



What Lies in the Shadows UNDER THE TREES

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CAMPAIGN KITS

WHAT LIES IN THE SHADOWS UNDER THE TREES

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Based in South Carolina, USA, Fat Goblin Games was founded in 2011 to create Pathfinder Roleplaying Game compatible products. With a focus on high quality production values and providing a creative environment for our writers, Fat Goblin Games has quickly become a recognized force in the world of third party publishers.

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INTRODUCTION

In the following pages you will find a series of ten short, encounter-based adventures which are designed to be inserted into any forested setting along the path of your existing campaign or on their own. They range from first to sixth level. Consider throwing one or more of these little side treks in as a way to spice up an otherwise uneventful forest crossing, as part of a larger structured campaign, as a short one-off, or even as a seed for a more involved adventure.

These adventures are designed with a party of four PCs in mind. Each adventure indicates the average party level that the adventure was designed for.

The Unquiet Past **4**

A flickering nightmare face lurks on the edges of the light, hiding behind the trees and waiting to prey on the flesh of the unwary.

An Unusual Safari **5**

The small hunting and farming hamlet of Sanctis is under the thumb of an unusual band of bullies. It seems the forest creatures have tired of their neighbors.

A Caravan in Need **7**

The party comes across a merchant's caravan on the forest path which is under attack, and the goblins are more than happy to invite the PCs to the party.

A Damsel in Distress - With a Twist! **9**

A fledgling logging venture is in danger of going under when loggers start disappearing in the woods, only to turn up dead the following day... can the party get to the bottom of this mystery and keep the camp alive?

Hunting Party **10**

Something is following the party from high up in the trees, but what could it be?

The Brokedown Circus **12**

The once famous Ringmaster Ocephus and what is left of his circus are said to have set up camp in these woods, but are they merely a roadside attraction or something more sinister?

Don't Open That Gate! **14**

The party stumbles upon a strange glow in the forest. When they investigate they discover a dark, hooded figure chanting before a swirling mass of purple light framed in an ancient stone arch. This could be bad...

Who Will Keep the Bugs at Bay? **15**

A blood-curdling scream echoes from the trees. A young druid, who has recently taken up residence in this part of the woods, is under attack by a witch who has marshalled an array of creepy crawlies to drive the druid out. She needs the party's help to restore balance to this part of the forest.

The Problems of Fey Folk **17**

Deep within the forest lies an ancient fey worship site, but something vicious has taken over the area and the resident brownies need help to clear it away.

The Misty Unknown **18**

Travellers on this road speak of an eerie, deadly green mist which sometimes floods the forest, and a haunted tower which cannot be found. Though the stories have a certain feel of legend more than fact, might there be some truth to them?

Appendix (A-F) **20**

The Unquiet Past

Shadows dance among the trees that even fire can't seem to completely dispel. A light flickers briefly behind a tree trunk and disappears. It feels as though someone is watching from the darkness.

Location: An ancient fey burial site

Level: 1

INTRODUCTION

The forest here has an ancient feeling, as though it has lived through and witnessed many things. As the party beds down for the night, or sits down for a rest they have little idea that this forest is ancient indeed—and the site of the grave of a powerful, wicked fey.

THE FALLING LEAVES

The canopy is high in this part of the forest, but the winds are strong up above, sending a constant fall of leaves fluttering to the earth. Most of the leaves are small, but a few are obviously ancient and quite big. One such leaf detaches itself overhead and descends towards the party. But something is off about the way it falls, almost as though it were controlling its flight. This leaf seems to have an unusually broad, flat shape with a stem that ends in a fine point, like a stinger. With a graceful twist it turns and dives for one of the PCs.

LEAF RAY

(CR 1)

(See "Leaf Ray" in the *Pathfinder Roleplaying Game: Bestiary 4*)

XP 400

hp 15

A DC 10 Perception check will reveal the remains of a few adventurers at the base of one of the trees just in from the edge of the path. A dagger, a chain shirt, and a pair of masterwork manacles can be found amidst the bones and earth.

THE HARD WAY TO MAKE PUMPKIN PIE

A little bit further down the forest path the leaves stop falling as the woods become darker and more enclosed. The tree trunks here are gnarled, twisted and blackened, as though a forest fire had once raged through the area. The darkness between the trees here feels somehow thicker than normal darkness. An inviting little clearing lies just ahead on the right. A collection of stones and logs are crowded around a cold fire pit in the exact centre of the clearing. A round, white stone, which seems completely out of place, forms the base of the fire pit. An aura of faint evil emanates from the white stone, but it feels old and faded.

If the party does not stop here the Jack-o'-Lantern emerges from the forest onto the path in front of them. If they do stop in the clearing, the Jack-o'-Lantern sneaks up to the edge of the clearing. It gets a surprise round to use its breath weapon before emerging from the shadows.

JACK-O'-LANTERN

(CR 1)

(See "Jack-o'-Lantern" in the *Pathfinder Roleplaying Game: Bestiary 4*)

XP 400

hp 11

As the Jack-o'-Lantern crumbles to dust DC 8 Perception check reveals the remains of a traveller just beyond the clearing, amidst the gnarled trees. The body is partially decayed, but still covered in the burns and other telltale signs of the Jack-o'-Lantern's attacks. While the traveller's fine clothes are in tatters, his purse is intact. Inside there is 50 gp in coins and two jade figurines, one of a wild cat mid-leap, and the other a rearing bear, together they are worth 250 gp.

PUTTING THE PAST TO REST

During the scuffle with the plant monster part of the cold fire pit is knocked aside, revealing a section of the white stone underneath. The black ash sinks into the crevasses, revealing writing carved into the stone. Fey writing. Comprehend Languages or a DC 10 Knowledge (Arcana or Nature) will reveal the meaning of the words. Loosely translated they mark

the spot as the burial site of an evil Fey, banished here for all time. A successful DC 8 Knowledge (Nature) check reveals that the evil seeping into the ground from the fey grave is what has warped the surrounding trees, and what spawned the Jack-o'-Lantern. Another DC 10 Knowledge (Arcana or Nature) check will tell the party that the only way to put that evil to rest is for a cleric of Desna to sprinkle holy water on the site and pray over it for three days.



AN UNUSUAL SAFARI

The little hamlet ahead seems quiet and cozy, but the forest beyond the village green seems somehow darker and more malevolent than a forest should be.

Location: The hamlet of Sanctis and the nearby forest it's citizens rely on for sustenance.

Level: 2

INTRODUCTION

The hamlet of Sanctis rests on the edge of the woods. Its people rely on the bounty of the forest for their survival, hunting animals, harvesting mushrooms and berries, and so forth. But lately the forest creatures seem to have had enough of their human neighbours as more and more vicious animals have moved into the area, driving the hunters out of the forest and threatening the tiny village with imminent starvation.

A PLEA FOR HELP

A small village lies on the road ahead, just before the forest. As the party enters the hamlet of Sanctis they are stopped by a group thin, scared looking villagers. They explain that they are starving and in need of brave adventurers to rid them of the crazed creatures keeping them out of the woods. They speak of a vicious boar and a large, deadly badger. The villagers offer up a reward for clearing their hunting path.

The hunters will come forward then and point out a deer trail. They explain that one hundred paces down the trail is where they started to encounter the crazed creatures, and that they only became worse the deeper in they went. They suspect that whatever is driving the animals mad might be at the end of that track.

THE GUARDS

The deer track is clear and easy to walk single file, but the surrounding forest is dense and should be treated a difficult terrain. About a hundred paces into the trees a thunderous crashing can be heard from the forest to the right. A moment later a huge boar explodes from the bush right into the middle of the party.

BOAR

(CR 2)

(See "Boar" in the *Pathfinder Roleplaying Game: Bestiary*)

XP 600

hp 18

Another sixty paces past where the boar emerged a large, squat, and scarred badger waddles obliviously out into the track in front of the party. Upon spotting the invaders it peels back its lips, hisses, and lunges at the front PC.

DIRE BADGER

(CR 2)

(See "Badger, Dire" in the *Pathfinder Roleplaying Game: Bestiary 2*)

XP 600

hp 22

THE PRIZE

With the badger behind them the party travels deeper into the woods. The canopy is thicker here and the air is moist and cool. Another hundred paces down the track the brush opens out into a small clearing about 25 feet in diameter. Two unnaturally huge ants stand guard here, pacing back and forth in front of something square and shiny in the grass. As the first PC reveals themselves the ant hoard rears up and charges.

GIANT ANT (2)

(CR 2)

(See "Ant, Giant" in the *Pathfinder Roleplaying Game: Bestiary*)

XP 600

hp 18

The thing in the grass turns out to be a gold plate with undecipherable runic carvings on it which glow

with a faint red light. The item radiates evil. When lifted up, the grass underneath it is dead.

BREAKING THE SPELL

As the party carries the golden plate out of the forest any small creature they pass seems to fly into a momentary rage which passes as the object passes. Any farm animals on the way out of the forest will rear or become strangely aggressive. The villagers are waiting in the centre of the hamlet. An elderly woman steps forward and holds out a hand, asking for the plate (whether or not it's visible). She will not stop and the villagers will withhold the reward until it is turned over.

The old woman studies the plate, running her fingers over the lettering before throwing the thing into a nearby cooking fire which briefly flares deep red. Once the object has melted explains that it was an evil druidic relic which warped the minds of the forest creatures.

The villagers hand over the promised reward: a heavy golden necklace with a deep blue sapphire pendant. They will also offer the melted gold of the plate to the party. It will cool in one lump worth 100 gp.



A CARAVAN IN NEED

The forest is bright and cheerful, but shouts and the ringing of steel on steel can be heard on the road ahead.

Location: A wooded road, half a day's ride from the towns on either side.

Level: 2

INTRODUCTION

The forest road here is a major trade route between the two friendly towns on either side of it which are a day's ride apart. One enterprising merchant named Oro has set up a caravan which makes the trip daily from one town to the other. Both towns have come to rely on this service for goods, materials, money, mail, and sometimes even

food. The forest has been safe to cross for as long as anyone can remember, but apparently a new tribe of goblins and their friend have moved into the area, and they're interested in doing a little shopping.

AN UNEXPECTED SURPRISE

The calm of the forest is broken by shrill war cries, the shouts of terrified men, and the ring of steel on steel. As the party rounds a bend they come across a fully loaded caravan of four covered carts stopped dead in the road and beset by goblins. The bodies of two slain men lie next to the middle two carts while two other men cower under the rear axle of the rear cart. When they see the party they wave for help, one of them even calling out in relief. But that draws the attention of the attackers. The goblins turn as one to look at the party, grin, screech, and attack.

GOBLINS (5)

(CR 1/3)

(See "Goblin" in the *Pathfinder Roleplaying Game: Bestiary*)

XP 135

hp 6



As the last goblin falls something bigger lurches out of the forest and straight at the caravan.

BUGBEAR

(CR 2)

(See “Bugbear” in the *Pathfinder Roleplaying Game: Bestiary*)

XP 600

hp 16

Once all the attackers are slain the survivors will emerge from beneath their carts to thank the party. They will explain that they make this trip every day and it has always been a safe crossing until now. They are still a half-day’s ride from their destination. When they do a head count they are a driver short, so the lead driver asks the party if one of them could drive the last cart. They also ask for the PCs company as far as the next town—just in case there are any more nasty surprises waiting for them. He



explains that the merchant who owns this caravan will pay handsomely to see it reach its destination in one piece.

WAGONS HO!

The drivers gather up the bodies of their fallen friends and the caravan sets out once again. The forest seems quiet as the party and the caravan make their way towards their destination. If none of the PCs are comfortable driving the cart, then the drivers will tie it to another one and tow it with them.

The next three hours pass in amiable company, exchanging stories and jokes as they trundle onward. But just an hour from their destination a shrill cry of “Kill the horsemonsters!” rises from the bush, followed immediately by an answering cry from the other side of the road. Two goblins riding mangy, hideous dogs burst out of the trees and start attacking the lead horse who rears and screams as the driver tries to get it back under control.

GOBLIN (2)

(CR 1/3)

(See “Goblin” in the *Pathfinder Roleplaying Game: Bestiary*)

XP 135

hp 6

GOBLIN DOG (2)

(CR 1)

(See “Goblin Dog” in the *Pathfinder Roleplaying Game: Bestiary*)

XP 400

hp 9

SAFELY HOME

Once the goblins have been defeated and the horses calmed again then the caravan can make the last hour’s trip into town. Upon hearing the story of attack and rescue from his drivers, and seeing his caravan arrive in one piece, Oro expresses his deep gratitude and offers the party a 1,200 gp reward. He also contacts the town guard, who thank the party for their bravery and agree to go back through the forest and make sure there are no more goblins lying in wait.

A DAMSEL IN DISTRESS ~ With A Twist!

A beautiful woman stands in the centre of the path, her arms outstretched. Her skin is like supple bark and her hair like moss woven with dead leaves and dried blossoms. With pain in her voice she utters a single word. "Please..."

Location: The logging camp of Carnum's Ferry and the woods nearby.

Level: 3

INTRODUCTION

Carnum's Ferry, owned by Penner Carnum, is a relatively new logging camp set up to start logging a new section of a very old forest. It began operations a mere six months ago, but in the last month terrible things have been happening in the woods. Loggers keep disappearing in the new cutting sections only to turn up dead at the forest's edge the next day.

A STRANGER'S REQUEST

When the party passes through the camp following the road into the forest, Penner Carnum runs out of his office and stops them and asks for their help. He explains that his loggers keep turning up dead and that now, fearing for their lives, none of his boys will go into the forest at all. If he can't get this cleared up his fledgling camp will fail before it could really take root. He offers them a reward if they will help clear out whoever—or whatever—is out to ruin his operation.

Carnum gets his men to show the party to the path they were using, which they are happy to do, though none of them will go past the treeline.

A VISION IN THE WOODS

As the party follows the path deeper and deeper into the forest the open fields of stumps and sawdust slowly give way to denser and denser brush. Just around the point where all evidence of logging activity comes to an end someone steps into a shadow on the path just in front of the party. She moves into the light with her hands held out in front of her, palms up. Her skin appears to be made of supple wood and her hair is dull and full of dead leaves and withered flowers. She blinks her large black eyes and speaks, sad at first but ramping quickly into screeching rage. "They harmed my forest... killed my trees and drove away my creatures. You are with them. You will destroy my forest! All must die!"

As she speaks, a thick, ugly vine slithers past her feet. It reaches out to grapple the lead PC. The other party members find themselves entangled as the plants around them animate and grasp at their legs.

ASSASSIN VINE

(CR 3)

(See "Assassin Vine" in the *Pathfinder Roleplaying Game: Bestiary*)

XP 800

hp 30

When it looks like her vine is about to fail in its task, the dryad backs up a few paces, lifts her hands, and lets out a sharp whistle. For a brief moment nothing happens, but then a man in armor appears from the brush behind the party and another one in front. Their eyes are blank as they raise their swords.

"Kill them, my dears." The dryad screeches. "They are with the murderers... they have killed my pet!"

With those words the two enslaved fighters charge.

CHARMED HUMAN FIGHTERS (2)

(CR 2)

XP 600

Male Human Fighter 3 (See Appendix A)

hp 27

Finally, when her fighters too have failed, something in the dryad's mind snaps completely. With an inarticulate screech, she produces a long,

sharp dagger and charges the party herself. Her madness is such that she will fight ferociously and to the death.

DRYAD**(CR 3)**

(See "Dryad" in the *Pathfinder Roleplaying Game: Bestiary*)

XP 800

hp 27

AN INEVITABLE CONCLUSION

Once the party has explained what they found in the woods to the owner of the camp he seems sad. He sends some loggers into the forest to fetch and bury the bodies while he gives the PCs their reward of 1,200 gp as well as the two Masterwork longswords and two suits of studded leather armor that the Dryad's fighters had on them. (Alternately, if the party has already helped themselves to those things then he just won't mention them.)



HUNTING PARTY

The trees overhead shake and rustle even though there is no wind to speak of and the forest seems to be watching with eyes that can't be seen.

Location: A forest path.

Level: 3

INTRODUCTION

This adventure can be placed on any forest path as long as it's at least a half day's ride long and away from any settlements. For the first half of the journey it can be hinted that something is watching, but no perception check will be able to locate the source of the feeling.

HUNTERS STALK THESE WOODS

Somewhere just before the half-way point of the path, snares start to appear along the edges of the trail, narrowing the usable space. There are six snares lying quite obviously on the edges of the pathway, three per side.

SNARES**(CR 3)**

XP 800

Type mechanical; **Perception** DC 8; **Disable Device** DC 20

Trigger proximity (putting foot in snare loop); **Reset** manual

Effect target is grabbed and lifted by ankle to hang upside-down 10 ft. above the ground (2d6 bludgeoning damage); never miss

But the snares aren't the only dangers the path has to offer. As the snares come to an end, the path crumbles beneath their feet, revealing a 10-ft. by 10-ft. pit. It spreads from one side of the path to the other, forcing those who want to go around it into the difficult terrain of the brush on either side of the trail. Clearly whoever laid these traps was looking to catch travellers, not animals.

CAMOUFLAGED PIT TRAP**(CR 3)**

XP 800

Type mechanical; **Perception** DC 25; **Disable Device** DC 20**Trigger** location; **Reset** manual**Effect** 30-ft.-deep pit (3d6 falling damage); DC 20 Reflex avoids; multiple targets (all targets in a 10-ft.-square area)**THE MORE DIRECT APPROACH**

As the party is either struggling their way out of the pit trap or working their way around it, the trees that arch over the trail just ahead begin to rustle. Two tall, lanky, moss-covered figures drop out of the foliage. They land lightly on their feet and look at the PCs with eager hunger. The creatures rush the party, attacking. They'll try to push PCs back towards the pit or the snares in the hopes of making them easier to defeat. If a PC is already stuck in one of these traps the trolls will attack that person first, hoping to cull the ones who they perceive as weaker.

MOSS TROLL (2)**(CR 3 EACH)**(See "Troll, Moss" in the *Pathfinder Roleplaying Game: Bestiary 3*)

XP 800 each

hp 30 each

WHO HUNTS WHOM

The moss trolls have nothing on them when searched. A faint whimpering can be heard from above. A DC 10 Perception check looking up into the leaves reveals something shiny winking in and out of the light in the branches overhead. With a DC 20 Climb check, the PCs can make their way up the tree trunks on either side of the path and into the branches.

Up in the canopy a whole moss troll nest can be found, complete with a sleeping area made of brush laid across two sturdy branches near the trunk of one of the trees, an eating area where the leaves are stained with specks of red, a tunnel through the foliage which runs directly over the path for about 100 feet, and a little stash of treasures resting in a nest of old and somewhat bloody rags between a

big branch and the trunk of one of the trees. The stash contains 2 potions of cure light wounds, a gold and diamond amulet worth 1,500 gp, and a ring of protection +1.

Tucked into a crude cage made of branches tied together with old rags a small child of six or seven huddles in fear. When he sees faces that aren't trolls, he will warm up to the PCs quickly. He'll explain that he was travelling with his parents when the trolls attacked. They killed his parents and locked him in this cage as a plaything as far as he could tell. He will gladly accept an escort to the next nearest town.



The Brokedown Circus

A large clearing opens up on the left side of the road ahead. Several faded circus wagons, lean tiredly against the edge of the forest. A wild-eyed man in a tall purple hat stands by the roadside, his booming voice beckoning.

Location: Circus Ocephus' clearing in the deepest part of Hart Forest

Level: 4

INTRODUCTION

It is said that, in its heyday, Circus Ocephus had only the best freaks and creatures never before seen. But one night, during a performance, he debuted a new creature (descriptions vary, but they all share elements of feathers and claws). It went wild and leapt into the crowd, killing nearly two dozen patrons before Ocephus could control it. After that no one would risk coming to a Circus Ocephus show so he gave up and disappeared. Some say he died, others that he merely found a place to settle, but one thing is certain, lately travellers have been disappearing on the Hart Forest Road.

CIVILIZATION IN THE WILDERNESS

Hartlee is the last outpost before embarking on the week-long traverse of the Hart Forest. It's a small village, consisting of two inns, a store, a small temple of Pharsma, and a few houses. Villagers here have a different story to tell of Ocephus. They claim that he lives in Hart Forest, a mere day and a half's ride from Hartlee, where his circus is still open for business.

The townsfolk encourage the party to stop and visit the circus on their way through the forest.

ROADSIDE ATTRACTIONS

In the middle of the second day, a clearing opens up in the trees ahead. A man is sitting by the side of the road. As the party gets closer he lifts his head and then stands to face them. He wears a purple top hat and a faded red velvet coat. He smiles but there is something a little desperate in his eyes.

"Welcome, welcome." He says. His voice is deep and loud. "I am the great Ringmaster Ocephus, and this is my circus." He sweeps a hand around the clearing where a semi-circle of faded wagons are parked. The two on the ends are living quarters, while the four in the centre are ornate, rolling cages.

Only the second and third cages are occupied. In the second stands a man covered in shaggy fur with sad dark eyes. The picture over his cage shows a raging bear under the full moon. The other cage holds a creature that is half bear, half owl and looks very, very hungry.

Ocephus urges the party closer to the cages to look at the creatures. The shaggy man turns away but the owlbear leans forward.

THE PRICE OF ADMISSION

As the party looks on at the two creatures a snarling sound emanates from behind them. They turn to find an enormous wolverine staring at them with rage in its small, dark eyes.

Ocephus grins. "Meet Fluffy, my little pet."

FLUFFY, DIRE WOLVERINE (CR 4)

(See "Wolverine, Dire" in the *Pathfinder Roleplaying*

Game: Bestiary)

XP 1,200

hp 42

When the wolverine is defeated Ocephus throws up his hands and backs towards the cages. He explains that he only did what he had to to feed his pets. He puts on a pitiful show, but at the last second his hand flashes up and the door to the Owlbear cage opens.

OWLBEAR**(CR 4)**

(See "Owlbear" in the *Pathfinder Roleplaying Game: Bestiary*)

XP 1,200

hp 47

When the creature dies something snaps in Ocephus' mind and he raises his hand, shooting fire from his fingertips (use spell *flame strike*) as he screams about losing his pets and his fame.

RINGMASTER OCEPHUS**(CR 4)**

XP 1,200

Male Human Druid 5 (See Appendix B)

hp 31

THE FINAL CURTAIN

Once Ocephus is dead, the shaggy man speaks. He explains that he is a werebear, but that he means them no harm. If they will let him out of his cage he will show them where Ocephus kept his valuables and then go peacefully on his way.

LYCANTHROPE, WEREBEAR**(CR 4)**

(See "Lycanthrope, Werebear" in the *Pathfinder Roleplaying Game: Bestiary* 2)

XP 1,200

hp 34

Between the two housing wagons the party finds 2,000 gp, a potion each of *Bear's Endurance*, *Bull's Strength*, and *Owl's Wisdom*, and some well-made silver jewelry worth 500 gp.



DON'T OPEN THAT GATE!

The sky is blanketed with heavy grey clouds which darken the world below. The forest path is clear, but the light drops off quickly inside the trees. There is very little low brush here as the trees are too tall to allow much sunlight. Up ahead and off to the left a strange purple glow can be seen emanating from deep within the trees.

Location: Ruins of an ancient temple, just off the forest road.

Level: 4

INTRODUCTION

This part of the forest has seen many things in its long life. It was once home to a temple and monastery for an evil cult dedicated to Rovagug. They spent their lives attempting to raise his creatures from the abyss, but those types of activities are rarely allowed to flourish. Long ago a group of Paladins found the temple, killed the acolytes, and reduced the building to rubble. Still, the unholy ground is a fertile place for evil rituals, such as the raising of demons. A lone evil cleric, tired of being persecuted for his beliefs, has crept to the site of this ancient monastery to summon forth his very own assassin in the form of a bound babau demon.

THE GLOW IN THE WOODS

As the party travels through the shadowy forest which sits quiet under a blanket of dark clouds a DC 10 Perception check reveals an odd, faint purplish glow ahead in the distance to the left. As they continue down the road the glow gets brighter and closer. As the party comes level with the glow a terrible howl breaks out from just inside the trees to their left. This is a *Howler Howl* and should be resolved as such.

HOWLER

(CR 3)

(See "Howler" in the *Pathfinder Roleplaying Game: Besitary 2*)

XP 800

hp 37

The creature is guarding a thin track which veers left, directly towards the purple glow, which has been growing steadily brighter.

NO PLACE FOR GOAT FACE

The trail ends at a moderate-sized clearing. The ground is covered with ancient flagstones washed smooth with time and rain. Tiny, scraggly shrubs push their way up through cracks in the stones. A few fragments of wall still remain, but the rest of the building is in tiny fragments littering the ground except for a single archway which still stands at the far right hand end of the clearing. A dark, hooded figure stands silhouetted against a glowing vortex of purple light strung inside the arch. The figure glances over its shoulder and utters a strange, warbling call. He waves a hand and two gaunt, goat-headed figures lumber out of the blackness on either side of the path's entrance to block the party's path.

DEMON, SCHIR (2)

(CR 4)

(See "Demon, Schir" in the *Pathfinder Roleplaying Game: Besitary 3*)

XP 1,200

hp 37

While the party battles the demons the hooded figure continues to chant, attempting to summon a babau demon. Starting with the first round of combat against the schir demons, the PCs have 10 rounds to stop the caster from completing his spell by breaking his concentration with a successful hit that does damage. On the 11th round the babau emerges if they have not succeeded in this task.

DEMON, BABAU

(CR 6)

(See "Demon, Babau" in the *Pathfinder Roleplaying Game: Besitary*)

XP 2,400

hp 73

A SUMMONING INTERRUPTED

Once the hooded figure takes a hit sufficient to break his concentration the summoning spell will fail and the swirling purple mass of light dissipates. In a rage, he turns to attack the party for ruining his plans.

HOODED ACOLYTE

(CR 4)

XP 1,200

Male Human Cleric 5 (See Appendix C)

hp 36



Who Will Keep The Bugs At Bay?

The peace of the forest is pierced by a feminine scream. A pretty young woman stumbles out onto the path, her clothes torn and her hair a mess.

Location: A forest path, the druid's house

Level: 5

INTRODUCTION

Galindil is a young elven druid who has taken up residence in this part of the forest because she sensed an ache in it that needed fixing, but the evil witch who also makes this part of the forest her home likes the forest's pain just the way it is. She will do anything to drive the young druid away.

A DAMSEL IN DISTRESS

As the party is travelling along the forest path a beautiful young elf stumbles out into the path in front of them. Her clothes are filthy and torn. She raises wild violet eyes to the party. "Help, they're after me... so many... I... I can't calm them..."

GALINDIL

(CR 3)

XP 800

Female Elf Druid 4 (See Appendix D)

hp 25

On the heels of her words a swarm of ants floods onto the path, directly towards the elf, who screams again and ducks behind the party. The ants change course to follow her.

ARMY ANT SWARM

(CR 5)

(See "Army Ant Swarm" in the *Pathfinder Roleplaying Game: Bestiary*)

XP 1,600

hp 49

Once the ants have been dispatched, the elf stands tall and says, “thank you, I know it must look silly to be running from ants, but as you can see they were quite determined and I’m not used to creatures who can’t be reasoned with. My name is Galindil. I’m new to this forest, but it needs my help. There’s a witch here who’s been warping the forest and its creatures. Those ants were but one of the horrible things she’s sent to try and drive me out. If you would help me subdue her so that I can begin my healing work I would be much obliged... I could even pay you.”

Assuming the party agrees, she asks them to follow her to her home.

A TRICKY TRAIL

As the group makes its way down the trail towards Galindil’s home they find a large, shiny black beetle standing in their way, mandibles raised, refusing to let anyone pass.

GIANT STAG BEETLE (CR 4)

(See “Beetle, Giant Stag” in the *Pathfinder Roleplaying Game: Bestiary*)

XP 1,200

hp 45

A little further down the path, an enormous centipede drops out of the trees, landing on Galindil and the nearest party member to her. She screams again and tries to stumble backwards out of its grasp.

GREAT FOREST CENTIPEDE (CR 6)

(See “Centipede, Giant” in the *Pathfinder Roleplaying Game: Bestiary*)

XP 2,400

hp 31

When they finally reach the edge of Galindil’s clearing, a huge spider is waiting for them, it’s beady eyes full of malice. The elf sighs and gestures for the party to do their thing.

OGRE SPIDER (CR 5)

(See “Spider, Giant” in the *Pathfinder Roleplaying Game: Bestiary*)

XP 1,600

hp 31

THE FINAL CONFRONTATION

As the spider dies an angry shriek fills the clearing. A gnarled, ugly woman emerges from the door of the little cottage and points a crooked finger at Galindil. “You little wretch! I told you never to come back here. Now look what you’ve done, you’ve gone and killed my pets! This is my forest and the punishment for trespassing is death!”

EDNEVA, THE EVIL WITCH (CR 5)

XP 1,600

Human Witch 6 (See Appendix D)

hp 47

JUST REWARDS

Upon her death, Edneva crumbles to dust, which Galindil quickly grabs a broom and sweeps into the dirt. As soon as this is done the air in the clearing seems to lighten immediately and the sun breaks out from behind a cloud, showering the clearing in dappled light. Galindil will thank the party, offer them a hearty meal of root vegetable stew, and make good on her offer of payment by giving them a beautifully crafted tiara made of silver set with diamonds and rubies, a gift from her grandmother when she set out on this mission. It is worth 7,500 gp.



The Problems of Fey Folk

The trees part to reveal a circle of standing stones with fey script carved into every surface. A sense of magic emanates from the place.

Location: the side of the road leading into the forest, the clearing with the standing stones

Level: 5

INTRODUCTION

The Browine Circle, as it is known in the nearby village, is considered a whimsical and benign part of the forest which nestles at the foot of the mountains. The brownies have always been peaceful, even helpful neighbors, but something has changed. Now farmers wake to find livestock missing or their fields burnt in the dead of night. No one wants to believe that their little fey friends have turned on them, but the trails of destruction which lead back to the clearing leave little room for doubt.

A CHANCE MEETING

As the party travels the road which skirts through the forest at the bottom of the mountains, they encounter a group of male villagers with grim faces. Each one holds some kind of weapon or farming implement and they're talking in hushed, serious voices.

As the party approaches, a tall man with sandy blond hair waves them down. He introduces himself as Benef explains that he and the six men with him are from the surrounding villages and that a nearby band of brownies seem to have turned evil. He speaks about the missing livestock and the burnt fields and explains that, while something must be done to protect their livelihood, they fear facing any fey creature, particularly if it has gone as rogue as these brownies seem to have.

He asks the party to join their group as they travel through, both to bolster the courage of the men and to aid in the fight to come. He offers food and whatever coin the villagers can come up with as compensation. (For Benef's and a typical farmer's stats see Appendix E)

ANOTHER SIDE OF THE STORY

As the group arrives at the clearing the area around the standing stones also looks burnt and dry. One of the stones has been knocked over and another bears fresh claw marks on its face. A tiny, fearful head pokes out of a nearby bush and asks if they be friend or foe. Benef snaps back that they've come to stop the brownies from destroying the countryside.



The brownie's expressive eyes fly wide as he explains that they aren't responsible. Benef, obviously loath to just slaughter the little fellow, agrees to hear him out. The fey explains that about a fortnight ago two big, slithery red creatures came crashing into the brownie's barrow underneath the stones and drove them out. Now the fire-creatures nest there. The brownie asks if the group will help rid their home of these unwelcome guests.

The state of the faerie circle certainly seems to support the little brownie's story. So Benef agrees to help and asks the party if they would also help.

THE GUESTS COME OUT TO PLAY

The brownie shows the group to a big, freshly-dug hole behind one of the larger stones. He wishes them luck and turns to dart back into the woods, accidentally kicking a pile of loose stones down the hole in his hurry. A low rumble emanates from the darkness below in response to this and an angry, red, draconic face comes tearing out of the hole, followed immediately by a second one. The two creatures hover above the group for a moment then dive.

DRAKE, FIRE (2)

(CR 5)

(See "Drake, Fire" in the *Pathfinder Roleplaying Game: Bestiary 2*)

XP 1,600

hp 57

PLAYTIME IS OVER

Once the drakes are dead a group of twelve brownies come dancing out of the woods around the clearing, cheering. They right the fallen stone and start tidying around the edge of the hole. They offer to help the PCs retrieve any treasure the fiery creatures may have left behind from the barrow as they have no need of it with the bounty of the neighboring village to sustain them.

The drake's hoard consists of 2,000 gp in assorted coins, 2 emeralds (worth 1,000 gp each), a mithril chain shirt, and a +1 longsword.

Any villagers remaining after the fight will offer to take the party (and the brownies) back for a feast before sending them on their way with the 1,200 gp the village folk can scrape together as a thank you.

The Misty Unknown

The night air is cool and grows progressively more cloying. Soon phantasmal shapes can be seen winking in and out of the darkness ahead as thick tendrils of green mist curl around every object in sight.

Location: camp at the side of the road, the gnome's tower

Level: 6

INTRODUCTION

Tales are told in taverns up and down this road of the haunted tower in the woods. They say it is home to an evil wizard and his unholy creations, killing innocent travellers. Over the years several missions have been launched into the woods, hoping to rid the woods of the threat. Although no real evidence of this tower existing has ever been produced, and anyone who tries to find it gets lost and comes back empty handed, the locals still cling to the story as an absolute truth.

A NIGHT'S REST

As the party beds down for the night next to the trail a fog begins to roll in. Soon thick green tendrils are actively seeking party members, curling around faces, into eyes, grabbing like invisible hands. Strange figures and deathly faces can be seen winking in and out in the greenish fog, which is growing heavier and more cloying by the second.

HUNGRY FOG

(CR 6)

(See "Hungry Fog" in the *Pathfinder Roleplaying Game: Bestiary 3*)

XP 2,400

hp 59

WHERE D WE GO JUST NOW

When the fog clears, the party finds that they are no longer at their camp. Somehow, in fighting the fog they've travelled deeper into the trees. A clearing spreads before them with a dilapidated three story wooden tower. The wood of the tower is old and blackened and the whole thing seems to lean to the right. A single, small window on the upper floor looks out over the clearing. As the party emerges from the fog a pile of random bits of wood next to the front door begins to move, stacking itself up into a vaguely humanoid figure. It shambles forward a few steps, cocks what is most likely its head, roars, and charges the party.

GOLEM, WOOD

(CR 6)

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

XP 2,400

hp 64

THE MASTER IS IN

Twigsnap, the gnomish necromancer who inhabits this creepy tower, hears the sounds of combat and leans out of his little window. When he sees the intruders he sticks out a hand and starts throwing spells at the party below.

TWIGSNAP

(CR 6)

XP 2,400

Gnome Necromancer 7 (See appendix F)

hp 55

When the golem crumbles, Twigsnap shouts something down inside the tower. A black smoke seeps around the edges of the front door, curling towards the centre where they re-form into a wispy, black, spectral form with two tiny spots of light where its eyes would be. It drifts malevolently towards the party.

WRAITH

(CR 5)

(See "Wraith" in the *Pathfinder Roleplaying Game: Bestiary*)

XP 1,600

hp 47

THE WAY BACK

On the inside, the gnome's tower is two stories of rickety staircase leading to the top floor where the gnome lives. The room has a small bed, a work bench, some vials of various chemicals, and a short wooden chair. Except for what the gnome has on him, the only other items of value are a book of necromancy spells, a very well made and hardly used Alchemist's lab, a masterwork spyglass, and pouch containing about 3,000 gp in assorted gems and coin.

From the top of the tower it is easy to see the path back to the forest road. It turns out that the tower was not all that far from the road after all. The path had been obscured by the wizard to maintain his privacy, but with the wizard dead the way is now clear.



APPENDIX A

CHARMED HUMAN FIGHTER

CR 2

XP 600

Male human fighter 3

LG Medium humanoid (human)

Init +5; Senses Perception +2

DEFENSE

AC 14, touch 11, flat-footed 13 (+3 armor, +1 Dex)

hp 27 (3d10+6)

Fort +4, Ref +2, Will +0 (+1 vs. fear)

OFFENSE

Speed 30 ft.

Melee mwk longsword +7 (1d8+2/19-20)

STATISTICS

Str 15, Dex 12, Con 13, Int 12, Wis 8, Cha 14

Base Atk +3; CMB +5; CMD 16

Feats Combat Reflexes, Improved Initiative, Toughness,
Weapon Finesse, Weapon Focus (longsword)Skills Acrobatics +4, Climb +6, Escape Artist +3, Intimi-
date +8, Perception +2, Stealth +4

Languages Common

SQ armor training 1

Gear studded leather, mwk longsword

APPENDIX B

RINGMASTER OCEPHUS

CR 4

XP 1,200

Male human druid 5

CE medium humanoid (human)

Init +6; Senses Perception +12

DEFENSE

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

hp 31 (5d8+5)

Fort +4, Ref +3, Will +7; +4 vs. fey and plant-targeted
effects

OFFENSE

Speed 30 ft.

Melee scimitar +5 (1d6+1/18-20)

Special Attacks wild shape 1/day

Domain Spell-Like Abilities (CL 5th; concentration +8)

At will—*speak with animals* (8 rounds/day)

Druid Spells Prepared (CL 5th; concentration +8)

3rd—*badger's ferocity*^{UM} (DC 16), *cure moderate
wounds*, *dominate animal*^P (DC 16)2nd—*delay poison*, *flame blade*, *hold animal*^P (DC 15),
wood shape (DC 15)1st—*alter winds*^{APG} (DC 14), *calm animals* (DC 14), *calm
animals*^D (DC 14), *charm animal* (DC 14), *cure light
wounds*0 (at will)—*create water*, *purify food and drink* (DC 13),
read magic, *resistance*

D Domain spell; Domain Animal domain

STATISTICS

Str 12, Dex 14, Con 10, Int 9, Wis 17, Cha 13

Base Atk +3; CMB +4; CMD 18

Feats Alertness, Animal Affinity, Improved Initiative,
Weapon Focus (scimitar)Skills Acrobatics +6, Bluff +3, Perception +12, Ride +12,
Sense Motive +5, Survival +13

Languages Common, Druidic

SQ animal companion (Animal Companion), nature bond
(Animal domain), nature sense, trackless step, wild
empathy +6, woodland strideGear leather armor, scimitar, *ring of protection* +2

APPENDIX C

HOODED ACOLYTE

CR 4

XP 1,200

Male human cleric of Rovagug 5

CE Medium humanoid (human)

Init +5; Senses Perception +8

DEFENSE

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

hp 36 (5d8+10)

Fort +5, Ref +4, Will +7

OFFENSE

Speed 30 ft.

Melee light mace +5 (1d6+2)

Special Attacks channel negative energy 2/day (DC 11, 3d6), destructive smite (+2, 6/day)

Cleric Spells Prepared (CL 5th; concentration +8)

3rd—*blindness/deafness* (DC 16), *dispel magic*, *rage*^D2nd—*bear's endurance*, *bull's strength*, *desecrate*, *shatter*^D (DC 15)1st—*cause fear* (DC 14), *doom* (DC 14), *obscuring mist*, *ray of sickening*^{UM} (DC 14), *true strike*^D0 (at will)—*bleed* (DC 13), *create water*, *detect magic*, *read magic*

D Domain spell; Domains Destruction, Chaos Demon (Evil) (Demon (chaos) subdomain)

STATISTICS

Str 15, Dex 13, Con 13, Int 10, Wis 16, Cha 8

Base Atk +3; CMB +5; CMD 18

Feats Alignment Channel, Combat Casting, Improved Initiative, Lightning Reflexes

Skills Acrobatics +4, Intimidate +3, Perception +8, Survival +6

Languages Common

SQ fury of the abyss

Gear light mace, *bracers of armor* +1, *ring of protection* +2, 1,000 gp

APPENDIX D

GALINDIL

CR 3

XP 800

Female elf druid 4

CG Medium humanoid (elf)

Init +2; Senses low-light vision; Perception +11

DEFENSE

AC 12, touch 12, flat-footed 10 (+2 Dex)

hp 25 (4d8+4)

Fort +4, Ref +3, Will +6; +2 vs. enchantments, +4 vs. fey and plant-targeted effects

Immune sleep

OFFENSE

Speed 30 ft.

Special Attacks wild shape 1/day

Druid Spells Prepared (CL 4th; concentration +6)

2nd—*delay disease*^{ARG}, *delay poison*, *wood shape* (DC 14)1st—*calm animals* (DC 13), *commune with birds*^{ARG}, *detect snares and pits*, *endure elements*0 (at will)—*create water*, *light*, *mending*, *stabilize*

STATISTICS

Str 8, Dex 15, Con 10, Int 12, Wis 14, Cha 16

Base Atk +3; CMB +2; CMD 14

Feats Alertness, Animal Affinity

Skills Climb +6, Diplomacy +5, Handle Animal +12, Heal +9, Perception +11, Ride +9, Sense Motive +4, Survival +9; Racial Modifiers +2 Perception, +2 Spellcraft to identify magic item properties

Languages Common, Druidic, Elven, Gnome

SQ elven magic, nature sense, trackless step, wild empathy +7, woodland stride

EDNEVA**CR 5**

XP 1,600

Female human witch 6^{APG}

NE Medium humanoid (human)

Init +5; Senses Perception +7

DEFENSE

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

hp 47 (6d6+24)

Fort +5, Ref +3, Will +5

OFFENSE

Speed 30 ft.

Melee dagger +4 (1d4+1/19-20)

Special Attacks hexes (*cackle*^{APG}, *charm*^{APG}, *evil eye*^{APG}, *misfortune*^{APG})

Witch Spells Prepared (CL 6th; concentration +9)

3rd—*dispel magic*, *ray of exhaustion* (DC 16), *water walk*2nd—*cure moderate wounds*, *hold person* (DC 15), *see invisibility*, *summon swarm*1st—*burning hands* (DC 14), *command* (DC 14), *forced quiet*^{UM} (DC 14), *ray of enfeeblement* (DC 14)0 (at will)—*dancing lights*, *detect magic*, *light*, *touch of fatigue* (DC 13)**STATISTICS**

Str 12, Dex 13, Con 16, Int 16, Wis 10, Cha 8

Base Atk +3; CMB +4; CMD 17

Feats Alertness, Brew Potion, Combat Casting, Improved Initiative

Skills Bluff +3, Escape Artist +6, Heal +5, Intimidate +7, Perception +7, Sense Motive +2, Spellcraft +11, Stealth +6, Survival +5

Languages Common

SQ witch's familiar (Arcane Familiar)

Gear dagger, *ring of protection* +2

APPENDIX E

BENEF CR 2

XP 600

Male human warrior 4

LG Medium humanoid (human)

Init +1; Senses Perception +2

DEFENSE

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

hp 38 (4d10+16)

Fort +6, Ref +2, Will +1

OFFENSE

Speed 30 ft.

Melee morningstar +3 (1d8+3) or
unarmed strike -1 (1d3+1)**STATISTICS**

Str 17, Dex 13, Con 15, Int 8, Wis 10, Cha 12

Base Atk +4; CMB +7; CMD 18

Feats Athletic, Improved Unarmed Strike, Toughness

Skills Acrobatics +3, Climb +9, Perception +2, Survival +2, Swim +9

Languages Common

Gear padded armor, morningstar

FARMER CR 1/2

XP 200

Male human commoner 2

LG Medium humanoid (human)

Init +1; Senses Perception +0

DEFENSE

AC 11, touch 11, flat-footed 10 (+1 Dex)

hp 18 (2d6+11)

Fort +3, Ref +1, Will +0

OFFENSE

Speed 30 ft.

Melee sickle +4 (1d6+2)

STATISTICS

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

Base Atk +1; **CMB** +3; **CMD** 14

Feats Simple Weapon Proficiency - One, Toughness, Weapon Focus (sickle)

Skills Handle Animal +5, Ride +5, Survival +1, Swim +6

Languages Common

Gear sickle

APPENDIX F

TWIGSNAP CR 6

XP 2,400

Male gnome necromancer 7

CE Small humanoid (gnome)

Init +5; **Senses** low-light vision; **Perception** +7

DEFENSE

AC 17, touch 14, flat-footed 16 (+3 armor, +2 deflection, +1 Dex, +1 size)

hp 55 (7d6+28)

Fort +5, **Ref** +3, **Will** +6; +2 vs. spells or effects that use negative energy or cause negative levels, +2 vs. spells or effects that cause ability damage, drain, or penalties, +2 vs. illusions

Defensive Abilities defensive training

OFFENSE

Speed 20 ft.

Melee dagger +4 (1d3/19-20)

Special Attacks hatred

Spell-Like Abilities (CL 7th; concentration +8)

1/day—*dancing lights*, *ghost sound* (DC 12), *prestidigitiation*, *speak with animals*

Arcane School Spell-Like Abilities (CL 7th; concentration +10)

6/day—*grave touch* (3 rounds)

Necromancer Spells Prepared (CL 7th; concentration +10)

4th—*greater false life*^{UM}, *fear* (DC 17)

3rd—*fly*, *ray of exhaustion* (DC 16), *ray of exhaustion* (DC 16)

2nd—*blindness/deafness* (DC 15), *scorching ray*, *spectral hand*, *unshakable chill*^{UM} (DC 15), *unshakable chill*^{UM} (DC 15)

1st—*burning hands* (DC 14), *cause fear* (DC 14), *cause fear* (DC 14), *magic missile*, *ray of enfeeblement* (DC 14), *ray of enfeeblement* (DC 14)

0 (at will)—*bleed* (DC 13), *dancing lights*, *daze* (DC 13), *touch of fatigue* (DC 13)

Opposition Schools Divination, Transmutation

STATISTICS

Str 10, **Dex** 13, **Con** 16, **Int** 16, **Wis** 8, **Cha** 12

Base Atk +3; **CMB** +2; **CMD** 15

Feats Combat Casting, Improved Initiative, Iron Will, Necromantic Affinity^{SWG}, Scribe Scroll, Silent Spell, Turn Undead

Skills Acrobatics +2 (-2 to jump), Appraise +8, Bluff +4, Fly +12, Intimidate +2, Perception +7, Sense Motive +2, Spellcraft +10, Stealth +11, Survival +2; Racial Modifiers +2 Perception

Languages Common, Gnome, Sylvan

SQ gnome magic, power over undead

Gear dagger, *bracers of armor* +3, *ring of protection* +2

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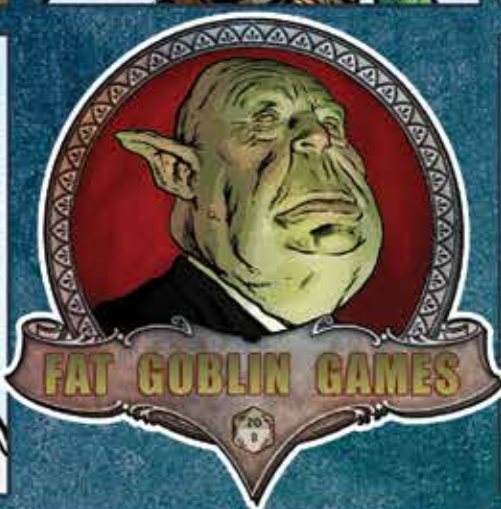
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WHAT LIES IN THE SHADOWS UNDER THE TREES

In the following pages you will find a series of ten short, encounter-based adventures which are designed to be inserted into any forested setting along the path of your existing campaign or on their own. They range from first to sixth level. Consider throwing one or more of these little side treks in as a way to spice up an otherwise uneventful forest crossing, as part of a larger structured campaign, as a short one-off, or even as a seed for a more involved adventure.

These adventures are designed with a party of four PCs in mind. Each adventure indicates the average party level that the adventure was designed for.

Campaign Kits: Fantasy Adventure Plot Points offer a collection of adventure briefs that can be used to support an ongoing campaign for the *Pathfinder Roleplaying Game*.