

JAWS OF THE JHAMBIZAUR



PATHFINDER
ROLEPLAYING GAME COMPATIBLE

A Pathfinder Roleplaying Game Adventure for
four to five PCs of 7th-8th level.

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BACKGROUND AND SYNOPSIS

Avaruðies is a small cherufe-founded city nestled on a mesa in Wyrmspine Valley, a frontier village for explorers braving the jungles below that has been fast becoming a waystation in Khrone for the dinosaur folk and other races to interact peacefully. While traveling in a settlement not too far away the PCs come across Hadrid Brandias, a merchant that recently fled from the Avaruðies as the cherufe seemingly went mad, quarantining everyone there. He only just escaped but Hadrid left his livelihood back in the mesa-city—as a magic item trader he is in a unique place to offer the adventurers something in exchange for their help retrieving his stash of goods.

After landing their ship and entering Avaruðies the party discovers that getting back out proves to be impossible and they are ultimately brought to the attention of the village chieftain. The surprisingly well-tempered female zavr cherufe, Drassurie, is impressed that they were able to sneak into her settlement but not too affected—she brings in Hadrid Brandias and tells the PCs that their vessel has been confiscated but in exchange for their aid, she offers coin as well as freedom. There is something truly awry in the city, a danger that Drassurie is keen to hide from the citizenry: it is known that several of their domesticated dinosaurs have disappeared but what remains a secret is that some returned as bloodthirsty, savage, and violent scions of undeath. As soon as she discovered this the chieftain ordered the quarantine and sent the warriors that fought the unliving beasts to search the jungle for more but none have returned, and since then she has felt the presence of a predator watching her move throughout Avaruðies (cautiously out of sight and waiting to strike).

The city's most powerful magician, an amet cherufe and master diviner named Mokoweri, has been unable to find out what plagues the jungles nearby or what stalks Drassurie through Avaruðies but not long after their investigation begins the PCs will piece together why: Mokoweri knows all too well what threatens the settlement, beholden to the dark and unnatural power of the Jhāmbizaur. Years ago the diviner was tricked into unearthing a cave in a patch of wilderness southeast of Avaruðies—jungles said to be almost untouched by time—where she acquired a *ring of glibness* with a curse too subtle for her to detect, making her an unwitting pawn to subtle compulsions. The Jhāmbizaur waited in the wilds for over a decade, taking over the bodies of greater and greater beasts before finally infecting the soul of a tyrannosaurus; there it incubated, its fell powers resulting in necromancy that allows it to animate and command the dinosaurs it kills, making them smarter than they were in life. It has finally consumed the last of Mokoweri's allies, eliminating anyone that might let slip its plans to take control of Avaruðies, the first step in its ultimate quest to build an empire of undead reptiles to swarm over Khrone.

One of the diviner cherufe's closest companions remains nearby as a ghost, the alraun bard Gortsaran, stalking Drassurie and attempting to warn her of the legion of zombified dinosaurs hunting outside her settlement. Ever suspicious of Mokoweri after she acquired her strange ring, he is cleverly avoiding her powerful detection spells but is hampered by the Jhāmbizaur, unable to do more than spook Drassurie. Once the party begins meddling in Avaruðies the Jhāmbizaur stages an attack that terrifies the populace but allows Gortsaran to break the veil long enough to tell the PCs where to go, and after a harrowing and dangerous trek through the jungle they confront the undead malevolence and Mokoweri along the peak of a waterfall, penned in on all sides by animated lizards enslaved to the dark spirit's will.

ACT 1: REFUGEE FROM AVARUDIES

Jaws of the Jhāmbizaur begins as the PCs are journeying on foot throughout the forest (perhaps on their way out of a dungeon) or while in a settlement (maybe while preparing to take off into the skies once more). Really all that is required is a reasonable opportunity for the adventurers to come across a battered and weary Hadrid Brandias, a halfling merchant that has been run out of the settlement where his ship—and wares—was docked in.

A FRIEND IN NEED

The best thing for the continuity of a campaign is to have Hadrid be replaced by a person familiar and friendly with the party—if the GM knows in advance that they will be running *Jaws of the Jhāmbizaur*, this NPC can offer a slight discount to goods well ahead of the adventure to properly incentivize the PCs as preparation for this module. Regardless of their location, when the opportunity to introduce Hadrid (or his replacement) arrives read the following:



You can see from the worn expression and dirt smudging this middle-aged halfling man that he is exhausted, but he gives you a wily look and you can almost see the vitality returning to his old bones. While he could perhaps be mistaken as homeless, you spot a few items on his person—a sterling silver ring, a jeweled amulet, finely-made boots—that are preternaturally clean. Only magic items could be so pristine on so dirtied a fellow and when he speaks to you, the velvety tone of his voice reminds you of a man making a sale. “You! You have the look of the sky about you! Should you give me aid in reaching Avarudies I promise to grant you reward enough to make it worth your while and then some. The cherufe that live there are not nearly as wild as some of their kin and once I’m back in my magic item shop, your payment will be secure.”

Hadrid is sincere in his desperation and mostly honest about the rewards he offers the PCs for their aid in re-acquiring the valuables from his storefront in Avarudies. Each of the adventurers are promised a magic item for their troubles—after Hadrid is able to get them, of course, which means making for the cherufe settlement. Among the items he can reward the PCs with are the following items, as well as those included in the Index (there’s only a 10% chance the merchant has anything else they request and he won’t part with anything worth more than 6,000 gold): +1 chain shirt, +1 heavy wooden shield, +1 longsword, +1 shortsword, adamantite dagger, bag of tricks (gray), belt of mighty constitution +2, bracers of archery (lesser), eyes of the eagle, ring of jumping, ring of rat fangs, shatterspike.

For PCs that are still reluctant Hadrid sweetens the deal, offering another 500 gold or possibly an item worth as much as 10,000 gp. Seeing a mark and expecting anyone that would be willing to help him to be suspicious, Hadrid has used the last of his emergency supplies (a *potion of glibness*) and has a +24 modifier for Bluff checks throughout this discussion.

Adventurers are welcome to make a Knowledge (geography) or Knowledge (history) check to see what they know about Avarudies.

Skill Check	Knowledge (geography)	Knowledge (history)
10	Avarudies is a treetop village built on a mesa with a naturally occurring aquifer that provides fresh water for the settlement.	Avarudies is a new settlement of dinosaur folk said to be friendly to outsiders and explorers of the forest floor.
15	The settlement is a few leagues away from the PCs and the wind is to their back, making the journey to the village only take a few hours.	Though most cherufe settlements are bloodthirsty, violent rites in Avarudies are restricted to making such displays in an impressive stone amphitheater.
20+	There are few other bastions of civilization available near Avarudies; it is said the jungles around it take on a liveliness unseen elsewhere.	Other races attempted to settle on the mesa Avarudies sits upon before the return of the cherufe, but were driven off by curses and dark magics.

ACCESSING AVARUDIES

Hadrid very strongly suggests that the party avoid making port in the docks Avarudies has for skyships, telling them that as of late the cherufe have rescinded upon their formerly polite bearings and that the ship might be confiscated as a matter of course (why that is he does not know, and attempts to use divination magic to find out fail thanks to the unknowing efforts of Mokoweri). Fortunately a routine **DC 13 Perception check** while canvassing the nearby jungles locates branches strong enough to berth their vessel, though even then the PCs still have to get on top of the mesa the village sits on and manage to do so without being detected by the local guards.

If the party doesn't have access to magical flight there are three other ways they can sneak into Avarudies. The PCs need to be quick about it however, and should they spend 15 minutes or more in the massive tree boughs or along the forest floor, they are attacked by a jhāmbi-raptor (page 15). No matter how they choose to slink into the village the adventurers' arrival is not unnoticed as Mokoweri foresaw it some time ago, warning Drassurie to keep eyes on the Hadrid's Magical Goods for the arrival of intruders.

Along the Canopy: It requires a bit of doing to find the right boughs to run across (a **DC 14 Survival check**) but the bridges reaching onto Avarudies are guarded by Avarudies Guards (page 14). These areas are illuminated by torchlight but it is not uncommon for heavy winds from the jungle to blow them out, creating a darkened window of opportunity for the adventurers to sneak into the village.

Scaling the Mesa: A few Avarudies Guards patrol the perimeter of the mesa, mostly along the east and southeast edges. The likelihood of being noticed by these protectors is very low but the PCs might have a trouble ascending—from the north and west, **five DC 14 Climb checks** are needed (moving up the wall along the jungle trail is shorter but harder, requiring three DC 16 Climb checks).

Taking the Jungle Trail: There's a coterie of a dozen Avarudies Guards routinely stationed at the village's access to the pathway and too many torches along it to make it possible to sneak inside under cover of darkness. While they might successfully make a distraction large enough to grab the attention of these defenders, unless the PCs can turn themselves invisible there's no way to sneak into Avarudies along the jungle trail.

Servant Pilots

PCs that have a crew able to operate their airship without guidance might drop and rappel down into Avarudies, bypassing the need for stealth and the abduction of their vessel. In this case the cherufe guards of the village all carry longbows and keep their eyes to the skies. The GM should include at least one sequence where the stalwart crew attempts to strafe the settlement to pick up their captain only to be driven away by fusillades of arrows—making it clear that if the party want to get their ship back, they'll have to play ball with Drassurie.

The Endless Forest

After the shattering of the Walkways the whole of Khron's surface became overrun by the explosive growth of forest and jungle that envelop the entire planet. In addition to resurrecting the ancient cherufe, the endless forests have spawned alraune and leshy as well, but its resilience does not end there. Toughened trees that rapidly regenerate provide an endless source of timber for the bravest lumberjacks, but all known attempts to scour a region—even those undertaken by settlements as powerful as Andrus—only hold back the verdant green for a few days or even hours.

THE MAGIC ITEM SHOP

Even without Hadrid's help it isn't hard to locate the shops in Avarudies as the vast majority of the settlement's buildings are built from thatch and greenery taken from the jungle. More civilized stone structures—including the merchant's store—are clustered in the northwestern part of the village near the port. PCs that make a **DC 13 Perception check** notice that there are only a few ships on the docks (far fewer than Avarudies' reputation would suggest) and serve as a reminder of Hadrid's warnings about the locals recent change in demeanor.

Read the following as the adventurers follow the merchant into his shop:

"Truly fortune smiles upon us," Hadrid whispers as he reaches up and undoes several locks on the door, "I was almost certain the cherufe would notice us entering their village. They've been saying the nastiest things about me and I wouldn't want to give more fuel to their fire, if you catch my meaning." The door creaks open and he creeps forward, beckoning you to follow him inside. In the pale moonlight you can see a vast array of baubles and equipment arrayed along stone shelves, many of the pieces clearly styled to appeal to the dinosaur folk of the village. Two pistols made of steel and tendons sit atop piles of identically-shaped fangs, a chunk of obsidian lined with bright orange and red lines glows faintly to illuminate the room like a piece of lava, and a cape of feathers catch your eye.

Something, however, feels ever so subtly awry and as you take in your surroundings, shadows more substantial than clouds block the moonlight cascading into the store and everything goes sideways.

As the party take in their surroundings they receive a **Perception check opposed by a collective Stealth check** by the Avarudies Guards that have encircled the building; on a success, they are able to act in the surprise round when NPCs storm the shop. A total of 16 have been mustered to meet the party but only 4 enter the shop at first (leaving a dozen outside), demanding that the adventurers divest themselves of weaponry and submit to the authority of Chieftain Drassurie. Most PCs are not likely to accept surrender so easily however and it is expected that they resist capture, trying to fight their way out. The guards are keen to some sport and react in kind before presenting their overwhelming numbers, only calling for reinforcements after one of their own has fallen—something that is answered by a terrifying roar from a dozen throats, a sign that a **DC 8 Profession (Soldier) check** recognizes as almost certain imminent defeat by numbers. When the party has been subdued or agreed to lay down their arms, the Avarudies Guards bind them in manacles and lead the adventures to the Chieftain's Longhouse in the center of the village.

A Little Force Majeure

Some PCs will inevitably want to be defiant to the end, slaughtering all the Avarudies Guards that would dare affront them. In these cases allow for the ghost of Gortsaran to make an early appearance, warning that it is imminent that the adventurers speak with Chieftain Drassurie and promising to help enact an escape after the party is captured.

MEETING WITH THE CHIEFTAIN

Talk is common and frequent among the citizens of Avarudies—after the force is assembled to capture the intruders word spreads from hut to hut like wildfire and virtually the entire village is there to witness the shackled adventurers' procession into Drassurie's home. Read the following during the PC's humiliating walk:

You are led out of Hadrid's store in chains and the silhouettes of dozens of cherufe stand out against the moonlight. It seems that even the village's children, elders, and laborers have awoken to witness your humiliation. Perhaps to your surprise, they do not gaze upon you with shame or bemusement—looks of apprehension and fear are clear even on their reptilian faces.

The guards take you to the largest hut in the settlement, crafted from wood and jungle foliage like the smaller dwellings that dominate the village. Unlike these smaller homes, trophies from hunts or war adorn its walls both inside and

out. There are tusks as long as your arms, jaws from beasts that could swallow a human whole, and the throne on which their chieftain sits is carved from the fang of what must have been a monstrosity gigantic creature. Her eyes are just as immense as her throne and though she is obviously well past her youth, she commands respect with her very eyes.

More Avarudies Guards are waiting inside with their weapons at the ready should the party try to escape, but shortly after the PCs arrive she bids them all to leave her and the newcomers in solitude. When her subjects are no longer in earshot Drassurie earnestly apologizes to the PCs, unshackling them so long as they promise not to attack her. She explains that her people have recently been subjected to a great many fears, making the settlement paranoid, and that some have accused Hadrid of being the source of their troubles. Though she knows that isn't the case, the mistrust and fear for non-cherufe runs too strong for them to cast away their discriminatory beliefs. Recent events have put everyone on edge and though she will allow the adventurers to leave unmolested if they so wish, if they'll hear of the village's plight she offers to provide a feast for their troubles.



Hadrid won't pay up as Chieftain Drassurie doesn't think it would be wise for her rule if he were to escape the settlement again (and per their deal, he won't pay the PCs for their help as he and his goods will still be in Avarudies.) When the adventurers agree to hear her out she calls for provisions and in short order plates of delicious skewered meats, roasted fruits, and gourds of cherufe rum are brought in by servants. As an aged leader she is quick and direct, explaining Avarudies' recent woes with little flair or flattery.

- In addition to the guards the party have already met the people of Avarudies train dinosaurs to protect their settlement. Recently however these usually reliable reptiles have gone missing or been found dead on the forest floor.
- The village's hunters have no satisfying explanations for what is responsible and rumors abound of darkness enclosing on the jungle.
- Mokoweri is a powerful diviner and very talented but all the same, she is as mystified by the recent rash of bloodshed as anyone else.
- Until she knows more about whatever it is troubling her village, Chieftain Drassurie has made travel from Avarudies forbidden and completely closed its borders to newcomers.
- Something supernatural stalks Chieftain Drassurie. Whatever it is eludes the magic of Mokoweri and seems ever present while in Avarudies, its presence wandering on her periphery and just out of sight.

Adventurers that agree to help the village find whatever curses the jungles nearby are given their freedom to walk Avarudies, but otherwise the party is thanked for bringing Hadrid back (although he has entirely different feelings on the matter) and escorted to the edge of the town, bid to leave. Chieftain Drassurie promises to allow them to range the wilderness nearby after the next sunset, but before then she wants to discover whatever it is that seems to be haunting her (concerned that it might have more immediate and dire consequences than the greater malady).

Haggling with Hadrid

When the PCs agree to help the village Chieftain Drassurie can compel Hadrid to render up to half of his payment to the party in order to help the adventurers. The merchant doesn't like it however and is still sly—the only goods he'll put forth are a pair of fang pistols (with a total of 30 bullets) or cherufe magic items (page 17), something that the settlement's leader agrees is more than appropriate given the circumstances.

THE SETTLEMENT OF AVARUDIES

Avarudies is mostly composed of thatched huts made from branches and greenery taken from the jungle nearby, the only markings of true civilization being the airship docks and stone buildings in the northwestern quarter. Since they've essentially been defanged by local guards, the PCs have their run of the village and its primitive inhabitants are not at all impressed by the adventurers—the dinosaur folk children even tarry behind them, remarking in the strange Cheru language about how misshapen the party is and pontificating on how the jungle will respond to the threat they represent. None of the villagers know any more of what's going on (save for Mokoweri, who has a Bluff modifier of +20 thanks to her cursed *ring of glibness*) but they are polite enough about answering general questions regarding Avarudies.

Chieftain's Longhouse: At a casual glance this may not seem like a very sturdy structure but the plethora of trophies arrayed around the walls of this building greatly fortify its walls, making it one of the most defensible places in Avarudies. When the settlement comes under attack (see Act 2) the villagers all withdraw here where a Avarudies Guards protect the entrance.

Dzuwa Tavern: One of Khron's fey-touched sidhier has made Avarudies into his home, using contacts from a short stint of adventuring to keep his establishment stocked with more alcohol than the local's fruity (but potent) preferred drink. When the PCs visit there's still spirits enough for any concoction they'd like but Dzuwa is anxious to get trade flowing again and restock his supplies, offering them a free meal as thanks for dealing with the village's woes. He doesn't tolerate any rough housing or violence in his tavern however and anyone that draws a blade gets thrown out by a pair of Avarudies Guards (all of which frequent the establishment on a regular basis, though most have been ejected once or twice themselves).

Forge of Alimk: Alimk's family moved to Avarudies when she was only a child but she quickly took to the mesa village, wholeheartedly embracing the cherufe way of life. Learning the skills of the forge from her parents, she has become the local blacksmith though as she gets on in years, her desire for a fine stout mate to make a family of her own has grown—should any dwarves be among the party and distinguish themselves throughout *Jaws of the Jhambizaur*, she may take a romantic interest in them.

Hadrid's Magical Goods: The merchant Hadrid Brandias only recently settled in Avarudies, convinced by Dzuwa Leiryin that the cherufe village makes for a surprisingly defensible but accessible place to set up shop with reliable traffic from adventurers. Though at first those words bore

truth with the recent arrival of the jungle curse and Chieftain Drassurie's edicts to close away the settlement from foreigners, Hadrid has grown as anxious as the citizens that believe he is to blame for the village's woes. The cherufe give the shop a wide berth and avoid going there at all costs, making its owner more amenable to selling potions at a 10% discount to drive business.

Madzi Aquifer: This aquifer gushes forth from inside of the mesa that Avarudies rests upon to provide its inhabitants with clear and clean water—it is perhaps the most vital part of the settlement and treated as a holy relic. Outsiders are discouraged from swimming in the pool but not barred from doing so, though anyone that attempts to find out what's at the source of the groundwater quickly earns the attention of the village guards.

Wokhala's Supplies: Whenever airships make port in Avarudies they almost invariably seek out the services of Mellsia Wokhala. The half-elf has a knack for aerial vehicles and after hearing about Dzuwa's success in the village she organized the buying of a parcel of land, building a stone dwelling large enough to act as a machinist's shop and her home. Whereas the sidhier tavern owner has been unsettled by the recent closing of borders, Mellsia is practically panicked at the lack of trade happening in Avarudies, offering whatever she can to help the adventurers bring an end to the curse that's caused the settlement to wall itself in from the outside world.

AVARUDIEN

Corruption –1; **Crime** –1; **Economy** –2; **Law** –1; **Lore** –2; **Society** –2

Qualities rumongering, strategic location

Danger +0

DEMOGRAPHICS

Government autocracy (Chieftain Drassurie)

Population 200 (190 cherufe, 10 other)

Notable NPCs

Chieftain Drassurie (CN Female amet cherufe expert 8; use the statistics for a Wise Sage from the *Pathfinder Roleplaying Game: NPC Codex*)

Diviner Mokoweri (CN Female amet cherufe diviner 6; use the statistics for a Tribal Seer from the *Pathfinder Roleplaying Game: NPC Codex*)

Hunter Nerlmak (CN Male zavr cherufe barbarian 6; use the statistics for an Avarudies Guard, page 14)

Hadrid Brandias (N Male halfling adept 9; use the statistics for a Healer from the *Pathfinder Roleplaying Game: NPC Codex*)

Alimk Goodvil (N Female dwarf expert 6; use the statistics for an Expert Blacksmith from the *Pathfinder Roleplaying Game: NPC Codex*)

Dzuwa Leirvin (NG Male sidhier commoner 6; use the statistics for a Shopkeep from the *Pathfinder Roleplaying Game: NPC Codex*)

Mellsia Wokhala (N Female half-elf aristocrat 8; use the statistics for a Diplomat from the *Pathfinder Roleplaying Game: NPC Codex*)

MARKETPLACE

Base Value 550 gp; **Purchase Limit** 2,500 gp; **Spellcasting** 3rd

Minor Items 2d4 **Medium Items** 1d4; **Major Items** —

THE NPCs OF AVARUDIEN

In order to properly invest the adventurers into saving Avarudies from the Jhāmbizaur, they'll need to care about the settlement and its inhabitants. The GM is encouraged to make additional characters that specifically appeal to the party—there might be youths that idolize them, members of the same race as a non-human PC, or someone from the past of one of the adventurers that has firmly rooted themselves in the village.

Chieftain Drassurie: Drassurie has lived in Avarudies her entire life and never ventured further than the nearest settlements. She has succeeded her father to become the village's leader but not without succeeding at the trials required for any cherufe to become chieftain (including drinking from sacred waters in the endless forest, defeating her peers in combat, and retrieving a *magma heart* from the bottom of the Madzi Aquifer). Drassurie's rule has been just but she has jealous detractors that deride her publicly, though none themselves are willing to claim they are more qualified to act as chieftain.

Diviner Mokoweri and Gortsaran: Mokoweri traveled all over Khorne as part of a fairly successful adventuring group before tragedy struck, leaving her the sole survivor—almost, as one of her companions remains as a spirit unable to warn anyone of the evil lurking around the settlement—and she has become a recluse ever since. Much of the cherufe's memory and personality have been warped from afar through the ring she scavenged from the encounter, manipulated by the Jhāmbizaur until she reached a position to aid it. Talk of the many victories she enjoyed in her youth are a frequent topic in Avarudies but when questioned about her reticence to interact with the party, the villagers explain that she has been that way with foreigners ever since the massacre of her allies.

Hunter Nerlmak: While he was once Drassurie's most stalwart opponent for the role of chieftain, Nerlmak has since devoted himself to serving her and Avarudies as best he can. He is a warrior of the cherufe in the most traditional sense and takes great pride in his skills, though the recent troubles have made him anxious. For the sake of his charges he keeps a strong facade but anyone that gets him drunk enough can learn that Nerlmak believes that Drassurie should acquire a diviner other than Mokoweri to investigate the matter.

Hadrid Brandias: The man known as Hadrid has had many names, each different in the various settlements that have exiled him, but he's learned from his mistakes. In Av-

arudies he has worked hard to be accepted by the cherufe to mixed effect, though none yet have suspected he is not whom he claims. Any traces of his past lives have been scrubbed away as well and unless magically interrogated he is the affable, generous fellow he claims to be (until an opportunity to cut and run presents itself of course).

Alimk Goodvil: Though she lives among the cherufe and has embraced their way of life, this dwarven smith is as loyal and stalwart as any other. Having once been an outsider herself she is kind and accepting of the party, offering them tips on how to best fit in and assuring them that though perhaps strange, the villagers are all good people worthy of being saved. Alimk is also the definitive drinking champion of Avarudies and even if the PCs make a bad first impression, anyone that can drink her under the table automatically earns her respect.

Dzuwa Leiryin: Despite being one of the fey-touched, Dzuwa has a surprisingly strict manner at odds with his sidhier nature. Before joining an adventuring group he spent some time bouncing between military groups in various settlements and the discipline of soldiering has stayed with him long after he made enough gold to open up his tavern. Dzuwa can't help himself from enjoying the occasional prank however, and his dark sense of humor is well at home with the cherufe. In order to keep the doors open he holds back his urge for trickery until after someone starts making trouble in his establishment, though after that all bets are off—and the dinosaur folk make no attempt to hide their amusement when the sidhier chooses to fool one of the PCs.

Mellsia Wokhala: Orphaned at a young age and having to work hard for every copper piece she's earned, Mellsia perpetually has money on her mind and the sudden stop of the flow of trade has made her incredibly uneasy. She's curt and polite (knowing that manners are often the lubricant of trade) but it was a great leap of faith for her to put down roots in Avarudies and she wears her anxiety on her sleeve, even promising the PCs that she'll repair their ship at cost if they help relieve the settlement's "curse". As a woman of coin she is practical and believes that whatever troubles the village is not some mythical thing, but doesn't have much to go off of. She's sure that violent raiders of some kind have to be responsible—Mellsia has been witness to tactics like these often enough to recognize them—but who or where they are based is an utter mystery.

ACT 2: A REVEALING ATTACK

The PCs have a day to explore Avarudies and attempt to find the thing hounding Chieftain Drassurie (the ghost of Gortsaran; see below) and report back to her with their findings at sunset, but there's little to learn save that the residents of the village are powerfully fearful of the wilderness nearby and whatever curse is plaguing their home. Every time the PCs strike up a conversation with a native cherufe the GM should roll a secret **DC 15 Charisma check** for the adventurer leading the discussion; on a success the villager reveals that there has been some talk about Mokoweri, the local diviner. While nobody has proof of any kind that she has anything to do with the recent paranoia, some have noticed that the mage has had fitful sleeps and frequent night terrors. Chieftain Drassurie brushes away any concerns about the seer, ensuring the PCs that the diviner is simply troubled by the curse, but a **DC 20 Sense Motive check** reveals that though she may not know it the cherufe's leader's belief in Mokoweri has been shaken by these rumors.

Mokoweri has encouraged the recent xenophobia that has come over the village, though she does not know that this is the will of the Jhāmbizaur. The diviner makes no efforts to hide her dislike for outsiders—blaming Hadrid and the PCs for the fear spreading throughout Avarudies—and generally avoids the adventurers. If cornered she'll talk to the party, denying anything that might cast suspicion onto her (with a +20 Bluff modifier) and generally being disdainful.

Fear of the Unknown

GMs are encouraged to invent new primordial myths of beast spirits and jungle hexes for every time the adventurers ask a villager about the recent troubles in the settlement (preferably referencing the Pākavidhāna Waterfall as often as possible), heightening the party's sense of paranoia and creating myriad threads for what might be responsible—until the jhāmbi-dinosaurs attack shortly after sunset. Here are a few examples of possible tales:

- A terrible beast at the bottom of the waterfall needs fed with a lava flow every century and no one can remember the last time it has eaten.
- Of the many cherufe creation myths there is one regarding a river with a waterfall that flows higher the more of their kind are slain. This waterfall will seep to curse the world around it when it rises too high and some of the villager's hunters claim that it has doubled in size in the past decade.
- One of the cherufe's aspects of death is a nameless beast that prowls for the blood of their kind, moving through the jungle to cull the weak from a tribe before

moving on to new prey. As death itself it cannot be killed and even deities are only barely able to contain its violence.

- Creatures that travel over the Pākavidhāna Waterfall are never seen again, obliterated by the fall. Several cherufe legends about the afterlife speak of a great waterfall carrying the dead to their final destination and as fears in Avaruḍies grow, more and more of the villagers are coming to believe the waterway nearby is the route of myth.

JHĀMBI-DINOSAURS STRIKE!

As the very last of the day's light falls onto Avaruḍies a cry of pain cuts through the air, followed quickly by horrendous, bestial roars. Read the following:

A shriek of terror splits through the air and in the very final rays of the sun you see the upper half of a cherufe hunter sail through the sky, trailed by crimson as his innards spread across the village before falling away toward the jungle. In response there come a host of ferocious roars that inspire panic and terror in Avaruḍies, prompting its citizens to panic as calls to arms ring out around you.

The villagers stream towards the Chieftain's Longhouse as cruel bestial figures leap from the canopy and onto the mesa in tremendous bounds. To your horror they appear from all around and as they quickly dart into the settlement you see they are dinosaurs with powerful legs and razor sharp maws but something more—they all have festering wounds that stretch across the length of their bodies and move with baffling synchronicity.

Shopkeepers in the northwestern part of the village batten down their doors but the cherufe by and large flee into the Chieftain's Longhouse. The surprise attack occurs when the bulk of the settlement's defenders are spread out—and the focus of the jhāmbi-dinosaur assault is where the PCs are! Chieftain Drassurie pleads for the adventurers to defend the village's citizens as 4 jhāmbi-pteranodons and 4 jhāmbi-raptors try to wreck the building and slaughter everyone inside.

The roof of the Chieftain's Longhouse is made from a sturdy wooden frame (break DC 23, hardness 6, 10 hp per 5-ft.-square) and the jhāmbi-pteranodons gradually tear at it, attempting to strike at the cherufe within. Meanwhile the jhāmbi-raptors circle the building, targeting at it when unmolested (break DC 15, hardness 8, 15 hp per 5-ft.-square) until they can breach the walls. Should a jhāmbi-dinosaur make it into the structure Chieftain Drassurie intervenes, but any additional reptiles that manage to invade the Chieftain's Longhouse avail themselves of the cherufe morsels inside.

Though a look into the eyes of on one of these monsters is met with a gaze that bespeaks of a deadly intellect, a **DC 12 Knowledge (nature) check** reveals that the two types of reptiles are not normally allies. A result of 15 or more on this check confirms that the level of awareness they possess is unnatural, and that their utilization of pack tactics is unmatched.

Sidebattles

The jhāmbi-dinosaurs and Avaruḍies Guards are relatively evenly matched. Should the PCs show an interest in the larger battle encompassing the village, combats between NPCs can be resolved by a simple and quick method: roll a single die for each fight. On odd results the jhāmbi-dinosaur wins the round and on even results an Avaruḍies Guard wins the round. After one or another opponent in a side battle has had 3 wins, their foe is defeated.

THE GHOST OF GORTSARAN

During the combat the most mystical PC (psychic spellcasters, nature spellcasters, and monks in particular, though which adventurer is most appropriate is at the GM's discretion) is contacted by the ghost that has plagued Chieftain Drassurie! The Jhāmbizaur has been using its power to suppress the spirit of Gortsaran, vexing the alraun ghost and stopping him from warning anyone in Avaruḍies of its horrible presence or the devastation it plans on bringing to the village.

During the peak of the battle, read the following (GMs are encouraged to take the player receiving this vision into another room, letting them explain their experience to the other PCs within the game):

There's a flash of cyan light that pulses from nowhere and time dramatically slows around you, the flailing combat engulfing the village coming to a complete stop before everything falls away like dropping curtains in a stage play. A verdant and beautiful forest is revealed behind the panorama of Avaruḍies—silver snow falls from above and kaleidoscopic motes of dust dance along gusts of wind, swirling in a dust devil before a creature emerges.

He is short and looks human, but the green in his eyes is extraordinary and you can see that his every step is supported by vines that grow from his legs. "Do not be alarmed—I am Gortsaran and we are speaking in a mindscape of my making. You are in great danger—the beast is all around you and much more than it seems. It lurks like blight, an ancient death to snuff out all light. Mokoweri has fallen into its sway and within the next day Avaruḍies may fall, the step of an empire of horrors beyond ken."

Before you can respond the world around you wavers, rippling as a stone thrown into a lake. "Time grows short and the end is near, but in your heart you can have no

fear when the jhāmbi—”. The rest of Gortsaran’s words are sucked away as darkness and oblivion consume you entirely, dragging your mind back to your body as the battle in Avaruḍies wages on!

The whole affair happens in the span of an instant and when the PC returns to their body, they gain either a +3 morale bonus to attack and damage or, once per round when making an attack roll, they may roll twice and take the best result. This temporary bonus lasts until the dawn of the next day.

MOKOWERI MAKES FLIGHT

When the battle is nearing its end give any PCs outside of the Chieftain’s Longhouse a **DC 12 Perception check** to spot Mokoweri leaving the settlement while grappling with a jhāmbi-pteranodon. Adventurers that spot her exit receive a **DC 10 Sense Motive check** to realize that her efforts to free herself are remarkably lackluster, flailing uselessly instead of utilizing any of her magic—certainly not putting up as much of a fight as one would in a situation as dire as being kidnapped by an undead dinosaur. Should the adventurers immediately give chase they are harried by a pack of jhāmbi-pteranodons that stall the party long enough for the compelled cherufe to escape.

After the danger has passed the villagers embrace the adventurers as members of their tribe—provided of course that they acted heroically. Chieftain Drassurie continues to disbelieve that Mokoweri was in league with the jhāmbi-dinosaurs until the party mention Gortsaran; the old cherufe remembers the alraun and realizes that the presence alluding her was so vexing because it was a spirit with which she was already familiar. She tells the party of how Mokoweri only agreed to become the tribal seer after her companions were taken by the jungle, and with the diviner’s dubious departure, Drassurie’s mind gains some clarity and she sees that the mage’s altered demeanor was caused by something more than just the somber weight of tragically killed companions.

Even with the party’s victory over the jhāmbi-dinosaurs the numerous injuries suffered by the defenders of Avaruḍies have made the settlement

an easy target should the disgusting monsters assault again. Chieftain Drassurie makes it clear to the adventurers that in order to save the village, they will have to do so before the next sunset. To aid them she has Hadrid bring a *potion of darkvision* and *potion of longstrider* (both caster level 5th) for each PC, and in order to inspire them to succeed, she promises to give the adventurers one of Avaruḍies most treasured relics: *golden hearts*. If the PCs managed to save all of the cherufe inside of her longhouse in the jhāmbi-dinosaur attack, Drassurie gives the most courageous member of the party one of these enchanted items (page 17) before they set foot in the canopy or jungle.

ACT 3: INTO THE JUNGLE

The adventurers are on the clock and have to quickly locate the source of the jhāmbi-dinosaurs (and presumably the curse threatening the village) but the further they journey into the jungles around Avaruḍies the more they become prey instead of predator.

DANGERS OF THE JUNGLE

Shortly after the party begins traversing the through the jungles around Avaruḍies they receive a **DC 13 Knowledge (nature) check** or **DC 16 Perception check** to realize that there is something terribly awry with the flora. Creeping vines seem to move closer to them at an almost imperceptible rate, the trees sway in such a way as to loom over the PCs, and the sunlight is determined not to penetrate through the canopy, covering their journey in gloom. Worse yet are the omnipresent jungle hazards, none of which have grown at a rate that should be sustainable. With all the danger surrounding the adventurers they should feel like the wilderness itself is out to get them—because it is!

GMs are encouraged to use additional hazards of their own devising or from the core rulebooks to accentuate these dan-



gers to truly posit in the minds of players just how deadly the jungle can be.

Grasping Leaves

This flora looks like any other brush on the canopy or along the forest floor, similar to the most common types of groundcover in the jungle. The many small leaves are capable of stretching and morphing to grasp at creatures that step into it and immobilize them! Identifying grasping leaves from regular groundcover requires a **DC 20 Perception check** (creatures that have encountered grasping leaves before gain a +5 circumstance bonus to this check.) At the end of a creature's turn, grasping leaves make a +10 CMB check to grapple the creature (CMD 20). Even when the grasping leaves fail to grapple a creature, the creature standing in their square gains the entangled condition. When grasping leaves roll a natural 20 on a grapple check against a creature they have already grappled, the creature becomes pinned instead.

Needle Bushes

These spindly bushes are almost identical to many other jungle ferns, save that their ends are so thin and pointed that the last half inch of leaf is imperceptible to the naked eye. Identifying a needle bush requires a **DC 14 Knowledge (nature) check** or **DC 18 Survival check** (creatures that have encountered needled bushes before gain a +5 circumstance bonus to this check.) When a creature is within 5 feet of a needle bush the plant shakes wildly, sending out a cascade of hardened needles that deal 4d4 piercing damage in a 20-foot radius (Reflex DC 15 for half damage). This damage ignores damage reduction. Any creature damaged by a needle bush makes a **DC 15 Fortitude save** against its poison or gains the paralyzed condition for 10 minutes. A needle bush requires 3d4 minutes before it is able to send out a needle cascade again.

Terror Motes

The Jhāmbizaur's foul presence has poisoned and sickened several trees in the jungle, afflicting them with a strange type of moss that quickly propagates across the plant before growing pollen to spread the malady to other flora. This moss releases pollen in large puffs all once, sending terror motes flitting through the wilderness on gusts of wind that carry each of the miniscule balls of powder all across the jungle. Spotting a cloud of terror motes (which can vary between a 15-foot radius to as little as a 5-foot square) requires a **DC 22 Perception check** as they are difficult to see in the gloom. A creature that inhales Terror Motes makes a **DC 17 Will save** as the malady fixes onto their perceptions, warping and distorting their surroundings in a horrifying manner that inspires dread and anxiety; on a failed save, a creature gains the shaken condition for 10 minutes. A shaken crea-

ture that fails their save gains the frightened condition for 1d4 minutes, and a frightened creature that fails their save gains the panicked condition for 1d4 rounds. Creatures immune to enchantment and fear effects may still be affected by terror motes but gain a +5 circumstance bonus to saving throws made to resist its effects.

HUNTER OR HUNTED?

Throughout their travels the adventurers will run into fields of jungle hazards (see above) that are virtually impassable as well as packs of roaming jhāmbi-raptors. The undead reptiles are working in concert at the beckoning of their master, guiding the party to the arena the Jhāmbizaur has chosen for their combat to take place. Any PCs with the track class ability receive a **DC 14 Profession (hunter) check** or **DC 20 Survival check** before reaching a mile from the the Pākavidhāna Waterfall to realize that they have become prey before it is too late to escape or turn back.

Otherwise when the party gets within a mile of the Pākavidhāna Waterfall a wave of jhāmbi-raptors can be heard by anyone that makes a **DC 10 Perception check**, clearly numbering in the dozens if not by the score—a force far too large



to assault directly. The horde chases the PCs toward the river and down to its end where they find the true source of the curse weighing down on Avaruḍies, though at so fearsome a sight they might think it best to take their chances jumping the thousands of feet down the waterfall.

PERIL ON THE PAKAVIDHANA

The Jhāmbizaur awaits the combat the adventurers for a few reasons. First of all, while it can control and influence the actions of its spawn, the creature would have their worship as well and felling the party will cement its total dominance in their primitive minds. Secondly, before it slew Mokoweri (whose remains are at the abomination's feet) the cherufe ranted that the PCs would find and destroy it, marking them as a threat to its plans (and that to leave them alive would only invite more meddlers to deal with). Finally, the Jhāmbizaur knows it will be easier to destroy Avaruḍies with the corpses of its heroes in full display to demoralize any who would think that its rule is not inevitable.

Read the following when the PCs reach the Pākavidhāna Waterfall:

Rushing away from the undead dinosaurs and down the waterway, you see the constant jungle suddenly come to a halt as the river drops off hundreds of feet in perilous waterfall that might otherwise be majestic.

What emerges from the treeline, however, is far more terrifying. The reptile—or what remains of it—is gargantuan, its maw filled with teeth that the size of halfling. Its eyes are a dark and violent crimson that pierces your soul, but its mangled body is what stands out the most. Half of one of this tyrannosaurus' massive legs has been chewed down to the bone and a large section of its skull has been sheared away along with huge swathes of its hide, exposing bleeding flesh that would be a mortal wound to any living thing.

It roars as it steps into the river and onto a large stone in the center, one of its feet crushing the corpse of the cherufe Mokoweri as it roars. Shrieks of rage call back from the smaller creatures in the horde around you, above, and behind you. With a sickening feeling in your gut you realize that this abomination has led you here and the closer you get to it this maddened thing, the nearer your pursuers are.

While the Jhāmbizaur is still “alive”, on either side of the shore 1d4+1 jhāmbi-raptors are snapping at and attacking the PCs to force them onto the stones jutting above the river and 2d4 jhāmbi-pteranodons roaming in the air to discourage the use of a fly speed (should the PCs kill any of these creatures, more appear to take their place). The Jhāmbizaur itself stands on the central rock, targeting spellcasters first but generally trying to knock its opponents into the waterfall until there is only one or two foes it can easily destroy.

PCs that fall into the water receive a **Swim check (DC 15 + 1 per 5 feet from the waterfall)** to resist being dragged by the current; anyone that fails this check by 10 or less is

able to guide themselves towards one of the obsidian rocks jutting from the waterline. Though this stops a PC from falling off the waterfall (a mortal peril) the obsidian is sharp and deals 1d8 slashing damage when grabbed or at the end of a creature's turn (only once per round).

Standing and fighting on an exposed rock requires nothing extra from the PCs, but slippery rocks are treated as difficult terrain and when a PC lands on one or ends their turn while standing on one, they must make a **DC 13 Acrobatics check** to keep their balance or fall prone; failure on this check by 5 or more sends them sprawling into the water.

At the end of their turn, creatures that land in the water and fail their Swim checks by 5 or more are dragged 10 feet toward the waterfall, +1 per 5 feet they are from the overhang. The GM should keep in mind that PCs in the water gain improved cover (+8 to AC) from attacks made by creatures on land (including the Jhāmbizaur).

An Alternate Endgame

If the PCs still have access to their vessel or gained many friends in Avaruḍies, the final encounter of the adventure may play out very differently. Though the airship won't appear in view until the Jhāmbizaur is destroyed or about to fall, in this case the creature's many thralls do not immediately turn on themselves—the jhāmbi-dinosaurs focus on the party instead! The adventurer's shipmates (or the various NPCs from the village) blast away at the jhāmbi-pteranodons in the air and clear a path in 1d4 rounds, throwing down a rope ladder for the PCs to climb upon to escape. As the vessel rises up and away from the undead reptiles a **DC 12 Perception check** notices that many are already regaining the hue to their skin, a sign that the curse is gradually fading (anyone that investigates afterward finds that it is completely removed from the forest at large after 1d4 hours).

EPILOGUE

When the PCs defeat the Jhāmbizaur, all of its thralls are restored to half hit points and lose the jhāmbi-dinosaur template over the course of 1d4 minutes (provided of course that they do not have mortal injuries). The party can rest easy as the reptiles flee or fight one another for a few minutes before the pathway is cleared and they can return to Avaruḍies in relative safety. Adventurers that loot the body of Mokoweri find that she has little of value other than her *ring of glibness* which, now that the Jhāmbizaur is no more, is no longer cursed in any way.

Nature-minded adventurers do not require a check to see that some of the dangers of the jungle have abated as well now that the Jhāmbizaur is dead, and by the time they

return to the village the sun is setting. All of the cherufe have retreated into the Chieftain's Longhouse, prepared to fight for their lives against the undead horde, but they rejoice when they see the party has returned and instead a grand festival is held in adventurers' honor! Drassurie is saddened to hear of Mokoweri's death but glad to know she was not an ally to the evil that threatened Avarudies and, true to her word, she gifts each of the PCs with a golden heart.

Hadrid Brandias, however, tries to skip out on his agreement and flee from the village during the festivities, before the party can collect the reward they owe him! The adventurers get a **DC 12 Perception check** during the revelry to notice the magic item merchant dragging several sacks of goods towards the airship docks, clearly intending to leave the settlement with everything of worth that he owns. If confronted he tries to be friendly and blames his reticence to pay the party on his aging mind, assuring them that he of course had every intention of fulfilling their bargain (which, after being caught, he does). A **DC 15 Diplomacy check** can convince the bedraggled trader to remain in Avarudies (something certain to benefit the settlement) but otherwise he takes off in his airship, a small schooner named *The Baron's Escape*, possibly to be seen by the PCs again later on in their adventures.

When the celebrations reach their peak at midnight, the party is brought to the Ritual Amphitheater and rewarded their *golden hearts*. The following day they are welcome to leave the settlement, receiving a steep discount from Wokhala should their vessel require any repairs or reasonably priced upgrades (1,000 gp or less).

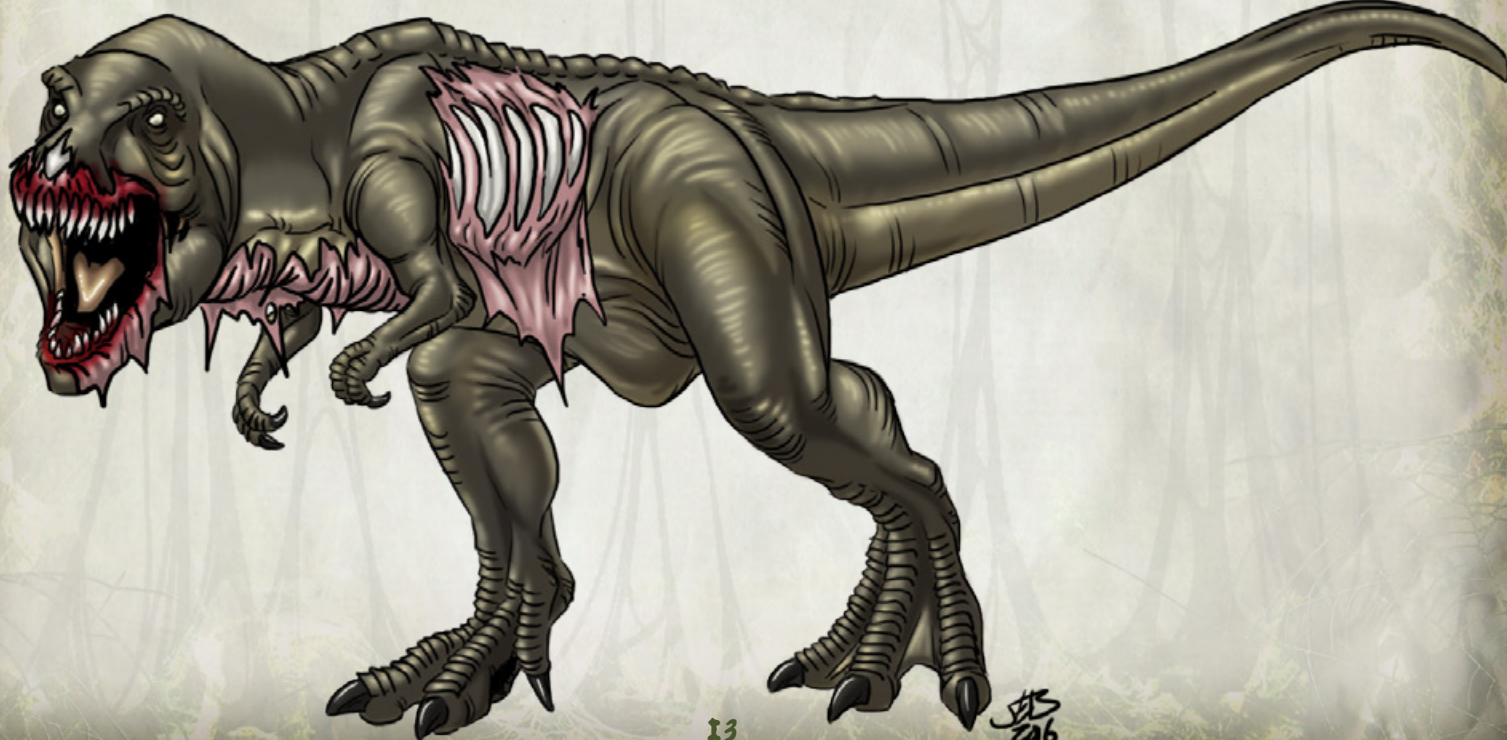
As the moon reaches its zenith in the night sky a great call emits from the villager's instruments and they gather around you, lifting each of you into the air in celebration.

You are carried into the Ritual Amphitheater in the southeast part of the settlement and find that all of its citizens are within, dancing, playing instruments, drinking rum, and generally revelling in your victory over the jungle's curse. The cherufe gently let you down on a dais made from piled together stones and Chieftain Drassurie pushes herself through the crowd to join you, a beautiful wooden box in her hands.

She shrieks loudly and other elders from the tribe do the same until eventually the stadium grows calm, every one of the villagers silent. Drummers along the sides of the amphitheater begin beating their drums in a slow melody as she speaks loudly, something about the place projecting her voice to everyone in attendance. "Tonight we celebrate more than just our survival—we honor new souls to our tribe." Triumphant roars ring out and fill the arena in a cacophony until Drassurie waves for silence once more. "As is our custom, the blessing of our ancestors will become a part of their essence and it is our privilege to gift to you the most treasured relics of our people: golden hearts."

More screams of celebration abound as she holds the exquisite wooden box high into the air before opening it and presenting a golden heart for each of you. The shrieks continue as you take these honored ornaments, heavy in your hands and pulsing ever so slightly. Chieftain Drassurie waves her hands for silence again and yells, "Press the golden hearts against your chest and repeat after me and the heartbeat of the jungle itself will strengthen your own! Kusandutsa! Patsogolo! Chimodzi!"

PCs that do as Chieftain Drassurie says activate the *golden heart*, merging it into their bodies; anyone that does not is still welcomed in the village but will never truly be accepted into Avarudies. Either way, after the ritual is over the celebrations continue for another few hours before coming to a close, bringing an end to *Jaws of the Jhāmbizaur*.



GOLDEN HEART

Aura faint necromancy; **CL** 3rd

Slot none; **Price** 4,500 gp; **Weight** 5 lbs.

DESCRIPTION

The gruesome detail of this gold facsimile of a heart only serves to increase its splendor.

These curiosities are from a secret location within Avarudies, naturally forming in the bottom of the aquifer that serves the settlement and only ever gathered during dry spells when the water level is too low to fill the village's pool. In order to benefit from a *golden heart*, a creature must make it part of itself by speaking its command word, making the magic item morph into their body. Once merged with a creature, a *golden heart* can only be removed from a creature killed by massive damage or a death effect. When a creature with an activated *golden heart* is brought below 0 hit points, it is automatically granted 13 temporary hit points. These temporary hit points last for 1 minute.

CONSTRUCTION

Requirements Craft Wondrous Item, gold, *false life*, *spells*; **Cost** 2,250 gp

OBJECTS IN SPACE

With Avarudies saved, their deal with Hadrid resolved, and the Jhāmbizaur destroyed, what are the PCs to do? They may choose to stay in the village for a time in which case the party are treated as brothers and sisters, invited on hunts, and welcome to witness acts of worship in the Ritual Amphitheater. For GMs that aren't sure where the adventure should go next, there are a few loose ends from the settlement's recent woes that the PCs might pursue.

- **Jhāmbi-Cherufe:** Though this adventure does not consider what the full effects of the Jhāmbizaur's thrall abilities might entail on cherufe, if mayhem is on the schedule for your campaign the GM may determine that cherufe can also gain the jhāmbizau-dinosaur template (starting with Mokoweri as the puppetmaster). Note that most jhāmbi-cherufe will be extremely intelligent, making for powerful wizards and brilliant tacticians.
- **Legends of Avarudies:** Now that the party has been accepted into the tribe the cherufe freely share all of their history and myths with the PCs. While many of these are tall tales with no real value, some might bear truth—one particular story speaks of an ancient temple protecting primordial power and artifacts from the dawn of time deep within the jungle, though those who have dared seek it out never return.
- **Settlement Politics:** The xenophobia that recently gripped the village has not bode well in other settlements. Reorienting and strengthening Avarudies' relationships is one of Chieftain Drassurie's most important tasks now that the curse has passed and

should the adventurers help, she'll convince Wokhala or Hadrid to give them a greater discount on goods and services.

- **Smuggling:** Dzuwa is always looking for exotic liquors and foods to offer in his tavern but acquiring them is not always a simple matter. In exchange for smuggling contraband out of other settlements, he'll offer to pay the party 120% of the normal price (the items he'll buy are at the GM's discretion).
- **Trader Troubles:** For the most part trade routes were not near enough to Avarudies to suffer greatly, but some vessels dropped their freight to outpace jhāmbi-pteranodons or even wrecked under the assault. Finding any lost shipments or survivors from these crashes will endear the PCs to the region (and probably be profitable ventures).

NPCS

AVARUDIES GUARD

CR 5

XP 1,600

Cherufe (zavr) barbarian (primordial leaper*) 6

N Medium humanoid (reptilian)

Init +3; **Senses** low-light vision; **Perception** +4

DEFENSE

AC 17, touch 12, flat-footed 13 (+3 Dex, +1 dodge, +5 natural, -2 rage)

hp 53 (6d12+24)

Fort +9, **Ref** +5, **Will** +4

Defensive Abilities improved uncanny dodge; **Resist** fire 5

OFFENSE

Speed 40 ft.

Melee falchion +11/+6 (2d4+7, Crit 18–20/x2) and bite +6 (1d4+5)

Ranged starknife +9/+4 (1d4+5, Crit x3, Range 20 ft.)

Special Attacks pouncing cherufe charge (bite and tail attack at the end of a charge, +1 extra damage), rage 16 rounds/day, rage powers (nightvision, renewed vigor 1d8+3)

TACTICS

Before Combat The Avarudies Guard enters rage and draws their falchion, edging far enough away to open combat with a charge.

During Combat Avarudies Guards are aggressive and ferocious, leaping into the middle of battle to take the fight to their enemies regardless of the circumstances.

Morale When brought below 30 hp, the Avarudies Guard uses renewed vigor before committing to a fight to the death.

Base Statistics When not raging, the Avarudies Guard's statistics are: **AC** 19, touch 14, flat-footed 15; **hp** 41; **Fort** +7, **Will** +2; **Melee** falchion +9/+4 (2d4+4, Crit 18–20/x2) and bite +4 (1d4+3); **Ranged** starknife +9/+4 (1d4+3, Crit x3, Range 20 ft.); **Str** 17, **Con** 15; **CMB** +9; **CMD** 23; **Skills** Climb +9.

STATISTICS

Str 21, **Dex** 16, **Con** 19, **Int** 6, **Wis** 10, **Cha** 8

Base Atk +6; **CMB** +11; **CMD** 25

Feats Dodge, Improved Unarmed Strike^B, Mobility, Spring Attack

Skills Acrobatics +11 (+21 to jump), Climb +11, Handle Animal +4, Perception +4, Stealth +4, Survival +4; **Racial Modifiers** +10 Acrobatics when jumping

Languages Cheru (illiterate)

SQ jumper, primordial leaping, primordial nerves, zavr tail (for attacks of opportunity and pouncing cherufe charge only, primary attack, 1d6+5)

Gear cloak of resistance +1, eyes of the eagle, falchion, starknives (6)

*A barbarian archetype for cherufe from the *Player's Guide to Skybourne*.

JHĀMBI-DINOSAUR TEMPLATE

A jhāmbi-dinosaur is an animated corpse of a dinosaur, created to serve as an undead minion, that retains the skills and abilities it possessed in life.

Creating a Jhāmbi-Dinosaur

"Jhāmbi-dinosaur" is an acquired template that can be added to any living corporeal dinosaur, referred to hereafter as the base creature.

CR: As base creature +2.

Alignment: Chaotic evil.

Senses: The creature gains darkvision 120 feet.

Type: The creature's type changes to undead and it gains the jhāmbi-dinosaur subtype. It retains any subtype except for alignment subtypes and subtypes that indicate kind.

Armor Class: A jhāmbi-dinosaur gains a +3 bonus to its natural armor over the base creature's natural armor bonus.

Hit Dice: Change all the creature's racial Hit Dice to d8s. All Hit Dice derived from class levels remain unchanged. As undead, jhāmbi-dinosaurs use their Charisma modifiers to determine bonus hit points (instead of Constitution).

Defensive Abilities: Jhāmbi-dinosaurs gain channel resistance +4, DR 5/magic and slashing (or DR 10/magic and slashing if it has 11 HD or more), cold resistance 10, fire resistance 10, and electricity resistance 10.

Speed: A winged jhāmbi-dinosaur's maneuverability drops to clumsy. If the base creature flew magically, its fly speed is unchanged. Retain all other movement types.

Attacks: A jhāmbi-dinosaur retains all the natural weapons of the base creature, increasing their damage dice by one step.

Abilities: Increase from the base creature as follows: Str +4, Dex +2, Int +8, Cha +4. A jhāmbi-dinosaur has no Con score; as an undead, it uses its Charisma in place of Constitution when calculating hit points, Fortitude saves, or any special ability that relies on Constitution.

Feats: A jhāmbi-dinosaur gains Improved Initiative and Toughness as bonus feats.

Skills: A jhāmbi-dinosaur gains a +8 racial bonus on all Climb checks and Acrobatics checks made to jump. The additional skill ranks a jhāmbi-dinosaur gains from its heightened Intelligence attribute (4 per hit dice) are typically spent on Acrobatics, Perception, Survival, and Stealth.

Jhāmbi-dinosaurs gain the following special quality:

Jhāmbi-Mind (Su): While within 5 miles of the Jhāmbizaur that created it, a jhāmbi-dinosaur is in constant telepathic contact with it. The Jhāmbizaur can see, hear, and smell everything that a jhāmbi-dinosaur within telepathic range experiences. A jhāmbi-dinosaur that attempts to resist the will of its Jhāmbizaur must make a DC 30 Will save to avoid completing its compelled actions.

JHĀMBI-RAPTOR

CR 5

XP 1,600

CE Medium undead (jhāmbi-dinosaur)

Init +7; **Senses** darkvision 120 ft., low-light vision, scent; Perception +14

DEFENSE

AC 20, touch 14, flat-footed 16 (+4 Dex, +6 natural)

hp 38 (4d8+20)

Fort +8, **Ref** +7, **Will** +2

Defensive Abilities channel resistance +4; **DR** 5/magic;

Resist cold 10, electricity 10, fire 10



OFFENSE

Speed 60 ft.

Melee 2 talons +7 (2d6+4), bite +7 (1d8+4), foreclaws +2 (1d6+2)

Special Attacks pounce

STATISTICS

Str 19, **Dex** 17, **Con** 19, **Int** 10, **Wis** 12, **Cha** 18

Base Atk +3; **CMB** +7; **CMD** 20

Feats Improved Initiative, Run, Toughness^B

Skills Acrobatics +11 (+31 jump), Climb +14, Perception +14, Stealth +16; **Racial Modifiers** +8 Acrobatics (+16 to jump), +8 Climb, +8 Perception, +8 Stealth

SQ jhāmbi-mind

ECOLOGY

Environment warm forests

Organization solitary, pair, or pack (3–12)

Treasure none

JHĀMBI-PTERANODON CR 5

XP 1,600

CE Large undead (jhāmbi-dinosaur)

Init +9; **Senses** darkvision 120 ft., low-light vision, scent; Perception +11

DEFENSE

AC 20, touch 15, flat-footed 14 (+5 Dex, +1 dodge, +5 natural, –1 size)

hp 42 (5d8+20)

Fort +7, **Ref** +9, **Will** +3

Defensive Abilities channel resistance +4; **DR** 5/magic; **Resist** cold 10, electricity 10, fire 10

OFFENSE

Speed 10 ft., fly 50 ft. (clumsy)

Melee bite +8 (2d8+7)

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

STATISTICS

Str 20, **Dex** 21, **Con** 15, **Int** 10, **Wis** 15, **Cha** 16

Base Atk +3; **CMB** +9; **CMD** 25

Feats Dodge, Improved Initiative, Skill Focus (Perception), Toughness^B

Skills Acrobatics +5 (+13 jump), Climb +13, Fly +0, Perception +11; **Racial Modifiers** +8 Acrobatics when jumping, +8 Climb

SQ jhāmbi-mind

ECOLOGY

Environment warm coastline

Organization solitary, pair, or flock (3–12)

Treasure none

JHĀMBIZAU CR 11

XP 12,800

CE Gargantuan undead (jhāmbi-dinosaur)

Init +6; **Senses** darkvision 120 ft., low-light vision, scent; Perception +37

DEFENSE

AC 25, touch 8, flat-footed 23 (+2 Dex, +17 natural, –4 size)

hp 135 (18d8+54)

Fort +13, **Ref** +13, **Will** +10

Defensive Abilities channel resistance +4; **DR** 10/magic; **Resist** cold 10, electricity 10, fire 10

OFFENSE

Speed 40 ft.

Melee bite +22 (4d8+26/19–20 plus grab)

Space 20 ft.; **Reach** 20 ft.

Special Attacks swallow whole (2d8+13, AC 18, hp 13)

STATISTICS

Str 36, **Dex** 15, **Con** 19, **Int** 10, **Wis** 15, **Cha** 14

Base Atk +13; **CMB** +30 (+34 grapple); **CMD** 42

Feats Bleeding Critical, Critical Focus, Diehard, Endurance, Improved Critical (bite), Improved Initiative, Iron Will, Run, Skill Focus (Perception), Toughness^B

Skills Acrobatics +2 (+10 jump), Climb +21, Perception +37; **Racial Modifiers** +8 Acrobatics when jumping, +8 Climb, +8 Perception

SQ jhāmbi-mind, powerful bite

ECOLOGY

Environment warm forest and plains

Organization solitary (jungles near Avaruḍies)

Treasure none



SPECIAL ABILITIES

Jhāmbizar (Su) A dinosaur killed by the Jhāmbizaur's bite attack or swallow whole attack gains the jhāmbi-dinosaur template and becomes the Jhāmbizaur's thrall.

Powerful Bite (Ex) A tyrannosaurus applies twice its Strength modifier to bite damage.

CHERUFE MAGIC ITEMS

ANCESTRAL FANG

Aura moderate transmutation; **CL** 5th

Slot none; **Price** 6,400 gp (lesser); **Weight** 2 lbs.

DESCRIPTION

Arcane sigils and runes are carved into this ancient dinosaur tooth.

While carrying a *lesser ancestral fang*, the damage dice of your slapping tail increases by one step. While carrying a *greater ancestral fang*, the damage dice of your bite increases by one step. Non-cherufe do not gain any benefit from an *ancestral fang*.

CONSTRUCTION

Requirements Craft Wondrous Item, tooth from a Huge-sized dinosaur, magic fang; **Cost** 3,200 gp (lesser)

FEATHERED CAPE

Aura weak transmutation; **CL** 3rd

Slot shoulders; **Price** 10,600 gp; **Weight** 4 lbs.

DESCRIPTION

Thousands of feathers hold together this gruesome array of miniature avian bones shaped to resemble a hooded cloak.

By tightly grasping the corners of a *feathered cape* with both hands, its wearer gains a fly speed equal to ½ base speed (poor maneuverability). While using the *feathered cape*, the wearer may make Acrobatics skill checks in place of Fly skill checks, but at least two hands are required to make the item's magic function at all.

CONSTRUCTION

Requirements Craft Wondrous Item, skeletons of 60 dead birds, *featherfall*, *glide*; **Cost** 5,300 gp

MAGMA HEART

Aura moderate transmutation; **CL** 7th

Slot none; **Price** 7,600 gp; **Weight** 3 lbs.

DESCRIPTION

This black piece of obsidian is veined by jagged glowing lines of red rock.

When the command word is spoken (a swift action), the bearer of the *magma heart* turns into lava for up to 10 rounds a day (these rounds need not be used consecutively and the lava form can be dismissed as a free action). The bonuses gained are determined by the type of *magma heart*, simultaneously granting the benefits of both *elemental body I* (earth) and *elemental body I* (fire).

CONSTRUCTION

Requirements Craft Wondrous Item, fresh lava, *elemental body I*; **Cost** 3,800 gp

SANGUINE GORGET

Aura moderate necromancy; **CL** 5th

Slot neck; **Price** 12,000 gp; **Weight** 5lbs.

DESCRIPTION

Rows of teeth jut from the top and bottom of this macabre collar and the jawbones they rest on are still ringed by red flesh.

The wearer of this grisly torc finds that their teeth sharpen and they have a potent thirst for blood. When a creature wearing a *sanguine gorget* has pinned an opponent, they may make a bite attack (1d4 plus Strength modifier) that automatically hits as a swift action each turn. The wearer gains a number of temporary hit points equal to the amount of damage dealt with this bite attack. These temporary hit points last for up to 10 minutes. Whenever a wearer gains temporary hit points from the *sanguine gorget*, it must make a Will save (DC 10 + 1 per *sanguine gorget* bite attack made within the past 24 hours) or frenzy for 1 minute.

While frenzied, the wearer cannot use any Charisma- or Intelligence-based skills, abilities that require patience or concentration, cast spells, drink potions, activate magic items, or read scrolls. During a frenzy, the wearer must attack those they perceive as foes to the best of their ability. Should they run out of enemies before the frenzy expires, they must attack the nearest creature and fight that opponent regardless of alliances or self-preservation. When the frenzy ends, the wearer is fatigued for 1 hour.

CONSTRUCTION

Requirements Craft Wondrous Item, *vampiric touch*; **Cost** 6,000 gp

FANG PISTOL

Price 3,600 gp; **Weight** 6 lbs.

Taut tendons ring a sectioned out barrel tied against a small hammer at the back and a trigger along the handle. A fang pistol operates like a normal flintlock pistol, but as long as it deals damage, the target takes 1 bleed damage. Bleed damage from fang pistols does not stack. Fang pistol bullets are more expensive than regular bullets (5 gp) and do not target touch AC.

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