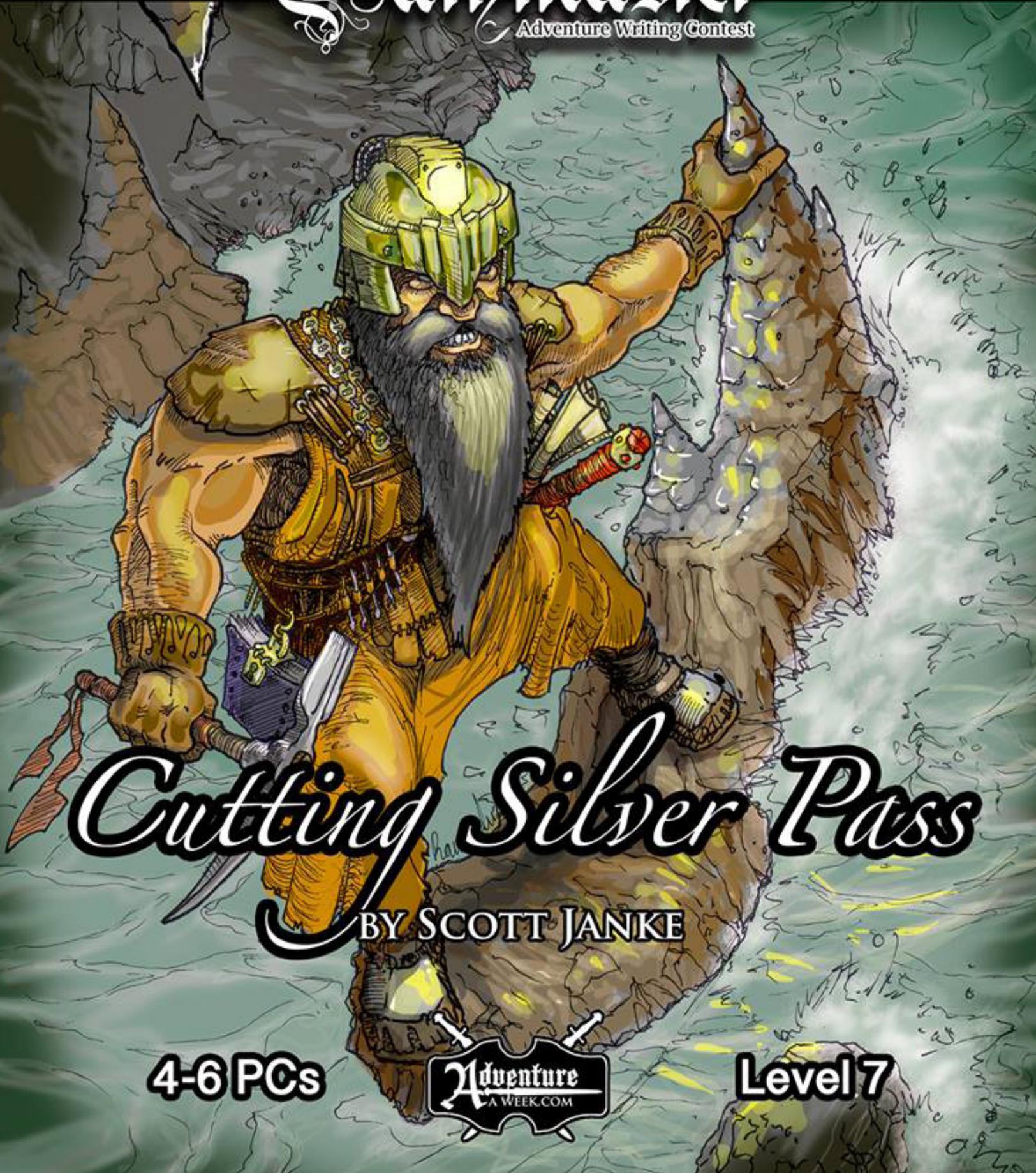


Pathfinder

Adventure Writing Contest



Cutting Silver Pass

BY SCOTT JANKE

4-6 PCs

Adventure
A WEEK.COM

Level 7

Cutting Silver Pass

Cutting Silver Pass is an adventure for 7th level characters.
The characters should advance to 8th level before the end of the adventure.

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Author Bio

Scott lives in the Inland Empire in the Pacific Northwest with his love, two incredible pups, and a handful of 'hatchlings.' He first read the Hobbit in the fifth grade and has been hooked on fantasy (especially dragons) ever since. Scott started gaming when first edition was still spelled with an 'A' and enjoys writing short stories as well as adventures.

Adventure Background

The mountain town Imarlap's mines produce more silver than any other location within hundreds of leagues. The remote town lies too far from established trade routes to truly prosper. It relies on costly magic to export its silver. The dwarven mage Chorboden responsible for most of the transport had a plan to change that.

Chorboden nearly fused himself inside a mountain after miscasting a spell: instead of arriving in Imarlap like he intended, he awoke in a huge cavern alongside an underground river. After realizing how close the cavern was to Imarlap's mines he explored the river to its exit and the idea of "Silver Pass" began to form.

Chorboden developed a route through the mountain and convinced the local silver barons to support his efforts. That was a year ago and unfortunately, the wizard and his apprentice disappeared a month ago. The silver barons grow desperate after spending a year's worth of resources on the development with no profit.

Adventure Synopsis

The party must finish mapping the miners' route to the underground cavern, clear the cavern and the river route of hazards and negotiate passage through the territories on the other side.

- Chorboden kept the plans a secret and the party must locate clues to the wizard's underground workshop, defeat its elemental guardian, and the wizard's specter. Once found the plan needs interpreting. The plan requires widening the river, building a lock, and bridging a waterfall. Con-

struction of this project includes protecting miners and engineers from underground hazards.

- The river cavern houses numerous threats such as a troll den, black puddings, giant slugs, a trio of xorns. The biggest danger may be the river itself. It winds through dark caverns and cuts through lightless tunnels under the mountains.
- Cutting Silver Pass requires negotiations with some or all of the neighboring residents including a silver dragon, a werebear druid, the White Water orcs band and, most recently, a family of stone giants.

Once the plans are secured, these tasks can be tackled in any order the party chooses. The silver barons have offered huge incentives to the workers and the party should the route be cleared by spring.

Adventure Hooks

There are many reasons the party may find themselves recruited by the silver barons. A powerful wizard was lost and the barons want a mage or other adventurers of comparable power to locate him. The party may be in Imarlap for business listed below, or the barons' contacts in far away markets recruit suitable adventurers to help find Chorboden.

The wizard Chorboden has a reputation as an experienced wizard with a lot of unique spells. He specialized in earth-moving and teleportation magic, but knows many other secrets an experienced mage might love to learn.

The party found treasure map leading to a 'lost city'. Details of the city are poor, but studying contemporary maps, Imarlap is the closest inhabited place to the legend.

After the death of a favored-auntie, one party member receives the deed to the auntie's mining claim.

This deed lends credence to the myriad tales she often shared while the party member was growing up. A silver mine might be as productive as adventuring, and it probably has fewer risks.

The son of the local tavern owner left two summers ago to strike it rich in a recent silver-rush. The boy has not been heard from since reaching the boom-town of Imarlap. The tavern owner asks all adventurers to send any information they can about his whereabouts.

Chapter 1.

Finding Chorboden's Plan

Imarlap, Silver Boom Town

When the party first reaches Imarlap the town is in an upswing of boom cycles.

The tortuous path of arduous climbs, dangerous switchbacks, and narrow trails next deadly drops through the remote mountains lead to the Silver boom town Imarlap. Imarlap winds through a long valley at the base of jutting mountains. Intense aromas drift a few miles downwind of the town. A potent admixture of offal and garbage overlaid with the reek of cyanide pouring off the mining tailings produces a pungent choking in most first time visitors. A task made difficult by the acidic sulfurous aftertaste lingering on the tongue.

At the center of the slender valley floor, an anemic river ribbons through rows of variously built houses. Near the center of town, the slat board houses balance on uncertain foundations.

Stolid and obviously lavish houses climb the precipitous mountain and take in the best views. Taverns, boarding houses, and barracks offering nothing more than a mattress for the night, sit in the empty spaces. Stores supplying food, clothing, and mining gear at exorbitant rates stand on every corner.

Imarlap's range of slipshod to elegant homes results from its fantastic growth. A handful of miners grew one hundred fold each week. Whispered rumors of silver lured not only the miners, but those who mine the miners. The once lush hillsides were stripped of trees to build the town and to shore the adits and mines that supply the town's silver. All that remains on the bare hills are scraggly thorn bushes. Murky piles of animal carcasses, discarded trash and silt washed from the mountains cloud what used to be a crystal clear stream.

Above the mess, rest the homes of the silver barons, men and women who run the mines and the town to great personal profit. All the silver to come out of Imarlap in the last ten years passes through their hands. Producing silver is the barons' prime concern; the miners, the town, and some say ethics takes second seat. Tales of claim-jumping, shady deals, price-gouging, bribery, dangerous conditions, brutality and even murder abound. The barons themselves are above reproach, the law in such a remote town is not codified and without their resources the town would not exist. Meeting with the barons is like stepping from the dirty conditions of the town into another world. Lavish carpets, expansive homes, wine parties, theater, and all the niceties of 'civilization' surround them. They do not often mingle with the rest of the town, they have hirelings for that, and they hope to keep it that way. They have spent a good deal of resources on Chorboden's plans to get more profits, and his loss is a serious threat to their standing.

The silver barons know the wizard Chorboden kept the plans hidden in his tower somewhere inside the mountain and that the wizard used magic to get there. Without magic of their own, the barons are unable to find the place. They sent an apprentice to spy on him to learn its location but she disappeared with Chorboden.

The only clue the barons can offer is “Trypliph’s Shaft,” in the Silver Stairs mine. They know Chorboden had many contacts with the miners and suggest the party try them.

Fortunately several miners helped Chorboden create his tower and the tunnels to reach it. A **Gather Information check DC 20** gains the following names and where to find them: Canary 7, Smiley Job, Craggi Smith, Jessup Steelpaw. Information on the Canary 7 is freely given during the initial Gather Information check. Feel free to elaborate the information gathered from these sources with similar stories from other people in Imarlap. The stories should provide a picture of injustice or at least an imbalance between the silver barons and those who work the silver mines. This information will be useful to the party when they negotiate with **Scrilmeiis**.

Canary Seven

Seven miners were killed last season when they broke into a pocket of dangerous gasses. The canaries used to warn miners of these dangers survived and the victims became known as the Canary 7. Chorboden was able to retrieve the bodies and the surviving birds. The families know nothing about the plans but they are more than willing to lay blame of their loved one’s deaths at the barons’ feet. The families say the barons knew the place was dangerous and that the “signs were there, but were ignored.” Some may even go so far as to accuse the barons of buying “demon-tainted birds” or “magical images” to fool the miners into a dangerous shaft just because it was so profitable. Unfortunately, the Canary 7 made the bulk of the team that helped build Chorboden’s tower.

Smiley Job

Smiley Job worked in the leaching fields, applying chemicals to ore to break the silver out. His name comes from the scars on his face, a result of falling into the admixture. Though he fell asleep after an excessively long shift the accident has blurred his memories of the incident and left him with a slur. Smiley Job spends his time in the local tavern, sweeping floors

and ‘self-medicating’ his pain. He starts as unfriendly (DC 19) to all but the tavern owner. Buying him a shot of ‘medication’ gives a +5 circumstance bonus to diplomacy rolls. Once made indifferent, Smiley Job offers that the tunnel to Chorboden’s tower starts in the highest mine “Shilver shtairs” and in the “trypliph shaft.” He also offers that working too long can lead to happiness (or to pain, depending on his current medication levels). Once made friendly he offers much on the process of ore-leaching, and confides the incentives to keep going were too strong to ignore even though he was too tired to be effective in the job. Contact with the leaching chemicals affect the mind, driving most leachers mad. The barons use monetary incentives to get a trained leacher to work long and frequent shifts before the prolonged contact causes them to lose their sanity. Much of Smiley Job’s mumbling is in Terran, the language of earth creatures. If none in the party speak terran, a **Linguistics check (DC 20)** identifies the language. If asked about it, he apologizes and explains he often falls into this language. If asked about Chorboden’s tower he mumbles wildly while smiling then shouts ‘Eek!’ (The sounds are his approximation of the verbal component to *dimension door*. Recognizing the spell requires a **DC 30 Spellcraft check**). The squeak refers to the fall afterword. If pushed on ‘trypliph shaft’ he will do the same.

Craggi Smith

Craggi Smith is a blind engineer and daughter to the man who first discovered silver in this valley. She believes her father’s disappearance is linked to his refusal to sell the deed to his discovery. She came to Imarlap when Chorboden first got funding for the cutting of Silver Pass. Craggi leads the team currently excavating the first leg of the pass in her father’s former mine. She was also engineer who calculated the distance needed for the tunnel to reach Chorboden’s tower. She begins hostile (DC26) to anyone with connections to the barons (for her: everyone other than the miners). If her attitude is raised to unfriendly she admits her unique perspective on hearing gives a better understanding of the wizard’s verbal component. Recognizing her version of the spell requires a **DC 25 Spellcraft check**. She follows the description claiming “a dizzying sensation”

while her feet were swept out from under her. If she can be made friendly she gives directions to Chorboden's tunnels. Anyone who guarantees her information regarding the disappearance of her father and/or implicating the barons in his death gains a +5 morale bonus to their **Diplomacy** rolls. Crag Smith has a **Sense Motive** score of +10. (The death was an accident outside the mines. The information might be obtained, but it is outside the scope of this adventure).

After a cave-in trapped Jessup Steelpaw by the hand, he waited hours for the trip back to the surface. Hours, the healers said, that could have saved his hands. The foreman of the dig refused to send the ore-cart up even half-empty. Jessup waited while the others on his crew loaded rock after rock into the cart and eventually was placed on top of the pile. As the foreman surmised, Jessup survived though he did lose the use of his hand. The pick-hammer replacing the missing appendage has become his moniker. Of all the miners to suffer accidents in the silver mines of Imarlap, Jessup is the least bitter - likely because the replacement appendage allowed him to continue mining and he eventually become a foreman himself. He led the crew that dug the tunnel to Chorboden's tower entrance. He begins as friendly (DC 12) and is more than willing to share everything he knows about the hidden tower of the wizard, though he admits it isn't much. He can offer directions to the launching point Chorboden used, and he knows that after the first spell was cast, they were falling. He only visited the place at the beginning of construction when the wizard used the same magic he used to transport silver to market (*teleport*).

Silver Stairs Mine Shaft

The wizard Chorboden kept the plan for Silver Pass a secret fearing the barons would try to cheat him out of the deal. He carved this path with *stone shape* and miners from one of Imarlaps highest mines. Because the climb to the mine is so long it has been dubbed Silver Stairs.

Directions to the tower through the Silver Stairs mine are easy to follow if obtained. However if the party fails to get any of the miners to talk to them, they will need

to make a **DC 25 Survival check** to keep from getting lost in the maze of tunnels Chorboden created. Failure by 10 or more means the party spends the entire day working their way back to the entrance. Failing by less than that means the party can make another check in the same day. If the party discovers that 'Tryplyph Shaft' actually means triple left (either by making Smiley Job friendly or some other means) give them a +5 circumstance bonus to the **Survival** check.

The mine ends in a chamber Chorboden had fashioned as a quiet place to cast spells.

The passage ends its steady track into a small room. Like the previous several miles the walls are spell-shaped stone, but on the back wall a mural has been carved. It shows a small tower carved into a curving stone wall, with a spiraled stalactite hanging over a wide, running river.

This room lies at the end of the maze and Chorboden put a visual representation of his tower on the wall to help him focus. The miners only know that he used a spell from this point, but it should be easy enough for seventh level adventurers to determine the wizard used *dimension door* (**Spellcraft DC 19**) The distance is at the maximum for Chorboden, a ninth level wizard (760 feet). Using the mural as a target is the first trap Chorboden used to create havoc on uninvited followers. A lower level caster will take damage (1d6 at seventh level) as he appears in the rock and is shunted to the next open space. This open space is 100 feet over the cavern floor and intended to further slow intruders (Chorboden prepared *feather fall*). Advancing the tunnel an additional forty feet (per caster level) or with other spells (such as *teleport*) avoids this trap. Though not a traditional trap, a GM may allow a spellcraft check to note the discrepancy in caster levels.

Except for Chorboden's tower the cavern does not have any natural light. Once the party is able to see convey the following.

The roar of water over rocks echoes through the chamber. The river escapes from the side of the wall on one end and disappears into the darkness of the massive chamber at the other. The curving sides of the chamber rise into the darkness except in one area where a tower made of stone blocks grows from the cavern's edge. Windows reveal a tiny light several dozen feet above the muddy river. The river is almost 25 feet wide here. A small five-foot pier serves the only door to the tower.

Crossing the river requires a **Swim check DC 20**. Failure by five or less means the river pushes a character ten feet down river. Failing by 10 or more also means the character sinks and may drown (see the drowning rules *Pathfinder Roleplaying Game Core Rulebook*). At the dark end of the chamber, after the waterfall, the river widens and becomes calmer reducing the DC to 10.

Forty feet from west of the tower is the narrowest part of the river. This only ten feet across and walking back to the tower from that point crosses the path of Chorboden's guardian. In this case an earth elemental erupts from the rock and attacks anyone who fails to immediately show Chorboden's amulet, a fact his apprentice failed to remember until too late.

Huge Earth Elemental CR 7

XP 3,200

hp 95

(Pathfinder Roleplaying Game Bestiary)



To reach the tower's door, a person needs to stand on a small stone pier.

Stone struts stick out of the water to hold the landing to the door. A round slab stands for a door and bears Chorboden's mark carved into the stone.

Collapsing Pier CR 3

Type mechanical; Perception DC 15; Disable Device DC 10

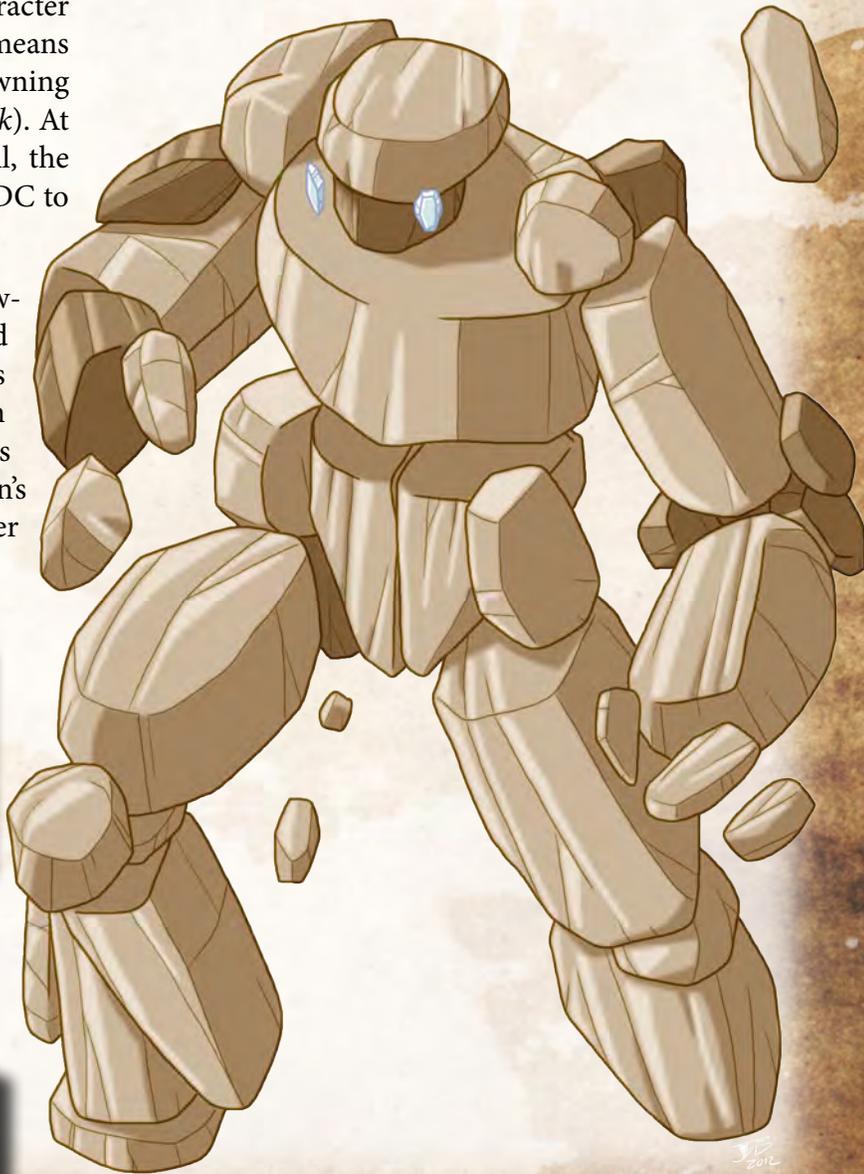


EFFECTS

Trigger location; **Reset** manual

Effect; DC 15 **Reflex** avoids; multiple targets (all targets in a 10-ft. square area)

The trap does no damage but drops people into river. Characters in the river, must make swim checks as above. The door is not locked, and rolls to the side instead of swinging on hinges.



Tower's First Floor: Kitchen

A simple stone table, counters and benches line the walls of this room. A stone basin holds fresh water from a pump and a hearth with a kettle over it lies cold. A comfortable but small bed lies under a set of stone steps that spiral upwards.

This area serves as kitchen and room for Chorboden's apprentice. The walls are made of the same stone as the cavern, but upon closer observation the furniture and other items are made many differing rock types. All have been carved using *stoneshape*.

Tower's Second Floor: Library

A table of black stone dominates the center of this room. Chairs designed to make long readings comfortable sit next to two reading pedestals that seem to grow right from the floor. An open book rests on the pedestal closest to the stairs leading up. Bookshelves line the walls except where narrow windows open to the outside. Most of the books are about geology though a few about crafting jewelry show a fair amount of use. One series of bears titles like 'The Mithral Rake,' 'The Diamond Pirate,' and 'The Countess of Emeralds' and appears to follow the romantic adventures of the dwarven Dirk Daggerforge.

The pedestals resemble a book resting on a bunch of columns. Chorboden's journal, written in Terran the language of earth creatures, rests on one. The first explains the spiral staircase as a bit of whimsy Chorboden added to help him locate this chamber before finished the tower had been finished. The last entry reads:

I caught the scoundrel searching through my spell book for the third time. When I was an apprentice that sort of behavior would never have been tolerated. I think she was on the stairs while I was working on the other project yesterday too when she should have been cleaning the dishes. She still has not figured the magic I gave her months ago to work on. Why the Barons thought she would make a good apprentice is beyond me. At least she can help on the grade by the waterfall. I think tomorrow we will be able to finish it.

Chorboden's spellbook is hidden in the stone sculpture of the first pedestal. Finding the space requires a **Perception check (DC 20)** from a character with the stonecunning racial trait. Opening the lock requires a **Disable Device check (DC 20)**. The second pedestal is also hollow (which requires the same check to find) and holds the plans the party is looking for. There is no lock or catch on this one as Chorboden used *stoneshape* to open it. The pedestal is three inches thick and hardness 8 and 45 hit points. Breaking the pedestal has a 15% chance of destroying some of the plans. Should the plans take damage add +5 to the DC of 1d4 of the engineering checks. Using hand tools designed for cutting stone such as a mining hammer and chisel negates this chance. The spectre from above comes down 1d4 rounds after such work begins. Three **teleportation** scrolls and six copies of *stone shape* remain hidden in the cache with the plans.



CUTTING SILVER PASS

- P** PC ENTRANCE
- E** ELEMENTAL
- O** OOZE
- 1** - APPRENTICE QUARTERS
- 2** - KITCHEN/PANTRY
- 3** - LIBRARY
- 4** - MASTER QUARTERS



← EUREKA
MINE

10' DROP

10' DROP

150' DROP



Tower's Third Floor: Chorboden's Private Quarters

A single lantern lights the large bed and other furniture in this room. Pieces of fine silver, including sculptures and picture frames, decorate the room. One window looks toward a long stalactite that spirals unnaturally down from the cavern ceiling.

Chorboden's mistrust of the silver barons proved well founded. The day before his last journal entry the apprentice discovered the hidden compartment of the second pedestal. While working on the grade at the other end of the cavern the inept apprentice pushed the wizard's patience too far and in the resulting argument the apprentice decided as she had completed the first task given her by the barons (locating the plans for Silver Pass) she should complete the second, and assassinated Chorboden there. Chorboden's spirit fled back to this room to protect the plans and remains on vigil even now.



Chorboden's Spectre CR 7

XP 3,200

hp 52

(Pathfinder Roleplaying Game Bestiary)



Chorboden's art comes to 1,000 gp worth of silver, while another 1,000 gp worth of silver bars is hidden in the wardrobe. Except for a *bag of holding* used to transport silver, much of his other gear is on his body which has been finished by the ooze (listed below). Before discovering Silver Pass, Chorboden spent much time scribing *teleportation* and later, *stone shape* scrolls.

The Plans

Chorboden's plans are coded and in terran, the language of earth creatures. If none of the characters speak this language Smiley Job can translate for them.

He knows the words, but not the code and something may be lost in the translation causing a -5 to break the code. Breaking the code requires a **DC 30 linguistics check**. The plans are broken into a series of different projects. Each project is listed below with the necessary **Knowledge (engineering)** check required to implement the plan as well the project's timeframe and resources required. A check should be made for each week of the project. Failure means the project makes no significant progress that week. Failure by 0 or more a second check made one week later. A success is needed to stay on schedule and a success of 10 or more reduces the time by 3 days. The

crew number listed is the maximum safe number. The barons push to increase this number (up to 10%). Doing so cuts 2 days from each week of the project, but adds +5 to the engineering DC and reduces the silver production. Spells such as *soften earth and stone*, *expeditious excavation* or *stone shape* aid in the projects. A spellcaster committing three such spells a day for the duration of the project, frees two miners to work on something else.

Engineering Project 1: Extending Eureka Shaft

The mine that goes farthest east has been empty of silver ore for over a decade. Cutting Silver Pass begins by connecting Eureka shaft to Charboden's Cavern. Crag Smith currently heads the team. They need six more weeks of work with an engineering check each week. The first check is needed a week after the party's arrival or work will stall.

Knowledge (Engineering): DC 15

Time: six weeks
Crew: 40



Only Eureka Shaft can be started from the town of Imarlap. Chorboden's Grade, three areas for widening the river, the drain and lockes, and Silver Falls projects are listed under the relevant location in Chapter 2. Exploring the river.

Each week there is a 25% chance miners stumble onto a hazard. Make this roll during the regular engineering check. Though they may not be present for all of the accidents, several of the hazards the party needs to address. Choose or roll randomly from below. Note that the more miner's lost to these accidents the longer any given project becomes. For every 5 miners killed, delay progress on all projects for one cumulative week while the accident is investigated, the families hold memorial services, and new recruits are trained.

Collapsing Floor CR 3

A section of the floor collapses, dropping rock and people into a deep pit.

Collapsing Floor CR3

Type mechanical; Perception
DC 20; Disable Device DC 20



EFFECTS

Trigger location; Reset none

Effect 30 foot deep pit (3d6 falling damage); DC 20 Reflex avoids; multiple targets (all targets in a 30-ft.-square area)

Yellow Mold CR 6

After opening a natural cavern, several miners explored the area and never returned. Their crew heard the miners' cries of pain and later their moans. None of the miners returned and no others will go into the dangerous area until the threat is dealt with.

The tunnel opens into a natural chamber. Through the narrow hole created by the miners the chamber extends into the distance. The corpses of three miners lie 15 feet from the opening. From their positions and outstretched hands it is obvious there were crawling on hands and knees to the opening. None made it.

The cavern is sixty feet long and twenty to thirty feet wide. The first fifteen feet are bare rock, but patches of yellow¹ mark the next ten feet including each of the corpses. The rest of the chamber is filled with yellow mold (DC 15 Fortitude save or take 1d3 points of constitution).

1. See the Core Rulebook for details of Yellow Mold.

Collapsing Ceiling CR 10

The ceiling suddenly shifts and groans. Dust and rubble begins to move followed by the tunnel's entire roof.

Collapsing Ceiling CR10
Type mechanical; Perception DC 25; Disable Device DC 20



EFFECTS

Trigger location; **Reset** none
Effect Atk + 10 (10d6); multiple targets (all targets in 10 ft. square area).30 foot deep pit (3d6 falling damage); DC 20
Reflex avoids; multiple targets (all targets in a 30-ft.square)

Mud Pot Poison CR 8

The tunnel runs alongside a slew light tan mud. The mud gurgles and pops as thick bubbles burst with a loud 'pop.'

Mud Pot Poison CR8
Type mechanical; Perception DC 25; Disable Device DC 20



EFFECTS

Trigger location; **Reset** repair
Effect poison gas (ACK); never miss; onset delay 1d6 rounds; multiple targets (all targets in a 20x30 ft. room)

The gas builds up in this chamber to dangerous levels every 1d6 rounds. Originally it was much slower, but the miners tried to fill the mud with rocks to form a bridge. The first crew became terribly ill and several

died. Subsequent crews fared no better and the crew leaders closed the construction until something can be done. Disabling the mud pot is temporary (the gas eventually escapes somewhere else) but the gas build-up can be pumped to safer areas with a **Knowledge dungeoneering** (DC 25).

Cave-in CR 5

One section of tunnel, very near to Chorboden's cavern, collapses entirely. It has a bury zone of 45 feet long by 30 feet wide and a slide zone of 15 feet by 30 feet.

Cave-in CR 5
Type mechanical; Perception DC 20; Disable Device none



EFFECTS

Trigger location; **Reset** none
Effect Bury zone (8d6 damage, Reflex 15 save for half); slide zone (3d6 damage, Reflex 15 for half, people in the slide zone making the Reflex save avoid being buried. All others become buried. See page 415 of the Core Rulebook for further details on cave-ins and freeing buried people.

Exploding Room CR 7

The shale of this area crumbles and has meant excellent progress for the miners. Within an hour they have already extended the tunnel by ten feet. Their quick work ends abruptly when the tunnel suddenly explodes.

Though careful to use non-flame light sources, the miners' metal tools spark enough to cause the gas in this room to explode. Once the gas explodes, the room will refill with gas in 1d6 hours. A single lit candle or torch burns the gas before it reaches dangerous levels.

Chapter 2 Exploring the River

When Chorboden first woke up after his teleportation accident, he immediately noticed two things. First, the river continued from here without filling the cavern and must have an exit. Secondly, since he was not in Imarlap and was not in a similar boom town, he knew he must be close to his target. He used a fair amount of engineering know-how and a small amount of divination to discover where this cavern actually was. Since he was for the moment safe, the wizard then explored this area hoping to claim a silver mine of his own. Once done exploring the cavern, he moved to the river.

His journals did not explain how he first explored the river, but they do make it clear magic was involved. Chorboden originally prepared *water breathing* and *beast form* spells to follow the river out of the mountains. The plans go into more details about the river's course he made on subsequent explorations. The plans include a small map with Chorboden's best estimate of distance between the projects listed in "days a barge could safely travel". The river courses from Chorboden's cavern through a shallow area filled with columns and many narrow channels, to a water-filled chute, and finally into a large cavern before the the river cascades out of the mountain side.

R1. Chorboden's Grade

This cavern is large enough for the river to cascade over a cliff edge falling 150 feet. Gigantic shelf mushrooms grow from the rock side in the humid air. At the bottom of the falls lies a large, shallow lake. Chorboden's first alteration to the tunnel is grading the incline for wagon teams.

One end of the steep cliff has been shaped into a road. The road extends toward the waterfall, then switches back along the grade. It ends abruptly in tall pile of boulders and rubble fifty feet from the cavern's bottom.

A **DC 20 Perception check** reveals dried blood near the switchback, leading towards the cliff's edge. The blood remains from when Chorboden was killed here, before his body was dragged to the waterfall and thrown in. What remains of Chorboden lies with the pudding on the lake's edge.

Engineering Project 2: Chorboden's Grade

Getting wagons from the top of the cavern to the bottom of the cavern requires a ramp to be constructed. Chorboden nearly completed the work at the time of his assassination so the work is minimal

Knowledge (Engineering)

DC 15

Time: one week

Crew: 10



R2. Lake Entrance

The shallow lake spreads throughout this end of the cavern. Torch light flickers off the darkened surface. On the far side the lake drains into a huge opening in the cavern wall. A rounded blackness swallows the river with a deafening roar. The roaring echoes with miles of rushing river.

Many things collected in the river's caverns get deposited on the shores of this underground lake. The only reason this flotsam does not move on is the giant ooze that moved into this cavern. In the darkness it lies at the shore's edge looking like the water's edge. It prefers to ambush and will wait for as many creatures to get in its reach before attacking the largest and heaviest target.

Black Pudding

CR 7

XP 3,200

hp 105

(Pathfinder Roleplaying Game Bestiary)



One of the pudding's unfortunate victim lies hidden under the ooze. The remains of Chorboden are mostly dissolved. A **Heal check (DC 12)** reveals the bones to be that of a dwarf wizard, while a stone wand and a small stone amulet are all that remain of the wizard. His remains were thrown into the river after his apprentice assassinated him and looted the body. It washed ashore here. Though she took most of his gear she missed the wand in his robes and ignored the pendant. Unfortunately without the pendant, Chorboden's elemental guardian attacked her. Ironically it also threw her body into the river and the pudding devoured her body before moving onto Chorboden's. The stone wand is actually a *wand of Expeditious Excavation* (27 charges).

R3. Riding the River

Chorboden used *beast shape* and *water breathing* to explore down river from his cavern. In order to continue the party will need some way to follow the river out to locate the wizard's alterations and discover where the river escapes to the surface.

A churning mass of mud and white-water slip through the darkness. Rocks loom into the torch light, throw the river into endless whitecaps and threaten to unseat the unprepared. The river turns, twists, drops and rushes forward.

The river is fast and in many cases the tunnel is narrow, twisting, and full of boulders. The tunnel is dark as well, except for what light the party brings with them. **Swimming** might be possible for some, but probably not all adventurers. At the least swimming should split the party up. From the cavern, the river will escape the mountain in six hours. Rather than roll all 3600 swim checks offer random checks at **DC 15** (rough water) and the occasional **DC 20** (whitewater). To leave the river at any of project areas requires a **DC 15** check. Leaving the river inbetween requires a **DC 10** check, but only offers landing or beach big enough for three or four people. A failure not only threatens to drown a character but indicates they were thrown against a boulder, smashed into a wall, dragged against a stalactite, or even tumbled down a fall. Each of these deals 1d6 non-lethal damage and adds a -1 cumulative

penalty to future swim checks. Failure by 10 or more indicates 1d6 lethal damage.

The party possibly brought a watercraft with it or has some magic way to run the river. Alternatively, allow it to build a raft from the giant mushrooms growing along the waterfall. These craft move at the speed of the river and require a **Survival** check to steer **DC 15**, with the occasional **DC 20** as above. Failure rams the boat dealing 1d6 damage and adds a cumulative -1 penalty to steering the craft if this gets through the craft's hardness (4 with 20 hp). A failure by 5 or more not only damages the boat but could toss all the passengers out as well. In this case a successful Reflex (DC 10 or 15 respectively) means the character is able to maintain their seat in the boat.

R4. Widen the River

The river runs through several narrow channels filled with columns. It picks up speed (increasing to a **DC 25 Swim or Survival check**). Fortunately the noise this creates a warning and a chance to move off the river (DC 15).

The river descends into a narrow channels and smashes into basalt columns. The columns continue beyond the river's edge into a huge chamber that looks like a forest. The forest's canopy is pale rusty stone and stretches hundreds of feet on both sides of the river. A barge will not fit through here, unless the channels can be combined.

The chamber stretches nearly a hundred feet from the river with many smaller tunnels leading into it. Its roof is 30 to 40 feet high and the columns are 5 to 10 feet across. The columns are spaced 5 -15 apart and line of sight tops out around 40 feet. Following one of the tunnels a giant slug found this area and has not yet found its way out. It is near starving and will attack any potential food, which includes the party.

Giant Slug CR 8

XP 4,800

hp 102



(Pathfinder Roleplaying Game Bestiary)

Engineering Projects 3-5: Widen the River

Much of the river follows a natural path with overhead clearance and room for a mule team to return a barge upriver. Three places between the lake and the whirlpool, starting with the room of the slugs, require simple rock removal, dike building or dredging.

3X Knowledge

(Engineering): DC 12

Time: 2 weeks each

Crew: 20



R5. Whirlpool Steps

The river drops almost straight down at this point. The top of this area is calm water, but below the surface a long, steep chamber drains several hundred feet almost straight down. Chorboden plans to turn this into a series of locks.

A serene peace takes over the noise of the river ahead. The churning river gains a glassy appearance as the water widens into a circular lake and a granite outcropping has been worn smooth by the moving water. Though the river continues to flow in the water level never rises.

The chamber acts as a drain. A raft or other craft will be sucked into the whirlpool taking 10d6 damage before it exits into the tunnel at the bottom. Any swimming character who succeeds a **DC 20 Swim** check can escape this damage. The river does not reach air until 200 feet later, so characters will need to hold their breath until then.

The greater danger awaits 60 from the drain's exit. A xorn, burrowing in cavern tunnel's side, will strike at anyone it sees going past. A successful hit forces a Constitution check to avoid drowning (DC 15+damage dealt). Failure removes 1d4 rounds from the time a character can hold his breath. The xorn only gets one such attack a round, but then pursues characters to the chamber below.

Xorn CR 6

XP 2,400

hp 66



(Pathfinder Roleplaying Game Bestiary)

If the party spends more than 10 minutes at the top of the whirlpool, the xorn will instead approach them there. It is possible to negotiate with the creature with bribes of significant amounts of silver or other precious metals valuing 1,500 gp or more. While it can not carry a character it can offer knowledge of the whirlpool's path with enough information to determine the actions necessary to get through the drain.

This xorn is not alone. Two weeks into the project two xorn raid the engineering party for silver. All progress halts until these outsiders are dealt with.



Engineering Project 6: Whirlpool Drain

The most difficult task requires bypassing a whirlpool. The natural tunnel acts like a drain, but it requires a series of locks to reach the river's lower level. Partway through engineering an attack by xorn's halts the work crew (see the whirlpool in Chapter 2)

Knowledge

(Engineering): DC 25

Time: 6 weeks

Crew: 60



R6. Troll Cave

The last space before the river exits the mountain is also the most accessible. The river provides plenty of fresh water and the caves provide a refuge from cold and predators. Until recently many animals took advantage of the shelter and many still come by. Now a gang of trolls claims these caves.

Natural sunlight sparkles off the river as it filters into another lake. The cavern roof rises high overhead and stalactites glint with moisture in a myriad of tiny rainbows. The water slowly moves toward the open air with a hint of vast forested mountains on the other side. Somewhere outside a falcon calls shrilly and a fresh breeze carries the scent of pines and the taste of cold air. Several smaller caverns branch off from the main channel, and sunlight filters in there as well. Animal tracks lead from some of these to the water's edge.

(3) Troll CR 5

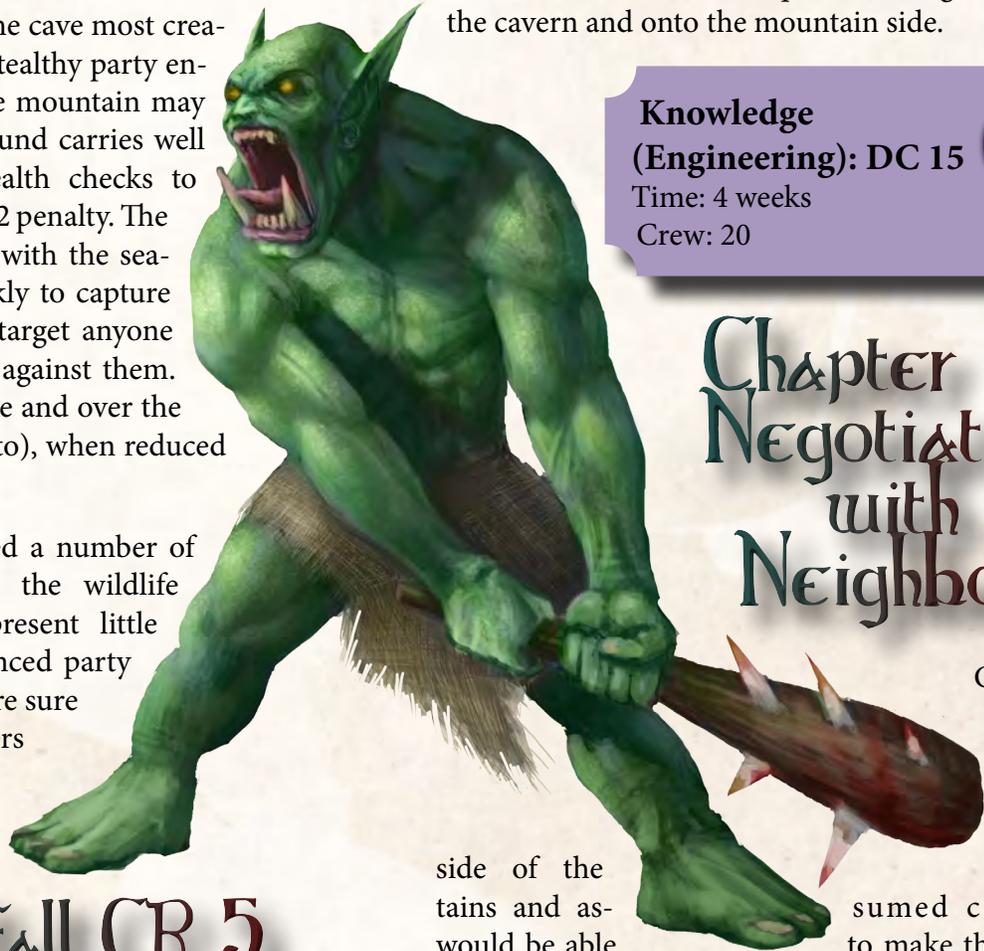
XP 1,600
hp 63



(Pathfinder Roleplaying Game Bestiary)

The trolls remain in the cave most creatures use to enter. A stealthy party entering from inside the mountain may surprise them, but sound carries well in this chamber. Stealth checks to move quietly suffer a -2 penalty. The trolls are a little lean with the season. They move quickly to capture any prey. The trolls target anyone using flame and acid against them. They flee (into the lake and over the waterfall if they have to), when reduced to 10 hit points.

The trolls have created a number of deadfall traps along the wildlife trails. While they present little danger to an experienced party of adventurers, they are sure to take out a few miners unless cleared first.



Deadfall CR 5

Deadfall CR 5

Type mechanical; Perception DC 20; Disable Device DC 20



EFFECTS

Trigger location; Reset manual
Effect Atk +15 melee (6d6); multiple targets (all targets in a 10-ft.-square area)

Engineering Project 7: Silver Falls

The final engineering feat requires building a dock for barges before the river plunges 100 feet from the side of the mountain. It also requires making a route from the cavern and onto the mountain side.

Knowledge

(Engineering): DC 15

Time: 4 weeks

Crew: 20



Chapter 3. Negotiation with Neighbors

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tains and as-
would be able
market from here.

Chorboden
discovered
the exit to
the other
mountain-
summed caravans
to make their way to

Though it has saved nearly a thousand miles of hard mountain trails, the pass is not exactly clear. Caravans will find a route to easily enough, but the valleys beyond are already the territory of others. Chorboden's enthusiasm came from the discovery and engineering aspects of the plan. The dwarven wizard never thought others might be involved.

Surveying a route uncovers the neighbors whether that be the party or someone from the town of Imarlap. The barons, with typical human centric fashion, do not even recognize most of these claims and are only both-

ered when the caravan's progress is interrupted, They insist the party are the best candidates for this because of untold dangers of the wilderness. Though, truthfully the barons do not want to lose any more miners to the project than they already have, The barons hope one of these dangers will reduce the amount of people they need to pay when Silver Pass is complete.

The party will meet the first of these shortly after leaving the tunnel. A druid who has retreated ever farther from civilization. The dragon and giants claim territory farther east, and have their own needs of the adventurers. The Whitewater Orcs live close enough to civilization to raid and farthest from Silver Pass.

N1. Beware the Bear

Leopold 'Red Bear' once explored the mountains looking for potential mines. He often supplemented his income by hunting and berry picking and eventually became a trapper and tracker of some renown. His skill following animals has fed many miners, travelers, and other explorers of the frontier. Many joked that Leopold was part animal, which is where the name comes from. These jokes were not far from the truth and after seeing a bear sow starve trying to feed three cubs it became oddly accurate. The sow brought her three cubs to a patch of mountain berries she frequented--a patch that Red Bear had already harvested. Then she moved to a river running brown with the runoff of a mining camp upstream. The trout she searched for had already choked and died. The deer in the area had similarly moved off, after Red Bear had culled the prime stags from the herd. A litter of three cubs was highly unusual he knew. Red Bear felt responsible when, one by one, the cubs died. The mother bear, spending the winter nursing three cubs, followed soon after.

The event changed Red Bear's view on the animals he followed. He learned to treat them as allies instead of prey, especially the bears. He soon began practicing the druidic arts. His studies took him to faraway lands on the other side of the mountains. There he encountered the strangest bear he had ever studied and became afflicted with the creature's curse. The 'curse' fit well with his ability to take the form of a bear and his new philosophy on nature. He considers himself blessed.

A large man, whose jaw appears wider than his skull steps from the forest. Golden hair, so thick it stands upright covers his head and chin hides small rounded ears. The man stands over six feet tall even though his shoulders seem to slump and his hips roll forward. His slouched appearance means he is easily much taller.

Red Bear approaches the party in his human form with little caution initially. He is aware of the trolls, but considers them a natural part of the ecosystem. Their destruction or any 'civilized world's presence in the forest reaches him within hours. He is master of his valley and has little to fear from anything. He begins indifferent to the party only because it is strange to see the civilized races this far into the mountains unless they are here to exploit the resources for their own greed. Should he learn of the party's ties to the mining town of Imarlap, his attitude instead moves to unfriendly.

Red Bear's terms include the returning of any sites to their natural condition. Altering the river is not a problem to him unless it affects the creatures that use the river. He is the sole determiner of what affects to the river are unacceptable. Inviting him into this role grants a +5 circumstance bonus to the initial **Diplomacy** check. He will take the role without being invited of course.

Each week he has a 15% chance to notice sediment, water level changes, dead fish, or other 'violations'. The chance increases by 5% for each ongoing project along the course of the river. Each such violation moves his starting attitude one step closer to hostile and requires a new **Diplomacy check**. Each re-negotiation suffers a cumulative -5 penalty.

Should Red Bear's attitude ever drop to unfriendly he immediately begins plotting to kill those responsible. From Red Bear's point of view, the party has broken their end of the negotiations.

While he knows he can not police the whole globe, he does not like what boom towns such as Imarlap do to

an area. Mining and boom-towns, he feels, are too intrusive to nature. While still possible to negotiate passage through his valley, the druid refuses to support mining on this side of the mountains. This includes stripping resources (particularly wood, hunting, and fishing) to supply miners or mining of Iमारlap. Activity of this sort in his valley, guarantees his immediate hostility.

Leopold Red Bear

CR 8

Human Form

XP 4,800 AC 14 hp 85

Hybrid Form

XP 4,800 AC 23 hp 105

Animal Form

XP 4,800 AC 18 hp 105

(Full Stats featured in the next 2 pages.)



A fence made of woven apple sticks surrounds a large, lush meadow filled with wildflowers. Daisies, chrysanthemums, tulips, iris in every color from white to red to violet bloom even though some shouldn't by now. Two dozen apple trees shade one end of the meadow, their blossoms bright white in the sun. Millions of bees buzz from bloom to bloom. Hives numbering the hundreds, dot the meadow-scape. Two white towers of hives flank the plank door of the house. The house itself is built into the side of a hill with several entrances into dens for the druid's natural neighbors.

The bees normally leave others alone, but Red Bear has made sure that uninvited guests think twice about entering his home.

Red Bear uses *Summon Nature's Ally* to send multiple creatures against miners he sees, taking pleasure watching them tear into the 'civilized' people. He joins the fight if the PCs or tougher opponents are present. He is a smart and careful enemy, using spells to isolate party members and shifting forms as it helps most. In particular he uses wildshape to assume the form an owl or eagle and casts spells from a safe distance. He has no problem running from a fight and returning after healing to ambush his enemies again and again. He uses shape-shifting to disguise his involvement in the subsequent raids. After softening his opponents with spells, he enters combat in the hybrid form.

Red Bear's Cottage

As master of the valley, Red Bear's cottage is not hidden. Unless the party kills him before negotiating, they learn Red Bear has a cottage with a view of the waterfall.



Leopold Red Bear CR 8, human form

XP 4,800

LE Medium shapechanger

Init +3; Perception +12

DEFENSE

AC 14, touch 9, flat-footed 14 (+4 armor, -1 Dex)

hp 85 (10d8+25+10);

Fort +6, Ref +0, Will +8 (+4 versus fey spells and spell like abilities)

OFFENSE

Speed 30 ft.,

Melee MW spear +5 (1d8+1)

Ranged MW spear +3 (1d8+1)

Special Attacks spells

Spells (CL 5th; concentration +9)

Third level (DC 17)—*call lightning* (5 bolts), *windwall*

Second level (DC 16)—*bear's endurance*, *fog cloud*, *resist energy*

First level (DC 15)—*charm animals* (2x), *cure light wounds* (2x), *faerie fire*

Orisons—*create water*, *know direction*, *resistance*, *stabilize*

STATISTICS

Str 12, Dex 8, Con 16, Int 10, Wis 18, Cha 11

Base Atk +3; CMB +4, CMD 13

Feats improved initiative, natural spell, scribe scroll, toughness

Skills Handle animal +8, Knowledge (nature) +10, Perception +12, Survival +14

Languages Common, druidic, sylvan

SQ wild shape, change shape

SPECIAL ABILITIES

Change Shape (Su) Leopold has three forms, a humanoid form, an animal form and a hybrid form. Equipment does not meld with the new form between humanoid and hybrid form, but does between those forms and animal form.

He can assume animal or hybrid form as a full-round action by making a DC 15 Constitution check, or humanoid form as a full-round action by making a DC 20 Concentration checks.

Leopold Red Bear CR 8, hybrid form

XP 4,800

NE Large shapechanger

Init +5 Senses low-light vision, scent;

Perception +12

DEFENSE

AC 23, touch 10, flat-footed 23 (+1 Dex, +4 armor, +8 natural, -1 size)

hp 105 (10d8+50+10);

Fort +9, Ref +5, Will +8 (+4 versus fey spells and spell like abilities)

DR 5/silver

OFFENSE

Speed 30 ft.,

Melee 2 claws +8 (1d6+5 plus grab), bite +8 (1d6+6) or masterwork spear (1d8 +6 x3)

Space 10 ft.; Reach 5 ft.

Special Attacks Lycanthropic Empathy,

Spells (see humanoid form)

STATISTICS

Str 23, Dex 13, Con 21, Int 10, Wis 18, Cha 11

Base Atk +6; CMB +11 (+15 to grapple); CMD 22 (26 vs. trip)

Feats Endurance, Improved Initiative, Natural spell, Run, Scribe Scroll, Skill Focus (Survival) toughness

Skills Handle animal +8, Knowledge (nature) +10, Perception +12, Survival +18,

Swim +14; Racial Modifiers +4 Swim

Languages Common, Druidic, Sylvan

SPECIAL ABILITIES

Change Shape (Su) Leopold has three forms, a humanoid form, an animal form and a hybrid form. Equipment does not meld with the new form between humanoid and hybrid form, but does between those forms and animal form. He can assume animal or hybrid form as a full-round action by making a DC 15 Constitution check, or humanoid form as a full-round action by making a DC 20 Concentration checks.

Lycanthropic Empathy (Ex) In animal or hybrid form Leopold can communicate and empathize with bears, dire bears, and wolverines. He can use Diplomacy to alter such an animal's attitude, and when so doing gain a +4 racial bonus to the check.

Leopold Red Bear, animal form

XP 4,800

NE Large shapechanger

Init +5 Senses low-light vision, scent;

Perception +12

DEFENSE

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

hp 105 (10d8+50+ 10);

Fort +9, Ref +5, Will +8 (+4 versus Fey spells and spell like abilities)

DR 5/silver

OFFENSE

Speed 30 ft.,

Melee 2 claws +8 (1d6+5 plus grab), bite +8 (1d6+6)

Space 10 ft.; Reach 5 ft.

Special Attacks Lycanthropic Empathy, Spells (see humanoid form)

STATISTICS

Str 23, Dex 13, Con 21, Int 10, Wis 18, Cha 11

Base Atk +6; CMB +11 (+15 to grapple); CMD 22 (26 vs. trip)

Feats Endurance, Improved Initiative, Natural spell, Run, Scribe Scroll, Skill Focus (Survival) toughness

Skills Handle animal +8, Knowledge (nature) +10, Perception +12, Survival +18, Swim +14; Racial Modifiers +4 Swim Languages Common, Druidic, Sylvan

SPECIAL ABILITIES

Change Shape (Su) Leopold has three forms, a humanoid form, an animal form and a hybrid form. Equipment does not meld with the new form between humanoid and hybrid form, but does between those forms and animal form. He can assume animal or hybrid form as a full-round action by making a DC 15 Constitution check, or humanoid form as a full-round action by making a DC 20 Concentration checks.

Lycanthropic Empathy (Ex) In animal or hybrid form Leopold can communicate and empathize with bears, dire bears, and wolverines. He can use Diplomacy to alter such an animal's attitude, and when so doing gain a +4 racial bonus to the check.



Tanglehoney Trap CR 6



Type mechanical; **Perception** DC 20; **Disable Device** DC 15

EFFECTS

Trigger location; **Reset** none

Effect Atk + 10 ranged touch, target gains the entangled condition and must make a DC 20 reflex save or become stuck to the floor. Any vermin in the area are attracted to the sweet smell, in areas supporting insects a swarm of them arrive in 1d3 rounds.

Bee Swarm CR 3



XP 800

N Diminutive vermin (swarm)

Init +1; Senses darkvision 60 ft.; Perception +9

DEFENSE

AC 15, touch 15, flat-footed 14 (+1 Dex, +4 size)

hp 31 (7d8);

Fort +5, Ref +3, Will +3

Defensive Abilities swarm traits; Immune weapon damage

OFFENSE

Speed 5 ft., fly 40 ft. (good)

Melee swarm (d26 plus poison)

Space 10 ft.; Reach 0 ft.

Special Attacks distraction (DC 13), poison

STATISTICS

Str 1, Dex 13, Con 10, Int -, Wis 12, Cha 9
Base Atk +5; CMB --; CMD --

Skills Fly +11, Perception +9; Racial Modifiers +9 Perception,

SQ swarm traits, vermin traits

SPECIAL ABILITIES

Poison (EX) Swarm—injury; *save* Fort DC 13; *frequency* 1/round for 4 rounds; *effect* 1 Dexterity damage; *cure* 1 save. The save DC is Constitution Based.

Red Bear has little need of treasure that an adventurer might want. He does however prepare like winter is always coming. His food preserves can feed a camp of miners for a day and his stock of magic scrolls are just as abundant. He also has two notebooks that will be valuable to florist and farmers alike. The first is on a cross breed of apples focused not on the fruit or the wood, but on the bloom. These blooms attract pollinator insects colonies. The second is an alchemical concoction made from honey. Similar to a *tanglefoot bag*, the mixture has the additional property of attracting nearby insects.

Of all the opponents in Cutting Silver Pass Red Bear is the most dangerous. Use him for several appearances to build the adventure to an epic conclusion.

N2. Stoneraven Giant Tribe

The first valley after leaving the mountain recently became home to a tribe of Stone Giants. They brought a herd of elk with them and have been making home here in the village called Stoneraven for almost a year. They have had some trouble with their herd lately however. If they PCs can help them with the herd, the party receives a bonus on the negotiations for passage.

Several stone-slab houses form circle around a central fountain made from two of the same slabs. The top acts as a basin and water cascades over its side. The second holds the basin 10 feet in the air and intricate carvings cover its surface. The carving is of a raven-headed man with wings stretched overhead. Behind the fountain lies a long house, the only structure with a wooden roof. The far end of the house extends back into the mountain and the front has two large chimneys. A thin column of gray smoke rises from one.

Initially the giants watch visitors cautiously, but are not openly hostile unless threatened. 20 giants live in Stoneraven led by a stone giant elder. Their leader is a grizzled elder with many scars across his face, arms and torso. He wears a cloak of black feathers. After several decades alone he returned to his tribe to find their traditions in violence had grown. Having felt the wounds of those practices when younger, his exile showed him another way. He gathered willing others and followed a raven to this new valley. The entire village comprises an encounter over CR 20 and any plans to remove the village entirely should be beyond the party of this level. Extreme caution, or (brutal efficiency) is recommended for those parties pursuing this course.

Negotiating With the Stoneravens

The leader knows working with Imarlap will be good for them, however the giants trouble opening fully to humans and especially to adventurers. The party will need to earn their trust and Stoneraven asks for their help in a matter he has so far been unable to fathom.

The elk herd has prospered in this valley and grown threefold. Lately though several key stags have been lost. They have been unable to find the predator (if there is one) and no signs of the creatures remain. A shepherd boy, a little bigger than the largest PC, takes the party to the herd where the last stag disappeared only days ago. Should the pattern hold, another stag will be taken in the next three nights.

Grass on this ridge warms under the sun. Lichen-covered rocks poke through the grasses offering a broken tapestry of greys, greens and yellows. The river glints silver at the bottom of the valley and Stoneraven sits next to its bend far below. Though several higher peaks are covered with snow the ridge offers a view into three or four other valleys.

A **Perception check (DC 15)** is enough to find the location stag disappeared from. Searching the area reveals the herd's and the giant's footprints cover the area. A result, the shepherd admits, of the tribe coming to search for the missing stag and its predator. The only clue here is the number and size of the prints, A **Perception check (DC 25)** reveals most of the prints are of the same six individuals. One particularly large giant has come through here recently and **Survival check (DC 12)** reveals it was much earlier than the rest of the tribe. The party may also find the thief by ambush, concealing themselves among the herd at night, but this takes 1d6 days (the pattern the giants discovered is actually incorrect).

Following the tracks requires a **Survival check (DC 18)** to lead back to the cave of a lone giant. When the Stoneraven left their old tribe one particularly vicious member took it as a personal affront to his might. It took him almost a year to find them but rather than confront the full might of the tribe, he decided to sabotage their food supply. Knocking the stag unconscious he then carries it back to his cave to be eaten. In a sport of cruelty he feeds the remains to a pack of wolves hoping to train them into hunting the elk herd on their own. So far the shepherds have kept the wolves away from the herd.

The tracks lead to a rocky part of the mountain. A massive boulder of granite lies wedged against several others making a diamond shaped entrance to a cavern. Blood spatters cover the rocky entrance and a pile of bones lies at the bottom of one ledge.

This giant practices violence with relish and is called Bonereaper. Though he is one of the smallest stone giants, he is one of the strongest. He sees the Stoneravens as weak: they fled his tribe, forsook their traditions and now send 'humans' to do their dirty work. He negotiates only long enough to get as many of the party (especially those unarmored) within reach. During battle he mocks the PCs for being weaker than the cowardly Stoneravens.

Bonereaper Stone Giant CR 8



XP 4,800

CN Large humanoid (giant)

Init +2; Senses darkvision 60 ft., low-light vision; Perception +12

DEFENSE

AC 22, touch 11, flat-footed 20 (+2 Dex, +11 natural, -1 size)

hp 102 (12d8+48)

Fort +12, Ref +6, Will +7

Defensive Abilities improved rock catching

OFFENSE

Speed 40 ft.

Melee greatclub +16/+11 (2d8+12) or 2 slams +16 (1d8+8)

Ranged rock +11/+6 (1d8+12)

Space 10 ft.; Reach 10 ft.

Special Attacks rock throwing (180 ft.)

STATISTICS

Str 27, Dex 15, Con 19, Int 10, Wis 12, Cha 10

Base Atk +9; CMB +18; CMD 30

Feats Iron will, Martial Weapon Proficiency (greatclub), Point-Blank Shot,

Power Attack, Precise Shot, Quick Draw

Skills Climb +12, Intimidate +12, Perception +12, Stealth +4 (+12 in rocky terrain); Racial Modifiers +8 Stealth in rocky terrain

Languages Common giant

SPECIAL ABILITIES

Improved Rock Catching (Ex) A stone giant gains a +4 racial bonus on its Reflex save when attempting to catch a thrown rock with rock catching. This ability otherwise works like the rock catching ability.



Should Bonereaper be reduced to half his hit points, he will withdraw from combat to one of a pile of stones set up around the area. He will start combat at one of these piles if he is aware of the party before they approach his home (180 ft. from the cave entrance). He targets those with the heaviest armors, assuming they will be the easiest to hit.

Whether the party brings the captured brute back to the Stoneravens or ends the threat in his preferred way, securing the herd's safety earns the tribe's trust. Their terms include selling a small portion of the silver cheaply to their silversmith and transportation of their goods to market. Striking this deal successfully only requires a **Diplomacy check of (DC 15)**. Once this is secured, some of the Stoneravens may be convinced to work on Cutting Silver Pass with a second **Diplomacy check (DC 18)**. An additional Stoneraven agrees to work for every two points the check beats the DC by (maximum of 5 giants). Each stone giant reduces the number of workers on a project by 4 (freeing them for other tasks) but their real value is a +2 morale bonus to the engineering check for each project they are a part of. Securing the Stoneravens alliance serves as a CR 7 experience reward.

N3. Scrilmeiis

This high pass lies close to the glaciers in the surrounding peaks. The glaciers have carved an easy path with wide valleys and gentle slopes. A young silver dragon named Scrilmeiis has claimed the pass as his own spending many of his days perched high on a rocky outcrop to survey his territory. Like young of many different races, this one finds himself growing restless with the tedious maintenance of a mostly unoccupied area and longs for a cause or at a least a little adventure.

The summit of this frozen pass rolls gently from climbing to descending. Frozen mountains of ice recede into farther valleys on the north side of the mountains and broken rocks line the southern edges. A single spire stands high above one such glacier. Wings unfurl from its craggy face and send motes of lights dancing across the snow and shadows. The winged form detaches itself from the crag and soon serpentine body and open wings glide across the glacier like a silver moonbeam.

Scrilmeiis starts by paralyzing as many of the party as he can and then challenging the survivors to single combat. If they refuse he continues to paralyze as many as possible threatening to kill them outright should they continue to refuse. Once one agrees he shall allow as many as two others to take their turns. While drawing the terms for single combat, Scrilmeiis uses *detect evil* to assess the party. Evil characters will be offered less leeway than neutral or good characters. The challenge he offers is to first blood (not to death) and is willing to give up flying, breath weapon, tail, and wing attacks (in that order) until he thinks a fair agreement has been reached. In any case he will go easy for the first few rounds of combat taking the -4 penalty to attacks for non-lethal damage. After the first few rounds of a 'good' or 'fun' combat he switches to regular damage. If he has multiple challengers he will cast *true strike* in round 5 or 6 to end one fight and eagerly move onto the next. When the last combat finishes, he addresses the party in a loud, laughing shout commenting on particular maneuvers, well placed blows, or flashy spell effects.

Scrilmeiis, Young Silver Dragon CR 10



XP 9,600

LG Large dragon (cold)

Init +5; Senses dragon senses; Perception +17

DEFENSE

AC 22, touch 10, flat-footed 21 (+1 Dex, +12 natural, -1 size)

hp 104 (11d12+33)

Fort +10, Ref +8, Will +12

Immune acid, cold, paralysis, sleep;

Weaknesses vulnerability to fire

OFFENSE

Speed 40 ft., fly 200 ft. (average); cloud-walking, graceful flight

Melee bite +16 (2d6+7), 2 claws +15 (1d8+5), 2 wings +13 (1d6+2), tail +13 (1d8+7)

Space 10 ft.; Reach 5 ft. (10 ft. with bite)

Special Attacks breath weapon (40-ft. cone, DC18,6d8 cold), paralyzing breath
Spell-Like Abilities (CL 11th; concentration +14)

At will—detect evil

Spells Known (CL 1st)

1st (4/day)—alarm, true strike

0 (at will)—detect magic, light, message, read magic

STATISTICS

Str 21, Dex 12, Con 17, Int 16, Wis 17, Cha 16

Base Atk +11; CMB +17; CMD 28 (32 vs. trip)

Feats Hover, Improved initiative, Iron Will, Multiattack, Power Attack, Weapon Focus (bite)

Skills Acrobatics +12, Diplomacy +17, Fly +13, Heal +17, Intimidate +17, Knowledge (local) +17, Perception +17, Sense Motive, +17, Spellcraft +17

Languages Auran, Common, Draconic, Giant

SQ Change shape

SPECIAL ABILITIES

Change Shape (Su) A silver dragon can assume any animal or humanoid form three times per day as if using polymorph.
Cloudwalking (Su) A young silver dragon can tread on clouds or fog as though on solid ground.

Graceful Flight (Ex) A young silver dragon's aerial maneuverability is one step better than normal.

Paralyzing Breath (Su) Instead of a cone of cold, a young silver dragon can breathe a cone of paralyzing gas. Creatures within the cone must succeed on a Fortitude save or be paralyzed for 1d6+3 rounds.



“What fun! What fun. That my little mortals was an excellent match and you are most honorable opponents.” The silver form bows gracefully smiles as he straightens. “Great fun! Let me catch my breath then we shall treat as honored guests of my house.”

As long as they accept and stick to the terms of his challenge Scrilmeiis considers them honorable and friendly. The party negotiates passage with a **Diplomacy check (DC 13)**. Scrilmeiis has almost everything he needs here, but for one thing. He considers himself a courageous and honorable dragon, but he has no cause to champion. The PCs will need to find a cause he can get behind, to fight for justice, and to protect the weak. Fortunately, if the party has met with any of the miner’s they will have something for the silver dragon.

The silver barons take advantage of the miners in their employ. Any demand for safer working conditions, better share of the profits, or even affordable room and board has been unsuccessful. Some demands are relegated to committee for ultimate dismissal on account of costs, but few make it that far. Outspoken miners have been fired, died in an accident or simply disappeared. A number of miners claim the Baron’s get every claim in the mountains through intimidations bribery and even murder. True or not Scrilmeiis agrees the exploited miners would be a just cause for him to champion. Shortly after the party leaves, he flies to Imarlap disguises himself as a miner and begins his investigations.

N4. White Water Orc Tribe

A cruel tribe of orcs claims this narrow and steep valley. The river rushes through and walking its length requires crossing it several times. Up to a mile of the trail is under the river itself in low-water months. Other times the river is too dangerous to walk in and the

trail leaves the river out of sight, though its thunderous crashes can always be heard. In one of these areas several huts and a half dozen caves form the White Water orc’s village. Riding the river gives them access to settlements on the far side. These settlement, the first signs of civilization, suffer frequent raids from the orcs. Riding these rapids in canoes or other crafts is covered later.

The trail leaves the river and moves onto a sandy beach-head. Trees and rocks climb the mountain side. Several huts made of rough timber and shoddy roofs. Several small fires stretch out along the beach with a single huge log suspended over it. Axes and burn wood shavings cover the area.

The whitewater orcs pride themselves as masters of the river. They do not get many travelers to their village because of the rapids surrounding it so those who do reach it get a modicum of respect; a respect that is soon tested. To earn safe passage for future trading expeditions, the party must be willing to ride the rapids with one of their warriors on one of their specially made canoes, the fire hollowed logs on the beach. The river is difficult and they orcs insist their value as river guides is necessary.

The orcs begin negotiations hostile. The party can improve their attitude by daring to brave the rapids. Each warrior will attempt to throw their passenger into the water. Any target in the water is fair game to them and the orcs strike at any victim as they pass. The party can also improve the orc’s attitude if they are willing to give up the smallest member of the party. The orcs imply this by pointing to her or him and asking for a gift of good will. Should this person not accept the challenge to ride the rapids or the orcs successfully split the party they are likely to attack as soon as their warriors are out of view.

Riding the Rapids

The canoes are 20 feet long by 5 feet wide, the driver steers the craft with a long pole. He stands or kneels in the back and up to three other characters can ride along. The driver makes a Strength check each round at the base DC (see below). He may make a check DC base +5 to increase the speed of the raft (maximum increase of two increments). If the canoe has additional passengers the driver suffers a -2 (two passengers) or -4 (three passengers) penalty on the check. For each increment above the norm he also suffers a -2 penalty (maximum of 4). Each passenger must make a Reflex save at the same DC or be thrown into the rapids. The orc drivers try to throw passengers into the river this way. The canoes with the most passengers go first so as to give more warriors a chance to attack swimmers. The warriors take at least three canoes and have a +3 to the driving/strength check.

Swimmers move at the rate of the water with a **DC 15 Swim check**. Swimming upstream (or swimming slower) requires a **DC 30**, but moving faster only requires a **DC 20**. Failing by 5 or more does 1d6 nonlethal damage per 10' of speed. Failing by 10 or more does 1d6 lethal damage per 10' of speed. Certain stretches of the river have no place to leave the water. A swimmer can reach the side of the river with the appropriate swim check and maintain a hold with a strength check (DC 10). The DC increases by +1 for every round of holding on against the current.

The orcs attempt to demoralize any characters right before needing to make the first driving check. They attempt to demoralize any characters thrown into the water (including other orcs unless battle is engaged) out of reach from their steering pole. Characters within reach are attacked. Treat the steering pole as a guisarme. Moving on the boat requires a move action and an **Acrobatics check DC 15**. Fighting on the boat requires an **Acrobatics check** as a free action (at the same DC as the driving check). Casting spells require concentration for vigorous motion (DC 15+ spell level). When a driving check is not required, and opponents are not in reach, the orcs continue trying to demoralize opponents.

The rapids below the White water orcs carry on for nearly a mile. The whole river is not rapids, and some calmer areas remain between the worst parts. When the river speeds change the craft usually changes to match the speed. If the driver had the craft's speed up in a faster area, he may maintain the speed increment when entering a slower area (+10 or +20 feet to the new water speed.)

Base Driving DCs and Water Speed

	Rounds	Water Speed	Base Driving
First bend*	3	40	DC 15
First rapids	3	60	DC 20 (first attempt to throw passengers)
Second rapids	4	40	DC 20
Second bend*	2	40	DC 15
Third rapids	1	80	DC 20
Fourth bend*	2	40	DC 15
Last rapids	3	60	DC 25
Last bend*		40	DC 15

If battle is engaged upriver, the orcs make a stand after the last bend, tripping opponents in the water if possible. When opponents get inside the reach of their spears, the orcs like to pin opponents under the water.



(6) White Water

Orc CR 2

XP 3,200

Orc fighter 3

CE medium humanoid

Init +0; Senses darkvision 60. ft.; Perception -1

DEFENSE

AC 13, touch 10, flat-footed 13 (+3 armor)

hp 23 (3d10+3);

Fort +4, Ref +1, Will +0 (+1 versus fear)

Weaknesses light sensitivity

OFFENSE

Speed 30 ft.,

Melee guisarme +7 (2d4+3, x3)

Special Attacks trip

STATISTICS

Str 17, Dex 11, Con 12, Int 7, Wis 8, Cha 6

Base Atk +3; CMB +6; CMD 16

Feats acrobatics, dazzling display, intimidating prowess, weapon focus (guisarme)

Skills Acrobatics +2, Intimidate +9,

Swim +3; Racial Modifiers +2 Intimidate

Languages Orc, Common

ECOLOGY

Treasure studded leather



Concluding the Adventure

Though presented in a linear fashion it is possible the party will tackle these encounters in a different order. It is also possible they will skip some steps or have resources to ignore some of the encounters. So long as the barons do not have to ship their silver around the mountains they shall be satisfied and will make the appropriate diplomatic contacts (or something more brutal) with their neighbors.

Should they party wish to remain in Imarlap or perhaps invest in the silver trade there should be plenty of opportunities. They may even decide to take over Chorboden's teleporting services or to come back after retiring, if adventurers ever truly retire. They may find a mine of their own, or perhaps find other parts of the world that could benefit from such complicated shortcuts.

Adventure Rewards

Consider connecting the mines to Chorboden's cavern within in six weeks as completing a CR 7 encounter. Connecting the cavern to the outside in under four months as a CR 8 encounter. If both are completed before winter, (4-6 months) treat this as a CR 9 instead. The baron's offer 1% of the mine's profit for the first three months Silver Pass is open. As additional incentive, they offer 3% if it is completed before winter. The silver mines produce 1000+1d4x10 gp worth of silver every month.

If the PCs survive to here without killing the orcs, they get a +5 to **Diplomacy checks**. Though they are honest in negotiations at the time, the White Water orcs lose interest in maintaining their bargain. They demand a higher percentage of silver from each caravan and kill an increasing number of miners as warning to future caravans. Once all warriors are killed, the non-combatants flee down the river and no longer threaten the silver shipments. Portaging around the rapid only takes half a day, but the route passes near the village. The party may want to bypass negotiating with the orcs. The orcs make intimidating gestures and threats, but let them pass. The caravans will not be so lucky.



CUTTING SILVER PASS



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