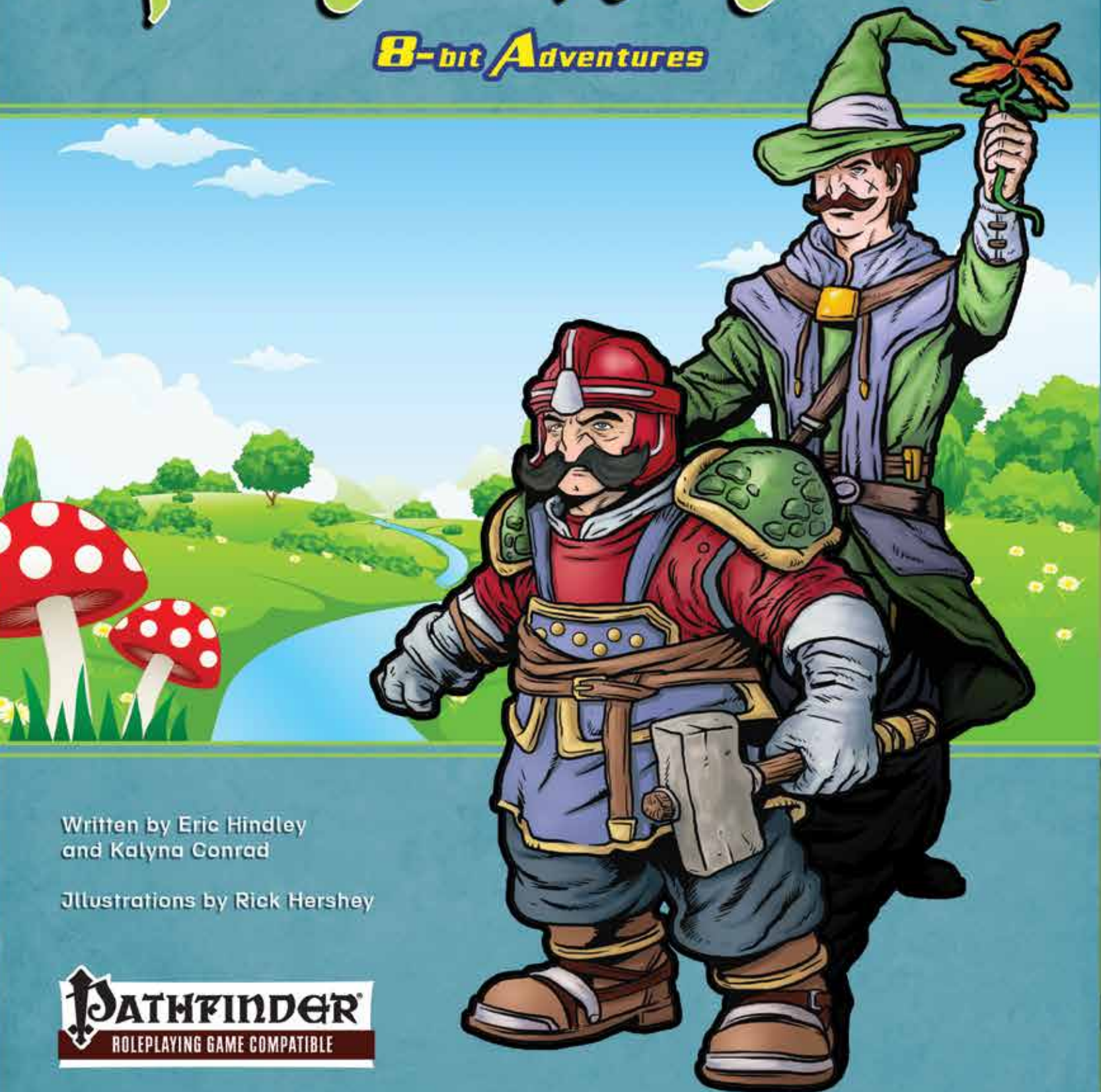


# Welcome to the Fungal Kingdom

**B-bit Adventures**



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and Kalyna Conrad

Illustrations by Rick Hershey

**PATHFINDER**  
ROLEPLAYING GAME COMPATIBLE

# WELCOME TO THE FUNGAL KINGDOM

## AN 8-BIT ADVENTURE

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# INTRODUCTION

Welcome to 8-Bit Adventures! Do you yearn for a simpler time, when video games scrolled right and you only had to deal with 2 buttons at a time? An era where blocky, colorful, vaguely recognizable shapes made up heroes that battled odd and often confusing villains with little to no context? Then Fat Goblin Games has you covered!

This product line is designed to take a nostalgic look at the iconic video games of the past and bring those adventures to life in your campaigns in the Pathfinder Roleplaying Game with all new options. Each volume will include monsters, magic items and maybe more! The names have been changed, but the flavor remains the same to ensure that the references are easy to see. Each volume will describe a different game world, each inspired by a classic game sure to inspire nostalgia in even the most hardened of veterans.

This volume covers the incursion of the Turtle Legions into the peaceful Fungal Kingdoms. The Turtle Legions have a variety of lethal troops at their disposal, ranging from the lowliest CR ½ wrenchy raccoons all the way up to the imposing Turtle King himself, weighing in at a whopping CR 15. Most of the monsters included present optional variants to help encompass the vast array of foes found across the many incarnations of the Fungal Kingdom. These foes provide a wealth of options to challenge parties of any level.

Unfortunately for the hapless residents of the Fungal Kingdom, there are no plucky plumbers available to save the day. This means that your PCs are going to have to step up and help out! Luckily there are a variety of helpful items available, from the ubiquitous *enlarging mushroom* and *firethrowing flower* to the rare and powerful *resurrection mushroom*. Everything you need to include these flavorful items in the Pathfiunder Roleplaying Game can be found in this volume.

In these pages you'll find 20 monsters and 10 magic items to add a little vintage flair to your campaign. Whether you use a single monster or run a whole campaign against the legendary Turtle King, you'll be sure to find a memorable foe within!



## BARRACUDA BUSH

*This towering green stalk ends in a vicious flowering mouth. Bones and other debris are tangled in its roots.*

### BARRACUDA BUSH

CR 4

XP 1,200

N Large plant

**Init** -1; **Senses** blindsight 30 ft., low-light vision; **Perception** +0

### DEFENSE

**AC** 16, touch 8, flat-footed 16 (-1 Dex, +8 natural, -1 size)

**hp** 47 (5d8+25)

**Fort** +9, **Ref** +0, **Will** +1

**Immune** plant traits

### OFFENSE

**Speed** 5 ft.

**Melee** bite +7 (2d6+7/×3)

**Space** 10 ft.; **Reach** 15 ft.

**Special Attacks** sneak attack +2d6

### STATISTICS

**Str** 20, **Dex** 9, **Con** 20, **Int** —, **Wis** 10, **Cha** 5

**Base Atk** +3; **CMB** +9; **CMD** 18 (can't be tripped)

**SQ** pipe dweller

### ECOLOGY

**Environment** any forest

**Organization** solitary, pair or hedge (3–12)

**Treasure** none

### SPECIAL ABILITIES

**Pipe Dweller (EX)** Despite having no skill ranks, a barracuda bush can attempt to make a Stealth check to conceal itself someplace that it wouldn't normally be expected, like a pipe or other cavern-like space. It can fit in anything with at least a 5-foot diameter, ignoring the squeezing rules. Treat it as having a +7 total modifier for this purpose.

Some of the plants of the Fungal Kingdom were dangerous before the intrusion of the Turtle King, however, the corrupting influence of the invading armies has turned these hazardous flora into a truly dangerous threat. Whether this a direct result of the Turtle King and his followers, or merely a side-effect of the chemical waste from the Turtle Legion's alchemists, the resulting plants have sprouted some deadly new features over the course of the invasion.



A barracuda bush has a thick stem, nearly six inches in diameter, capable of stiffening to hold the creature upright and support its massive, toothy, flowery head. The flower itself is a grotesque bulb-like appendage that opens wide, showing a mouth akin to that of a predatory fish, with rows of sharp, needle-like teeth.

A barracuda bush does not actually eat its prey, instead using its teeth to grind them down and worry away at their skin and bones, creating a nutritious fertilizer that the barracuda bush deposits amongst its root system for future nutrition.

Though a barracuda bush does not possess true sensory organs, it can sense movement nearby, causing it to lie in ambush, often creeping into a nearby pipe, sewer grate or other unexpected terrain.

A barracuda bush is 10 feet tall and weighs about 200 pounds.

#### VARIANT BARRACUDA BUSHES

The most common variant of the standard barracuda bush is a giant-sized version, which gains the giant simple template and becomes a CR 5 monster.

Mobile barracuda bushes have a base speed of 20 feet, and a +8 racial bonus to Acrobatics checks to jump (for a total modifier of +3). These aggressive plants often give chase to any creatures that avoid their initial attack. They lose pipe dweller and remain CR 4.

Rare barracuda bushes spit fire as they attack. They gain the advanced simple template, deal an additional 1d6 fire damage with a successful bite attack and have resist fire 5. Fire-spitting barracuda bushes are CR 5.

Rumors that the Turtle King is working on (or perhaps has already bred) a mobile, giant-sized, fire-spitting barracuda bush have yet to be confirmed by any reliable witnesses.



## BIG WHOMPER

*This massive granite block has an angry, carved face. Blunt spikes surround it like a lion's mane.*

### BIG WHOMPER

CR 4

XP 1,200

NE Large construct

**Init** +3; **Senses** darkvision 60 ft., low-light vision; Perception +5

### DEFENSE

**AC** 16, touch 8, flat-footed 16 (–1 Dex, +8 natural, –1 size)

**hp** 52 (4d10+30)

**Fort** +1, **Ref** +0, **Will** +2

**DR** 5/adamantine; **Immune** construct traits; **Resist** acid, cold, electricity, fire 10

### OFFENSE

**Speed** 10 ft.

**Melee** slam +8 (1d8+7)

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

### STATISTICS

**Str** 20, **Dex** 8, **Con** —, **Int** 5, **Wis** 12, **Cha** 3

**Base Atk** +4; **CMB** +10 (+4 on bull rush); **CMD** 19 (can't be tripped)

**Feats** Improved Initiative, Power Attack

**Skills** Acrobatics –1 (–9 to jump), Perception +5

### ECOLOGY

**Environment** any underground

**Organization** solitary, pair or cascade (3–12)

**Treasure** incidental

### SPECIAL ABILITIES

**Thwomp! (Ex)** A big whomper is capable of launching itself at a target with alarming speed and force. It may charge at quadruple

its base speed (rather than double) and deals double damage on charge attacks. It also initiates a free bull rush maneuver on thwomp! attacks, gaining an additional +4 circumstance bonus. A big whomper must wait at least one round before it can make a thwomp! attack again. During this reset period, the big whomper reduces its speed to 0 ft.

Though they appear to be little more than huge, hovering carved stone blocks, the dangerous constructs known as crushing stones (or, more casually, as big whompers due to the sound of their trademark attack) are much more sophisticated than that. Supposedly designed by the Turtle King himself in his mysterious lab, a blend of science and magic allows these block-like creatures to move with surprising speed, despite not possessing any ambulatory limbs. They have an intricate yet durable gyroscopic core that allows them to rapidly shift their weight and propel the block in its desired direction of attack. This gyroscope is slow to reset, however, sometimes leaving a whomper stuck out of position as it realigns its internal mechanisms.

A big whomper is an eight-foot cube that weighs 4000 pounds.

### CONSTRUCTION

A big whomper's body is carved from a stone block weighing at least 4000 pounds.

#### BIG WHOMPER

**CL** 9th; **Price** 15,000 gp

#### CONSTRUCTION

**Requirements** Craft Construct, *animate object*, *levitate*; **Skill** Craft (sculpture) DC 15; **Cost** 7,500 gp

#### VARIANT WHOMPERS

The most common variant of the big whomper is the li'l whomper, which has the young creature simple template and loses its damage reduction. However, it increases its base speed to 20 feet.

A li'l whomper is a CR 3 creature. Some rare spellcasters in the Turtle Legions have li'l whompers as companions, even though as constructs they are not typically available.

#### LI'L WHOMPER COMPANIONS

**Starting Statistics:** **Size** small; **Speed** 20 ft.; **Attack** slam (1d4); **Ability Scores** Str 12, Dex 13, Con —, Int 2, Wis 12, Cha 3; **SQ** construct traits, low-light vision.

**7th-level Advancement:** **Size** Medium; AC +2 natural armor; **Attack** slam (1d6); **Ability Scores** Str +4, Dex +2; **Special Attacks** thwomp!.



## CHAINED CHOMPER

*At rest, this creature resembles nothing more than a steel ball at the end of a snaking chain until the ball opens to reveal deadly iron teeth.*

### CHAINED CHOMPER

CR 6

XP 2,400

N Medium construct

**Init** +8; **Senses** darkvision 60 ft., low-light vision; Perception +8

### DEFENSE

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

**hp** 64 (8d10+20)

**Fort** +4, **Ref** +6, **Will** +4

**DR** 5/adamantine; **Immune** construct traits

### OFFENSE

**Speed** 0 ft. (20 ft.)

**Melee** bite +13 (1d6+7 plus attach plus trip)

**Space** 5 ft.; **Reach** 10 ft. (15 ft. with Lunge)

**Special Attacks** attach, constrict (1d6+7)

### STATISTICS

**Str** 20, **Dex** 18, **Con** —, **Int** 7, **Wis** 14, **Cha** 7

**Base Atk** +8; **CMB** +13; **CMD** 27 (can't be tripped)

**Feats** Alertness, Great Fortitude, Improved Initiative, Lunge

**Skills** Acrobatics +4 (+0 to jump), Perception +8, Sense Motive +8

### ECOLOGY

**Environment** any underground

**Organization** solitary, pair or gang (3–6)

**Treasure** incidental

### SPECIAL ABILITIES

**Chained (Ex)** A chained chomper is usually chained in place. This reduces its base speed to 0 ft., but also grants it a +20 circumstance modifier against any effect to move it, whether mundane (such as a CMB check to drag or bullrush), or magical (in which case this is a bonus to saving throws against such effects).



Originally created in the infernal labs of the Turtle King to guard his dungeons and fortresses, the vicious constructs referred to as chompers are typically chained in place, fastened alchemically to a chunk of unusual stone. This makes them nearly impossible to move, whether by conventional or magical means. They are built to be incredibly aggressive, pouncing on any creature that moves within its deceptively long striking distance.

When the creature attacks, its teeth latch onto its prey and its powerful chain wraps around the victim, often knocking it to the ground. The chained chomper then crushes its target like a massive constrictor snake, while continuing to bite away as long as the prey moves. As soon as the creature has gone still the construct withdraws, returning to its anchor point in anticipation of its next victim.

A chained chomper is about 18 feet long and weighs 300 pounds, but is often attached to a stone block weighing in excess of 2000 pounds.

#### CONSTRUCTION

A chained chomper requires 300 pounds of iron and a stone block weighing 2000 pounds.

#### CHAINED CHOMPER

**CL** 12th; **Price** 24,000 gp

#### CONSTRUCTION

**Requirements** Craft Construct, *animate object*, *major creation*;  
**Skill** Craft (blacksmith) DC 20; **Cost** 12,000 gp

#### VARIANT CHAINED CHOMPER

The most common variant of the chained chomper is the unchained chomper, often simply called a chomper. It loses the chained ability and gains a +8 racial bonus on Acrobatics checks. These unchained chompers move in erratic patterns, their whipping, tail-like chains making their movements even harder to predict and granting them a +4 racial bonus on grapple checks (both CMB and CMD). An unchained chomper remains a CR 6 creature.

A giant-sized chomper has the giant simple template. It replaces the attach and trip special attacks on its bite with swallow whole. A giant-sized chomper is a CR 7 creature.



## CLOUD TURTLE

*This upright turtle wears thick goggles. It hovers above the ground in a mass of cloud-like fog.*

### CLOUD TURTLE

CR 8

XP 4,800

LE Medium monstrous humanoid

**Init** +8; **Senses** darkvision 60 ft.; Perception +14

### DEFENSE

**AC** 19, touch 14, flat-footed 15 (+4 Dex, +5 natural)

**hp** 85 (9d10+36)

**Fort** +9, **Ref** +10, **Will** +8

**Resist** acid 5, fire 5; **SR** 19

### OFFENSE

**Speed** 30 ft., fly 40 ft. (good)

**Melee** dagger +9 (1d4, 19–20/x2)

**Ranged** bombs +13 (5d6+3 fire, DC 17)

**Special Attacks** bombs

**Spell-Like Abilities** (CL 9th; concentration +12)

At will—*summon spikey*

**Alchemist Extracts Prepared** (CL 9th; concentration +12)

3rd—*cure serious wounds, gaseous form, haste, protection from energy*

2nd—*aid, cat's grace, false life, invisibility, see invisibility*

1st—*ant haul*<sup>APG</sup> (DC 14), *bomber's eye*<sup>APG</sup>, *cure light wounds, expeditious retreat, keen senses*<sup>APG</sup> (DC 14), *longshot*<sup>UC</sup>

APG—*Pathfinder Roleplaying Game Advanced Player's Guide*, UC—*Pathfinder Roleplaying Game Ultimate Combat*

### STATISTICS

**Str** 11, **Dex** 18, **Con** 19, **Int** 16, **Wis** 15, **Cha** 16

**Base Atk** +9; **CMB** +9; **CMD** 23

**Feats** Great Fortitude, Improved Initiative, Point-blank Shot, Precise Shot, Throw Anything

**Skills** Appraise +12, Craft (alchemy) +15, Fly +20, Knowledge (arcana) +12, Knowledge (engineering) +12, Perception +14, Stealth +16

### ECOLOGY

**Environment** any forest

**Organization** solitary

**Treasure** standard

### SPECIAL ABILITIES

**Bombs (Ex)** A cloud turtle can create and throw bombs just like an alchemist (*Pathfinder Roleplaying Game Advanced Player's Guide*) with levels equal to its hit dice.

**Summon Spikey (Sp)** As a standard action, a cloud turtle can summon 1 spikey. A cloud turtle can only maintain up to 3 spikeys summoned in this manner; if it summons an additional spikey, the first spikey it summoned disappears. Spikeys summoned with this ability remain for 9 minutes.

Amongst the highest-ranking members of the Turtle Legions, cloud turtles are enigmatic inventors and alchemists, capable of performing amazing feats. They are the overseers of the Turtle King's breeding pits, and responsible for much of the design and engineering of the Turtle King's great fortresses. While the Turtle King personally takes the credit for the design and creation of virtually all of the greatest traps and constructs to be found in his dungeon, the truth is that much of the work is done by these reptilian engineers.

Amongst the favorite creations of the cloud turtles are the savage spikeys. Most

cloud turtles carry a clutch of spikey eggs with them, using an alchemical brew to rapidly mature the creatures as they hurl the egg at a potential foe.

Cloud turtles are named for their preferred mode of transportation, a smoke-belching flying machine that consists of little more than a basket for the rider and alchemical engine. In this contraption they store their reagents and tools needed for their day-to-day work, as well as a variety of weapons and extracts. The design and maintenance required for one of these smoke-belching monstrosities means that it is generally beyond the ability of an outsider to salvage if anyone manages to ground its enigmatic pilot.

A cloud turtle is about 6 feet tall and weighs 200 pounds.



## DEADLY FISH

*This red-scaled fish is the size of a pony. With a flick of its tail, it easily soars clear of the water.*

### DEADLY FISH

CR 3

XP 800

N Medium magical beast (aquatic)

**Init** +8; **Senses** darkvision 60 ft., low-light vision; Perception +5

### DEFENSE

**AC** 16, touch 14, flat-footed 12 (+4 Dex, +2 natural)

**hp** 26 (4d10+4)

**Fort** +5, **Ref** +8, **Will** +2

### OFFENSE

**Speed** 5 ft., swim 40 ft.

**Melee** bite +6 (1d8+3)

### STATISTICS

**Str** 15, **Dex** 18, **Con** 13, **Int** 4, **Wis** 13, **Cha** 6

**Base Atk** +4; **CMB** +6; **CMD** 20 (can't be tripped)

**Feats** Acrobatic, Improved Initiative

**Skills** Acrobatics +10, Fly +6, Perception +5, Swim +15

### ECOLOGY

**Environment** any aquatic

**Organization** solitary, pair or school (3–20)

**Treasure** incidental

### SPECIAL ABILITIES

**Leaping Attack (Ex)** Unlike many aquatic creatures, a deadly fish is capable of making jumps and jumping charges. As a full-round action, the deadly fish moves up to its speed and makes an Acrobatics check and compares the result to its target's CMD. If it succeeds, it deals its normal bite damage. In addition, the deadly fish makes an immediate

bull rush attempt against the target, gaining a circumstance bonus equal to the damage dealt by the attack. If this bull rush fails, the deadly fish can retreat back into water if it still has movement remaining. This action does not provoke attacks of opportunity.

Deadly fish are an unfortunately ubiquitous part of any travel in or near water in the Fungal Kingdom. Underwater, they are dangerous enough, but these menaces are known to plague even land-locked creatures, leaping from the watery depths to attack nearby prey. They then attempt to push or drag these unfortunates back down into their preferred battlefield. Few creatures survive for long after a deadly fish has brought it into its aquatic domain.

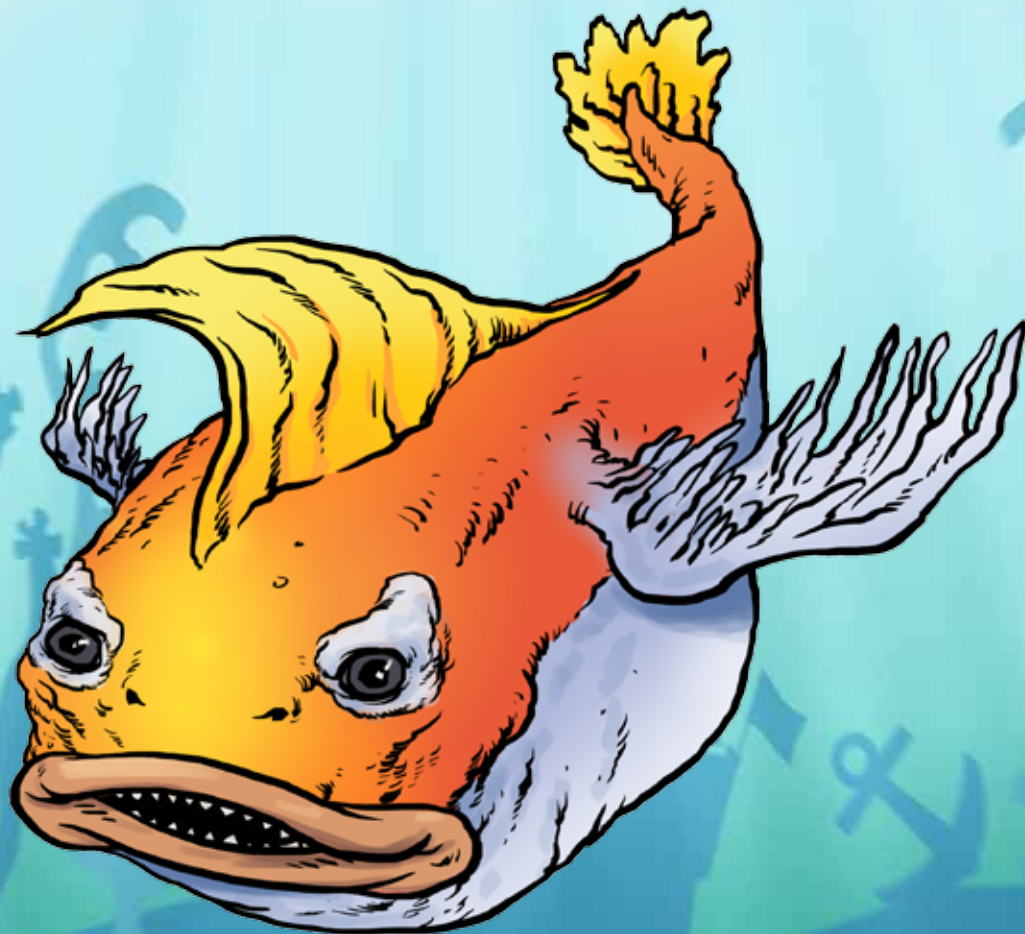
These creatures are not part of the armies of the Fungal Kingdoms—in fact, they are not native to the Fungal Kingdoms at all. Though they are now a common menace to any that travel in exotic regions or near the coasts, these regions were not always so dangerous. The Turtle King, in need of aquatic guardians, relocated many of these creatures to bodies of water surrounding his deadly fortresses. As the deadly fish are a predator unlike anything seen in these regions before, many of the indigenous aquatic fauna have either been displaced or outright exterminated. Now the creatures have spread to nearly every large body of water in the Fungal Kingdoms with no regard for the differences between salt water and fresh water, nor any considerations for the depth of the

pool involved. Any water in the Fungal Kingdoms might contain one or more of these menaces.

A deadly fish is about 6 feet long and weighs 350 pounds. It is mostly mouth, with deadly teeth that allow it to quickly shred and swallow its prey. Once it has filled its gullet, a deadly fish falls into a stupor for hours or even days to digest its meal.

#### VARIANT DEADLY FISH

A common variant of the deadly fish is the massive fish, which has the advanced simple template and the giant simple template added to it. This creature gains the swallow whole ability. A massive fish is a CR 5 creature.



## EVIL FUNGUS

*This bipedal mushroom has a mouth full of jagged fangs. Its glassy eyes seem to look through its surroundings.*

### EVIL FUNGUS

CR 1

XP 400

NE Small plant

**Init** +1; **Senses** low-light vision;  
Perception +4

### DEFENSE

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

**hp** 16 (2d8+7)

**Fort** +5, **Ref** +1, **Will** –1

**Immune** mind-affecting effects,  
paralysis, poison, polymorph, sleep,  
stunning

**Weaknesses** bludgeoning  
susceptibility

### OFFENSE

**Speed** 20 ft.

**Melee** bite +3 (1d6+1)

### STATISTICS

**Str** 12, **Dex** 12, **Con** 14, **Int** 4, **Wis** 8,  
**Cha** 4

**Base Atk** +1; **CMB** +1; **CMD** 12

**Feats** Toughness

**Skills** Perception +4

### ECOLOGY

**Environment** warm forest

**Organization** solitary, pair or patch  
(3–40)

**Treasure** none

### SPECIAL ABILITIES

**Bludgeoning Susceptibility (Ex)** An evil fungus is especially vulnerable to attacks from bludgeoning weapons (including most unarmed attacks). They suffer 50% more damage from such a weapon and

treat those weapons as having a critical multiplier one higher than normal. This effect is even more pronounced against natural bludgeoning attacks, doubling the damage dealt.

The lowest ranking soldiers in the Fungal Kingdom, evil fungi are barely intelligent walking mushrooms. They are surprisingly vicious, biting any mammalian creatures unlucky or unwary enough to stumble into their too-predictable path. Despite their somewhat goofy appearance, the teeth of an evil fungus are nothing to laugh at. They're capable of tearing creatures apart—or even swallowing smaller creatures whole.

Evil fungi are disturbingly common, often wandering aimlessly about, savaging creatures foolish enough to find themselves near their formidable jaws. They do not seem to derive much nutrition from the creatures they eat, instead drawing sustenance through a combination of sunlight and nutrients from the soil, which they absorb through their feet.



Evil fungi grow in shadowed patches beneath the great canopies of towering trees or massive mushrooms, maturing rapidly to full size in just a few weeks. Once evil fungi have reached maturity, they gain their locomotive skill and their teeth grow in. The teeth of an evil fungus are forever being shed and replaced with new ones, so it is not uncommon to find cast off fangs in nearby plants or against rocks—things that the evil fungus has mistaken for prey and attempted to devour.

A typical evil fungus is about 3–1/2 feet tall and weighs about 150 lbs.

#### VARIANT EVIL FUNGI

Very rare evil fungi grow to enormous size, the height of an ogre or larger. This tends to occur only in remote sections of the Fungal Kingdoms, far removed from the regular inhabitants of this strange realm. In this domain, mega-flora and mega-fauna dominate, making these giant evil fungi a much more common creature. A giant evil fungus is a CR 3 creature that has had the giant simple template added to it twice.

Flying evil fungi also exist, with strange dove-like wings sprouting from atop their mushroom caps. These creatures are CR 2 and have the advanced simple template and a fly speed of 20 ft. (poor maneuverability). A flying evil fungus that suffers a critical hit loses its fly speed.



# HAMMER TURTLE

*This towering, bipedal turtle has thick muscular arms. It wears a simple helmet and is bedecked with a staggering array of hammers.*

## HAMMER TURTLE

CR 6

XP 2,400

NE Large monstrous humanoid

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

**Perception** +12

## DEFENSE

**AC** 20, touch 12, flat-footed 17 (+3

Dex, +8 natural, -1 size)

**hp** 68 (8d10+24)

**Fort** +5, **Ref** +9, **Will** +7

## OFFENSE

**Speed** 30 ft.

**Melee** +1 *earth breaker* +12/+7

(3d6+7/x3)

**Range** light hammer +10/+5 (1d6+4)

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

## STATISTICS

**Str** 18, **Dex** 17, **Con** 16, **Int** 9, **Wis** 12, **Cha** 7

**Base Atk** +8; **CMB** +13; **CMD** 26

**Feats** Point-Blank Shot, Quick Draw, Rapid Shot, Throw Anything

**Skills** Acrobatics +11 (+15 when jumping), Intimidate +9, Perception +12; **Racial Bonus** +4 Acrobatics when jumping

## ECOLOGY

**Environment** warm forest

**Organization** single, pair or honor guard (3–12)

**Treasure** standard (+1 *earth breaker*, numerous light hammers, warhammer, other gear)

## SPECIAL ABILITIES

**Hammer Enthusiast (Ex)** A hammer turtle is automatically proficient

in any hammer or hammer-like weapon (including earth breakers, gnome hooked hammers, light hammers, and warhammers). A hammer turtle is always assumed to have enough light hammers to make a full ranged attack action. When a hammer turtle is defeated 2d6 light hammers will be found, the rest having mysteriously been lost during the combat.

**Indiscriminate Shot (Ex)** A hammer turtle ignores the penalties for firing into melee and for friendly creatures acting as cover. However, if a friendly creature is providing cover to the target of an attack that misses, the hammer turtle immediately rerolls the attack against the creature acting as cover.

Hammer turtles are the elite guard of the Turtle Legions and bodyguards to the Turtle King. They were originally bred from the largest and strongest of the turtle soldiers, but over time they have evolved into an entirely distinct species with superior size, strength, and intelligence. These elite soldiers have been taught to use weapons, with a strong preference for hammers of all shapes and sizes.

These massive creatures prefer to fight from a distance, lobbing a deluge of hammers at their enemies until they are engaged in melee, at which point they will draw a heavy earth breaker and lay into their foes. They are frequently used to guard key fortress entrances and other important choke points in the castles of the Fungal Kingdoms where the use ranged skills and elevation give them an advantage over their foes.

A hammer turtle is over 9 feet tall and weighs close to 1000 pounds.

#### VARIANT HAMMER TURTLES

Some hammer turtles prefer to use deadly giant boomerangs instead of a barrage of hammers. These creatures grant any weapon they possess the *throwing* and *returning* weapon properties, but lose the hammer

enthusiast ability, meaning they must make do with simple or improvised weapons (often clubs). Their CR is unchanged.

Other hammer turtles prefer to use a single large sledge hammer instead of thrown weapons. These creatures trade Point Blank Shot and Rapid Shot for Weapon Focus (earth breaker) and Dazzling Display.



## HUNGRY DINO

*This bipedal green lizard is the size of a horse. Its mouth opens to reveal a sticky pink tongue.*

### HUNGRY DINO

CR 2

XP 600

N Large magical beast

**Init** +5; **Senses** darkvision 60 ft., low-light vision; Perception +1

#### DEFENSE

**AC** 14, touch 10, flat-footed 13 (+1 Dex, +4 natural, -1 size)

**hp** 17 (2d10+6)

**Fort** +6, **Ref** +4, **Will** +1

#### OFFENSE

**Speed** 40 ft.

**Melee** bite +4 (1d6+3 plus grab) or tongue +4 touch (grab)

**Space** 10 ft.; **Reach** 10 ft. (20 ft. with tongue)

**Special Attacks** pull (tongue, 10 ft.), swallow whole (1d6 bludgeoning, AC 12, 1 hp)

#### STATISTICS

**Str** 16, **Dex** 13, **Con** 16, **Int** 2, **Wis** 12, **Cha** 7

**Base Atk** +2; **CMB** +6; **CMD** 17

**Feats** Improved Initiative

**Skills** Acrobatics +6 (+10 to jump)

#### ECOLOGY

**Environment** any forest

**Organization** solitary

**Treasure** none

#### SPECIAL ABILITIES

**Hungry Healer (Ex)** When a hungry dino successfully uses its swallow whole ability, it heals 1d6 hit points.

**Tongue (Ex)** A hungry dino's tongue is a primary attack with reach equal to twice its normal reach (20 feet for a typical hungry dino). A hungry dino's

tongue deals no damage on a hit, but can be used to grab. A hungry dino does not gain the grappled condition while using its tongue in this manner.

Hungry dinos are a ubiquitous race of semi-intelligent lizards that are frequently used as mounts in the Fungal Kingdom. They are renowned jumpers, but, more importantly, are voracious eaters able to consume their own bodyweight in food each day. Their powerful tongues draw in prey much like those of a giant frog.

Hungry dinos have powerful hind legs which grant them tremendous jumping ability. This is in stark contrast to their underdeveloped fore limbs, which are virtually useless for anything but the most basic of tasks. A tail the length of their body provides them with excellent balance.

A hungry dino is about 9 feet tall, roughly 6 feet to the shoulder, and weighs 800 pounds.

### HUNGRY DINOS AS COMPANIONS

Despite its nature as a magical beast, a hungry dino can be used as an animal companion or as a mount.

#### STARTING STATISTICS

**Size** Large; **Speed** 40 ft.; **AC** +4 natural armor; **Attack** bite (1d4), tongue; **Ability Scores** **Str** 16, **Dex** 13, **Con** 14, **Int** 2, **Wis** 12, **Cha** 7; **Special Qualities** low-light vision, tongue

#### 4TH-LEVEL ADVANCEMENT

**Ability Scores** **Str** +2, **Con** +2; **Special Qualities** swallow whole.

#### VARIANT HUNGRY DINOS

While a typical hungry dino is a simple green eating machine, a few more developed varieties do exist. Each of these abilities replaces hungry healer. Their CR remains unchanged.

Red hungry dinos gain one use of a breath weapon (15 ft. line, 1d6 fire, DC 13)

when they successfully use their swallow whole ability.

Blue hungry dinos gain *fly* for 3 rounds when they successfully use their swallow whole ability.

Yellow hungry dinos gain a stomp primary attack and the pounce ability for 3 rounds when they successfully use their swallow whole ability.



## INVULNERABLE BEETLE

*This black-shelled beetle is the size of a cart. Its black carapace is glossy and looks impossibly tough.*

### INVULNERABLE BEETLE

CR 4

XP 1,200

LE Medium magical beast

**Init** +1; **Senses** darkvision 60 ft., low-light vision; Perception +6

### DEFENSE

**AC** 17, touch 11, flat-footed 16 (+1 Dex, +6 natural)

**hp** 42 (5d10+15)

**Fort** +7, **Ref** +5, **Will** +4

**DR** 5/adamantine; **SR** 15; **Immune** fire

### OFFENSE

**Speed** 20 ft., climb 20 ft.

**Melee** slam +8 (2d6+4)

### STATISTICS

**Str** 16, **Dex** 13, **Con** 16, **Int** 7, **Wis** 12, **Cha** 7

**Base Atk** +5; **CMB** +8; **CMD** 19 (23 vs. bull rush, 27 vs. trip)

**Feats** Endurance, Iron Will, Power Attack

**SQ** stability

**Skills** Acrobatics +1 (–3 to jump), Climb +15, Perception +6, Stealth +6

### ECOLOGY

**Environment** any underground

**Organization** single, pair, or colony (3–10)

**Treasure** incidental

### SPECIAL ABILITIES

**Opportunistic Withdraw (Ex)** When an invulnerable beetle suffers damage (after its DR), it may enter a withdrawn state—pulling its limbs and head into its shell as an

immediate action. This counts as a full defense action, granting the usual bonus to AC. In addition, when the invulnerable beetle has withdrawn, it doubles its DR. It remains in this state during its next turn, using a swift action on the following activation to resume its standard state. An invulnerable beetle will only remain in its withdrawn state for one round, regardless of any additional damage taken.

**Stability (Ex)** Invulnerable beetles gain a +4 racial bonus to their Combat Maneuver Defense when resisting a bull rush or trip attempt while standing on the ground. This is reflected in the statistics above.

As one approaches the fortress of the Turtle King, the basic infantry of turtle soldiers soon falls away to more dangerous creatures, such as the invulnerable beetles. These imposing insect-like monsters appear to be immune to many attacks, most spells and fire attacks glance harmlessly off their armored carapaces. Even if the creatures are hurt, they can retreat into their shells like the turtle soldiers beneath them, regrouping before they resume the attack.

These beetles are capable of walking on nearly any surface, stalking up walls and over scalding hot platforms as they prepare their attacks. They rely on their near immunity to environmental hazards (including molten rock, spikes and other harmful terrain) to gain an advantage over unsuspecting enemies. Sometimes the near-invulnerability of the creatures can be used against them, allowing aware adventurers to lure them into a hazard to which they are not immune (such as water, in which they could drown).

An invulnerable beetle is about 6 feet tall, 8 feet long and weighs close to 800 pounds.

#### VARIANT INVULNERABLE BEETLES

The most common variant invulnerable beetle is the spiked variety, which gains the advanced simple template, increases its base slam damage to 3d6, and loses the opportunistic withdraw ability. A spiked beetle is a CR 5 monster.

Rumors exist of invulnerable beetles with wings and a fly speed of 20 ft. (average maneuverability), but these creatures are rare enough to be believed to be pure myth in the Fungal Kingdoms.



## MAGIC TURTLE

*This humanoid turtle wears blue robes and has a pointed cap. It brandishes a brass wand.*

### MAGIC TURTLE

CR 9

XP 6,400

NE Medium monstrous humanoid

**Init** +7; **Senses** darkvision 60 ft.;  
Perception +5

### DEFENSE

**AC** 24, touch 14, flat-footed 20 (+4 armor, +3 Dex, +1 dodge, +6 natural)

**hp** 93 (11d10+33)

**Fort** +7, **Ref** +10, **Will** +12

**SR** 20

### OFFENSE

**Speed** 30 ft.

**Melee** light mace +11/+6/+1 (1d6)

**Spell-Like Abilities** (CL 11th;  
concentration +15)

Constant—*levitate*, *mage armor*

At will—*magic missile*

3/day—*dimension door*, *invisibility*

### STATISTICS

**Str** 10, **Dex** 17, **Con** 14, **Int** 17, **Wis** 16,  
**Cha** 19

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

**Feats** Alertness, Craft Wand<sup>B</sup>, Dodge,  
Great Fortitude, Improved Initiative,  
Iron Will, Toughness

**Skills** Craft (alchemy) +17, Knowledge  
(arcana) +18, Knowledge  
(engineering) +18, Sense Motive  
+18, Spellcraft +18, Survival +17, Use  
Magic Device +18; **Racial Modifiers**  
+4 Craft (alchemy), Knowledge  
(arcana), Spellcraft

**SQ** wand adept

### ECOLOGY

**Environment** any urban

**Organization** solitary, pair or cabal (3–5)

**Treasure** standard (at least one wand,  
other gear)

### SPECIAL ABILITIES

**Wand Adept (Su)** A magic turtle can attempt a Use Magic Device check to use a wand without expending a charge. The DC for this check is 20 + spell level of the wand. If this check fails by 5 or more, the charge is expended as normal and the spell fails. A magic turtle can also wield a wand as if it were a light mace. A magic turtle can ignore the prerequisite of knowing a spell when crafting a wand. Use Magic Device is always a class skill for magic turtles.

As the spellcasting officers of the Turtle Legions, magic turtles rely on their array of spell-like abilities and other talents to ambush their foes. They often support the rank and file members of the turtle soldiers, lending a well-aimed burst of magic missiles to soften up any potential foe. Magic turtles tend to see other soldiers as disposable, using the rank and file of the Turtle Legions as a distraction while they prepare to bring down foes with spell and wand.

Magic turtles have an intuitive understanding of many topics, foremost among them the creation and use of wands. They have a number of secret techniques that have been bred into them which would be impossible for an outsider to copy. The Turtle King employs these magical savants to great effect, using their skills to equip himself and provide his armies with the magical support they need. Though the Turtle King would never admit it, magic turtles are responsible for some of the most important magical innovations used in the fortresses of the Turtle Legion.

A magic turtle is about 6 feet tall and weighs 300 pounds.

#### VARIANT MAGIC TURTLES

Substituting different spells of the same level for the magic turtle's usual complement of spell-like abilities can create exciting new variants. In general, try to substitute spells with similar effects (i.e., offensive for offensive, etc.), rather than swap for completely alien effects. The most common substitutions are *magic missile* for *burning hands* or *shocking grasp*, *levitate* and *dimension door* for *fly* and *mirror image*, and *mage armor* for *shield*.



## MONKEY KING

*This massive ape-like creature carries a surprisingly well-made barrel. Its eyes glitter with a spark of intelligence.*

### MONKEY KING

CR 12

XP 19,200

CN Huge magical beast

**Init** +6; **Senses** darkvision 60 ft., low-light vision; Perception +15

#### DEFENSE

**AC** 25, touch 10, flat-footed 23 (+2 Dex, +15 natural, -2 size)

**hp** 168 (16d10+80)

**Fort** +17, **Ref** +12, **Will** +11

#### OFFENSE

**Speed** 30 ft., climb 30 ft.

**Melee** 2 slams +24 (1d8+10)

**Ranged** barrel +17/+12/+7/+2 (1d6+15)

**Space** 15 ft.; **Reach** 15 ft.

**Special Attacks** barrel throwing, rend (2 slams, 2d8+15)

#### STATISTICS

**Str** 31, **Dex** 14, **Con** 21, **Int** 8, **Wis** 19, **Cha** 16

**Base Atk** +16; **CMB** +28; **CMD** 40

**Feats** Diehard, Endurance, Great Fortitude, Improved Initiative, Iron Will, Point-blank Shot, Precise Shot, Quick Draw

**Skills** Acrobatics +13, Climb +18, Perception +15

#### ECOLOGY

**Environment** any forest

**Organization** unique

**Treasure** standard

#### SPECIAL ABILITIES

**Barrel Throwing (Ex, Su)** This works exactly like rock throwing with a range increment of 200 feet, except the Monkey King throws barrels.

The Monkey King has a seemingly endless supply of barrels, regardless of where he is at the time of combat. This endless supply of barrels is a supernatural ability, and none can be found if the Monkey King is defeated.

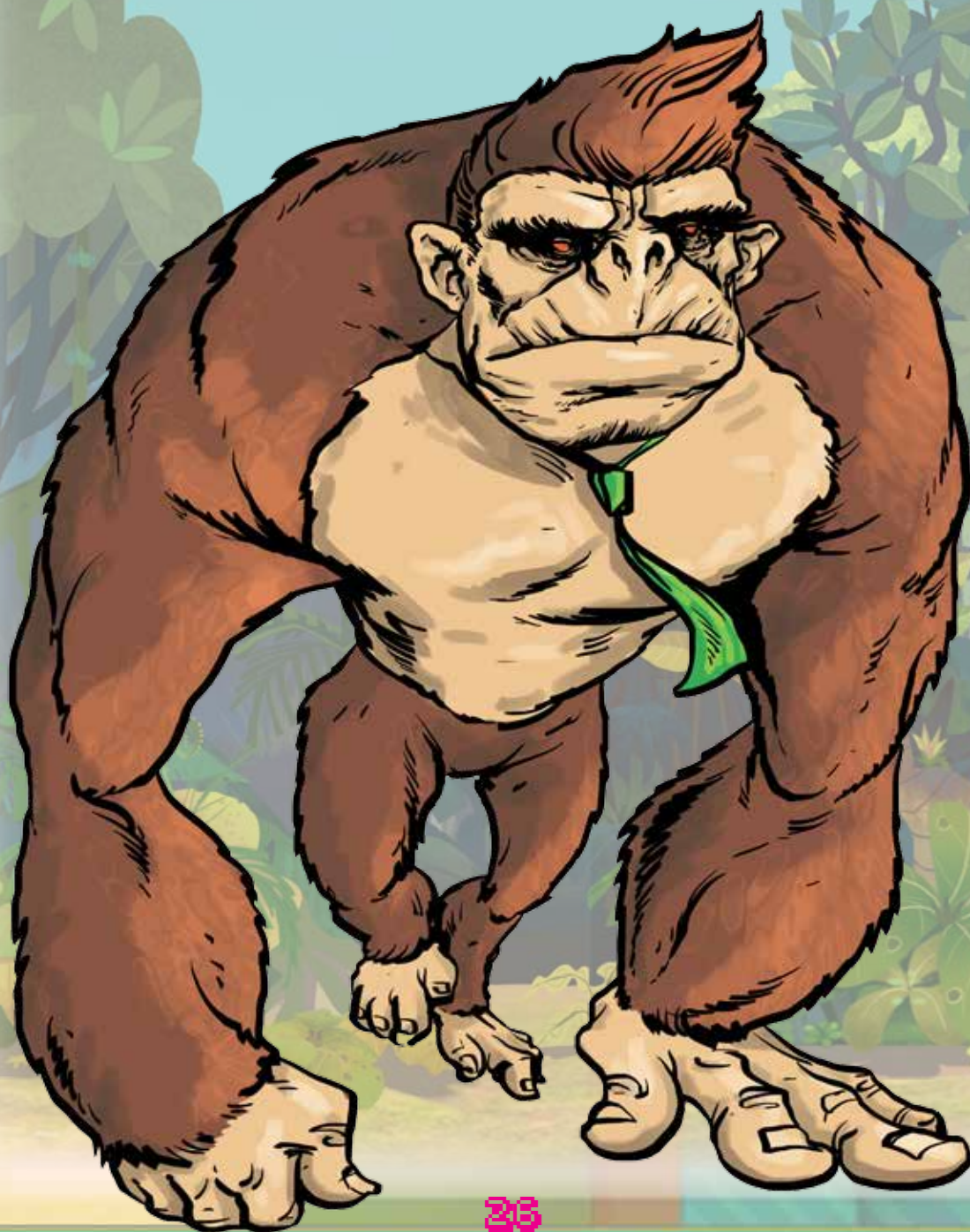
One of the few native creatures powerful enough to be a real threat to the Turtle King's reign over the Fungal Kingdoms, the Monkey King is the enigmatic ruler of the deep jungles. Much more intelligent than he appears, the Monkey King has unfortunately developed a strong dislike for humans after he was foiled in his attempt to kidnap the princess of the Fungal Kingdoms.

In his youth the Monkey King fell deeply in love with the princess of the Fungal Kingdoms. Hoping to make her share his feelings, he took her away to his jungle lair, far from the reach of the Fungal Kingdom's meagre troops. He sought to show her his sophistication by building an elaborate lair of the finest quality any primate could muster, but she was unimpressed. In the end his plan was foiled by an outsider; a human man who overcame his simple traps and rescued the princess, returning her to her rightful place in command of the Fungal Kingdoms. The Monkey King's infatuation has long since faded, but his hatred of men has not.

These days, the Monkey King is content to rule his animal empire in the jungles of the Fungal Kingdom. Long gone are the mazes and traps of the past, replaced with a veritable army of primates of all shapes and sizes. He still retains his love of barrel tossing, softening up targets from a distance before striking with his massive

fists, pulverizing all but the hardiest of foes. Sometimes he leads an army of simian soldiers against the Turtle Legions, driving back the reptiles before retreating to his jungle lair, content to simply warn the invaders off. If the Monkey King can be persuaded to work with any heroes, he could be a powerful ally against the Turtle Legions.

The Monkey King is 15 feet tall and weighs about 3,500 pounds.



## SCAREDY GHOST

*This bizarrely round spirit covers its eyes like a bashful child, but a mouth full of pointed teeth awaits anyone foolish enough to turn their back.*

### SCAREDY GHOST

CR 7

XP 3,200

CE Medium undead

**Init** +7; **Senses** darkvision 60 ft.; Perception +15

### DEFENSE

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

**hp** 60 (8d8+24)

**Fort** +5, **Ref** +7, **Will** +7

**Defensive Abilities** incorporeal; **Immune** undead traits; **SR** 18

### OFFENSE

**Speed** fly 40 ft. (perfect)

**Melee** incorporeal touch +9 (1d6+4)

**Special Attacks** opportunistic strike, sneak attack +4d6

### STATISTICS

**Str** —, **Dex** 16, **Con** —, **Int** 9, **Wis** 12, **Cha** 17

**Base Atk** +6; **CMB** +9; **CMD** 22 (can't be tripped)

**Feats** Blind-fight, Improved Initiative, Lightning Reflexes, Skill Focus (Perception)

**Skills** Fly +22, Perception +15, Stealth +14

**SQ** more afraid of you

### ECOLOGY

**Environment** any ruins

**Organization** single, group (2–8) or malevolence (9–20)

**Treasure** incidental

### SPECIAL ABILITIES

**More Afraid of You (Ex)** A scaredy ghost can hold itself so still it begins to fade away, appearing as nothing more than a faint mirage or mist. A scaredy ghost using this ability can take 20 on its Stealth check to hide, and does not require cover, but can hide even in plain sight.

**Opportunistic Strike (Ex)** A scaredy ghost can rapidly move to take advantage of an opponent's weakened defenses. When an opponent within 30 feet takes an action that provokes an attack of opportunity, as an immediate action the scaredy ghost may move up to 40 feet, ending its movement next to the creature that provoked the attack of opportunity and making an attack of opportunity against that creature. The opponent is treated as flat-footed for this attack. After this attack, the scaredy ghost loses the incorporeal ability until its next turn, though it doubles its deflection bonus to AC and gains DR 10/magic during this time.

Strange, ghost-like creatures that inhabit the decrepit manses and long-forgotten castles of the Fungal Kingdoms, scaredy ghosts are a well-known menace to the armies of the Turtle King as well as any who would seek to depose him. They are generally cautious spirits, strangely concerned for their personal well-being, despite clearly being already dead. They cover their eyes when looked upon, fading into a nearly invisible state as they await an opportunity to launch a deadly ambush against any who dare trespass within their realms.

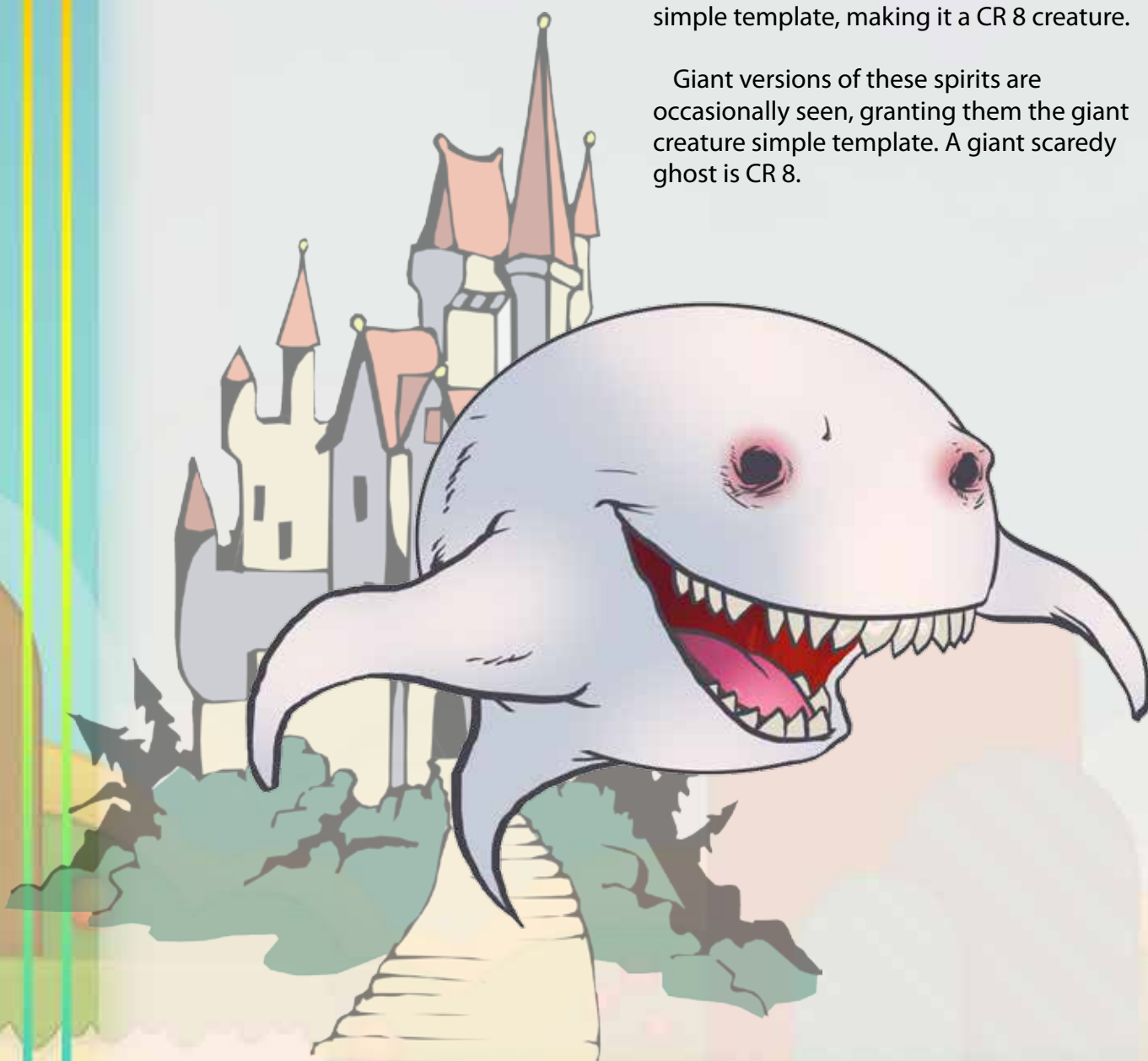
It is speculated that these creatures had a different form in life. Though they seem to have no analog among the living in the Fungal Kingdoms, leading scholars to speculate that their entire species may be extinct, leaving only the ghostly creatures that now dwell here.

A scaredy ghost is about five feet in diameter.

#### VARIANT GHOSTS

An aggressive subspecies of these creatures exists, trading the passive and shy demeanor of the traditional scaredy ghost for a reckless offense. These creatures trade more afraid of you, opportunistic strike and sneak attack for powerful charge (incorporeal touch, 4d6+6). It also gains the advanced creature simple template, making it a CR 8 creature.

Giant versions of these spirits are occasionally seen, granting them the giant creature simple template. A giant scaredy ghost is CR 8.



## SPiKEY

*This turtle-like creature is covered in gleaming iron spikes. Evil eyes glare from its shadowy face.*

### SPiKEY

CR 5

XP 1,600

NE Medium magical beast

**Init** +5; **Senses** darkvision 60 ft., low-light vision; Perception +8

### DEFENSE

**AC** 19, touch 11, flat-footed 18 (+1 Dex, +8 natural)

**hp** 48 (8d10+32)

**Fort** +10, **Ref** +7, **Will** +5

**Defensive Abilities** spikey defense;  
**DR** 10/bludgeoning

### OFFENSE

**Speed** 20 ft., climb 20 ft.

**Melee** slam +12 (2d6+6 plus 1 bleed)

**Special Attacks** bleed

### STATISTICS

**Str** 18, **Dex** 13, **Con** 18, **Int** 7, **Wis** 12, **Cha** 7

**Base Atk** +8; **CMB** +12; **CMD** 23 (27 vs. trip)

**Feats** Endurance, Improved Initiative, Iron Will, Power Attack

**Skills** Acrobatics +1 (–3 to jump), Climb +19, Perception +8

### ECOLOGY

**Environment** warm forest or underground

**Organization** solitary, pair or troop (3–12)

**Treasure** incidental

### SPECIAL ABILITIES

**Spikey Defense (Ex)** A creature that strikes a spikey with a melee weapon, an unarmed strike, or a natural weapon takes 1d4 points

of piercing damage plus 1 point of bleed damage. Melee weapons with reach do not endanger a user in this way. A creature grappling a spikey takes the same damage.

Superficially similar to the numerous rank and file turtle soldiers, spikeys are a much more dangerous breed of foe. They are most easily distinguished by the bristling iron spines that adorn their carapace. Spikeys are tremendously aggressive and quick to attack any perceived threat.

There is much speculation about the origins of these creatures, whether the Turtle King bred them from normal turtle soldiers, granting them their supernatural spines, or if they are a naturally occurring monster hailing from the same strange land as the rest of the turtle legions. The truth likely lies somewhere in between with spikeys being neither purely natural nor a true off-shoot of the basic turtle soldier.

Unlike much of the turtle legions, spikeys do not retreat into their shell. This is also reflected in their tactics, as they are nearly fearless, even in the face of overwhelming odds. This also often leads to them falling into traps, both tactical and literal. A sea of spikeys might march in perfect unison over a cliff or into a trench.

Spikeys have a strange relationship with the mysterious cloud turtles. The cloud turtles lob what seem to be spikey eggs that are so near maturation that a new spikey emerges immediately on impact. Whether the cloud turtles imprison these creatures, magically conjure them, or simply raise the monsters themselves is

the subject of much debate among the sages of the Fungal Kingdoms. The cloud turtles do serve as overseers of the spikey breeding pits, which may explain their fondness for the irritable creatures.

A spikey is 5 feet long and weighs nearly 900 pounds.

#### VARIANT SPIKEYS

Some spikeys prefer to assail their enemies from above, climbing into an advantageous position before launching themselves at a foe. They tend to be more lightly armored than their common brethren, losing 2 points of natural armor bonus in exchange for the powerful charge (slam, 4d6+12) universal monster rule, but only when charging from an elevated position.



## TURTLE KING

*This enormous humanoid turtle has a spiked shell. A spiked brass crown tops its massive head. It wields a huge hammer as easily as a child might a stick.*

### TURTLE KING CR 15

XP 51,200

LE Huge dragon

**Init** +6; **Senses** darkvision 60 ft., low-light vision; Perception +27

#### DEFENSE

**AC** 30, touch 10, flat-footed 28 (+2 Dex, +20 natural, –2 size)

**hp** 225 (18d12+108)

**Fort** +17, **Ref** +13, **Will** +19

**DR** 15/adamantine and magic;

**Immune** paralysis, sleep; **SR** 26

**Defensive Abilities** spiked defense

#### OFFENSE

**Speed** 30 ft., climb 30 ft., swim 30 ft.

**Melee** +2 *returning throwing warhammer* +24/+19/+14/+9 (3d6+11/×3) and

bite +21 (1d8+5/19–20), slam +21 (2d6+5 plus 1d6 bleed), tail slap +21 (1d8+5)

**Ranged** +2 *returning throwing warhammer* +22 (3d6+11/×3)

**Space** 15 ft.; **Reach** 15 ft.

**Special Attacks** fireball breath (fireball line, 8d6, DC 25, usable every 1d4 rounds)

**Spell-like Abilities** (CL 15<sup>th</sup>, Concentration +20)

At Will—*quicken summon* (level 4, 1 unchained chomper)

#### STATISTICS

**Str** 30, **Dex** 15, **Con** 22, **Int** 19, **Wis** 22, **Cha** 21

**Base Atk** +18; **CMB** +30; **CMD** 42

**Feats** Greater Vital Strike, Improved Critical (bite), Improved Initiative,

Improved Vital Strike, Iron Will, Point-blank Shot, Power Attack, Precise Shot, Vital Strike

**Skills** Acrobatics +20, Climb +39, Intimidate +26, Knowledge (dungeoneering) +25, Knowledge (engineering) +25, Knowledge (local) +25, Perception +27, Sense Motive +27, Survival +27, Swim +18, Use Magic Device +26

**SQ** favorable terrain

#### ECOLOGY

**Environment** any

**Organization** unique

**Treasure** double (+2 *returning throwing warhammer*, other gear)

#### SPECIAL ABILITIES

**Favorable Terrain (Ex)** The Turtle King has always prepared the battlefield and is a master of spotting weaknesses in terrain he hasn't selected. As a standard action, he can open a pit a beneath an adjacent foe. The Turtle King makes a CMB check which sets the Reflex save DC for an opponent to avoid his trap. If the opponent fails, he falls into a 30 ft. spiked pit, takes 4d6 points of damage and needs to climb out. The pit occupies the same space as the opponent; and remains even if the opponent makes his save, which will force the opponent to be moved to the closest space he can safely occupy. Once per day, the Turtle King creates a pit that opens into lava, boiling oil, or something similar. This deals double damage and increases the DC to climb out by 10.

**Fireball Breath (Ex)** The breath weapon of the Turtle King is resolved as follows: choose a line no more than 120 feet long. The Turtle King can drop up to 3 fireballs on this line, each of which must be at least 20 feet from the last and is resolved

with a 20 foot radius burst. Each fireball must be at least 10 feet from the one before it. Every creature in the area(s) must save against each fireball individually. The DC is Constitution-based.

**Spiked Defense (Ex)** A creature that strikes the Turtle King with a melee weapon, an unarmed strike, or a natural weapon takes 1d8 points of piercing damage plus 1 point of bleed damage. Melee weapons with reach do not endanger the user in this way. A creature grappling the Turtle King takes the same damage.

The undisputed monarch of the Fungal Kingdoms, the Turtle King commands a vast army of deadly minions who have rolled over the Fungal Kingdoms like an unstoppable shadow. His children each possess their own airship from which they terrorize the kingdom, while the Turtle King himself resides in an imposing fortress in the heart of the dark side of the Fungal Kingdoms beyond the Grey Mountains. Each day begins a new wave of terror in which the King or one of his princelings harass the locals, leaving destruction and devastation in their wake.

It is said that before the invasion of the Turtle King, the Fungal Kingdoms were a peaceful and unspoiled land, while the Turtle King's lands were barren and desolate. This was in large part due to the abundance of magical and alchemical foundries that produced the magical wonders of which the Turtle King is so fond, as well as the massive manufacturing plants that churned out the countless constructs, machines, and mechanical devices that have fueled the Turtle Legions to victory. The waste from these factories

corrupted the lands, turning them into an inhospitable wasteland, too poisoned for even the incredibly durable Turtle Legions to endure.

Secretly he coveted the lush fields of the Fungal Kingdoms, seeking a place that would allow him to feed and stock his legions, allowing them to flourish. When the planar barrier between the realm of the Turtle King and the Fungal Kingdom fell, the Turtle King's actions were swift. The Legion poured into the realm, butchering those that stood against them, and enslaving or killing the rest. He has since imprisoned nearly every member of the Fungal Royal Families and placed his own children as leadership figures in each of the Realms. The ultimate goals of the Turtle King seem unclear at this point, but many theorize that he is seeking some resource that can be found in the Fungal Kingdoms—possibly even the famed immortality mushrooms that grow in the most remote regions.

The Turtle King is generally happier to let his minions deal with any interlopers into his realm, relying on his layers of progressively more potent allies to remove intruders before he needs to become personally involved. However, if it comes down to it, the Turtle King is a potent force of destruction with a gift for laying waste to his enemies. His infamous throwing hammer is a mere harbinger to the destruction he is capable of bringing to any foe that dares tangle with him toe-to-toe. His vast personal power is often augmented by his access to a kingdom's wealth, something most foes discount. The Turtle King is a brilliant foe as well as a physically powerful one, and should never be under-estimated.

If the Turtle King knows that a given foe has a preferred method of attack (whether through spies like the cloud turtles, personal encounters, or other methods), he will spare no expense to ensure that he has the appropriate counter ready. Foes that favor fire may find him immune (probably from a ring); while those that prefer melee will find that he has had a magic turtle cast *stoneskin* and other defenses. He will happily sunder any weapon that can hurt him and enjoys batting spellcasters into pools of lava or another convenient deadly trap. The Turtle King is almost never unprepared. He makes good use of Use Magic Device to equip just the right tool for the job if he doesn't have anything perfect already available.

As well as his intimidating physical abilities, the Turtle King is a mechanical and alchemical genius, building hideous constructs and breeding unfathomable monsters deep in the bowels of his fortress lair. Most of the turtle legions are a direct result of this mad science, highlighting the most fearsome attributes of his troops and repressing their fear and often their intelligence to create ever better and more loyal soldiers. Though some members of the Turtle Legions may lay claim to the innovations that make it so deadly, none do so in the presence of their King, lest they meet with a swift and ultimately gruesome end.

The Turtle King is nearly 18 feet tall and weighs 5000 pounds, a true testament to power and size.



## TURTLE PRINCELING

*This massive, humanoid turtle wears a simple silver circlet. A gold rod is clenched in one of its claws.*

### TURTLE PRINCELING

CR 10

XP 9,600

CE Large dragon

**Init** +4; **Senses** darkvision 60 ft., low-light vision; Perception +15

### DEFENSE

**AC** 21, touch 9, flat-footed 21 (+12 natural, –1 size)

**hp** 126 (12d12+48)

**Fort** +12, **Ref** +10, **Will** +10

**Immune** paralysis, sleep

### OFFENSE

**Speed** 30 ft.

**Melee** bite +17 (1d6+6), 2 claws +17 (1d4+6), and tail slap +12 (1d6+3)

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

**Sorcerer Spells Known** (CL 12th; concentration +16)

6th (3/day)—*disintegrate* (DC 20)

5th (5/day)—*cloudkill* (DC 19), *persistent image* (DC 19)

4th (7/day)—*black tentacles*, *dimension door*, *stoneskin*

3rd (7/day)—*dispel magic*, *fireball* (DC 17), *fly*, *stinking cloud* (DC 17)

2nd (7/day)—*acid arrow*, *invisibility*, *minor image* (DC 16), *protection from arrows*, *spider climb*

1st (7/day)—*charm person* (DC 15), *comprehend languages*, *mage armor*, *magic missile*, *shocking grasp*  
0 (at will)—*arcane mark*, *daze* (DC 14), *flare* (DC 14), *ghost sound* (DC 14), *light*, *mage hand*, *mending*, *message*, *open/close* (DC 14)

### STATISTICS

**Str** 22, **Dex** 11, **Con** 18, **Int** 15, **Wis** 10, **Cha** 19

**Base Atk** +12; **CMB** +19; **CMD** 29

**Feats** Arcane Strike, Empower Spell, Improved Initiative, Iron Will, Lightning Reflexes, Quicken Spell

**Skills** Bluff +19, Climb +21, Intimidate +19, Knowledge (dungeoneering) +17, Knowledge (engineering) +17, Perception +15, Swim +21, Use Magic Device +23

### ECOLOGY

**Environment** any underground or urban

**Organization** solitary

**Treasure** double (one *rod*, other gear)

As the lieutenants of the Turtle Legion, each turtle princeling has a slightly different style and approach to their airship, fortress, combat, and preferred spell arsenal. They are all powerful spellcasters and mechanical geniuses, but some prefer the thrill of standing toe-to-toe with a potential foe, while others prefer to blast away with long-range spells and abilities instead. All of them have a deep understanding of magic items and are able to use nearly anything they can lay their claws on. Each also bears a rod given to them by the Turtle King to signify their rank, generally this is a simple *metamagic rod*, but the most senior of all the princelings possesses a *rod of lordly might*, one of the most powerful pieces in the Turtle King's arsenal.

Some speculate that the turtle princelings are the offspring of the Turtle King himself. They certainly seem to be similar enough in appearance and demeanor, but it is unclear whether they are simply members of the same ruling race as their king, or if they are indeed true kin to him. Whatever the case, they certainly receive preferential treatment

from the Turtle King, and their ranks within the Turtle Legion are indisputable. Each turtle princeling has a veritable army at their disposal, using whichever parts of the Turtle Legion they deem best for their personal approach to combat. They also each command a grand airship, allowing them free reign over whichever region of the Fungal Kingdoms they have been granted dominion.

A turtle princeling is about 10 feet tall and weighs around 1000 pounds.



## TURTLE SOLDIER

*This giant turtle is the size of a pony. A slightly slack-jawed face leers out of its rugged green shell.*

### TURTLE SOLDIER

CR 2

XP 600

NE Medium magical beast

**Init** +1; **Senses** darkvision 60 ft., low-light vision; Perception +6

### DEFENSE

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

**hp** 22 (3d10+6)

**Fort** +5, **Ref** +4, **Will** +3

**DR** 5/bludgeoning

### OFFENSE

**Speed** 30 ft.

**Melee** slam +5 (1d8+3)

### STATISTICS

**Str** 15, **Dex** 12, **Con** 15, **Int** 6, **Wis** 11, **Cha** 4

**Base Atk** +3; **CMB** +5; **CMD** 16 (20 vs. trip)

**Feats** Endurance, Iron Will

**Skills** Perception +6

### ECOLOGY

**Environment** warm forest

**Organization** solitary, pair or troop (3–20)

**Treasure** incidental

### SPECIAL ABILITIES

**Defensive Withdraw (Ex)** When a turtle soldier suffers damage (after its DR), it enters a withdrawn state—pulling its limbs and head into its shell as an immediate action. This counts as a full defense action, granting the usual bonus to AC. In addition, when the turtle soldier has withdrawn, it doubles its DR.

It remains in this state during its next turn, using a swift action on the following turn to resume its standard state. A turtle soldier will only remain in its withdrawn state for one round, regardless of any additional damage taken.

Turtle soldiers are the rank and file troopers of the Turtle Legions. These cowardly creatures retreat into their shells at the first sign of trouble, relying on the protection of their armored carapace to shelter themselves from the brunt of attacks until an opportunity to strike arises.

Turtle soldiers are generally quadrupedal, but have been known to rear onto their back legs for brief periods to traverse unusual terrain or when in combat. Turtle soldiers are grown in great breeding pits, a few of which have been established in the Fungal Kingdom. When a clutch of turtle soldiers nears maturation, they are often alchemically changed into one of their less common kin, an expensive and time-consuming process that results in the variants shown below.

A turtle soldier is about 4 feet tall to the back of its shell and weighs almost 500 lbs. They are almost completely loyal to the Turtle King, a combination of breeding and intimidation makes reasoning with the creatures nearly impossible, despite their low intelligence.

### VARIANT TURTLE SOLDIERS

A fairly common variant of the green turtle soldier is the red-shelled elite. These turtle soldiers are somewhat bolder and more dangerous than their common

cousins, attacking with considerably more aggression and better tactics. When a red-shelled turtle emerges from its shell, it rages like a barbarian for one round. A red-shelled turtle soldier is otherwise a CR 3 monster that has had the advanced simple template added to it.

Turtle paratroopers have feathery wings, granting them a fly speed of 30 ft. (average maneuverability). These variants come in both the basic green variant (losing their defensive withdraw ability for no change in CR) and an elite red-shelled variety, who retain defensive withdrawal, gain the advanced simple template and are a CR 3 monster.



## UNDEAD TURTLE

*The skeletal remains of a turtle the size of a pony shamble here. A cloud of dust billows off its dry bones.*

### UNDEAD TURTLE

CR 3

XP 800

NE Medium undead

**Init** +0; **Senses** darkvision 60 ft.; Perception +0

#### DEFENSE

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

**hp** 22 (4d8+4)

**Fort** +2, **Ref** +1, **Will** +4

**DR** 5/bludgeoning; **Immune** undead traits; SR 14

#### OFFENSE

**Speed** 20 ft.

**Melee** slam +5 (1d6+3)

#### STATISTICS

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

**Base Atk** +3; **CMB** +5; **CMD** 15 (19 vs. trip)

#### ECOLOGY

**Environment** any underground

**Organization** solitary, pair or grave (3–20)

**Treasure** none

#### SPECIAL ABILITIES

**Dusty Bones (Ex)** When an undead turtle fights, flecks of bones, ancient dust and other debris surround it, choking the living. Any living creature in the vicinity must make a DC 13 Fortitude save or suffer a –1 penalty to attack rolls and saving throws for one minute.

**Rejuvenation (Su)** When an undead turtle is reduced to 0 hit points, it is not immediately destroyed. After 1

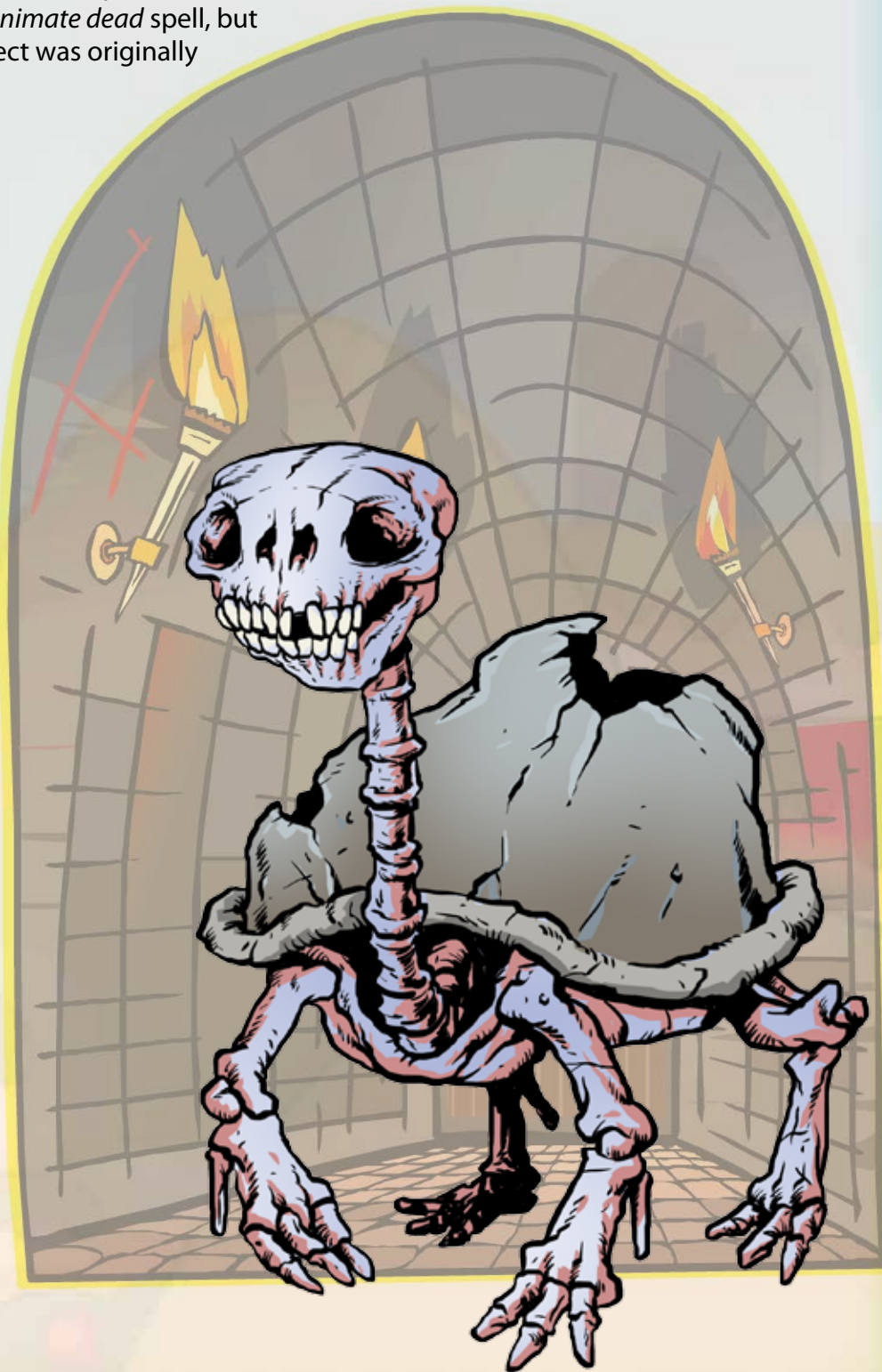
round, it returns to (un)life with 1d8 hit points. It can act normally on the round it is rejuvenated. This process can only be prevented if it is doused with at least 1 pint of holy water, or suffers at least 1 point of positive energy damage during the round it is at 0 hit points.

Nothing goes to waste in the Turtle Legions. Turtle soldiers that give their lives in the service of the Turtle King (even if at his hands) soon find new use as undead turtles, shambling servitors that guard the haunted locales of the Fungal Kingdoms. The origins of these creatures is shrouded in mystery, but the common story is that they were created by the Turtle King himself to allow him access to what he assumed had to be vast treasure troves hidden in the haunted mansions of the Fungal Kingdom.

At first the Turtle King was frustrated at the ease with which the unquiet spirits of the Fungal Kingdom rebuffed his attempts to explore the old and decrepit houses that dotted the landscape, casting out his Turtle Legion and preventing access to what must be the best treasures and resources. To combat this, he delved into some necromancy of his own, creating the nigh-indestructible undead soldiers that serve him today. With his new skeletal servitors at his disposal he quickly explored these haunted sites, learning that they held little of interest.

Undead turtles are extremely resistant to magic and many attacks, needing to be smashed to bits and quickly consecrated to prevent the monsters from springing back together and once again menacing intruders.

An undead turtle stands about 4 feet tall and weighs around 100 pounds. It can be created by an *animate dead* spell, but only if the subject was originally a turtle soldier.



## WINDUP BOMB

*This strange creature looks like little more than a round bomb on legs. A large brass key protrudes from its back.*

### WINDUP BOMB

CR 2

XP 600

N Small construct

**Init** +3; **Senses** darkvision 60 ft., low-light vision; Perception –1

### DEFENSE

**AC** 15, touch 14, flat-footed 12 (+3 Dex, +1 natural, +1 size)

**hp** 15 (1d10+10)

**Fort** +0, **Ref** +3, **Will** –1

**Immune** construct traits

### OFFENSE

**Speed** 30 ft.

**Melee** slam +2 (1d4)

### STATISTICS

**Str** 10, **Dex** 17, **Con** —, **Int** —, **Wis** 8, **Cha** 5

**Base Atk** +1; **CMB** +0; **CMD** 13

**SQ** ka-boom!, improvised weapon

### ECOLOGY

**Environment** any underground

**Organization** solitary, pair or magazine (3–8)

**Treasure** none

### SPECIAL ABILITIES

**Ka-Boom! (Ex)** A windup bomb is little more than a bomb on legs. When a windup bomb suffers damage for the first time, it begins a countdown process. Roll 1d6–1: this is how many rounds the bomb will take before it detonates. A zero means it detonates immediately. When a windup bomb detonates, it deals 3d6 fire damage to everything within 10 feet of it and is destroyed.

A windup bomb reduced to 0 hit points detonates immediately.

**Improvised Weapon (Ex)** A windup bomb is surprisingly easy to use as an improvised weapon. If it is successfully grappled, it can be thrown with a range increment of 10 feet. If the windup bomb has entered its detonation count down, any creature attempting to grapple it gains a +4 circumstance bonus to its CMB. A target struck by the windup bomb suffers its slam damage, as does the bomb itself.

A windup bomb is one of the Turtle King's favorite inventions, a weapon that he can simply send on its way and allow those foolish enough to tangle with them to suffer what they will. They are also used by his minions to provide much needed ranged support, as they simply hit the device to start the countdown and then hurl it at an unsuspecting opponent. Much of the Turtle Legion is too simple to realize they ought to get out of the way, but windup bombs are much beloved by cloud and hammer turtles.

The bombs have a sensitive mechanism that can arm itself at the slightest provocation, usually when a careless intruder strikes the construct with a weapon, though sometimes something as innocuous as a short fall sets off the explosion. Cunning opponents can use this to their advantage, hurling the creatures at a foe, setting off their detonation sequence, or even causing them to explode immediately. This can sometimes result in a deadly game of hot potato, as opponents throw the bombs back and forth, dreading the consequences of keeping an activated windup bomb nearby for too long.

A windup bomb is about 2 feet across and weighs 30 lbs.

#### CONSTRUCTION

A windup bomb's body is built from 30 pounds of clockwork components.

#### WINDUP BOMB

**CL** 7th; **Price** 4,000 gp

#### CONSTRUCTION

**Requirements** Craft Construct, *animate object*, *fireball*; **Skill** Craft (clockwork) DC 15; **Cost** 2,000 gp



## WRENCHY RACCOON

*This humanoid raccoon hugs any cover it can find, periodically brandishing a wrench or other tool.*

### WRENCHY RACCOON

CR 1/2

XP 200

Wrenchy raccoon Rog 1

N Small humanoid

**Init** +3; **Senses** Perception +7, darkvision 60 ft.

### DEFENSE

**AC** 14, touch 14, flat-footed 11 (+3 Dex, +1 size)

**hp** 8 (1d8)

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

### OFFENSE

**Speed** 30 ft.

**Melee** wrench (improvised weapon)  
−4 (1d4−1)

**Ranged** wrench (improvised weapon)  
+4 (1d4−1)

**Special Attacks** sneak attack +1d6

### STATISTICS

**Str** 8, **Dex** 17, **Con** 10, **Int** 10, **Wis** 16, **Cha** 10

**Base Atk** +0; **CMB** −2; **CMD** 10

**Feats** Point Blank Shot, Throw Anything<sup>B</sup>

**Skills** Acrobatics +7, Climb +3, Disguise +4, Escape Artist +7, Perception +7, Ride +7, Sleight of Hand +7, Stealth +11

**SQ** cover expert, trapfinding

### ECOLOGY

**Environment** any urban

**Organization** single, pair, or pack (3–6)

**Treasure** standard

Serving as the engineers and general crew of the Turtle King's mighty airship fleet are a race of raccoon-like humanoids who are also masters of hurling tools at any would-be invaders. Though these creatures are mediocre mechanics at best, the Turtle King has such need of dexterous individuals to do repairs on his fleet that he keeps them in a state not far from slavery. If the raccoon-folk attempted to revolt the Turtle King would surely erase their kind off the face of the Fungal Kingdom.

Cowardly creatures at heart, wrenchy raccoons prefer to lurk behind cover until they have a chance to throw an unexpected wrench at an unwary foe. Once the initial surprise has worn off, the creatures often flee any prolonged combat. The raccoons stand at odds to with the rest of the reptilian soldiers that make up the Turtle Legion, leading some to speculate that the Turtle King captured them from some other world, transporting them along with the rest of his army as he crosses dimensional boundaries.

A wrenchy raccoon stands about three and a half feet tall and weighs 50 pounds.

### WRENCHY RACCOONS AS CHARACTERS

Wrenchy raccoons are defined by their class levels—they do not possess racial Hit Dice. All wrenchy raccoons have the following racial traits.

- **+2 Dexterity, +2 Wisdom, −4 Strength, −2 Constitution** Wrenchy raccoons are small and frail, but quick and wise.
- **Size** Wrenchy raccoons are Small creatures and gain a +1 size bonus to their AC, a +1 size bonus on attack rolls,

a -1 penalty to their CMB and CMD, and a +4 size bonus on Stealth checks.

- **Normal Speed** A wrench raccoon has a base land speed of 30 feet.
- **Senses** Wrenchy raccoons have 60 ft. darkvision.
- **Throw Anything** Wrenchy raccoons gain Throw Anything as a bonus feat.

- **Cover Expert (Ex)** A wrenchy raccoon in cover gains an extra +2 circumstance bonus to AC and a +4 circumstance bonus to Stealth checks.
- **Languages** Wrenchy raccoons begin play speaking Common and can choose any language as a bonus language with a high intelligence score.



# New Magic Items

## ENLARGING MUSHROOM

**Aura** faint transmutation; **CL** 3rd  
**Slot** none; **Price** 500 gp; **Weight** none

### DESCRIPTION

This white and red mushroom grants its consumer great size and strength. When eaten, the consumer gains the benefits of *enlarge person* as well as DR 5/magic. These effects last until the user suffers damage (bearing in mind his new DR). Once the user has suffered any damage all effects end immediately.

### CONSTRUCTION

**Requirements** Craft Wondrous Item, *enlarge person*; **Cost** 250 gp

## FEATHER TOKEN (FLIGHT)

**Aura** strong evocation; **CL** 5th  
**Slot** none; **Price** 1,000 gp; **Weight** none

### DESCRIPTION

This strange feather token grants the user a bright yellow cape that allows him to *fly*. The user must get a running start to fly, moving at least 10 feet to do so. They may then fly for 5 rounds before they slowly fall back to the ground. The wearer may fly any number of times during the *feather token's* duration of one hour, each time requiring the same running start.



### CONSTRUCTION

**Requirements** Craft Wondrous Item, *fly*; **Cost** 500 gp

## FIRETHROWING FLOWER

**Aura** moderate evocation; **CL** 9th  
**Slot** none; **Price** 16,450 gp; **Weight** 5 lbs.

### DESCRIPTION

This stiff, green staff is topped with a brilliant orange flower. It allows its wielder to use the following spells:

- *burning hands* (1 charge)
- *fireball* (2 charges)

In addition, as long it has at least one charge remaining, it allows the wielder to unleash a scorching bolt of fire. As a standard action, the wielder can target any single foe within 30 feet as a ranged touch attack with this bolt of fire. If this hits the foe, the fire bolt deals 1d6 points of fire damage + 1 point for every two caster levels possessed by the wielder.

### CONSTRUCTION

**Requirements** Craft Staff, *burning hands*, *fireball*; **Cost** 8,225 gp

## FROG ARMOR

**Aura** weak transmutation; **CL** 5th  
**Slot** armor; **Price** 4,165 gp; **Weight** 25 lbs.



#### DESCRIPTION

This +1 *hide armor* resembles a frog costume, with a space for the wearer's face within the open mouth of the frog. It reduces the wearer's land speed to 10 feet (unless it would already be worse), but grants a +20 circumstance bonus on jump checks (partially offsetting the penalty from the low speed). In addition, the wearer gains a swim speed of 30 feet, the aquatic subtype and the amphibious universal monster special rule.

#### CONSTRUCTION

**Requirements** Craft Magic Arms and Armor, *beast shape I*, *water breathing*;  
**Cost** 2,165 gp

#### HAMMER PLATE

**Aura** moderate abjuration; **CL** 9th  
**Slot** armor; **Price** 32,650 gp; **Weight** 45 lbs.

#### DESCRIPTION

This +3 *fire resistant full plate* resembles the glossy black carapace of a large beetle and includes a helmet resembling a turtle shell. It also grants its wearer the ability to create a light hammer as a free action at will. These hammers disappear after 1 round.

#### CONSTRUCTION

**Requirements** Craft Magic Arms and Armor, *resist energy*, *spiritual weapon*;  
**Cost** 17,150 gp

#### IMMORTALITY MUSHROOM

**Aura** strong conjuration; **CL** 13th  
**Slot** none; **Price** 12,275 gp; **Weight** none

#### DESCRIPTION

This green and white mushroom grants the eater the ability to spring back to life. Once the mushroom is eaten, the user has the ability to return to life, per a *resurrection* spell, as long as he is slain within the next 7 days. After one week, the effects of the mushroom diminish, and the user is only returned life as per *raise dead*. After one month, the mushroom stops working entirely.

#### CONSTRUCTION

**Requirements** Craft Wondrous Item, *resurrection*; **Cost** 11,138 gp

#### SMASHING HAMMER

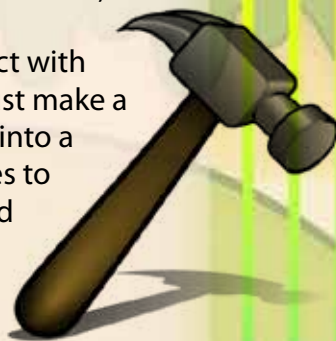
**Aura** moderate evocation; **CL** 9th  
**Slot** weapon; **Price** 6,312 gp; **Weight** 5 lbs.

#### DESCRIPTION

This +1 *warhammer* grants its user a +4 bonus on sunder checks, and it deals double damage to unattended, inanimate objects. If the user successfully destroys an object with the *smashing hammer*, he must make a DC 14 Will save or be thrown into a destructive rage. He continues to try to smash items each round until he succeeds at a Will save, ignoring threats to himself and allies in favor of smashing other nearby objects.

#### CONSTRUCTION

**Requirements** Craft Magic Arms and Armor, *shatter*; **Cost** 3,312 gp



### STONESKIN STAR

**Aura** moderate transmutation; **CL** 7th  
**Slot** none; **Price** 2,650 gp; **Weight** none

#### DESCRIPTION

This star-shaped charm grants its wearer temporary reprieve from damage and the ability to knock their foes aside. When snapped, the user gains DR 15/adamantine, a +4 bonus to bull rush checks, and deals damage to any creature that attacks him. When a creature attacks the user, they suffer damage equal to whatever damage was blocked by the user's DR. These effects last for 7 rounds.



#### CONSTRUCTION

**Requirements** Craft Wondrous Items, *stoneskin*, *fire shield*; **Cost** 1,450 gp

### TANUKI ARMOR

**Aura** moderate transmutation; **CL** 11th  
**Slot** armor; **Price** 29,665 gp; **Weight** 25 lbs.

#### DESCRIPTION

This strange-looking +2 *hide armor* resembles a raccoon costume, with an opening for the wearer's face where the raccoon's face would be. With a running start (at least 10 feet), it grants the wearer the ability to *fly* for 5 rounds. The wearer also gains a tail slap secondary natural attack (dealing 1d4 damage if medium, 1d3 if small).

Once per day, the wearer can use *statue*, except that the duration of the spell is only 5 rounds.

#### CONSTRUCTION

**Requirements** Craft Magic Arms and Armor, *fly*, *statue*; **Cost** 14,915 gp

### TELEPORT FLUTE

**Aura** strong conjuration (teleportation); **CL** 15th  
**Slot** none; **Price** 45,000 gp; **Weight** 1lb.

#### DESCRIPTION

This gleaming silver flute must be attuned to a location. When the flute is played, the user may choose any attuned location to teleport himself to. A single teleport flute can have up to three locations attuned to it, provided no two of these locations are within 100 miles of each other. The flute only allows the user to teleport, though it will bring along anything the user can carry.

#### CONSTRUCTION

**Requirements** Craft Wondrous Items, *teleportation*; **Cost** 22,500 gp



# CAMPAIGN HITS

## 8-BIT ADVENTURES

The Fungal Kingdoms presents a world filled with new and strange wonders. The following short, encounter-based adventures are but a few ideas for how to take your party adventuring in this alternate reality where the action is as fast paced as a video game.

The following section is structured in such a way that the adventures can be played consecutively (level-up using the fast track) if you're looking for a long sojourn in the Fungal Kingdoms. Alternately, any of the adventures can be played as a one-off or side-trek in any existing campaign using the shiny green tube.

There are several options for pulling your party into this dimension. If you choose to play through the whole series then starting with *Castle-Hopping Princess* will provide everything you need to draw your PCs into the Fungal Kingdoms and explain a few things. If you'd rather use only part of this book then there are many ways you could potentially draw your party into this alternate dimension where you can choose to give them as much or as little information as you like. Here are but a few suggestions for flavorful dimension-hopping:

- The party finds themselves in the basement of an abandoned monastery where unfamiliar skeletons litter the stone floor. In the centre of the room, a dusty but still shiny green metal tube juts up out of the stones. Anyone who looks inside is instantly pulled into the blackness. The darkness spins and pushes them back towards the light, but when they re-emerge from the shiny green tube they're

no longer in the ceremony chamber they left behind.

- The PCs come across a cavern that seems to glow from within. Upon entering the cavern time seems to shift and they find themselves emerging from a shiny green tube on the other side in a strange new world.
- A pit opens up beneath the party suddenly, dropping them all through a spinning black vortex before being expelled into a strange world from a shiny green tube
- A strange door in a castle the party is exploring opens onto what appears to be a room so dark no light can reveal anything. When they cross through the door the PCs are pulled through the black vortex and expelled by the shiny green tube into the Fungal Kingdoms.

The possibilities for pulling your unwitting PCs into this new and dangerous land are nearly limitless, lending itself to any setting which could contain a rift to another dimension. Do your PCs dare face what lies on the other side of the shiny green tube?



## **LEVELS**

### **CASTLE-HOPPING PRINCESS (APL 4)**

The party finds themselves transported through a strange green tube into another dimension where a beautiful princess who rules a troubled land greets them. She invites them to spend the night at her castle but in the darkness she is stolen away by strange creatures on their magical flying ship. Her advisors beg the party to retrieve her, offering a map of their world which will lead to the Turtle King's lair.

### **EVIL FOREST (APL 5)**

As the party sets out after the airship, in the direction of the Turtle King's castle they find themselves passing through a dark forest. But there are things lurking in the trees more dangerous than shadows...

### **FIRE PLAINS (APL 5)**

No sooner does the party survive the terrors of the forest than they find themselves wandering a desolate, dry land full of danger.

### **HAUNTED HOUSE (APL 6)**

As the Fire Hag said, a dilapidated old mansion lies just past the edge of the Fire Plains. If she was telling the truth, the key to the secret door of the Turtle King's castle is nestled deep within. Will the party risk whatever horrors lie inside to secure it?

### **MISTY MARSH (APL 6)**

To follow the airship, the party must cross a huge lake which stretches as far as the eye can see to either side. The only ways around is straight across, but beware of what lurks in the watery depths!

### **THE JUNGLE OF THE MONKEY KING (APL 7)**

On the far side of the water lies a land ruled by a powerful and enigmatic ape. Who is more dangerous, the jungle's residents or the Turtle King's minions.

### **ICE PASS PART 1 (APL 8)**

After making their way through the jungle of Monkey King, the party must make the treacherous crossing through Ice Pass to get to the airship they can see hovering just beyond.

### **ICE PASS PART 2 (APL 8)**

Before the party can reach their destination they are faced with an abandoned monastery. What evils lurk within, waiting to stop them from getting to the other side?

### **UP IN THEIR FLYING MACHINE (APL 9)**

The party finally catches up to the airship that stole the princess moored outside a forbidding castle. Now is the time for rescue! But is she even still on board?

## **A TRIP TO THE DUNGEON (APL 9)**

When in doubt check the dungeon for a prisoner, but though it was easy to find the door, will it be as easy to get through the dungeon and back out again?

## **TAKING ON THE BIG GUY AND SAVING THE DAY (APL 10)**

Just when they think they'll get away scot-free, the Turtle King who is less than eager to let his captive fiancée get away discovers the party. They will have to fight their way out or die trying.



## CASTLE-HOPPING PRINCESS

*The walls of the cave give way to complete blackness. The air is filled with a strange, high-pitched pulsing. When the sound finally subsides a round opening lies ahead, rimmed by green metal. A beautiful blonde woman in a tiara stands, waiting in the sunshine.*

**Location:** an odd cave, Princess Persyk's castle

**Level:** 4

### INTRODUCTION

The Turtle King and his armies, introducing new threats on top of the already perilous landscape, have overrun the once peaceful Fungal Kingdoms. Princess Persyk has lost many nights of sleep to fears for the safety of her people. In a moment of weakness she wishes upon the magic shiny green tube, which lies just outside the castle courtyard, asking for the heroes her people so desperately need.

### AN ANSWERED WISH

As the party emerges from the tunnel the princess opens her arms wide and exclaims, "my heroes have come! Welcome! I am Princess Persyk. I can't tell you how happy I am that you answered my call. Have you come far to help my people?" (See *Appendix A* for Princess Persyk's stat block).

The princess will explain how she wished for heroes to come and free her people from the yoke of the terrible Turtle King. Regardless of whether or not the party

agrees to help her, she will invite them into her castle for a meal and a rest before sending them on their way.

### A JOLLY MEAL

Princess Persyk hosts an excellent feast during which she offers to enlighten the PCs about her home. Any PC that spends 20 minutes talking to the princess will gain a +2 to any Knowledge (Local) checks with regards to the Fungal Kingdoms. After dessert, the castle's chief guard, Lukus, will invite any of the PCs who are interested to participate in a test of skills in the courtyard for prizes.

**LUKUS**

**(CR 1)**

**XP 400**

Male Human Fighter 2 (See *Appendix A*)

**hp 19**

- **Strength contest:** any PC participating in this contest must succeed at pulling a cart full of sand. The first 5-ft. pull is a DC 9 strength test, the next 5-ft. is DC 12, the next 5-ft. is DC 15, etc... each 5 feet the DC becomes 3 points higher. Whichever character manages to pull the cart the furthest in a continuous stretch wins.
- **Agility contest:** this contest involves a barrel-hopping course, which Lukus and his men use for training. It involves a half-dozen barrels floating on their sides in a rectangular pool. Jumping to each barrel involves a DC 13 Acrobatics check not to fall in the water and fail.

Anyone who succeeds at one of these challenges will be given an enlarging mushroom as a prize. After the competition things will wrap up pretty quickly and everyone will seek their beds.

The PCs will gain 2,400 XP for everything up to this point.

## A MIDNIGHT RAID!

In the dead of night a huge crash rumbles through the castle (DC 10 Perception to wake any sleeping party members). The foyer looks like a warzone. Most of the castle guards are lying wounded or dead on the floor and Lukus is fighting for his life. A large turtle man with a tiny golden crown is carrying the princess out the front door of the castle, surrounded by a guard of smaller turtle men. Lukus begs their help in saving the princess. The crowned turtle man points a finger at the party and bellows a command. His bodyguards charge the party.

**TURTLE SOLDIER (6)** (CR 2)  
XP 600  
hp 22

The Turtle Princeling will take one round to cross the courtyard and a second to get onto the ship.

Once the party has cleared out the turtle soldiers, they make the courtyard just in time to see an airship lifting anchor and sailing away, the princess' cries for help echoing from it.

An evil-looking reptilian face leans over the side of the now-moving airship and lobs 2 watermelon-sized white eggs at the ground. Upon impact two wicked-looking spiked turtles burst forth and attack the party.

**SPIKEY (2)** (CR 5)  
XP 1,600  
hp 48

## A ROYAL MISSION

By the time the party has defeated these two monstrosities the airship is making its way Northeast over the dark canopy of the forest outside the gates. Lukus begs them to follow the airship and get the princess back. To help with their quest he'll offer them the following: 2 enlarging mushrooms, 1 feather token (flight), and a map of the Fungal Kingdoms to guide them.

If they choose not to take the mission they will not be given any rewards, but will be shown back to the shiny green tube.



## EVIL FOREST

*The road ahead leads into a forest, or at least it resembles a forest, but one formed of strange and alien trees. Deeper into the trees the light seems to disappear, swallowed whole by the darkness. Around a corner something moves—but what could it be?*

**Location:** the forest outside Princess Persyk's castle

**Level:** 5

### INTRODUCTION

While the people of the Fungal Kingdoms have always been peaceful, their lands have not. The forest, which lies on the path from Princess Persyk's castle, is not called the Evil Forest for nothing. True terrors lurk amidst the innocent, if strange looking, vegetation.

### WHAT WAS THAT?

As the PCs venture into the shade of the alien forest, whether they are departing from the castle the night of, or morning following the kidnapping, or discovering the forest as their first taste of the Fungal Kingdoms, it starts off innocently enough. The bright emerald vegetation waves in the wind, seeming to greet the party as they start off down the pale gravel path. As they progress, the leaves grow thicker and closer together, blotting out the light and encroaching on the path. Soon the nice, broad path is nothing more than a winding and twisting single-file footpath through a dark and foreign wood.

A DC 12 perception check will reveal two moving plants lying in wait. If everyone

fails their perception check then when the lead party member rounds a thick stalk jutting out into a sharp turn in the path, the thing starts to move on its own, along with one on the other side of the path. The plants straighten until they tower over the party. Their massive, toothy flower heads seem to grin down at the party for just a split second before they whip out with a surprise attack.

**BARRACUDA BUSH (2)** (CR 4)

**XP** 1,200

**hp** 47

### EW... SLIMY...

As the PCs leave the hideous toothy plants in their wake, they find themselves in the dark heart of the forest. This shadowy clearing is devoid of ground vegetation. The trunks of the trees here soar up to the green canopy overhead like the pillars of an ancient and forgotten cathedral. The huge rotting trunks of fallen trees litter the forest floor, dripping with stringy, slimy strings of fungus. As the party moves through the center of the clearing something shuffles out from the shadow of a dead stump, soon joined by four of its closest friends. Glassy eyes glitter over mouths lined with jagged fangs as these short, two-legged mushroom men surround the PCs, cutting off the path.

**EVIL FUNGUS (8)** (CR 1)

**XP** 400

**hp** 16

## COULD IT BE A TRAP?

On the other side of the dark clearing the path widens ever so slightly and glimpses of daylight can be seen dancing between the leaves of distant trees. Just as the party is starting to believe they might be free of this crazy forest they hear a loud thrashing and groaning from the bushes ahead. Anyone who rounds the bend will find a green, bipedal lizard kicking and struggling against a huge version of the horrible, toothy bushes which seems to have caught hold of the creature's long pink tongue. It is clear that the lizard is prey for the flower. This struggle is completely blocking the path. The only way around it is through it.

### GIANT SIZED BARRACUDA BUSH (CR 5)

XP 1,600

hp 57

### HUNGRY DINO (CR 2)

XP 600

hp 17

As soon as the plant begins to take damage it will release the dino. The creature will stay and help the party (grant XP whether they kill or befriend the lizard.)

Just as the evil plant shudders its last a tremendous crashing can be heard from the brush on both sides of the PCs. Two more evil plants emerge, only these ones are mobile! They move to block the party from leaving the forest.

### MOBILE BARRACUDA BUSH (2) (CR 4)

XP 1,200

hp 47

The hungry dino will stay with the party to see them safely out of the forest and may be coaxed into joining them with the proper persuasion. To decide which PC the hungry dino chooses, get all the interested PCs to roll a handle animal check (including untrained) and award the dino to the person with the highest roll.

If this is a side-trek then a shiny green tube will be visible next to the path at the edge of the forest.



## FIRE PLAINS

*The land ahead is cracked and dry, radiating heat up into the merciless blue sky. The horizon seems impossibly far away across the dead earth.*

**Location:** the fire plains, the fire hag's home

**Level:** 5

## INTRODUCTION

The fire plains were once lush and fruitful farmland, nourishing the Fungal Kingdoms. When the Turtle King invaded he laid waste to the area. It didn't take long for some of the dangerous creatures of the Fungal Kingdoms to adapt and thrive in this harsh new environment. The airship can be seen at the far edge of the desert, heading away.

## DODGE THE FLAME

At the edge of the forest lies a desert. The trees here look embattled but somehow still miraculously green. Ahead are 30-ft. tall walls surround a 40-ft. x 40-ft. with an iron gate at the far end sealed with a huge lock. The sidewalls extend into the impassable parts of the forest. As soon as anyone sets foot inside the square they place their first spurt of flame. Upon closer inspection, the flame seems to have come out of a small, glass-edged fissure. The way ahead is littered with these fissures and a pair of huge, shiny beetles roam within the walls.

### SPIKED INVULNERABLE BEETLE (2) (CR5)

**XP** 1,600

**hp** 52

The fissure field fills the 40-ft. x 40-ft. square. Choose one corner as zero-zero. Hand each player a color-coded fire marker. They will always move the same flame. At the start of each player's turn get them to roll 2 different colored d8s and designate one as horizontal and the other as vertical. Use the coordinates to mark the squares where the fire spurts erupt. The fire always goes at the start of the PCs turn. A fire spurt does 4d6 points of fire damage.

The gate at the far end of the courtyard is locked with a very complex lock, which takes two successful DC 25 (DC 35 without proper tools) disable device checks in a row to open. (XP 2,400)

## ECHOES OF THE PAST

The plains beyond the gate are more deserts than fertile farmland now. As the gate opens the dirt on either side rumbles and shifts. Three skeletal turtle forms rise, dust streaming from their dry bones.

### UNDEAD TURTLE (3) (CR 3)

**XP** 800

**hp** 22

## THE OASIS

As the party travels through the baking heat, a DC 12 Perception check reveals the hazy outline of an oasis on the horizon, the actual edge of which is 1d8+5 x 10-ft. away. The desert is classed as severe heat (as per the *Heat Dangers* section

of the *Pathfinder Roleplaying Game Core Rulebook*).

Lush grass, bushes, and a few tall, broad-leaved trees surround a clear spring, which is 5 feet deep and fed by an underground spring. On the far side of the oasis the ground rises, framing a small cave. Just as the PCs are beginning to relax a huge, flowered head dripping liquid fire shoots out of the little cave, snapping at the nearest party member. The flower looks much like the toothy bushes they encountered in the forest, only this one's mouth is shades of red and black with smoldering bits dripping from it.

#### **FIRE-SPITTING BARRACUDA BUSH (CR5)**

**XP** 1,600

**hp** 57

A DC10 Perception check reveals something shiny tangled in the thing's roots. A heavy silver chain with a star-shaped crystal charm lies there. (This is a *Stoneskin Star*. It will require a DC20 Knowledge (local) check to identify as the PCs are unfamiliar with this land).

## **THE LEGACY**

Just past the oasis lie what remains of a burned out stone farmhouse. As the PCs approach it, four angry turtle soldiers erupt from the sand on either side of the house and charge.

#### **TURTLE SOLDIER (4) (CR 2)**

**XP** 600

**hp** 22

Once the turtles are dead a grizzled old woman appears in the doorway of the burnt-out house. She exclaims her gratitude at being free from the terrible creatures. She invites the PCs inside and offers them some restorative cold tea (treat as *Cure Moderate Wounds* potion). She asks them what brings them into the fire plains. Upon hearing of Princess Persyk's kidnapping she offers her help. She explains that there is a secret passage directly into the Turtle King's dungeons and that the key is hidden in the haunted mansion just beyond the edge of the Fire Plains. She identifies the artefact they found in the oasis if they ask.

#### **FIRE HAG (CR 5)**

**XP** 1,200

Female human witch 5 (See *Appendix B*)

**hp** 25

If this is a side-trek then the Fire Hag will take the PCs out and show them to a shiny green tube disguised as a well.



## HAUNTED HOUSE

Tentative tufts of dark green grass rise out of the dust, framing the road ahead. To the right of the path looms a rundown, darkened mansion, its silhouette spiky against the evening sky.

**Location:** the haunted former residence of Baron Llanas

**Level:** 6

### INTRODUCTION

Way back when the Fire Plains were still verdant emerald fields ripe with crops, the area was overseen by one of Princess Persyk's most trusted nobles, Baron Llanas. He was a benevolent and wise man, which is why the Turtle King targeted him first. Deep in the dead of night the Turtle King launched the first wave of his invasion, sending an entire platoon of turtle soldiers to raid Baron Llanas' house. He and his family never stood a chance against the vicious, trained killers, however they fought with savagery until their last breath, managing to take a few of the soldiers with them before they perished. It is said that the ghosts of servants murdered where they stood still cower in the dark corners of the old house, and that the turtle soldiers who fell that night have risen to guard some mysterious treasure stashed within the walls of the house.

## THE MAIN FLOOR

### THE ENTRY HALL

Immediately inside the elaborate front doors of the dilapidated old house, the entry hall arches high above the PC's heads. The white marble floor is evidence that the place was once airy and bright, but the hall and the rest of the house are now shadowed. A thick layer of dust covers everything and the once opulent wood finish on the walls is cracked and peeling.

Across from the doors a grand staircase rises up from the centre of the floor for half a storey before splitting to both sides to finish the climb to the second floor, framing a balcony where three doors can be seen looking down onto the entry. Two camouflaged doors flank the staircase on the main level. Directly to the right of the front doors stands a closed door. Two closed doors are evenly spaced in the left hand wall of the entry hall.

As the party moves about the entry hall flickers of movement can just be seen high in the shadows in the corners of the ceiling. It can only be caught by the corner of the eye at first, but soon two little, round, translucent creatures are hovering midair in the middle of the room, hiding their eyes like bashful children.

**SCAREDY GHOST (2)**

**(CR 7)**

**XP** 3,200

**hp** 60

### THE SITTING ROOM

The first door on the left opens onto a comfortable sitting room done in shades of gold and royal blue. The fabric on the old furniture is moldering, though

the wooden frames are still sound. The mantle over the gilded marble fireplace is cluttered with tiny porcelain figurines, some of which have been smashed. A large painting of a slim, elfin man standing behind a little, dark haired woman dominates the wall between the two tall, blue curtained windows on the left.

### THE LIBRARY

The second door on the left swings open on strangely silent hinges to reveal an oddly well-preserved library. A large oak desk squats in a back corner next to the room's only tall window. The fireplace here is carved from some sort of smooth, black stone. The rest of the walls are covered with floor to ceiling shelving crammed with books in all shapes and sizes. Though the books should, by all rights, be moldy piles of pulp by now they all seem intact and good as new. The books cover a range of subjects including engineering, farming, literature, and magic.

One of the books reads as magical. It's a spellbook with a red leather cover. It gives a strong aura of transmutation. The spells are written in purple ink and are all transmutation spells (any transmutation spell up to caster level 7<sup>th</sup>). If it is removed from the library then the preservation spell ends and all the other books disintegrate into dust.

### THE SERVANT'S AREA

The two concealed doors lead into the same open area under the stairs, which consists of a servery, kitchen, laundry, and linen storage closet full of rotting, once-white linens. A low moan emanates from a pile of discarded laundry next to a rusted

old washtub. The fabric moves and two slimy, glassy-eyed bipedal mushrooms shuffle out of the mess towards the party.

#### EVIL FUNGUS (2)

(CR 1)

XP 400

hp 16

A third, non-animated mushroom with a spotted green and white top is hidden in the pile of laundry. It gives off an aura of strong conjuration. A DC 20 Knowledge (nature) check will reveal that it is an *Immortality Mushroom*.

### THE DINING ROOM

Beyond the final door in the entry hall lies the dining room. The long table is bare and well polished with strange burn marks etched into the entire surface. It could almost be writing, but if it is, it's not in any language known to the party.

A tall cabinet and a buffet line the wall on the left. They are full of gold-plated china and silverware worth 3,500gp.



## THE UPPER FLOOR

A u-shaped hallway loops from the tops of the staircases towards the back of the house, connecting the two staircases with five doors. One door stands on each side at the top of the stairs and three doors are evenly spaced along the back wall.

### THE DOOR AT THE TOP OF THE RIGHT HAND STAIRS

This door opens into a small sitting room with a very feminine touch. A single door in the far wall stands open, revealing a pink and cream bedroom beyond. The walls are covered in scratches and suspicious stains. A shambling turtle skeleton paces the floor of this first room. It turns to attack anyone who enters.

**UNDEAD TURTLE** (CR 3)  
**XP** 800  
**hp** 22

The right hand wall of the pink bedroom boasts a door, which connects to a sitting room shared with the masculine room on the other side.

### THE DOOR AT THE TOP OF THE LEFT HAND STAIRS

On this side the door swings open to reveal a sitting room done to a more masculine taste. Mirroring the sitting room on the other side, a single door in the far wall of this room opens onto a bedroom decorated in deep green and blue. A shambling turtle skeleton paces the floor of the sitting room here as well. As the party enters it turns and attacks.

**UNDEAD TURTLE** (CR 3)  
**XP** 800  
**hp** 22

The left hand wall of the green bedroom has a door, which connects to the shared sitting room. This sitting room is home to the key for secret entrance to the Turtle King's Palace. It is a moderate sized iron key on a heavy chain, which rests on a worn wooden table under the one window.

A huge, shambling turtle skeleton paces the floor here, waiting for the party.

**UNDEAD TURTLE** (CR 3)  
**XP** 800  
**hp** 22

Once the skeleton key is picked up it will trigger the following trap:

**SHOCKING FLOOR TRAP** (CR 9)  
(See "Shocking Floor Trap" in the *Pathfinder Roleplaying Game: Core Rulebook* Chapter 13)  
**XP** 6,400  
**Type** magic; **Perception** DC 26;  
**Disable Device** DC 26

#### EFFECTS

**Trigger** touch (removing key); **Reset** replacing key on table

**Effect** spell effect (*shocking grasp*, Atk +9 melee touch [4d6 electricity damage]); multiple targets (all targets in a 40-ft.-square room)

### **SPARE BEDROOM 1**

The far left of the other three doors opens onto a mid-sized bedroom decorated with easily a dozen small, taxidermy animals like squirrels, birds, and some other, unidentifiable creatures, in various lifelike poses.

### **SPARE BEDROOM 2**

The center door opens onto a small bedroom with a single bed and a little desk under the window. A set of golden quills (worth 50gp) is neatly arrayed on the surface of the desk and silk pillows are artfully arranged on the bed as though the room were staged for a viewing.

### **SPARE BEDROOM 3**

The far right hand room is a mirror image to the left one for layout, but this one has wall paper covered with painted fruit and an elaborate gilded vanity. The mirror on it is cracked and broken. The bed in this room is curtained with disintegrating sheer curtains that hang from a dusty but stout cherry wood frame.

If this is a side-trek the shiny green tube can be found just outside the front door, masked by scraggly bushes.



## MISTY LAKE

*The lake ahead glitters in the sunlight as though someone has strewn hundreds of diamonds across its surface. A single, sandy track barely wide enough for one person winds its way through the marshy lands ahead to the foot of a long, low bridge, which spans the huge lake.*

**Location:** misty marsh and the bridge across misty lake  
**Level:** 6

## INTRODUCTION

At the edge of the Fire Plains just past the haunted house the sand and dust gradually become damp earth, then mud, then a deep marsh, which sinks into the edge of the lake. Back when the Fire Plains were farmland and Baron Llanas ruled the land Misty Lake provided the water to irrigate the fields. In fact, if one looks closely remnants of old, man-made canals can still be seen radiating out from the marsh before getting choked and buried in dust. The invading turtle armies have built a 10-ft. wide, 150-ft. long flat wooden bridge straight across the middle of the lake and into a 10-ft. wide sandy causeway through the soft, spongy marshlands.

## THE GUARD AT THE BRIDGE

The causeway is solid and well packed. The party crosses it uneventfully, but when they approach the foot of the bridge two huge, bipedal turtles come trundling out the marsh. Their shells are draped with wet reeds and water drips from their bodies.

They place themselves between the party and the bridge with wicked little grins. Their entire forms bristle with hammers strapped to them in every way and place imaginable. The one on the left draws a hammer and wags a finger at the party while shaking his head.

**HAMMER TURTLE (2)** (CR 6)  
**XP** 2,400  
**hp** 68

Once the turtles are dead any members of the party who would like one can take a hammer (choose the style from the list in the bestiary entry). One of the hammers will be a *Smashing Hammer*, another one will be adamantine.

## THE NOT-SO-SAFE CROSSING

The bridge across the water is relatively new and very sturdy, though it has nothing by way of handrails. The party makes it out into the middle of the lake before they can see the glittering scales of fish moving around in the waters below. Just as the PCs make the very centre of the bridge a huge, shiny red fish that is roughly the size of a pony leaps out of the water straight over the bridge, taking a snap at one of the PCs. Four more fish follow the example and leap at the party as well. The fish get a surprise round.

**DEADLY FISH (5)** (CR 3)  
**XP** 800  
**hp** 26

## ALMOST THERE!

Just as the end of the bridge comes in sight an ominous and now familiar bubbling rises in the water to the left. A pair of huge red fish, much larger than any of the others the party has seen so far shoots out of the water and take a toothy swipe at the party.

### GIANT DEADLY FISH (2) (CR 5)

XP 1,600

hp 34

The party makes the end of the bridge after surviving their fishy attackers only to see two rusted steel balls, each connected by a hunk of chain to a stake in the ground next to the bridge piling, one on each side of the bridge. As the first party member gets within 15-ft. of them the balls roll to one side and the metal hinges open to reveal sharp metal teeth before lunging at the nearest PC.

### CHAINED CHOMPER (2) (CR 6)

XP 2,400

hp 64

Once the party manages to get past the chained chompers they find themselves facing a verdant emerald jungle which carpets the flat land between the edge of the water and the jagged mountains rising high in the distance. The airship that stole Princess Persyk can just be seen making its way sedately into the mountains. As the PCs watch it drifts around a rocky outcropping and disappears into what looks like a mountain pass.

If this is a side-trek then the shiny green tube will be beside the road just before the jungle begins.



## THE JUNGLE OF THE MONKEY KING

*The ancient trees ahead are deep green and draped with ropey vines. Wisps of mist drift across the soft, damp earth, curling around the gnarled trunks.*

**Location:** the jungle of the Monkey King  
**Level:** 7

### INTRODUCTION

The Jungle of the Monkey King is famed throughout the Fungal Kingdoms as an ancient place of mystery and legend. There is even a legend that the Monkey King fell in love with a young Princess Persyk and kidnapped her himself in the hopes that she would return his love and stay with him. But alas, it was not meant to be. Princess Persyk's first and only love is her kingdom and her people are very loyal. They rescued her from the Monkey King's clutches, breaking his heart.

Some believe that his broken heart led the Monkey King to join forces with the Turtle King in his invasion, while others say he is the only true threat left to the Turtle King's stranglehold on the area. After all, how else could the Turtle King have moved his entire army safely through the jungle? But whatever the history between these two, the Monkey King has tired of strangers in his forest. Due to the importance of the path through the jungle for the movement of troops and supplies, the Turtle King has now stationed some of his troops along the path to protect his convoys from the Monkey King's animal troops.

## HALT! WHO GOES THERE!

Before the party can so much as set foot inside the jungle the underbrush on either side of the path begins to rustle. A troop of turtle soldiers with angry, shiny red shells emerges from the greenery, blocking the party's path.

**RED SHELLLED ELITE TURTLE SOLDIERS (8) (CR 3)**  
**XP** 800  
**hp** 24

The path into the jungle is soft and spongy, but clear and easy to walk two abreast. The air is humid and warm. Mist curls lazily along the earth, dancing around the party's feet as they walk. Animals can be heard frolicking deep in the trees, adding a sense of life and calm to the shady surroundings. Partway down the path the world goes strangely silent, until a shrill voice stops the party in their tracks. A huge, upright turtle hovers on a mass of fog, which resembles a cloud, blocking the entire trail. The turtle laughs and points at the party. The silence of the forest is broken suddenly by an ominous chittering from the leaves overhead. They sound like the angry cries of monkeys, but the source can't be seen.

**CLOUD TURTLE (CR 8)**  
**XP** 4,800  
**hp** 85

When the cloud turtle drops below half hit points it hisses and backs off. With an evil cackle the turtle draws a white, watermelon-sized egg from his pack and hurls it at the ground between himself and

the party. The egg shatters upon impact and a fully formed, adult turtle with a spiky shell emerges from the goop that seeps out of the shell. It snarls and charges at the nearest party members while the cloud turtle continues with his ranged attacks.

**SPIKEY****(CR 5)****XP 1,600****hp 48**

With the death of the cloud turtle and his angry minion the forest seems to burst back to life around the party, almost as though the animals were celebrating.

## HEX! THAT'S MINE!

As the party finishes looting the Cloud Turtle's body the chittering in the trees grows louder and closer. Small monkeys can now be seen dangling from the branches all around the party and swinging from vine to vine. One of the monkeys drops to the ground, dashes at one of the party members and grabs something of value that they would want back. He then darts back up into the trees, just out of reach, but still in sight, of the party.

The monkey swings along the branches and vines along the edge of the path, pausing just long enough to make sure the PCs are following. Once he's satisfied they are, he takes a turn to the left, heading off into the trees. A narrow path is hidden behind a leafy bush, heading the way the monkey has gone. As the party follows the monkey, he stops and dangles the stolen item every few feet, chittering at the party to encourage them to follow him.

As the party works their way through the jungle, the little monkey always

staying just within sight, they round a bend and find a hidden grotto. The grotto is cool, dark, and damp. A small creek runs through the middle of the grotto, carving a winding path in the soft dark earth. The fertile soil and damp conditions have given birth to multiple types of mushrooms—all of which have grown to truly enormous size. Without warning, four of the mushrooms open their blank, glittering eyes and detach from the earth. They lumber forward on their comically small feet and open their toothy maws as they surround the party.

**GIANT EVIL FUNGI (4)****(CR 3)****XP 800****hp 20**

The little monkey waits on the other side of the grotto while the party battles these new foes. He watches the PCs fight with rapt curiosity. When the mushrooms are finally chopped to bits the monkey begins chittering excitedly, gesturing with the stolen item as the party emerges from the grotto. The little furry thief leads them further down the trail. Soon a large clearing can be seen up ahead. The dirt on the last few feet of path before the clearing opens up are darker than the rest of the trail. A DC 25 Perception check will show that the earth seems to have been recently disturbed and may be hiding some sort of trap.

**CAMOUFLAGED SPIKED PIT TRAP****(CR 8)**

(See "Camouflaged Spiked Pit Trap" in the *Pathfinder Roleplaying Game: Core Rulebook* Chapter 13)

**XP 4,800****Type** mechanical; **Perception** DC 25;

### Disable Device DC 20

#### EFFECTS

**Trigger** location; **Reset** manual

**Effect** 50-ft.-deep pit (5d6 falling damage); pit spikes (Atk +15 melee, 1d4 spikes per target for 1d6+5 damage each); DC 20 Reflex avoids; multiple targets (all targets in a 10-ft.-square area)

## AN AUDIENCE WITH THE KING

On the other side of the trap the path opens up into a broad, bustling clearing under the high leafy canopy. The area is laid out with rocks and logs into sitting areas. The whole clearing is full of primates of every possible shape, size, and color eating, sleeping, grooming or just generally hanging about. At the far end of the clearing the stump of a large and ancient tree has been uprighted and placed on a dais, converting it into a throne and upon which sits a 15-ft. tall ape. He leans forward, watching his surroundings with sharp, intelligent eyes.

As the party enters the clearing all activity freezes. Every ape stops its activities to look first at the party and then at their ruler. The little monkey who led the party to this clearing darts up onto the Monkey King's shoulder where it chitters into his ear. The huge ape listens with a serious expression on his face.

After listening to what the little monkey has to say, the Monkey King nods once, rises from his throne, and crosses the clearing to inspect the party. He leans in and searches each PCs face with dark and serious eyes. He frowns and asks, "you friends of turtle-men?"

If the party responds with anything that sounds like yes, then the Monkey King will attack.

### MONKEY KING

(CR 12)

**XP** 19,200

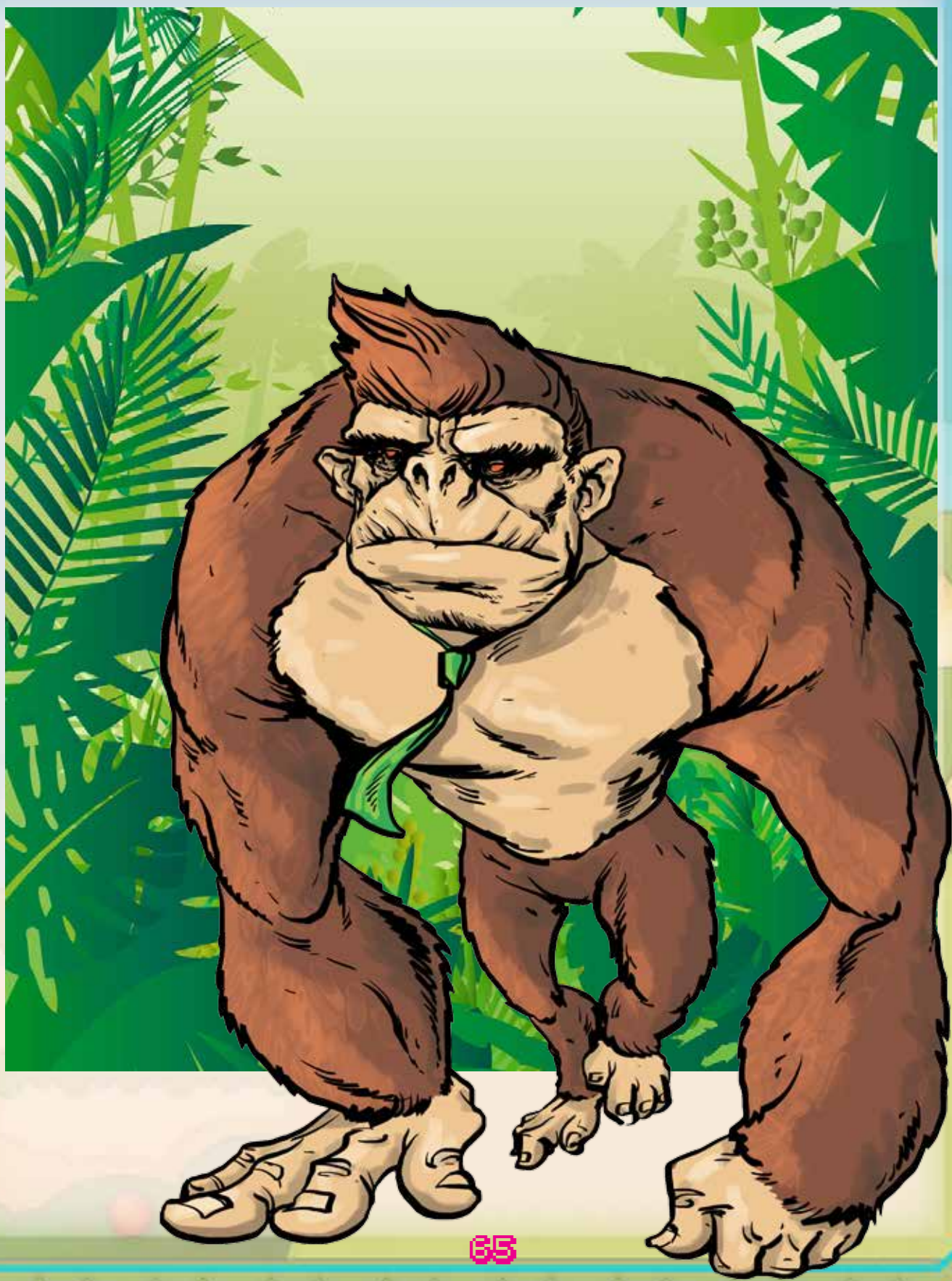
**hp** 168

If the party says no he will listen to them, although warning rage does flash across his face if they mention princess Persyk.

He gestures to the little monkey to return what was taken and offers them a boon to aid in their fight against the Turtle King. His minions bring forth an odd suit of armor, which looks like a raccoon costume, and a stiff green staff topped with an orange flower (*Firethrowing Flower*). The Monkey King explains that the gift is *Tanuki Armor*. He also explains how it works. He then gestures to a pair of gorillas and grunts something at them. He then tells the party that the two apes will lead them safely through the jungle to the foot of the mountains. The Monkey King explains that there is a pass, which will take them through the mountains to the Turtle King's castle.

If the party fights and kills the Monkey King award normal XP, if they successfully negotiate the meeting and win the Monkey King to their side, award his XP plus a bonus 4,000 story XP.

If this is a side-trek then either the Monkey King will show the PCs to the shiny green tube behind his throne or they will find it on their own.



## ICE PASS PART 1

*A gravel path winds its way up and disappears into the sheer stony slopes of the mountains, which loom ahead.*

**Location:** the trail leading up to the ice pass glacier, the ice pass glacier  
**Level:** 8

### INTRODUCTION

The Icy Mountains stood for a long time as a line of defence between the Fungal Kingdoms and the Turtle Legions. Ice Pass is the only safe way across these stark, forbidding mountains, but the glacier is not forgiving.

### CLIMBING THE PASS

The path climbs straight up the side of the mountain to the huge glacier above. There is a single narrow fissure in the ice that the trail disappears into.

From the mouth of the fissure the trail can be seen climbing between blue walls of ice to the top of the glacier. Three small, round, black creatures with brass keys protruding from their backs guard the path, pacing back and forth randomly. A DC 12 Perception check reveals two huge turtle-men hiding partway up the walls in alcoves carved from the ice. If they go unspotted the turtle soldiers drop from their hideouts and get a surprise round.

**WINDUP BOMB (3)** (CR 2)  
**XP** 600  
**hp** 15

**TURTLE SOLDIER (2)** (CR 2)  
**XP** 600  
**hp** 22

### IT'S GLACIER-TASTIC!

Once the party makes it to the top of the path the white sweep of the glacier is laid out before them. The ice is bounded on two sides by steep mountain slopes with a sheer stone wall at the far end. A staircase zig-zags up its face. At the top of the wall something that could be a building cuts a silhouette against the sky.

The ice is a crunchy white crust cut here and there by small streams, which flow over the solid blue ice beneath. A dark path indicates where others have found safe passage across this treacherous surface. Strangely, there do not seem to be any of the Turtle King's minions here.

The path veers to and fro across the ice, avoiding the huge, deadly fissures. About half way across the glacier the path sticks close to the right-hand wall for 50-ft. Halfway along this section a frozen, blue waterfall is glued to the rock's surface. But as the party passes it reveals itself as no waterfall at all but a hungry freezing flow!

**FREEZING FLOW** (CR 5)  
Advanced Simple Template  
(See "Freezing Flow" in the *Pathfinder Roleplaying Game: Besitary 4*)  
**XP** 1,600  
**hp** 45

Just past the freezing flow the path cuts straight between four large-ish mounds of white ice and across to the base of the cliff. As the PCs approach the mounds, they unfold into four ice golems, two on either side of the path, who refuse to let

the party pass. (DC 15 Perception Check to see the golems).

**ICE GOLEM (4) (CR 5)**

(See "Golem, Ice" in the *Pathfinder Roleplaying Game: Bestiary*)

**XP** 1,600

**hp** 53

## THE IMPOSSIBLE STAIRCASE

The path ends abruptly 40 feet out from the cliff wall and 75 feet from the base of the staircase, dumping the PCs onto a skating rink of smooth, blue ice covered with a thin layer of water.

\*\*Treat all the blue ice as under the effect of a *grease* spell. (Grant 6,400 XP for crossing this obstacle)\*\*

As soon as the first PC gets within 20 feet of the base of the cliff, two huge blocks of stone detach themselves from the wall

and rush at the nearest PC. The following round another two blocks detach and do the same.

**BIG WHOMPER (4) (CR 4)**

**XP** 1,200

**hp** 52

The staircase is solid and seems to have only recently been carved from the rock. It's 10 feet wide and each switchback is 40 feet long, with a 10-ft. x 10-ft. landing. There are 4 switchbacks and 3 landings. On each landing in the far corner by the wall rests one large steel ball on a chain staked into the stone, which lunges to life as soon as a PC gets within 15 feet.

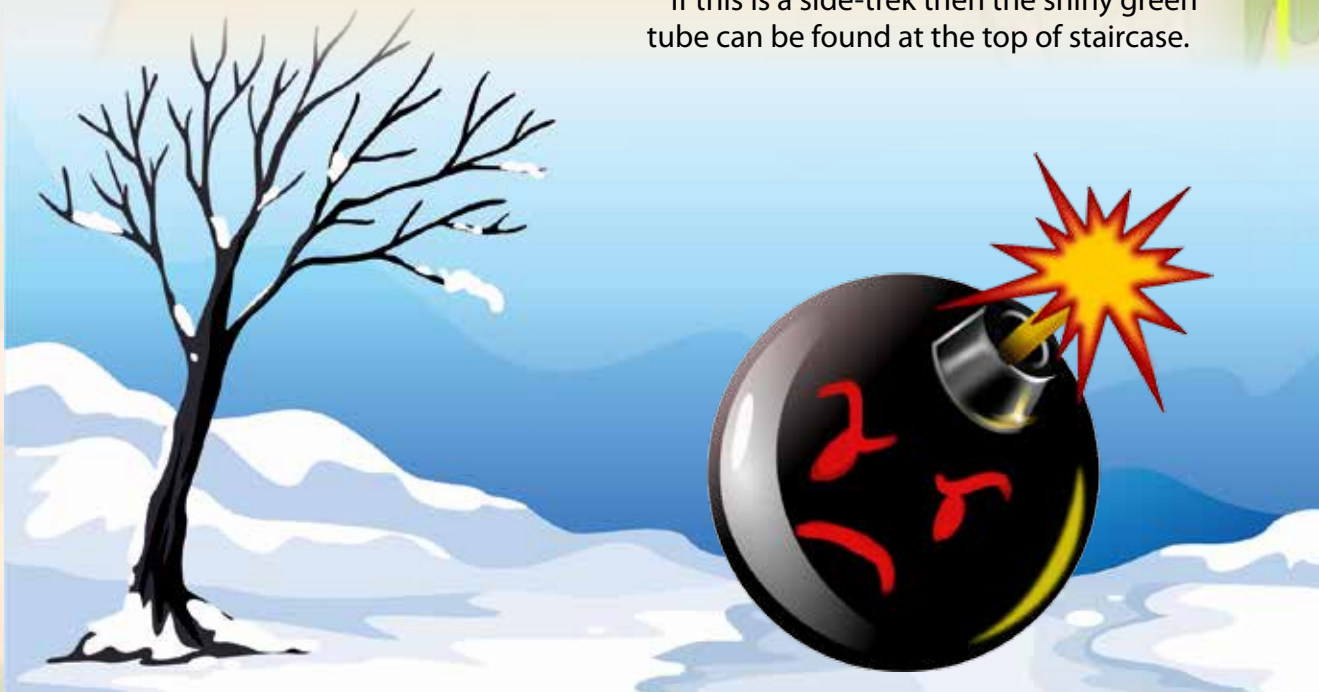
**GIANT CHAINED CHOMPER (3) (CR 7)**

**XP** 3,200

**hp** 80

At the top of the staircase, the PCs find themselves standing before a venerable old monastery built into the cliff face.

If this is a side-trek then the shiny green tube can be found at the top of staircase.



## ICE PASS PART 2

*The old monastery is built from the same grim, grey stone as the cliffs. Parts of the building are beginning to crumble, suggesting that the monks who once lived here are long gone. A familiar-looking airship can be seen moored just on the other side of the monastery's clock tower.*

**Location:** the old monastery of the monks of the frozen wastes  
**Level:** 8

### INTRODUCTION

The monastery of the monks of the frozen wastes was once a crucial bastion in the Fungal Kingdom's defences against the Turtle King and his minions. When the king invaded they were the first defence to fall, but not before they put up a tremendous fight. Now the echoes of the dead here mingle with the Turtle King's minions.

### ANYONE HOME?

The carved wooden front doors of the monastery stand open, one hanging precariously on half a hinge. As the party approaches an unholy screech emanates from within the shadowed doorway and a round, translucent creature shoots out.

**AGGRESSIVE SCAREDY GHOST (CR 8)**  
**XP** 4,800  
**hp** 76

Just inside the doors lie the remains of what was once the chapel. Their ceiling arches high overhead while the flagstones below are littered with bones, skulls, bits of

armor, deteriorating weapons, and other signs that an epic battle was once fought here. Treat the chapel floor as difficult terrain. Once the last party member has passed the threshold a dry rustling surrounds the party as a half-dozen turtle skeletons assemble themselves from the pile of bones and shamle forward.

**UNDEAD TURTLE (6) (CR 3)**  
**XP** 800  
**hp** 22

### THE PRIVATE QUARTERS

The only other door into or out of the chapel is a small, single door just to the left of the altar. It leads to a 15-ft.-wide hallway, which runs along the back of the chapel and into the mountainside. The ceiling is 10 feet high. A series of twelve simple wooden doors line the left wall. The first two rooms are empty, but as soon as the third door is opened eight windup bombs flood into the corridor in front of the party. Each one occupies a 5 feet of the corridor, using their full 30 feet of movement every round to bounce between the walls. Each bomb will go into its countdown sequence after 1d4 bumps against the wall or if it bumps into a PC.

**WINDUP BOMB (8) (CR 2)**  
**XP** 600  
**hp** 15

Once all the bombs have detonated the hallway is reduced to rubble. The fresh debris is difficult terrain.

Beyond the door at the end of the hall lie the dining room and kitchen. These rooms appear empty, but as the party passes

through something catches the corner of their eyes. If they turn they will find two bashful little white blobs floating in the middle of the room.

**SCAREDY GHOST (2)** (CR 7)  
**XP** 3,200  
**hp** 60

## CROSSING THE COURTYARD

The dining room doors open onto a cobblestone courtyard walled on two sides by grey stone cliffs. There is an opening in the cliff on the left; its door lies in splinters in the courtyard amidst some suspicious dark red stains. The far end of the courtyard boasts an elaborate defensive wall with a wooden gate. The airship they have been chasing can be seen hovering beyond the wall.

The crossing to the gate is uneventful, but the gate is solidly locked.

A thin, piping voice laughs from above where a tall turtle in flowing blue robes hovers, grinning down at the PCs.

"Not so fast." He says. "I don't let my entertainment get away that easily. Grranum!" He claps his hands towards the mouth of the cave and a huge frost giant emerges, heading towards the party.

The turtle man will not attack, but does prevent the party from leaving the courtyard while the giant is still alive.

**FROST GIANT** (CR 9)  
(See "Giant, Frost" in the *Pathfinder Roleplaying Game: Bestiary*)  
**XP** 6,400  
**hp** 133

When the party vanquishes the frost giant the turtle man screeches his displeasure, attacking the party himself.

**MAGIC TURTLE** (CR 9)  
**XP** 6,400  
**hp** 93

Once the turtle is defeated the lock on the gate falls open, allowing the party to exit. The gate opens onto a 20-ft.-deep ledge that overlooks the dismal waste of the Turtle King's palace. The airship is anchored half way between the castle and the ledge.

If this is a side-trek then the shiny green tube will be waiting on the ledge.



## UP IN THEIR FLYING MACHINE

*The rocky ground extends for about twenty feet before dropping off suddenly. Fifty feet below lies the scorched earth and dark castle of the Turtle King's domain. An airship hovers across from and a little below the edge of the cliff, the deck guarded by red-shelled turtle men.*

**Location:** a cliff overlooking the Turtle King's palace, an airship  
**Level:** 9

### INTRODUCTION

The airship is indeed the one that kidnapped Princess Persyk, and the level of security aboard suggests that she might still be aboard.

### GETTING ABOARD

The deck of the ship is 25 feet away from and 10 feet below the edge of the cliff. It's a big ship, 55 feet long and 35 feet wide. One chain trails from the bow of the ship and one from the stern, ending in heavy anchors buried in the dirt below. From the bow of the ship, the wall of the palace is only another 15 feet away.

The party has the element of surprise on their side, as none of the guards are expecting an attack from above. This grants them some time before they are noticed. The turtle men typically notice the PCs once the first one makes the ship, however this could differ depending on stealth rolls and such at the GMs discretion.

Once the party has been noticed three turtle soldiers attack any PCs who are already aboard while the remaining three sprout wings and take to the air to harass any PCs not yet on board. A group of eight wrenchy raccoons floods from below deck at the start of the second round, taking cover behind anything they can find to throw things at the PCs.

#### RED SHELL FLYING TURTLE SOLDIER (6) (CR 3)

**XP** 800  
**hp** 28

#### WRENCHY RACCOON (8) (CR ½)

**XP** 200  
**hp** 8

Once the PCs have all managed to board the ship successfully they will receive 6,400 story XP.

### THE SECOND WAVE

By now the alarm on the ship has been raised, but the next attack does not come from below. Instead it rises up beside the ship in the form of a cloud turtle cradling a clutch of three spikey eggs and flanked by two flying evil fungi.

#### CLOUD TURTLE (CR 8)

**XP** 4,800  
**hp** 85

#### SPIKEY (3) (CR 5)

**XP** 1,600  
**hp** 48

**FLYING EVIL FUNGI (2) (CR 2)****XP 600****hp 20**

With this threat defeated, there is a lull just long enough to loot the bodies. Among the bodies of the guards, cloud turtle and spikeys the party will find 4 cure moderate wounds potions, 2 cure serious wounds potions, an *enlarging mushroom*, an *immortality mushroom*, and a *stoneskin star*.

## Now Folks Are Starting to Notice

After a brief pause, the turtle princeling who owns this airship emerges from his stateroom underneath the bridge and eyes the party.

"Here for the princess, are you?" He sneers. "Well first let's see you get through my personal guard, the brothers!"

He whistles and three hulking turtle men emerge from below. Two of them are carrying large wooden boomerangs and the middle one wields a single, large sledge hammer.

With a last cackle the turtle princeling ducks back into his stateroom as the three brothers advance on the party.

**HAMMER TURTLE WITH BOOMERANG (2) (CR 6)****XP 2,400****hp 68****HAMMER TURTLE WITH SLEDGE (CR 6)****XP 2,400****hp 68**

## THE LAST STRAW

As the last hammer turtle falls the turtle princeling emerges once again from his stateroom. At the sight of his fallen goons he flies into a rage. "You'll never get the princess! You're all dead! Dead!"

He points his golden scepter at the party and charges.

**TURTLE PRINCELING (CR 10)****XP 9,600****hp 126**

With the turtle princeling's death everything goes quiet. By some miracle the inhabitants of the castle haven't noticed the small war just outside their walls. A thorough search of the ship will reveal that the only living things left aboard are the PCs. The princess must have been transferred off the ship to castle's dungeons.

The ship has a small supply room where the PCs can find food, four more potions of cure moderate wounds, three potions of feather fall, and a full suit of hammer plate.

If this is a side-trek then a shiny green tube can be found in the princeling's stateroom.



## A TRIP TO THE DUNGEON

*The Turtle King's castle rises out of the barren and desolate landscape like a hulking brute looking for a fight. The front door is barred shut and guarded by a full platoon of thirty turtle men, not to mention those walking the walls and the pair of hovering cloud turtles overseeing the whole thing. The place bears all the marks of an impenetrable fortress.*

**Location:** the Turtle King's dungeon  
**Level:** 9

### INTRODUCTION

The Turtle King's castle is, unsurprisingly, very well guarded. Luckily the Fire Hag's suggestion of the secret door is a useful one. By the crude, hand-drawn map she gave the party the door is just around the curtain wall to the left from where the airship is moored. Away from the heavily guarded front gate.

### HOW TO ENTER A CASTLE UNDETECTED

The secret door is just visible from the bow of the airship around to the left in the wall. The party must figure out how to get onto the ground and around to the door without being noticed by the horde of turtle men guarding the main entrance. From the vantage point of the airship the party can also see that the courtyard beyond the curtain wall is full of turtle soldiers of all varieties training for war. There are easily a hundred soldiers in the courtyard alone, and up

on a dais by the front door sits the Turtle King himself, lounging and snacking on something that can't quite be identified as he watches his troops.

The land around the castle is mostly dead, brown earth with some small rises, almost like sand dunes, which could provide some cover. The PCs must make one DC 15 stealth check to reach the wall and another to make their way far enough around so that the guards on the front gate can't see them.

The secret door is not all that secret. In fact, it just looks like a simple, unguarded wooden back door. The skeleton key from the haunted house unlocks the door. Grant 1,600 story XP for getting safely to and through the door.

The secret door opens onto a dark stone stairwell, which travels down into the foundation of the castle. Flagstones can be seen at the foot of the stairs, warmed by the guttering glow of torchlight. No sounds or other indications of life can be detected from below.

### WELCOME WAGON

The stairs let out into a single hallway 20 feet wide and 60 feet long. It is lit every 15 feet with magical torches, which bear a strong resemblance to *everburning torches*. At the far end of the hall stands a single wooden door. The flagstones up the centre of the hall are smooth and worn, while the edges of the floor are rough and coated in dust, obviously seldom used. 10 feet into the hallway a pressure sensor in the floor triggers four 5-ft. x 5-ft. doors to slide open along the right hand side of the corridor, releasing four unchained chompers.

### DOOR TRIGGER TRAP (CR 8)

**Type** mechanical; **Perception** 27;  
**Disable Device** 25

#### EFFECTS

**Trigger** location; **Reset** manual

**Effect** triggers 4 5-ft. x 5-ft. doors in the walls, which open to release 4, unchained chombers (see below); multiple targets

### UNCHAINED CHOMPER (4) (CR 6)

**XP** 2,400

**hp** 64

The door at the far end of the hall is locked with a simple lock. A DC 20 (30 without proper tools) disable device check can open it.

The room on the other side of this door is only 20-ft. x 20-ft. and appears completely empty. The far wall boasts a door that is closed and locked with an identical lock to the first door, but there's a twist! A pressure plate in front of the far door causes the first door to slam shut and get stuck as well as triggering the following trap.

### CHAMBER OF BLADES TRAP (CR 10)

(See "Chamber of Blades Trap" in the *Pathfinder Roleplaying Game: Core Rulebook* Chapter 13)

**XP** 9,600

**Type** mechanical; **Perception** DC 25;  
**Disable Device** DC 20

#### EFFECTS

**Trigger** location; **Duration** 1d4 rounds; **Reset** repair

**Effect** Atk +20 melee (3d8+3); multiple targets (all targets in a 20-ft.-square chamber)

## THE HEART OF THE MATTER

Just beyond the door out of the small room the hallway takes a sharp right hand turn. There are fewer torches here, but there are still a few, casting shadowy, dim illumination over the stonewalls and floor. The walls are 20 feet apart here. Up ahead the hallway takes a sharp left. A dark, round object can just be made out resting in the corner. 20 feet down the corridor the left hand wall cuts away, opening out into a 30 foot by 30-foot room where the hallway turns. Lying in wait in this hidden corner is a giant unchained chomper that launches itself as soon as the first party member enters the chamber. It will have a surprise round. The smaller ball in the far corner will also spring to life after the surprise round.

### GIANT UNCHAINED CHOMPER (CR 7)

**XP** 3,200

**hp** 80

### UNCHAINED CHOMPER (CR 6)

**XP** 2,400

**hp** 64

Beyond this bend the walls come together to form a 20-ft. wide hallway again which stretches another 80 feet into the darkness. All the torches in this section seem to have gone out, though their remains are still clamped to the wall. A faint ticking sound can be heard from the darkness down the hall. As the party moves forward two windup bombs come into view wandering aimlessly about in the hallway. Grant the XP whether the party slips past them or takes them on.

**WINDUP BOMB (2)****(CR 2)****XP 600****hp 15**

The left hand wall of the hallway veers away again suddenly as the party finds themselves on the threshold of a 40-ft. x 30-ft. room. The room is completely dark and silent until the first PC crosses the threshold. As the party moves into the room an ominous stone on stone grinding sound can be heard from the opposite wall as two big whompers shoot out of the wall facing the hallways at either end. The following round a third one shoots out of the centre of the wall.

**BIG WHOMPERS (3)****(CR 4)****XP 1,200****hp 52**

The exit to this room is on the same side as the entrance, but at the other end. The hallway that leads off of this room is narrower, only 15 feet, and boasts only a single windup bomb just wandering about.

**WINDUP BOMB (CR 2)****XP 600****hp 15**

This hallway ends in what seems to be a solid wall but a DC 20 Perception check will reveal that there is, in fact, a secret door leading to another part of the castle's foundations.

**THE DUNGEON**

The secret door opens into a well-lit 10-ft. hallway, which stretches to the left. On the right hand side of the door is the entry into the guardroom where six Spikeys are milling about. Unless the party was making an effort to be stealthy the Spikeys will notice them as soon as they come through the door. Otherwise, roll the Spikeys perception against the PCs stealth to see if they're noticed.

Once a fight breaks out the two extra Spikeys who were patrolling the dungeon hallway will join their friends.

**SPIKEY (8)****(CR 5)****XP 1,200****hp 48**

After the guards are defeated the PCs will be free to search the dungeon and find Princess Persyk in the fifth cell from the staircase which leads up to the castle. The skeleton key they found in the haunted house will also open her cell door. The princess is overjoyed to see the party and will offer them a great reward when they return her to her home.

This adventure will always go straight into the next one; there is no option for the party to return home after the dungeon. They must face the Turtle King and see the princess home.

## TAKING ON THE BIG GUY AND SAVING THE DAY

*Freedom is in sight when a huge roar fills the air. "Where do you think you are taking my bride?"*

**Location:** the field outside of the Turtle King's castle

**Level:** 10

### INTRODUCTION

By this time the Turtle King is aware that there are thieves in his dungeon either by a signal from one of the myriad traps or possibly a soldier who spotted them on their way in. Whether the party decides to go back down the long hallway and through the secret door or take their chances passing through the castle itself they will find the Turtle King waiting.

### THE FINAL SHOWDOWN

As the party and the princess reach the top of the stairs all appears calm and quiet. They are able to make good progress towards the cliffs of the Icy Mountains and freedom before the ground begins to shake and something big roars from behind them. The Turtle King comes into view, waving his huge hammer and shouting, "Stop! Where do you think you are taking my bride?"

**TURTLE KING**

**(CR 15)**

**XP** 51,200

**hp** 225

### HAPPILY EVER AFTER

Once the Turtle King is defeated the rest of the turtle legions seem to know instinctively that their master is dead and the war is over. Everywhere around the castle they can be seen wandering away from their posts, lying down to nap, or otherwise giving up their vigilance. It turns out that without the fearsome king to keep them in line the turtle legions have lost their taste for fighting.

The party can return the princess to her palace with little difficulty, either by using the airship or on foot. If they choose to go on foot a staircase, which had not been visible from the top of the monastery cliff, will be an obvious way to get back up and over the mountains.

With Princess Persyk safely returned to her throne she will offer the party 12,000 gp in crown jewels as well as an opportunity to stay on as her elite personal guard, just in case any of the turtle legions should ever return.

If the party chooses to return to their own world, the princess will accompany them to the shiny green tube herself and give them her eternal gratitude before sending them on their way.



## APPENDIX A

### PRINCESS PERSYK

(CR 3)

XP 800

**Female human aristocrat 5**

**LG Medium humanoid (human)**

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

#### DEFENSE

**AC** 10, touch 10, flat-footed 10

**hp** 32 (5d8+10)

**Fort** +2, **Ref** +1, **Will** +5 (+2 against attempts to scry on you or read your mind)

#### OFFENSE

**Speed** 30 ft.

**Melee** dagger +2 (1d4-1/19-20)

#### STATISTICS

**Str** 8, **Dex** 10, **Con** 12, **Int** 14, **Wis** 13, **Cha** 18

**Base Atk** +3; **CMB** +2; **CMD** 12

**Feats** Cosmopolitan<sup>APG</sup>, Endurance, Improved Initiative, Skill Focus (Diplomacy)

#### Skills

Appraise +8, Bluff +12 (+14 to fool someone or pass secret messages), Diplomacy +12, Disguise +11, Heal +6, Linguistics +10, Perception +5, Sense Motive +9, Swim +4

**Languages** Common, Dwarven, Elven, Gnome, Goblin, Halfling, Literacy, Reptoid

**Gear** dagger, courtier's outfit

### LUKUS, CAPTAIN OF THE GUARD

(CR 1)

XP 400

**Human fighter 2**

**LG Medium humanoid (human)**

**Init** +7; **Senses** Perception +2

#### DEFENSE

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

**hp** 19 (2d10+4)

**Fort** +4, **Ref** +3, **Will** -1 (+1 vs. fear)

#### OFFENSE

**Speed** 30 ft.

**Melee** longsword +5 (1d8+2/19-20)

#### STATISTICS

**Str** 14, **Dex** 17, **Con** 13, **Int** 10, **Wis** 8, **Cha** 12

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

**Feats** Agile Maneuvers, Alertness, Improved Initiative, Weapon Focus (longsword)

**Skills** Acrobatics +3, Handle Animal +5, Intimidate +5, Perception +2, Ride +6, Sense Motive +1, Stealth +3

#### Languages

Common

**Gear** studded leather, longsword



## APPENDIX B

### FIRE HAG

(CR 4)

XP 1,200

Human witch<sup>APG</sup> 5

CG Medium humanoid (human)

Init -1; Senses Perception +9

#### DEFENSE

AC 9, touch 9, flat-footed 9 (-1 Dex)

hp 25 (5d6+5)

Fort +2, Ref +0, Will +6

#### OFFENSE

Speed 30 ft.

**Special Attacks** hexes (*cauldron*<sup>APG</sup>,  
*healing*<sup>APG</sup>, *peacebond*)

**Witch Spells Prepared** (CL 5th;  
concentration +9)

**3rd**—*fire claws*, *remove disease*

**2nd**—*cure moderate wounds* (2),  
*delay poison*

**1st**—*comprehend languages*, *delay  
disease*<sup>ARG</sup>, *fire under the tongue*,  
*mage armor*

**0 (at will)**—*detect poison*,  
*light*, *mending*, *stabilize*

#### STATISTICS

**Str** 10, **Dex** 8, **Con** 13, **Int** 18, **Wis**  
14, **Cha** 12

**Base Atk** +2; **CMB** +2; **CMD**  
11

**Feats** Alertness, Brew Potion,  
Diehard, Endurance

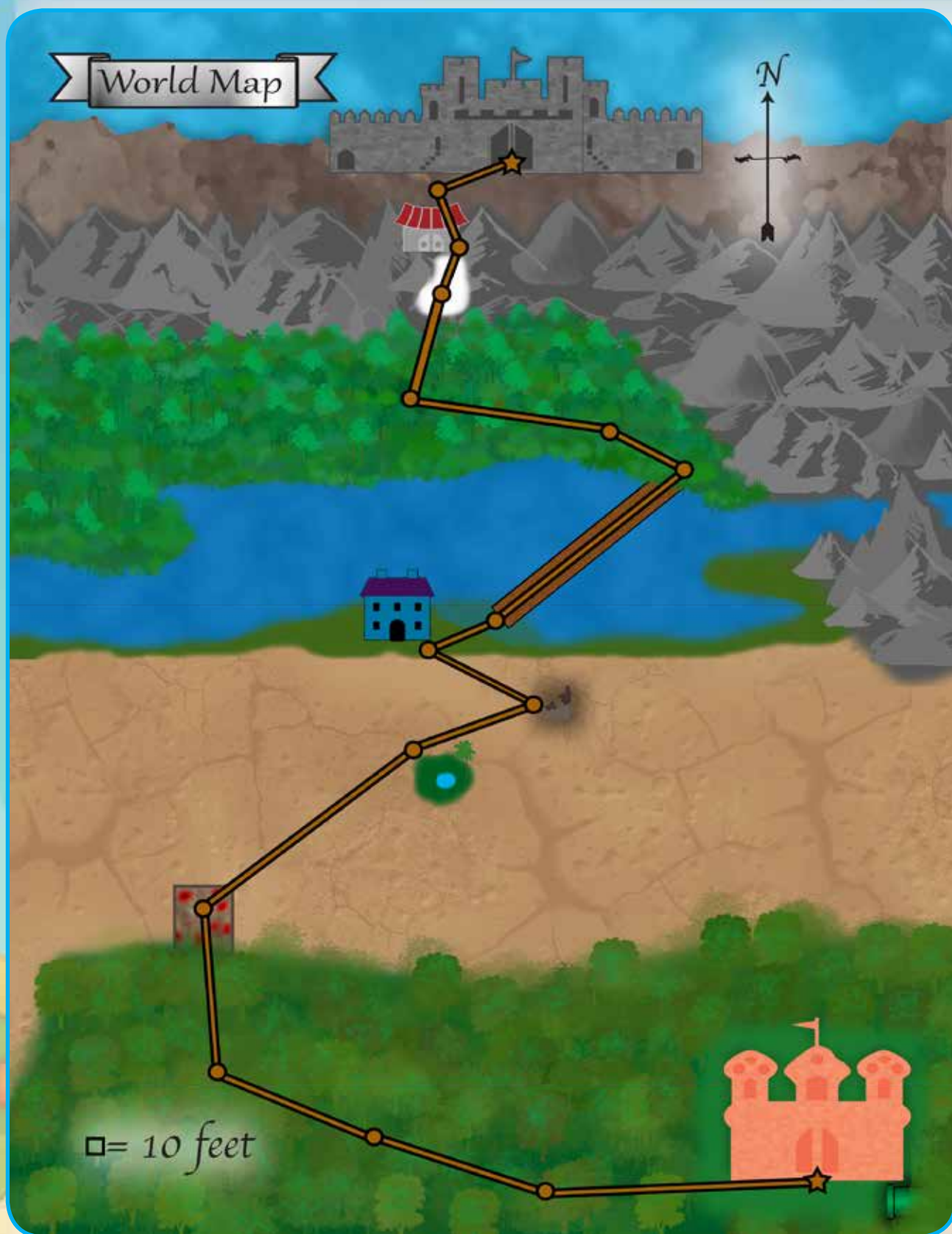
**Skills** Appraise +9, Diplomacy +6,  
Heal +10, Perception +9, Sense  
Motive +9, Spellcraft +11,  
Survival +7 (+8 to navigate in  
the wilderness in Fire Plains), Swim  
+3, Use Magic Device +7

**Languages** Common, Reptoid

**SQ** witch's familiar

**Gear** area map<sup>UE</sup>, everburning torch,  
drawing of the secret entrance to  
the Turtle King's castle



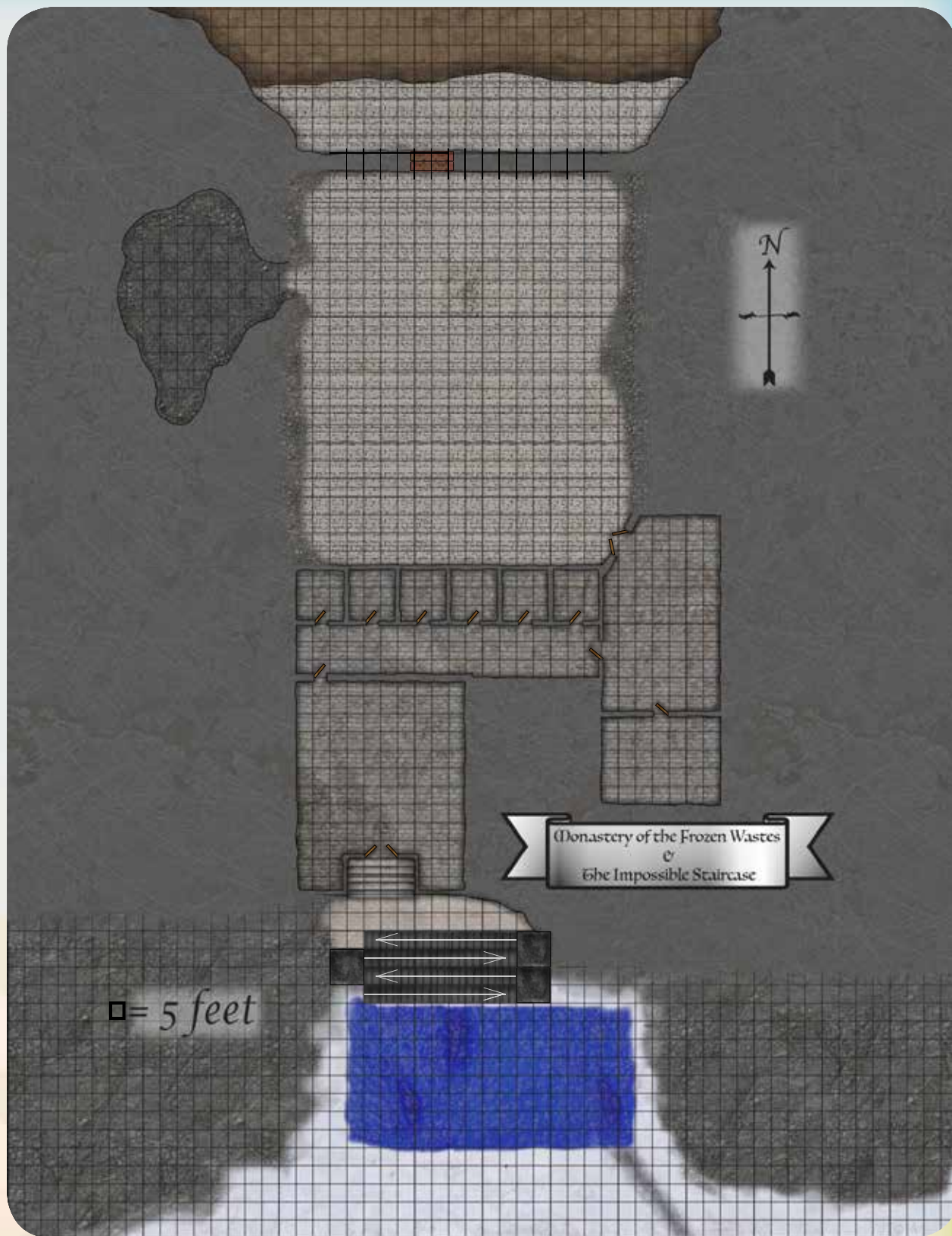


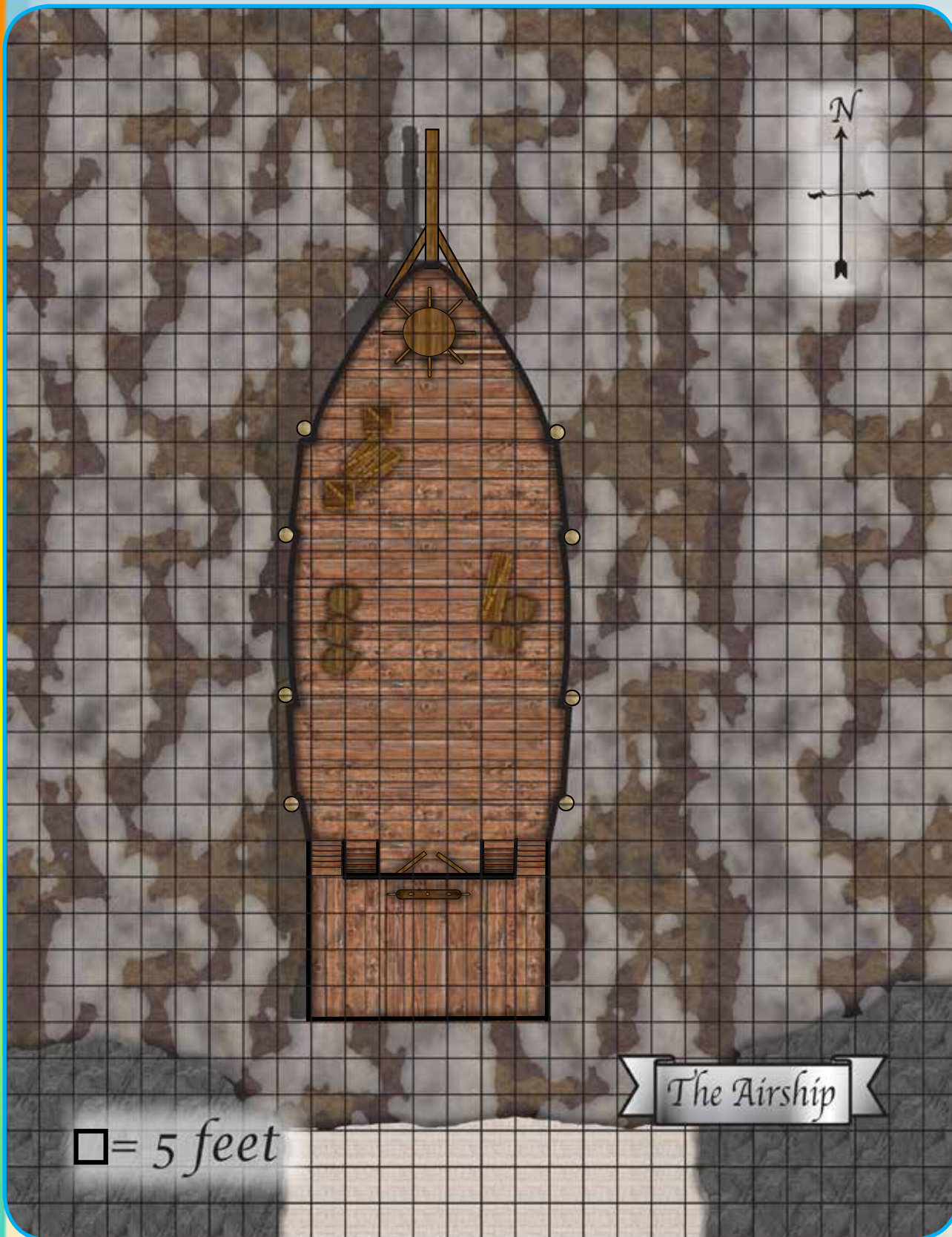


Haunted House  
Main Floor

□ = 5 feet

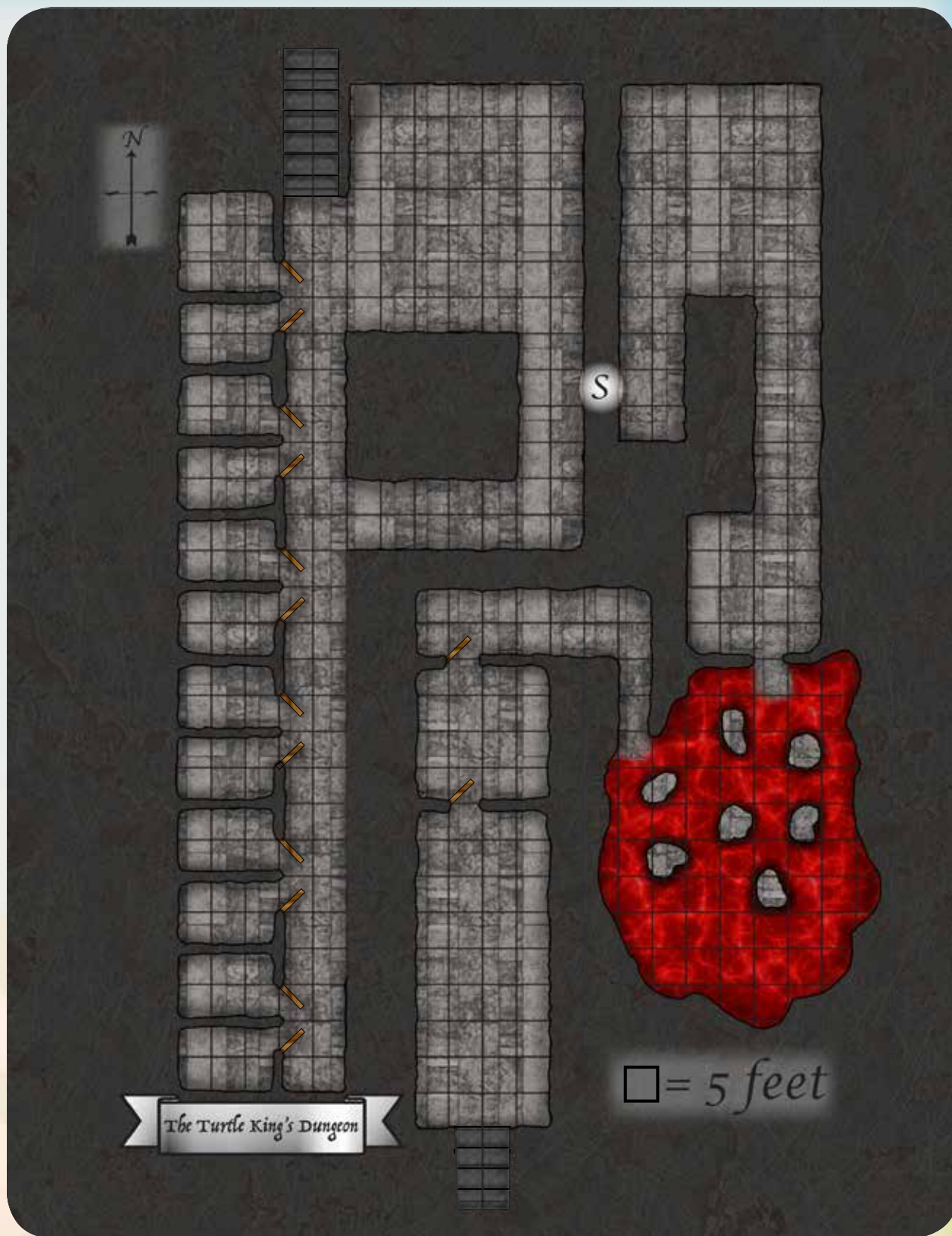






□ = 5 feet

The Airship



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