

BROKEN EARTH

Ludington

A Tale from the Great Lakes

By Jason Owen Black



PATHFINDER[®]
ROLEPLAYING GAME COMPATIBLE

SNEAK
ATTACK
PRESS



Ludington

A Tale from the Great Lakes

Written by: Jason Owen Black
Developed by: Matthew J. Hanson
Edited by: Craig Hargraves
Art by: Joyce Maureira
Title and Icons: Hart Rieckhof

Broken Earth: Ludington Straits published by Sneak Attack Press, Copyright 2014.
Sneak Attack Press and the Sneak Attack Press logo trademarked by Sneak Attack Press.

www.sneakattackpress.com
www.facebook.com/sneakattackpress

Compatibility with the Pathfinder Roleplaying Game requires the Pathfinder Roleplaying Game from Paizo Publishing, LLC. See <http://paizo.com/pathfinderRPG> for more information on the Pathfinder Roleplaying Game. Paizo Publishing, LLC does not guarantee compatibility, and does not endorse this product.

Pathfinder is a registered trademark of Paizo Publishing, LLC, and the Pathfinder Roleplaying Game and the Pathfinder Roleplaying Game Compatibility Logo are trademarks of Paizo Publishing, LLC, and are used under the Pathfinder Roleplaying Game Compatibility License. See <http://paizo.com/pathfinderRPG/compatibility> for more information on the compatibility license.



Ludington

A Tale from the Great Lakes



Ludington sits in the remnants of its namesake, a small town on Lake Michigan which was once a popular tourist destination. In the decades leading up to the Great War, first tourism and then the population shrank drastically. After the War, however, survivors flocked to the old town and its lighthouse in hopes of finding a better future.

Since then, Ludington has become one of the most important ports on Lake Michigan, primarily because of its sheltered harbor. Many sailors pass through Ludington each year, and the town has taken on a rough and tumble feel with several bars and restaurants along the waterfront. Still, Ludington is a relatively stable place, where the authorities maintain law and order. Most people either live off the water as fishers or sailors, or they make their living selling to those who do. There are a number of small farms, and scrappers still pull useful salvage from the ruins of the town.

All of this is possible because of the lighthouse which sits at the far end of the northern breakwater, and is home to a cult calling itself the Northern Light. Members of the cult keep to themselves and rarely come to town or have visitors, but their dedication to keeping the lighthouse active is a huge boon for the town, as its light guides boats to safety. Without the lighthouse, Ludington might not even exist.

Ludinngton

Landmark

Population: 653

Salvage Value: 2

Buildings: Bar, Clinic, House (5), Inn, Lighthouse, Market, Waterfront

Tech Levels: production 2, maintenance 4

The Council of Three

The first years after the War were ugly as individuals and small groups looted the remains of the town and fought over scrap. This began to change when the lighthouse started working again, and the first boats made their way to the harbor. Seeing the potential for trade and fishing, one group of survivors decided to try and bring everyone else together. It took them a few years of cajoling, bribing, promising, and some blood-shedding, but eventually they succeeded, and the new Ludington formed. The group took responsibility for running the town, and started calling themselves the Council of Three. This council has ruled the town down to this day, though the individuals on it have changed.

When an elder decides to step down, or passes away, the other elders choose someone to take their place preventing any gaps in the roster from lasting too long. The elders work together to decide the best path for the town. Although they hold special sessions during emergencies, they generally only meet twice a month, once to actually discuss things, and the second time for a town meeting to inform the people of any important news and to ask about special concerns the townsfolk may have. For the most part, the elders just go about their lives like anyone else in town.

Technically, no member of the council has any more power than any other, but practically, some have more influence. Jean Stewart is a former explorer and sailor who made his way to Ludington about twenty years ago from what remains of Quebec. He is about 75 now. He spent most of his life on the water and saw a lot of the world. As such, he is quite respected and often sought for advice about navigation, exploration, and sailing. He favors rational discussion to solve problems and is generally open to new ideas and new people.

Benjamin Brooks is a 65-year-old, dark-skinned man who grew up on one of the local farms. When he was about 30, he opened a restaurant on the waterfront called the Breakwater Diner, and he is generally considered to be the best cook in the area. The Breakwater sees a lot of business, and Benjamin is quite personable, so he always knows what's going on with everybody.

The last member of the council is Jacqueline "Doc" Hardy. Hardy is an elegant woman of medium complexion with short black hair who runs a small clinic in town. At only 60, she is the youngest member of the Council. Although she only joined the Council two years ago, she has had her hands in Ludington politics for ages, and as a doctor has treated almost everyone in town.

Law and Order

As a port town, Ludington sees some rough customers from time to time, so the original Council of Three established a sheriff's office to enforce the law. For the last five years, the sheriff has been a woman named Eun Hammet. Eun is in her early thirties, favors flannel shirts, a leather jacket, and jeans. She has short black hair and almond-shaped eyes. She's quite popular with the townsfolk, most of whom she grew up with, and she's respected by repeat visitors who know she won't stand for any nonsense.

Eun's job is mostly to break up fights and arrest thieves. Aside from murder, theft, and slavery, not much is specifically outlawed in Ludington. If somebody is causing trouble or poses a threat, it's within Eun's power to arrest and then jail, fine, or exile them. She can't execute anyone without the permission of the Council, though she has killed in self-defense. Citizens and sometimes visitors can appeal to the Council if they don't think Eun's punishment was fair, but they rarely succeed.

Eun usually has five deputies on staff, although she has the power to deputize others when the need arises. She does this rarely, although her brother Bae, a waiter who works at the Breakwater Diner, is usually first on that list. In a pinch, the people of Ludington are hardy folk, and most know how to defend themselves in case the town is ever threatened.



Eun keeps her revolver holstered at her hip, though she rarely draws it, and fires it even less often, relying on her baton when she can't simply stare someone down. She wears her leather jacket most of the time, but she also has four undercover vests back at her office if things get serious.

Sheriff Eun Hammet

CR 4

XP 1,200

Female human fighter 5

LG Medium humanoid (human)

Init +1; **Senses** Perception +2

DEFENSE

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

hp 52 (5d10+15)

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

OFFENSE

Speed 30 ft.

Melee police baton +9 (1d6+4/x2)

Ranged revolver +7 (1d8/x4)

STATISTICS

Str 17, **Dex** 13, **Con** 15, **Int** 14, **Wis** 12, **Cha** 13

Base Atk +5; **CMB** +7; **CMD** 16

Feats Alertness, Catch Off-Guard, Combat Expertise, Intimidating Prowess, Persuasive, Quick Draw, Toughness

Skills Climb +9, Diplomacy +6, Intimidate +12, Perception +4, Profession (sheriff) +8, Sense Motive +6, Survival +7, Swim +6

Languages English

SQ bravery +1; armor training 1; weapon training: hammers (including batons)

Gear leather armor, revolver, medium bullets (18), steel handcuffs

Economy

Life in Ludington revolves around the water, and most people at least know how to fish with hook and line, even if they don't go out on the lake itself. Lake whitefish are the most common catch, but bass, perch, trout, and salmon are all common as well. Fish are sold fresh in the market, and often smoked so they can be sold further afield. Fisherfolk often find lampreys attached to their catch. While

they are edible, the parasites never really caught on as food, so only the poorest people bother eating them.

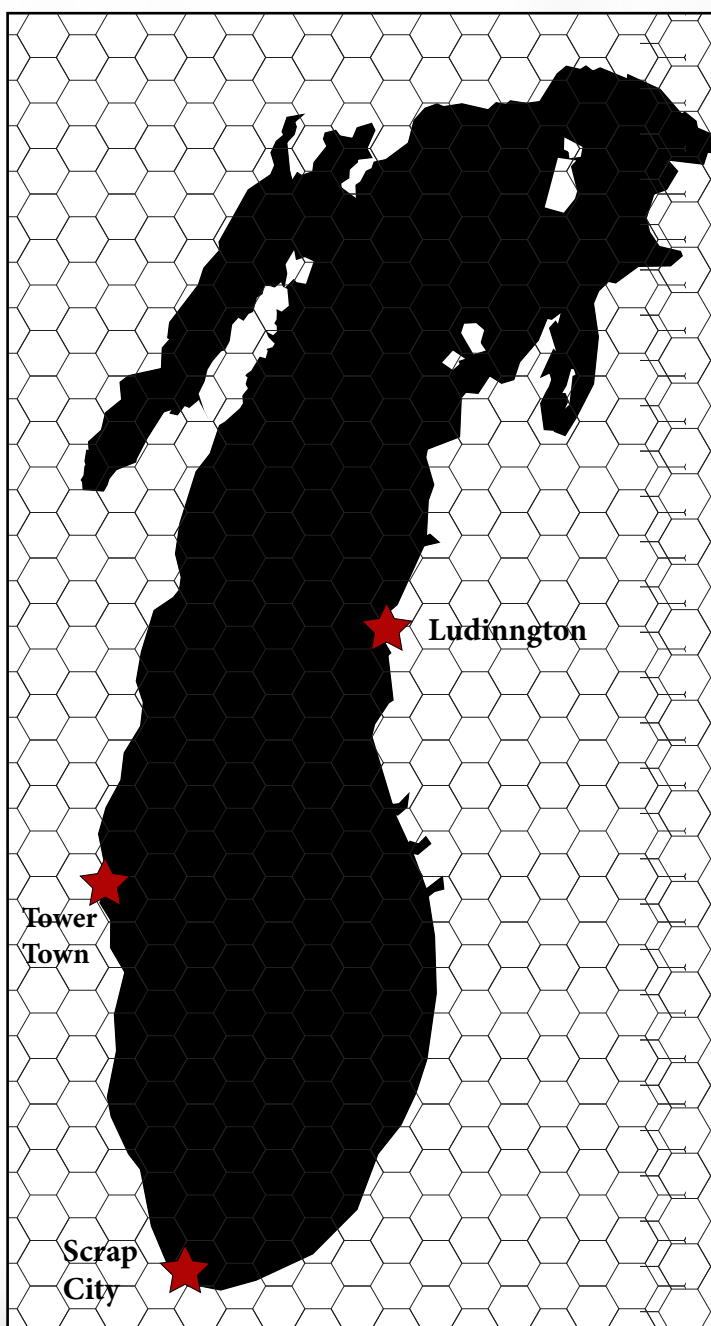
Beyond fishing, hunting and farming provide the bulk of the town's food. A few families also produce maple syrup, which fetches a good price in other towns as far away as Scrap City or Geneva. There isn't much in the way of livestock in Ludington, so squirrel and rabbit are the most common meats. Venison is an important part of local culture, and there is a Dreck

Festival every fall, where hunters compete to bring in the biggest bucks, and whatever meat isn't eaten during the festival is made into jerky. Turkey and other game birds are popular when they can be caught in the surrounding forests.

Most farming in Ludington developed out of personal gardens, so there is a pretty wide variety of fruits and vegetables available. Potatoes and carrots are common staples, and apples are grown both to eat and

to make cider (both alcoholic and non-alcoholic). Various berries grow in the area and are used largely for making jams. Preserves are quite popular as the winters in Ludington can be harsh, and aside from hunting and ice fishing, finding food gets difficult. Wheat and corn are grown on the larger farms, and there are a few families that maintain cranberry bogs. Numerous small greenhouses can be found throughout Ludington which can provide some vegetables during the winter, but not enough for trade.

Ludington's economy is not entirely dependent upon food though. The town was large enough before the Great War that there is still some salvage to be found. Construction materials, plumbing, household goods, and electronics are the most common, as most people who moved away took their belongings with them. Sometimes truly dedicated scavengers find more valuable bits and pieces. There are a number of abandoned cars and trucks in town which can be salvaged for mechanical parts as well as metal, and the nearby airport off US 10 has been left relatively untouched.



Engines are hard to come by though, as they were pilfered early on to make generators.

The town is surrounded by forest, and while it isn't the most demanded export, there are some lumberjacks who sell firewood or lumber for furniture and construction. Inland merchants wishing to make use of the harbor, or those from Scrap City or Geneva who wish to trade along US 10, all come through Ludington.

Culture

The people of Ludington are hardy and practical. Most know how to sail or at least how to fish, many more can hunt or trap, and everyone knows how to tend a garden. Visitors are warmly greeted along the road or in the harbor, but one usually has to spend a few days in town or visit several times before they're truly welcome. The harbor—along with the market, inns, and bars which border it—is the center of life in the town. Beyond that are homes, farms, and abandoned sites to salvage, but much of this is off limits to strangers. Life after the Great War is hard for everyone, and the people of Ludington aren't willing to let just anybody salvage in their town. The Council has been known to offer salvage rights to visitors or transplants who prove themselves trustworthy though. The people of Ludington tend towards animism of a sort. While there are still some trappings of pre-War Christianity to be found, most people revere various spirits of the natural world. Making offerings and giving thanks to the spirits of the lake, the woods, or the earth is common. Dreek (*Broken Earth*, page 156) hold a special place in local religion, and they are seen as omens of good will, especially when successfully hunted. Each fall, townsfolk hunt the animals with bows or spears. The size and the quantity of dreek is seen as a sign of how the town will fare next year: more and larger bucks mean a better harvest. Individual hunters who bring down too many animals are seen as greedy, and overhunting is a significant faux pas within the community.

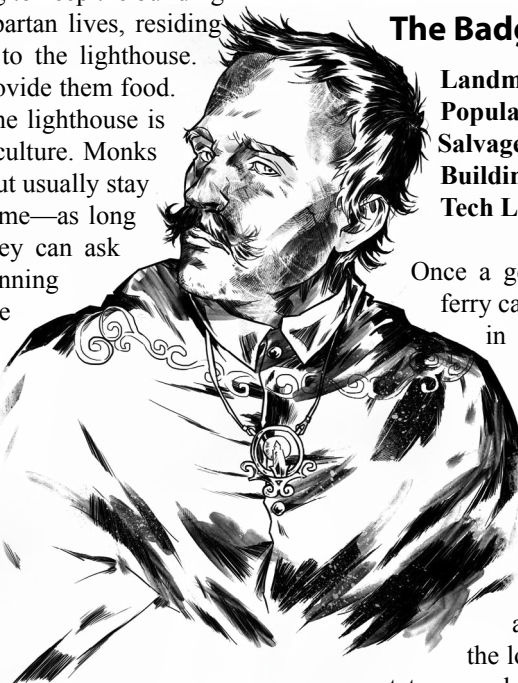
The other religion in town is the cult of the Northern Light, led by Father Pierre. Pierre and his followers live in and around the lighthouse on the northern breakwater, and use its light to guide sailors to safety in the harbor. Although few people in the town are members of the cult itself, everyone acknowledges the importance of the lighthouse to the town's survival, and many offer thanks to the Northern Light in their regular prayers. The families of sailors who have been away from home too long often go to the lighthouse itself to pray for their safe return.

The Lighthouse

Sitting on the extreme end of the northern breakwater, the Ludington Lighthouse is home to Father Pierre and his cult of the Northern Light. About 60 years ago, Pierre and his mother Aurora came to Ludington. Aurora got the lighthouse back up and running. Now Aurora is long dead, but Pierre lives on, and has aged remarkably well. He takes his task seriously. He founded the cult of the Northern Light, and announced that the lighthouse was a sacred space, and his duty was to protect it and keep in running. He didn't ask for help, but help came. Others who had been saved by the lighthouse joined Father Pierre in his mission and his faith. Over the last forty years about a dozen men and women have joined the cult.

The monks maintain the lighthouse and run it during the night and on very overcast days. They power it with a wood gas generator. They spend most of their time maintaining the generator, the light, and the building. During the winter, they spend hours chipping away at the ice that builds up, trying to keep the building as free of it as possible. The monks live spartan lives, residing within a bunkhouse they constructed next to the lighthouse. They rely upon the people of the town to provide them food. Most townsfolk are happy to do so, since the lighthouse is essential to so much of their economy and culture. Monks sometimes come into town to get supplies, but usually stay at the lighthouse. Visitors are always welcome—as long as they don't interfere with operations. They can ask questions and even go to the top, for a stunning view of the surrounding area. The monks are not afraid to escort troublesome guests out of the lighthouse. They will fight to protect the lighthouse, as keeping the light active is their holy mission. Luckily, they've never had to do this, beyond keeping out the occasional drunk sailor.

Father Pierre is a man who appears to be in his late fifties, but is quite physically fit. His hair is cut short, and he has a large nose. Father Pierre prefers peace, but if pressed he is quite capable in a fistfight. He is unaware that he is a synth, as only Aurora knew of this. Should he learn the truth, it will not change his mission



Nearby Locations

There are a number of locations in and around Ludington that can provide ample opportunities for adventure.

The Badger

Landmark
Population: 20
Salvage Value: 2
Buildings: —
Tech Levels: —

Once a gem of Ludington's tourism, the old car ferry called the Badger now rests at an odd angle in its old harbor, half submerged in Lake Michigan. The boat sank not long after the Great War, though nobody knows when exactly. The bottom half of the ship, including the engine room, boiler room, some of the crew quarters and holds are all flooded. Because of the water, and the difficulty of lighting the inside to search within the water, these areas have never been salvaged by any of the locals. The upper levels—which include a state room, lounge, and additional quarters—are easily accessed from the top deck, and were picked over long ago. Only the largest and most difficult to loot items remain. The middle area, which is dark but reasonably dry, is where the cars were stored on trips across the lake, and there are still several old cars and trucks there, implying that the boat sunk when it was leaving port. Like the upper decks, easy to salvage parts have already been claimed, but dedicated scavengers might find all kinds of useful industrial and automotive parts here.

Most locals stay away from the Badger, since there's little point in going there, but it still serves as something of a tourist attraction, and visitors sometimes take tours. A grizzled old sailor named Anton Chamberlain lives near the boat and takes people on tours of the safely accessible portions for a small fee. Chamberlain is a charming old man with dark skin and a gray beard. He's something of a local historian, and knows more about the Badger and pre-War Ludington than anyone else. He's also a fan of tall tales, and insists that some kind of creatures live in the sunken portion of the ship. He calls them "fish men," and holds that they eat trespassers and naughty children. The locals see it all as harmless fun, but Chamberlain doesn't. He insists to his dying breath that the fish men are down there, and that he's caught glimpses of them.

Fish Folk

There are, in fact, fish people living in the flooded portion of the Badger, but they don't eat naughty children. Several generations ago their grandparents were on the Badger when it sank. The ship happened to be carrying a tanker truck filled with a gene-altering virus, which mutated the surviving passengers of the boat. Although they figured out how to leave the ship in order to hunt, the fish folk made it their home and started lives away from the eyes of the locals. Now the third generation of fish folk face a crisis: there isn't a lot of genetic diversity to go around, as there are only twenty

Father Pierre

CR 5

XP 1,600

Male synth expert 7

LG Medium humanoid (synth)

Init +0; **Senses** Perception +14

DEFENSE

AC 10, touch 10, flat-footed 10

hp 52 (7d8+21)

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

OFFENSE

Speed 30 ft.

Melee unarmed strike +6 (1d4+1/x2)

Ranged none

STATISTICS

Str 12, **Dex** 10, **Con** 16, **Int** 18, **Wis** 15, **Cha** 15

Base Atk +5; **CMB** +6; **CMD** 16

Feats Improved Unarmed Strike, Combat Expertise, Master Crafter, Self-Sufficient

Skills Craft (mechanical) +16, Diplomacy +12, Heal +14, Knowledge (engineering) +14, Knowledge (post-war history) +14, Knowledge (local) +14, Knowledge (religion) +14, Knowledge (technology) +17, Perception +14, Profession (lighthouse keeper) +12, Survival +5

Languages English, French, Japanese, Spanish, Russian

SQ accelerated healing, fortified skeleton, computer sympathy, original programming (Craft [mechanical], Knowledge [technology])

Gear standard binoculars, basic electrical tool kit, basic mechanical tool kit, medical kit, standard flashlight, compass

inhabitants left in the Badger. Some have suggested introducing themselves to the locals, to see if they can live among them, while others insist on simply leaving the Badger and looking for better waters elsewhere in the lake. A third group wants to simply stay in the Badger and live out their lives. So far, the conflict hasn't come to blows, but things are getting quite tense.

Fish Folk

CR 1

XP 200

Male of Female freak warrior 3

NG Medium humanoid (freak)

Init +8; **Senses** Perception +3

DEFENSE

AC 15, touch 14, flat-footed 11 (+4 Dex, +1 natural)

hp 52 (5d10+15)

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

OFFENSE

Speed 30 ft.

Melee spear +5 (1d8+2/x3)

STATISTICS

Str 14, **Dex** 18, **Con** 15, **Int** 12, **Wis** 12, **Cha** 12

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

Feats Mutation, Improved Initiative

Skills Perception +3, Profession (fisherman) +6, Survival +3, Swim +12

Languages English

SQ extreme radiation resistance, healthy, thick-skinned

Mutations Fins, Gills, Webbed Digits, Light Sensitivity

These stats represent the average fish folk. In order to build a fish folk with other class levels, simply use the freak race, and give them the Mutation feat and the Fins, Gills, Webbed Digits, and Light Sensitivity mutations. The first response of most fish folk when surprised is simply to flee.

Old US 10

The highway that used to connect Ludington to more inland parts of Michigan still exists, but it has seen better days. The pavement is cracked and worn, the lines have faded away, and parts are so overgrown with saplings or grass that the pavement has all but vanished. The ruins of the occasional gas station, farmhouse, or trailer home sit alongside the road, but most have been thoroughly salvaged. Few locals have followed the road very far east past the airport (about 3 miles from the market), or the ruins of Scottville (9 miles) or Custer (12 miles)—none of which have settlements. Occasionally, traders come from deeper in the interior of Michigan via US 10, suggesting that there are other settlements to the east. These merchants claim to come from places as far away as the legendary Motor City.

For most locals, US 10 is just the way that merchants come by land, and the few who have set out east to find other settlements have never returned. Many assume that they've died, and this may be true, but more optimistic townsfolk think they found some other settlements first. The road is pretty safe, at least between Ludington and the old airport. The Council declared long ago that the town should keep a regular patrol on US 10, just in case any trouble makers come along that way.

The Airport

Little more than an air strip before the Great War, the two runways of the old Mason County Airport now sit as a graveyard for small planes. The skeletal remains of the planes and buildings there have been stripped of anything easily salvaged by Ludington locals, but characters looking for larger parts, or wishing to try and build or fix a plane, could find much of what they need there.

The Woods

Even before the Great War, Ludington was known for its forests. Ludington State Park and Manistee National Forest were once tourist attractions. Now they're known collectively as the Woods, and they're a mixed blessing. On the one hand, the Woods are full of rabbits, squirrels, game birds, and dreck, all of which are hunted by the locals. There is also plenty of wood for lumber, as well as berries and the maple trees that provide the famous Ludington maple syrup.

On the other hand, the deeper you get into the forest, the more dangerous they become. Several small packs of burst wolves call the Woods home, and there have been sightings of giant ants (*Broken Earth*, page 154), roaches, and spiders (*Broken Earth*, pages 159–160), as well as rumors of ghost cats and dragons (*Broken Earth*, page 155). There are some “wild men” and “forest people” who live in the Woods, some of whom come into town to trade from time to time, but otherwise have little contact with the locals. Legend has it that the Woods are also home to carnivorous plants, although nobody has found credible proof such plants exist. Unfortunately such plants do exist and they are spreading from the most remote parts of the Woods to those closer to Ludington. The deadly plant species is a genetically-engineered crossbreed of sundew and ground ivy. After the Great War, it mutated further and is capable of ensnaring humans and similar creatures and crushing them to death before absorbing their nutrients. Use the stats for an assassin vine in the *Pathfinder Roleplaying Game Bestiary*.

Adventure Hooks

Ludington is full of adventure opportunities. Here are a few such possibilities.

Fixing the Light

Where: Ludington

When: Any time

Father Pierre hasn't let anybody outside the cult of the Northern Light know, but the lamp and other parts of the lighthouse need to be replaced sometime soon. He's looking for someone to head north to another lighthouse and see if they can salvage anything. The Big Sable Point Lighthouse is about eight miles north on the coast of the Lake. It's in the old Ludington State Park, which is now simply part of “the Woods.” He has never been to the lighthouse, but he has seen it, and hopes that the necessary parts are there. Big Sable Point Lighthouse hasn't been used in almost a century, and it's certainly seen better days. The surrounding area is dense forest, and home to any number of dangerous creatures, and the lighthouse itself is home to a small gang of hatters.

As soon as the hatters detect the PCs, they attack, but retreat if reduced to 10 hp or fewer. Any who are not killed in the initial attack try to follow the PCs back to Ludington, where they may infect a lot of people.

Hatters (5)

Hatter	CR 2
XP 600	
CE Medium humanoid	
Init +1; Senses darkvision 60 ft., scent; Perception +8	
DEFENSE	
AC 15, touch 12, flat-footed 13 (+2 Dex +3 natural)	
hp 27 (3d8+15)	
Fort +5, Ref +4, Will +1	
OFFENSE	
Speed 30 ft.	
Melee 2 slams +5 (1d6+3) and bite +0 (1d4+1 plus infection)	
STATISTICS	
Str 16, Dex 15, Con 18, Int 4, Wis 10, Cha 5	
Base Atk +2; CMB +5; CMD 16	
Feats Diehard ^B , Improved Grab, Toughness	
Skills Perception +6	
ECOLOGY	
Environment ruins	
Organization solitary, pair, gang (3–12), or horde (13–50)	
Treasure incidental	
Special Abilities	
Disease (Ex) Hatter Virus: Bite—injury; <i>save</i> Fort DC 15; <i>onset</i> 1d3 days; <i>frequency</i> 1/day; <i>effect</i> 1d6 Int damage; <i>cure</i> none. If a humanoid is reduced to 0 Int by this disease, he transforms into a hatter. The save DC is Constitution-based.	

We Need a Posse

Where: Ludington

When: Any time

Ludington is having bandit problems, and Sheriff Hammet needs some help. A small band of raiders attacked people on US 10 and have even broken into some homes on the edge of town, but there are more than Eun and her deputies can handle. If the PCs have already proven themselves useful, she asks them to join the posse to pursue the criminals, otherwise, she makes a plea for additional help to the people of the town. If the PCs offer to help, she'll accept, but keep an eye on them.

With a successful DC 15 Survival check, the heroes track the bandits back to their temporary lair in the ruins of Custer. The bandits always have at least two people on watch. They are brave, but not stupid, and if the heroes eliminate more than half of the bandits, the rest flee.

Bandit Leader

Bandits (12)

Bandit Leader	CR 4
XP 1,200	
Male human barbarian 2/fighter 3	
CN Medium humanoid (human)	
Init +6; Senses Perception +8	
DEFENSE	
AC 16, touch 13, flat-footed 13 (+3 armor, +2 Dex, +1 dodge)	
hp 47 (2d12+3d10+13)	
Fort +7, Ref +3, Will +2 (+1 vs. fear)	
Defensive Abilities bravery +1, uncanny dodge	
OFFENSE	
Speed 45 ft.	
Melee 2 claws +10 (1d6+4/19-20/x2)	
Special Attacks rage (7 rounds/day), rage powers (scent)	
STATISTICS	
Str 18, Dex 14, Con 12, Int 10, Wis 13, Cha 8	
Base Atk +5; CMB +9; CMD 22	
Feats Dodge, Fleet, Improved Initiative, Mutation, Toughness +5, Weapon Focus (claws)	
Skills Acrobatics +2 (+6 jump), Climb +11, Intimidate +6, Knowledge (technology) +3, Perception +8, Survival +8	
Languages English	
SQ fast movement +10	
Gear leather armor	

Bandits	CR 1/2
XP 200	
Human warrior 2	
CN Medium humanoid (human)	
Init +2; Senses Perception –1	
DEFENSE	
AC 17, touch 13, flat-footed 14 (+3 armor, +2 Dex, +1 dodge, +1 shield)	
hp 11 (2d10)	
Fort +3, Ref +2, Will –1	
OFFENSE	
Speed 30 ft.	
Melee battleaxe +3 (1d8+1/x3) or sap +3 (1d6+1 nonlethal)	
Ranged composite longbow +4 (1d8+1/x3)	
STATISTICS	
Str 13, Dex 14, Con 11, Int 10, Wis 8, Cha 9	
Base Atk +2; CMB +3; CMD 16	
Feats Dodge, Point Blank Shot	
Skills Climb +4, Handle Animal +3, Intimidate +3, Ride +5, Stealth +2	
Languages English	
Gear studded leather, buckler, composite longbow (+1 Str), 20 arrows, battleaxe, sap, light warhorse, saddle	

Dreek Hunt

Where: Ludington

When: Late fall or early winter.

Each year, as the nights start to dip below freezing, Ludington holds its Dreek Festival. If the PCs are in town they are invited to participate. Bagging a big buck would certainly earn them some points with the locals, but humans aren't the only hunters in the Woods these days . . . A mated pair of ghost cats have taken up residency near the town, and all the added commotion of the Dreek Fest has drawn their attention, putting hunters at risk.

The first sign of danger comes when one of the hunters, a man named Elmer, doesn't return the night after the first hunt. The PCs can find Elmer's body themselves with a DC 15 Survival check, otherwise another hunter discovers it the following afternoon. Elmer was clearly killed and ripped apart. A DC 10 Knowledge (nature) check reveals that it was wild animals, while a DC 15 check determines that it was a great cat, about the size of a tiger.

After the first attack, many hunters refrain from going into the Woods until the ghost cats are dealt with. PCs can track down the cats with a DC 20 Survival check. Otherwise a lone hero or pair of heroes have a 25% chance of being attacked each day they wander the forest. The ghost cats do not intentionally attack groups of more than two.

Ghost Cats (2)

Ghost Cats

CR 5

XP 1,600

N Large animal

Init +6; Senses low-light vision, scent; Perception +9

DEFENSE

AC 15, touch 11, flat-footed 13 (+2 Dex, +4 natural, -1 size)

hp 45 (8d8+18)

Fort +9, Ref +8, Will +3

OFFENSE

Speed 40 ft.

Melee 2 claws +12 (1d8+7 plus grab), bite +11 (2d6+7 plus grab)

Space 10 ft.; Reach 5 ft.

Special Attacks pounce, rake (2 claws +12, 1d8+7)

STATISTICS

Str 24, Dex 15, Con 17, Int 2, Wis 12, Cha 6

Base Atk +5; CMB +13 (+17 grapple); CMD 25 (29 vs. trip)

Feats Improved Initiative, Skill Focus (Perception), Skill Focus (Stealth), Weapon Focus (claw)

Skills Acrobatics +10, Perception +9, Stealth +11 (+19 with chameleon fur), Swim +11; Racial Modifiers +4 Acrobatics, +4 Stealth (+12 with chameleon fur)

ECOLOGY

Environment any forests

Organization solitary or pair

Treasure none

SPECIAL ABILITIES

Chameleon Fur (Ex): Ghost cats are able to alter the coloration of their fur to match their surroundings. When in use, this grants them a +8 bonus to Stealth checks and allows the ghost cat to hide in plain sight (as the ranger ability, but it works in any terrain). Ghost cats can start or end this ability as a free action.



Open Gaming License

Product Identity: The following items are hereby identified as Product Identity, as defined in the Open Game License 1.0a, Section 1 (e), and are not Open Content: All trademarks, registered trademarks, proper names (characters, religions, etc.), dialogue, plots, storylines, locations, characters, artworks, and trade dress. (Elements that have previously been designated as Open Game Content are not included in this declaration.)

Open Content: Except for material designated as Product Identity (see above), the game mechanics of this Sneak Attack Press game product are Open Game Content, as defined in the Open Game License version 1.0a Section 1 (d). No portion of this work other than the material designated as Open Game Content may be reproduced in any form without written permission.

OPEN GAME LICENSE Version 1.0a

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

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

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

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

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

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

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

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

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

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

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

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

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

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

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

15. COPYRIGHT NOTICE

Open Game License v 1.0a Copyright 2000, Wizards of the Coast, Inc.
System Reference Document. Copyright 2000, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, based on material by E. Gary Gygax and Dave Arneson.

Pathfinder RPG Reference Document. © 2011, Paizo Publishing, LLC; Author: Paizo Publishing, LLC.

Pathfinder RPG Core Rulebook. © 2009, Paizo Publishing, LLC; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

Pathfinder RPG Bestiary. © 2009, Paizo Publishing, LLC; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

Advanced Player's Guide. © 2010, Paizo Publishing, LLC; Author: Jason Bulmahn
Pathfinder RPG GameMastery Guide. © 2010, Paizo Publishing, LLC; Author: Cam Banks, Wolfgang Baur, Jason Bulmahn, Jim Butler, Eric Cagle, Graeme Davis, Adam Daigle, Joshua J. Frost, James Jacobs, Kenneth Hite, Steven Kenson, Robin Laws, Tito Leati, Rob McCreary, Hal Maclean, Colin McComb, Jason Nelson, David Noonan, Richard Pett, Rich Redman, Sean K Reynolds, F. Wesley Schneider, Amber Scorr, Doug Seacat, Mike Selinker, Lisa Stevens, James L. Sutter, Russ Taylor, Penny Williams, Skip Williams, Teeuwynn Woodruff.

Pathfinder Roleplaying Game Bestiary 2. © 2010, Paizo Publishing, LLC; Authors Wolfgang Baur, Jason Bulmahn, Adam Daigle, Graeme Davis, Crystal Frasier, Joshua J. Frost, Tim Hitchcock, Brandon Hodge, James Jacobs, Steve Kenson, Hal MacLean, Martin Mason, Rob McCreary, Erik Mona, Jason Nelson, Patrick Renie, Sean K Reynolds, F. Wesley Schneider, Owen K.C. Stephens, James L. Sutter, Russ Taylor, and Greg A. Vaughan, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

Pathfinder Roleplaying Game Ultimate Magic. © 2011, Paizo Publishing, LLC; Authors: Jason Bulmahn, Tim Hitchcock, Colin McComb, Rob McCreary, Jason Nelson, Stephen Radney-MacFarland, Sean K Reynolds, Owen K.C. Stephens, and Russ Taylor.

Pathfinder Roleplaying Game Ultimate Combat. © 2011, Paizo Publishing, LLC; Authors: Dennis Baker, Jesse Benner, Benjamin Bruck, Jason Bulmahn, Brian J. Cortijo, Jim Groves, Tim Hitchcock, Richard A. Hunt, Colin McComb, Jason Nelson, Tom Phillips, Patrick Renie, Sean K Reynolds, and Russ Taylor.

Pathfinder Roleplaying Game Bestiary 3, © 2011, Paizo Publishing, LLC; Authors: Jesse Benner, Jason Bulmahn, Adam Daigle, James Jacobs, Michael Kenway, Rob McCreary, Patrick Renie, Chris Sims, F. Wesley Schneider, James L. Sutter, and Russ Taylor, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

Pathfinder Roleplaying Game Ultimate Campaign. © 2013, Paizo Publishing, LLC; Authors: Jesse Benner, Benjamin Bruck, Jason Bulmahn, Ryan Costello, Adam Daigle, Matt Goetz, Tim Hitchcock, James Jacobs, Ryan Macklin, Colin McComb, Jason Nelson, Richard Pett, Stephen Radney-MacFarland, Patrick Renie, Sean K Reynolds, F. Wesley Schneider, James L. Sutter, Russ Taylor, and Stephen Townshend.

The Book of Experimental Might. Copyright 2008, Monte J. Cook. All rights reserved.

Tome of Horrors. Copyright 2002, Necromancer Games, Inc.; Authors: Scott Greene, with Clark Peterson, Erica Balsley, Kevin Baase, Casey Christofferson, Lance Hawvermale, Travis Hawvermale, Patrick Lawinger, and Bill Webb; Based on original content from TSR.

Unearthed Arcana Copyright 2004, Wizards of the Coast, Inc.; Authors Andy Collins, Jesse Decker, David Noonan, Rich Redman

The Iconic Bestiary: Classics of Fantasy Copyright 2005, Lions Den Press; Author Ari Marmell

Hyperconscious: Explorations in Psionics Copyright 2004 Bruce R Cordell. All rights reserved.

If Thoughts Could Kill Copyright 2001–2004 Bruce R. Cordell. All rights reserved.

Mindscapes Copyright 2003–2004 Bruce R. Cordell. All rights reserved.

Unearthed Arcana Copyright 2004 Wizards of the Coast.

Mutants & Masterminds Copyright 2002, Green Ronin Publishing.

Swords of Our Fathers Copyright 2003, The Game Mechanics.

Pathfinder Campaign Setting: The Inner Sea World Guide. © 2011, Paizo Publishing, LLC; Authors: Keith Baker, Wolfgang Baur, Clinton J. Boomer, Jason Bulmahn, Joshua J. Frost, Ed Greenwood, Stephen S. Greer, Jeff Grubb, James Jacobs, Michael Kortess, Tito Leati, Mike McArtor, Rob McCreary, Erik Mona, Jason Eric Nelson, Jeff Quick, Sean K Reynolds, F. Wesley Schneider, Leandra Christine Schneider, David Schwartz, Amber E. Scott, Stan! Owen K.C. Stephens, Todd Stewart, James L. Sutter, Greg A. Vaughan, Jeremy Walker, and JD Wiker.

Modern System Reference Document Copyright 2002, Wizards of the Coast, Inc.; Authors Bill Slavicek, Jeff Grubb, Rich Redman, Charles Ryan, based on material by Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, Peter Adkison, Bruce R. Cordell, John Tynes, Andy Collins, and JD Wiker

The Genius Guide To: Feats of Psionic Might. Copyright 2011, Super Genius Games. Author: Owen K.C. Stephens

Pathfinder Companion: Sargava, the Lost Colony. Copyright 2010, Paizo Publishing, LLC; Author: JD Wiker.

Psionics Unleashed. Copyright 2010, Dreamscarred Press.

Psionics Expanded. Copyright 2011, Dreamscarred Press.

Kobold Quarterly Issue 11, © 2009, Open Design LLC, www.koboldquarterly.com.

The Genius Guide To Feats of Battle, © 2010, Super Genius Games. Author: Owen K.C. Stephens

The Expanded Spell-less Ranger, © 2013, Open Design LLC; Author: Marc Radle.
Anachronistic Adventurers: The Enforcer. Copyright 2011, Super Genius Games. Author: Owen K. Stevens

Broken Earth (PFRPG), © 2014, Sneak Attack Press, Author Matthew J. Hanson

Broken Earth: Ludington © 2014, Sneak Attack Press, Author Jason Owen Black