities and use Cha in place of a Con for all effects.



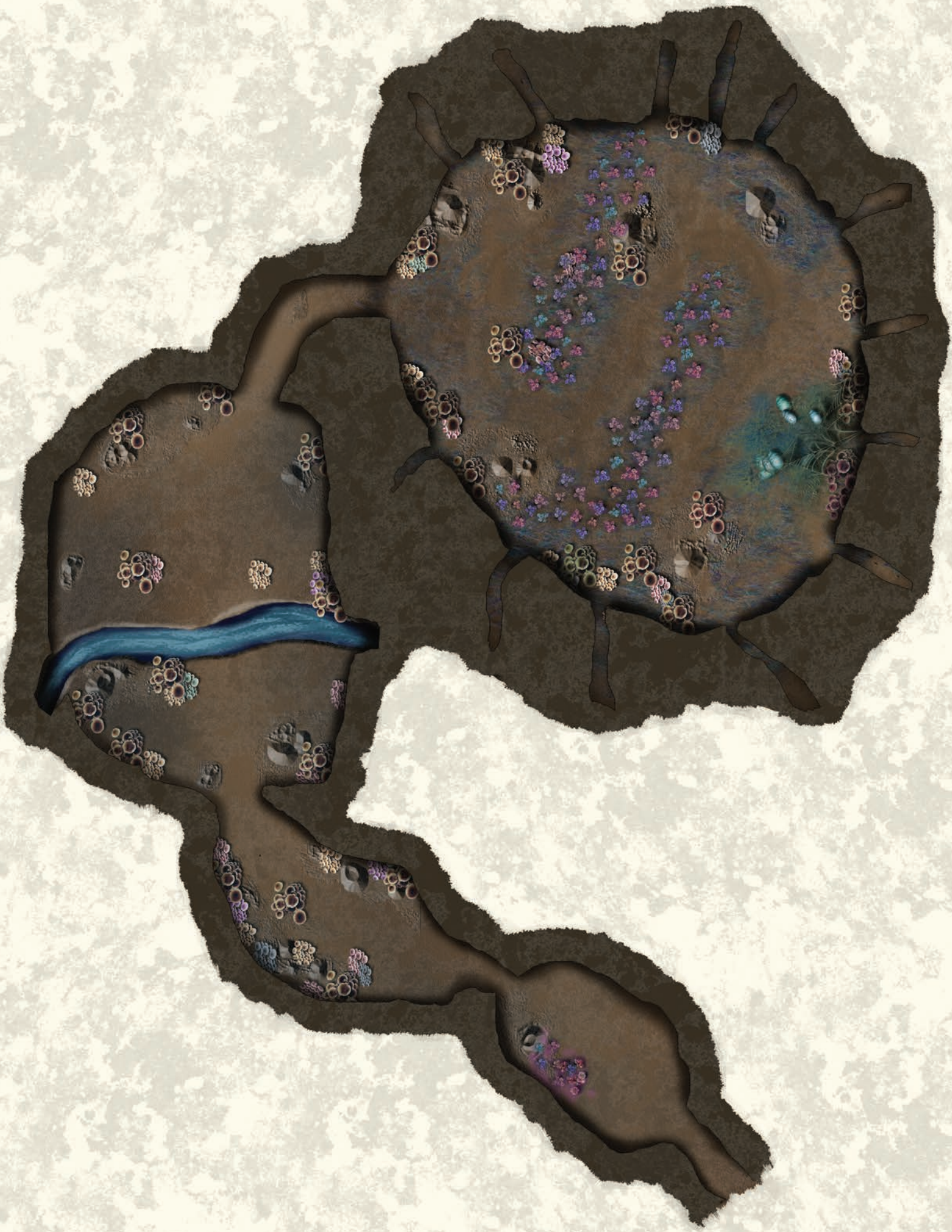




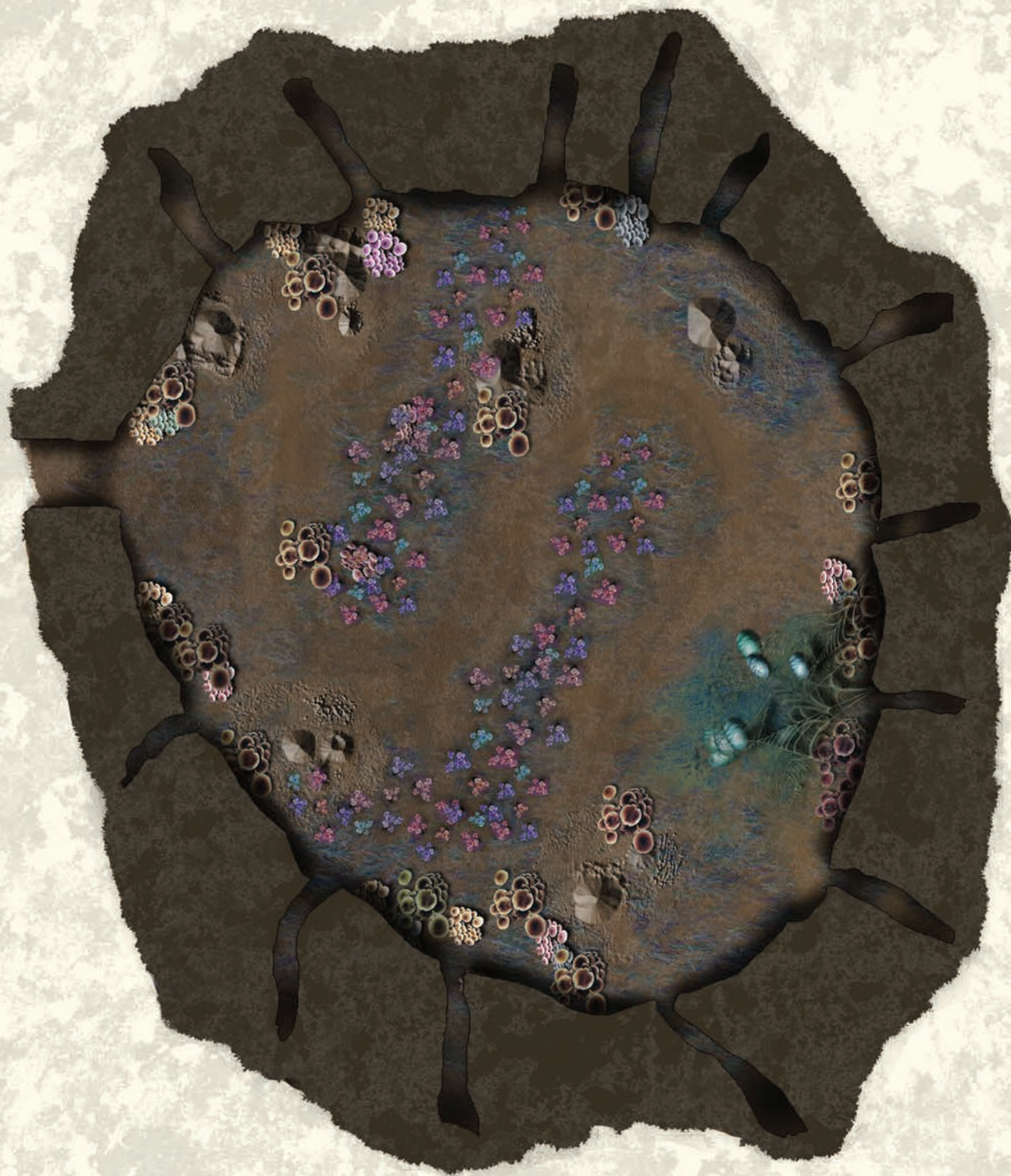


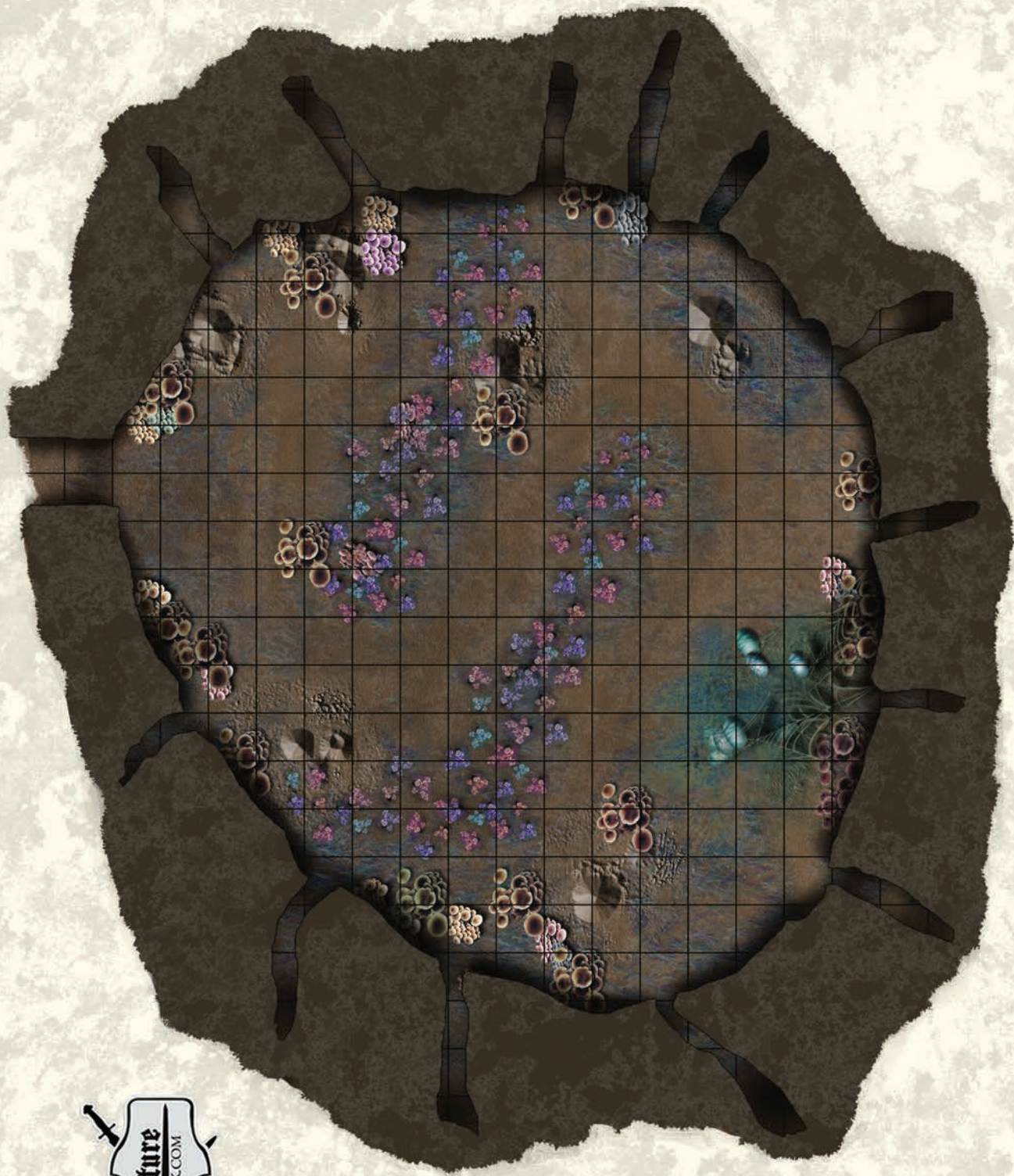












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AVENTYR BESTIARY

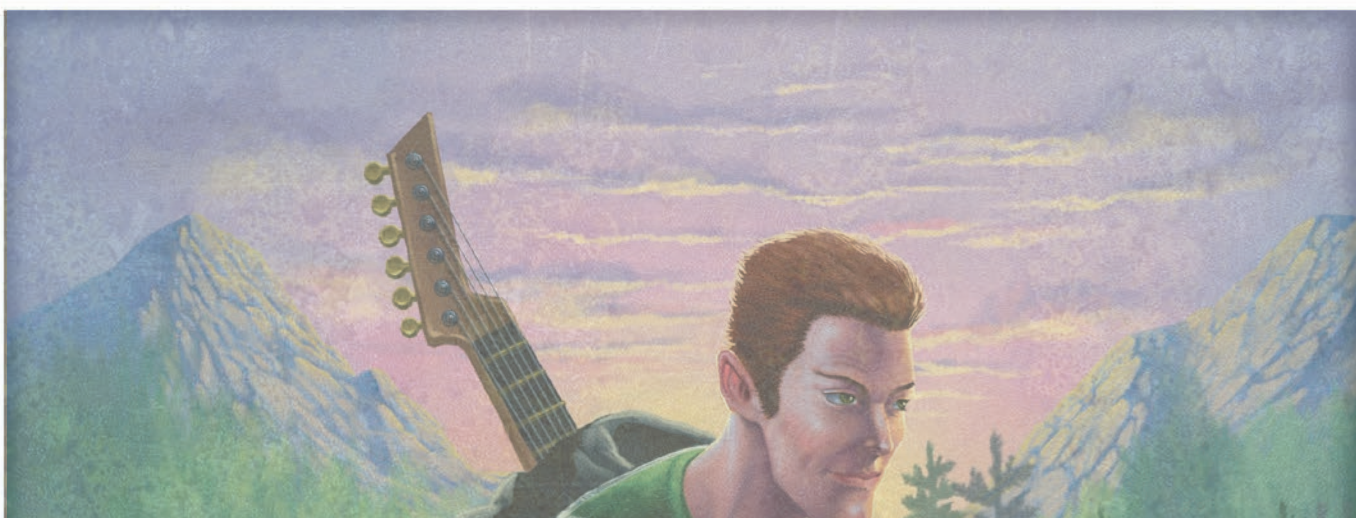
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A Pathfinder Compatible Adventure for four to six PCs of Levels 4-5

The majestic tree of the Four Winds grew in the forest west of the village of Rybalka, revered by the Vikmordere druids of the Snoqua tribe for its power to control the weather and hold balance with nature. When the Klavek Kingdom invaded the area, a powerful druid named Manahzo transferred the essence of the tree into a magical flute to keep its power safe from the threat of the militaristic Empire. Entrusted with the flute by the Snoqua, he and his wife sought to hide the flute from the reach of the invaders. As they fought the Klavek military they found themselves forced into an old cave system in the mountains of the Vikmordere Valley where they faced not only the Klavek soldiers, but ancient primal horrors. While Manahzo kept the flute out of the invaders hands, he lost his wife in the battle.

Manahzo now seeks revenge on the Klavek Kingdom and its citizens located in the village of Rybalka. The PCs find themselves in the midst of an attack on Rybalka by Manahzo and a group of rogue Snoqua warriors. They must fight beside the citizens of Rybalka to repel the attack, and then seek out the Snoqua to find a means to deal with Manahzo and his rogue companions. In the forests outside Rybalka they will face a demonic wolf ally of Manahzo's before finally engaging him in a direct battle as he executes a final attack on Rybalka. Even if the PCs succeed in defeating Manahzo, the threat does not end as his thirst for vengeance continues even after his passing in the form of haunt on the village. Directed by the Snoqua on how to end the haunt, the PCs must venture to the caves where Manahzo's wife died to confront the ancient horrors that were responsible for her demise and recover her body in order to give her a proper burial to calm Manahzo's vengeful spirit once and for all and bring peace to the village of Rybalka.

Also included in "Flute of the Four Winds":

- Roleplaying opportunities to interact with various NPCs in Rybalka, the heart of the Aventyr campaign setting
- Two new monsters – The hive-minded Tunnel Horrors and their carnivorous primal kin, the Anglers
- High resolution encounter maps in a new location, the coal mines north of Rybalka

