



FROG GOD GAMES ADVENTURES

ENCEPHALON GORGERS ON THE MOON



PATHFINDER
1ST EDITION
COMPATIBLE

by Casey W. Christofferson

ENCEPHALON CORCERS ON THE MOON

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ISBN: 978-1-62283-716-8

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Encephalon Gorgers on the Moon

By Casey W. Christofferson

Encephalon Gorgers on the Moon is an adventure for 3–6 level 7–9 characters. The adventure takes place in a hilly forested region setting along a seldom-traveled forest road. For familiarity, the adventure is set in the hills around the Stoneheart Mountains in the Lost Lands setting, though it can easily be adapted to any setting the you choose for your home campaign.

Background

The Night Forest, as it is called in local parlance, earned its name from the thick canopy of foliage and extremely tall trees that block out the natural sunlight, bringing about near twilight everywhere except in its rare clearings. The Night Forest is renowned far and wide for its lush hunting opportunities and its rich supply of game animals.

For many years, the Night Forest has also been known for sightings of feral common cats whose regional origins are as lost to antiquity as the legends of the forest itself. The cats for their part seem content to hunt the forest for squirrels, rabbits, voles, and other small game. They are also known to lead lost travelers to outposts of civilization such as the Hurrie Inn. For this reason, local scouts and hunting guides for years have welcomed them as friendly companions.

Recently though, the cats began disappearing deeper into the timber of Midnight Mountain. Woodsmen have even reported seeing the felines near the strange ruined shrine sitting atop the mountain.

The withdrawal of the felines seems to coincide with a recent lunar eclipse some believe brought a curse upon the land. Since the eclipse, other animals of the forest such as the plentiful deer and elk of the region have been found with their skulls broken open or their brains leaking from their ears. Smaller creatures such as squirrels, raccoons, and foxes have been acting erratically to the point that locals have begun to fear a plague has set in. Talk of disease has of course pointed suspicious fingers at the otherwise benign cats.

Adventure Summary

At the onset of the adventure, the characters are tasked with investigating the possibility of a plague upon the mountain, as many fear the contamination could spread along the forest road and make its way to larger population centers. The characters uncover rumors and information at the Hurrie Inn that leads them to explore Midnight Mountain. The characters may take several paths upon the mountain as they discover more clues that eventually lead to a final confrontation with the true horror stalking the wooded paths.

The true danger comes from far away. The recent eclipse created a portal between the moon Sybil and Midnight Mountain that allows the encephalon gorgor Yerlitha and her minions to pass into the forest on the nights of the hidden moon. Yerlitha intends to establish a base on Midnight Mountain as her kind had in the ancient days and eventually reconquer the surrounding lands. Thus far, her plans have been thwarted by the native cats — led by Mr. Pants, a mixed descendant of a golden cat and its feral allies. The cats hunt Yerlitha's intellect devourers and protect the native folk from the gorgor's hunger — for now.

As the characters delve deeper into the Night Forest and scale Midnight Mountain, they discover the ancient lunar gate leading to Yerlitha's lair on

the moon Sybil. Once there, they must face the manifold terrors awaiting them if they have any hope of destroying the threat Yerlitha and her brood pose once and for all.

Getting Started

You may use any number of hooks to get the characters involved in the story:

Dominion Arcane: The wizards' guild known as the Dominion Arcane — or another similar guild — contacts its member and tells them their astrologers and astronomers noted anomalies during a recent lunar eclipse. They believe the frequency and duration of the anomalies can only increase as the dark moon Sybil begins to wane.

Sent by the Gods: A cleric, paladin, or another character with a close relationship to their deity is haunted by dreams of some terrestrial doom that sets them on the path to the Hurrie Inn. They are inspired to quest for the inn and discover the source of their troubled dreams.

Other Possibilities: Maybe the characters are just passing through. *Encephalon Gorgers on the Moon* serves as a great random adventure to use when characters are traveling long distances as part of a larger campaign. For example, characters passing through the mountains on their way from Bard's Gate to Reme may find themselves skirting the foot of Midnight Mountain.

Encounter Areas

The following sections describe in greater detail locations and NPCs the characters encounter in and around the Night Forest.

1. The Hurrie Inn

The Hurrie Inn is a small inn used by petty nobles, wealthy merchants, and hunters seeking to harvest the bounty of Midnight Mountain. Gertrude and Halmer Hurrie, a pair of retired hunting guides, run the inn. They opened the 12-room, two-story log cabin as a waystation and hunting lodge.

Bill of Fare

Rooms at the inn cost 5 sp per night and include a meal of cheese, lingonberries, wild carrot, and yams. Sleeping in the common room and having a bowl of hot stew is 2 sp. Drinks served at the inn are lingonberry wine for 1 sp a cup or schnapps for 2 sp. No meat is currently being served, as Gertrude and Halmer are concerned about the safety of the animal meat being harvested in the forest at this time.

GERTRUDE

XP 800

Human fighter 4

NG Medium humanoid (human)

Init +1; Perception +0

CR 3

AC 19, touch 11, flat-footed 18 (+6 armor, +1 Dex, +2 shield)

hp 30 (4d10+8)

Fort +5, Ref +2, Will +1 (+1 vs. fear)

Speed 30 ft.



ENCEPHALON GORGERS ON THE MOON

Melee +1 short sword +7 (1d6+3/19-20) or handaxe +6 (1d6+2/×3)
Ranged longbow +5 (1d8/×3)

Str 14, **Dex** 13, **Con** 12, **Int** 9, **Wis** 10, **Cha** 8

Base Atk +4; **CMB** +6; **CMD** 17

Feats Duck And Cover, Outflank, Pack Attack, Paired Opportunists, Precise Strike, Shield Wall

Skills Acrobatics -2, Climb +0, Survival +6, Swim +0

Languages Common

SQ armor training 1

Other Gear chainmail, heavy wooden shield, +1 short sword, handaxe, longbow

Armor Training 1 (Ex) Worn armor -1 check penalty, +1 max DEX.

Duck and Cover Take ally's roll for Ref (but drop prone). +2 cover vs. ranged att if they have a shield.

Outflank Increase flank bonus by +2 if flanking ally has same feat. If you crit, ally gets an AoO.

Pack Attack Ally's attack allows you to take a 5-foot step

Paired Opportunists +4 to hit for AoOs if you and adj ally with this feat both threaten the target.

Precise Strike +1d6 precision damage for melee attacks if you and an ally with this feat flank the same target.

Shield Wall +2 to shield bonus if adj ally with same feat has a tower/heavy shield or +1 for smaller shields.

She is typically armed only with her hand axe, which she keeps sheathed at her back. She keeps her armor and weapons in the quarters she shares with Halmer.

HALMER

XP 800

Human fighter 4

NG Medium humanoid (human)

CR 3

Init +1; **Senses** Perception +0

AC 19, touch 11, flat-footed 18 (+6 armor, +1 Dex, +2 shield)
hp 30 (4d10+8)

Fort +5, **Ref** +2, **Will** +1 (+1 vs. fear)

Speed 30 ft. (20 ft. in armor)

Melee +1 longsword +7 (1d8+3/19-20) or handaxe +6 (1d6+2/×3)

Ranged longbow +5 (1d8/×3)

Str 14, **Dex** 13, **Con** 12, **Int** 9, **Wis** 10, **Cha** 8

Base Atk +4; **CMB** +6; **CMD** 17

Feats Duck And Cover, Outflank, Pack Attack, Paired Opportunists, Precise Strike, Shield Wall

Skills Acrobatics -2 (-6 to jump), Climb +0, Survival +6, Swim +0

Languages Common

SQ armor training 1

Combat Gear potion of cure light wounds, potion of cure light wounds; **Other Gear** chainmail, heavy wooden shield, +1 longsword, handaxe, longbow

Armor Training 1 (Ex) Worn armor -1 check penalty, +1 max DEX.

Duck and Cover Take ally's roll for Ref (but drop prone). +2 cover vs. ranged att if they have a shield.

Outflank Increase flank bonus by +2 if flanking ally has same feat. If you crit, ally gets an AoO.

Pack Attack Ally's attack allows you to take a 5-foot step

Paired Opportunists +4 to hit for AoOs if you and adj ally with this feat both threaten the target.

Precise Strike +1d6 precision damage for melee attacks if you and an ally with this feat flank the same target.

Shield Wall +2 to shield bonus if adj ally with same feat has a tower/heavy shield or +1 for smaller shields.

Guests and Visitors

The following guests and visitors are currently at the inn. As the characters enter, a heated discussion is going on about the nature of the cats and the plague haunting the region.

Tabatha the Crone: Old Tabatha is shouting in Gertrude's face as the characters arrive at the inn. Gertrude is upset because Mr. Pants and Potato — her favorite cats — haven't been seen in several days. She believes Tabatha knows something about the missing cats. The crone lives in the forest and is a likely suspect in Gertrude's opinion.

Tabatha makes no bones about the fact that she thinks the cats are part of the plague affecting the local wildlife. She blames the cats for her goats being killed in her yard with their brains dripping from their ears. After the heated argument, Old Tabatha leaves the establishment. As she huffs out of the inn, she warns anyone within earshot that the next full moon is sure to bring doom to the denizens of Midnight Mountain — and that the cats are to blame!

If asked, Gertrude describes Mr. Pants as a large silver-colored cat with bright blue eyes. Potato is a mostly brown tabby with golden spots.

TABATHA

XP 200

Human wizard 1

N Medium humanoid (human)

Init +5; **Senses** Perception +0

CR 1/2

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

hp 4 (1d6+1)

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

Speed 30 ft.

Melee dagger -1 (1d4-1)

Special Attacks hand of the apprentice (5/day)

Wizard Spells Prepared (CL 1st; concentration +3)

1st—*burning hands* (DC 13), *mage armor*

0 (at will)—*acid splash*, *mending*, *prestidigitation*

Str 8, **Dex** 12, **Con** 11, **Int** 15, **Wis** 10, **Cha** 9

Base Atk +0; **CMB** -1; **CMD** 10

Feats Combat Casting, Improved Initiative, Scribe Scroll

Skills Knowledge (arcana) +6, Knowledge (history) +6, Knowledge (local) +6, Knowledge (nature) +6, Spellcraft +6

Languages Catfolk, Common, Draconic

SQ arcane bond (Mr. Pants, cat)

Other Gear dagger, spellbook

Combat Casting +4 to Concentration checks to cast while on the defensive.

Hand of the Apprentice (5/day) (Su) As a standard action, throw melee weapon (use Int instead of Dex) and instantly returns.

Note

Characters don't always do what you want them to do or go where the bread crumbs lead. Since the Night Forest is near dark to dark most of the time, the characters could easily lose track of time. Therefore, it doesn't really matter when the characters make it to the mountain's summit: The moon should be full when they get there regardless!

Wenzil the Hunter: Wenzil isn't so sure the cats are to blame for the situation, though he is sure something evil has slipped into the forest from another world. Some dog-like creatures recently chased him off the mountain while he was on his way to visit his friend Thaynor on the backside of the

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mountain. As he fled, he felt as if he was losing his mind! He refuses to go back to his cabin in the woods.

WENZIL
XP 600

CR 2

hp 30 (Pathfinder Roleplaying Game NPC Codex, "Poacher")

Golby Fulton: Golby is a merchant passing through with his wagon and two guards. Something on the road spooked his mules. Golby isn't certain what it was, but some creature scampered by and the mules went wild with fear. He thinks it was a large cat, but he isn't sure because dozens of other felines came racing by in pursuit.

Much yowling and hissing erupted from the woods, causing one of the mules to sidestep off the path. The mule now has a sorely strained leg that magic could heal so Golby could get

back on the road. He'll pay 100 gp for such help and offers a discount from one of his shops in the nearest settlement.

GOLBY FULTON
XP 600

CR 2

Gnome unchained rogue 3
N Small humanoid (gnome)

Init +1; **Senses** low-light vision; Perception +8
AC 16, touch 12, flat-footed 15 (+4 armor, +1 Dex, +1 size)
hp 19 (3d8+6)

Fort +2, **Ref** +4, **Will** +1; +2 vs. illusions
Defensive Abilities danger sense +1, defensive training, evasion
Speed 20 ft.

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

Ranged hand crossbow +4 (1d3/19-20)

Special Attacks hatred, sneak attack (unchained) +2d6

Spell-Like Abilities (CL 3rd; concentration +3)

1/day—dancing lights, ghost sound (DC 11), prestidigitation, speak with animals

Str 6, **Dex** 13, **Con** 12, **Int** 12, **Wis** 11, **Cha** 11

Base Atk +2; **CMB** -1; **CMD** 10

Feats Skill Focus (Appraise), Skill Focus (Profession [merchant]), Weapon Finesse

Skills Acrobatics +7 (+3 to jump), Appraise +10, Diplomacy +0 (+2 vs. people from Bard's Gate), Disable Device +8, Intimidate +0 (+2 vs. people from Bard's Gate), Knowledge (local) +7, Linguistics +7, Perception +8, Profession (merchant) +11, Sense Motive +6, Sleight of Hand +7; Racial Modifiers +2 Perception, +2 Profession (merchant)

Languages Common, Draconic, Dwarven, Elven, Gnome, Halfling, Sylvan

SQ gnome magic, rogue talent (esoteric scholar), trapfinding +1

Other Gear +1 parade armor, crossbow bolts (10), dagger, hand crossbow

Defensive Training +4 Gain a dodge bonus to AC vs.

monsters of the Giant subtype.

Esoteric Scholar (Ex) Can attempt knowledge checks even when untrained.

Hatred +1 Gain a bonus to attack vs. goblinoid/reptilian humanoids.

Farmer Hamm Schinken: Farmer Schinken owns the biggest farm in the area, where he maintains a small apple orchard and raises a herd of hogs. Schinken is suspicious, superstitious, and doesn't trust the old crone Tabatha one bit. His family farm is just down the road. He stopped at the inn for a few pints and to catch whatever stories the local farmers and travelers are telling. When encountered at the Hurrie Inn, he is charming and gregarious. He may ask the characters of news from the outside world. When the characters encounter Schinken for a second time, things are unfortunately much worse for the farmer and his family.

HAMM SCHINKEN
XP 135

CR 1/3

Halfling commoner 1
NG Small humanoid (halfling)

Init +1; **Senses** Perception +3
AC 12, touch 12, flat-footed 11 (+1 Dex, +1 size)
hp 3 (1d6)

Fort +0, **Ref** +2, **Will** +3; +2 vs. fear

Speed 20 ft.

Melee sickle +1 (1d4)

Ranged sling +2 (1d3)

Str 10, **Dex** 13, **Con** 9, **Int** 8, **Wis** 13, **Cha** 12

Base Atk +0; **CMB** -1; **CMD** 10

Feats Country Born, Simple Weapon Proficiency (sickle)

Skills Acrobatics +3 (-1 to jump), Climb +2, Perception +3, Profession (farmer) +5; Racial Modifiers +2 Acrobatics, +2 Climb, +2 Perception

Languages Common, Halfling

Other Gear sickle, sling, sling bullets (10)

Country Born Ignore 1st fatigue/exhaustion in a day, +1 Will Fearless +2 bonus to save vs. fear (stacks with halfling luck).

What's the Deal with All These Darned Cats?

How the golden cat breed came to the Night Forest is a tale from the time of legend. In those days, the Cat Lord was wounded in a great battle against Yerlitha's folk and trapped in the world far away from his realm in the Wild. A local huntress came upon the wounded animal lord and nursed him back to health, guarding him from his enemies as he recovered. As a gift of thanks, the Cat Lord left a pair of golden cats for the huntress as faithful companions.

Typically, golden cats have a golden pelt and brilliant green or golden eyes. As the original golden cats of the Night Forest intermingled so frequently with the local cats, their purest descendants no longer bear the traditional golden color of their namesakes. These cats (like Potato and Mr. Pants) still possess the same powers and abilities of a golden cat even though they no longer possess the pure golden color. They tend to be fond of goodly aligned rangers and respectful hunters.

The feral cats of the Night Forest are a unique breed of domestic cat. They are slightly larger, smarter, and more resistant to magical effects than a standard cat as they are all mixed with the enchanted breed of golden cats originally given by the Cat Lord. These feral cats have a +2 luck bonus on all saving throws.

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2. Schinken Farms

Schinken Farms is just down the road from the inn. It is the first place the characters pass before getting to the bend in the road that leads to the Night Forest. The characters find wildly different circumstances at the farm each time they pass by.

On Their Journey to the Night Forest: The first time the characters pass, they get a friendly wave from farmer Schinken. He may be about to turn in for the night, or headed out to tend the farm or animals.

On Their Return from the Night Forest: The second time the characters go by the farm, intellect devourers have assimilated Schinken, his wife, and his three farmhands. At this point, the characters may very well think the threat from the moon has passed!

3. Tabatha's Cabin

Old Tabatha's cabin is at the edge of the forest. If Tabatha stormed off without the characters stopping her or immediately following the crone, they find her murdered in her camp, her head split open and her brain missing.

If the characters follow her from the inn to her cabin, they arrive just as an **intellect devourer** attacks and attempts to enter her mind. If the characters rescue her, she offers them *scrolls of protection from evil* and *protection from good* and heads back to the Hurrie Inn for protection, an apology, and to warn others.

INTELLECT DEVOURER CR 8
XP 4,800
hp 84 (Pathfinder Roleplaying Game Bestiary, "Intellect Devourer")

Tabatha has a *potion of cure light wounds*, *scrolls of protection from evil*, *protection from good*, *thunderstomp*, and *entangle*, 30 sp, and 2 pounds of venison jerky.

Once characters pass by Tabatha's cabin, they enter the Night Forest.

The Night Forest

The forest is dark and shadowy during the day, and darker still at night, requiring those without low-light vision or darkvision to bear a torch or lantern. The woods are alive with creatures — some benign, some downright evil — that the characters may encounter as they travel. Roll 1d20 once for every fork in the road (or whenever you feel like it) and check the table below.

Random Encounters

1d20	Encounter
1	Dead animals
2	Maddened elk or deer
3	Maddened moose
4	Feral cat
5	Clowder of cats
6	Intellect devourer
7	Maddened fox or raccoon
8	Maddened hunters
9–20	No encounter

Dead Animal: The characters find a dead deer, elk, or goat lying on the path or in the weeds off to the side of the path. The creature's eyes are bugged out, and it has claw marks around its skull. Its brains are missing.

Maddened Elk or Deer: This is an encounter with an **elk** or **deer** that has been driven mad. The creature charges the party, thrashing to and fro with its antlers.

ELK CR 1
XP 400
hp 15 (Pathfinder Roleplaying Game Bestiary 3, "Herd Animal, Elk")

Maddened Moose: This is a dangerous encounter with a **moose** driven mad by an encounter with an intellect devourer.

MOOSE CR 3
XP 800
hp 34 (Pathfinder Player Companion: Animal Archive, "Herd Animal, Moose")

Feral Cat: The characters encounter a feral **cat** of the forest. The cat leads the characters to one of the nearest encounters.

CAT CR 1/4
XP 100
hp 3 (Pathfinder Roleplaying Game Bestiary, "Cat, Common")

Clowder of cats: A **clowder of cats**¹ chases an **intellect devourer**. Characters see the fleeing intellect devourer with a successful DC 15 Perception check.

CLOWDER OF CATS CR 6
XP 2,400
hp 44 (Appendix 1, "Clowder of Cats")

Intellect Devourer: An **intellect devourer** creeps up on the party, randomly singling out an opponent to feast on.

INTELLECT DEVOURER CR 8
XP 4,800
hp 84 (Pathfinder Roleplaying Game Bestiary, "Intellect Devourer")



Maddened Fox or Raccoon: This small critter has been driven mad by the presence of the intellect devourers.

Maddened Hunters: The characters encounter a band of 1d4 hunters suffering from the effects of contact with intellect devourers. They attempt to befriend the characters, leading them to an ambush not far from the lunar gate.

POACHER CR 2
XP 600
hp 30 (Pathfinder Roleplaying Game NPC Codex, "Poacher")

4. Shrine of Cat Lord

This forest clearing features a circle of standing stones carved with the likeness of various cats, including figures that are a mix of cat and human. A bust of a "cat-person" hybrid stands on the western side of the clearing. Dozens of feral cats (as 4 **clowders of cats**¹) sit in the clearing, all looking intently at a large cat with silver fur and brilliant blue eyes that seems to address the mass with yowls and purrs.

The large silver-furred cat is Mr. Pants (**golden cat descendant**¹), one of Gertrude's missing pair of felines. Mr. Pants is organizing a rescue mission to free Potato, who is holed up at the cabin of Wenzil the Woodsman.

Characters able to speak with animals get the gist of the story from Mr. Pants. Mr. Pants describes tiny moon monsters that affect the minds of the

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woodland creatures. He says his true master ordered him to defend the forest against the threat.

Characters unable to understand the cats miss out on what is going on, but can still follow Mr. Pants as he and an entourage of feral felines head toward Wenzil's cabin (**Area 5**).

If the characters threaten the cats in any way, they melt into the woods to avoid conflict and danger.

CLOWDER OF CATS

XP 2,400

hp 44 (Appendix 1, "Clowder of Cats")

CR 6

MR. PANTS

XP 2,400

hp 44 (Appendix 1, "Golden Cat Descendant")

CR 6

The statue on the western edge of the clearing is a carving of the Cat Lord, one of the animal lords who rule the wild. Leaving a saucer of cream, milk, a ball of string, or a sprig of catnip at the base of the bust of the Cat Lord grants the tribute giver advantage on their next saving throw. This effect can be earned once per week.

5. Wenzil's Cabin

Wenzil's cabin is deeper in the woods and higher up the mountain. As the characters approach the clearing, they hear the yowling of several cats that appears to be coming from a woodshed next to the cabin. Other creatures are crawling on the woodshed. The bodies of cats and strange creatures that look like mashed brains with clawed feet lie around the clearing, showing signs of a fierce battle.

Attempting to enter the woodshed are 2 **intellect devourers**. Gertrude's missing cat Potato (**golden cat descendant**¹) is defending the structure.

INTELLECT DEVOURER

XP 4,800

hp 84 (Pathfinder Roleplaying Game Bestiary, "Intellect Devourer")

CR 8

POTATO

XP 2,400

hp 44 (Appendix 1, "Golden Cat Descendant")

CR 6

6. Hunters' Camp

This hunters' camp stands at a crossroads of forest trails. Sitting in a circle staring at one another over the cold campfire are 3 hunters (**scouts**). As the characters approach, they stand as one, turn all at the same time, and greet the characters in the same monotone voice. If any cats are present with the characters, the hunters attack, aiming at the cats with their first volley.

Currently, 3 **intellect devourers**¹ are controlling the minds of the hunters, and attempt to jump into the bodies of the characters if the hunters are killed.

POACHER

XP 600

hp 30 (Pathfinder Roleplaying Game NPC Codex, "Poacher")

CR 2

INTELLECT DEVOURER

XP 4,800

hp 84 (Pathfinder Roleplaying Game Bestiary, "Intellect Devourer")

CR 8

7. Thaynor's Hollow

Located near a freshwater spring, the half-orc Thaynor has lived on the mountain for many moons. His only friend is Wenzil, whom he pays to bring him supplies from civilization. Thaynor was one of the first taken by the intellect devourers. His campsite shows signs of a struggle and dried

blood is splattered near where his bedroll lies in disarray. The campfire is cold, and has not seen a flame in several weeks. An estimate based on a successful DC 14 Survival check gauges the time as roughly equivalent to the night of the eclipse.

8. Mountain Lunar Gate

Atop the mountain is a strange half circle of standing stones that form an archway that is 10 feet wide and 12 feet high. A set of stairs carved into the solid rock leads up to the archway. At the foot of the stairs stands a large half-orc holding a massive axe across his hips. **Thaynor** is a mindless slave now, serving as a guardian for the mountaintop lunar gate. As the characters approach, they notice a rising full moon glowing within the interior of the arch, as if it had passed out of the sky and into the stone structure. A moment later, a tall, thin humanoid figure appears. The creature is an **encephalon gorgor** here to affix the gate permanently between the dark moon Sybil and Yerlitha's crystal domain. An **intellect devourer** crawls about the robes of the freakish humanoid, like a pet ferret running around the robes of some carnival barker.

THAYNOR

XP 600

hp 40 (Pathfinder Roleplaying Game NPC Codex, "Axe Warrior")

CR 2

INTELLECT DEVOURER

XP 4,800

hp 84 (Pathfinder Roleplaying Game Bestiary, "Intellect Devourer")

CR 8

ENCEPHALON GORGER

XP 4,800

hp 65 (Tome of Horrors Complete, "Encephalon Gorgor")

CR 8

The encephalon gorgor sets the intellect devourer and Thaynor against the party, while it uses its powers to circle into position to slurp the brains from lightly armored opponents. If the gorgor is wounded, it retreats across the lunar gate to the crystal dome on Sybil, figuring to wait until the characters leave the mountaintop before returning on the next moonless night when Sybil crosses through the gate's interior. The only way to stop Yerlitha's minions is to cross to her lair and dismantle her gate generator, known as the Crystal Machine.

If the characters follow the encephalon gorgor through the lunar gate, a sensation like a hook snagging their guts as it rips them across the gulf of time and space strikes them, and they find themselves deposited on the moon Sybil in **Yerlitha's Rift** (see **Part 2**).

Part 2. Yerlitha's Rift

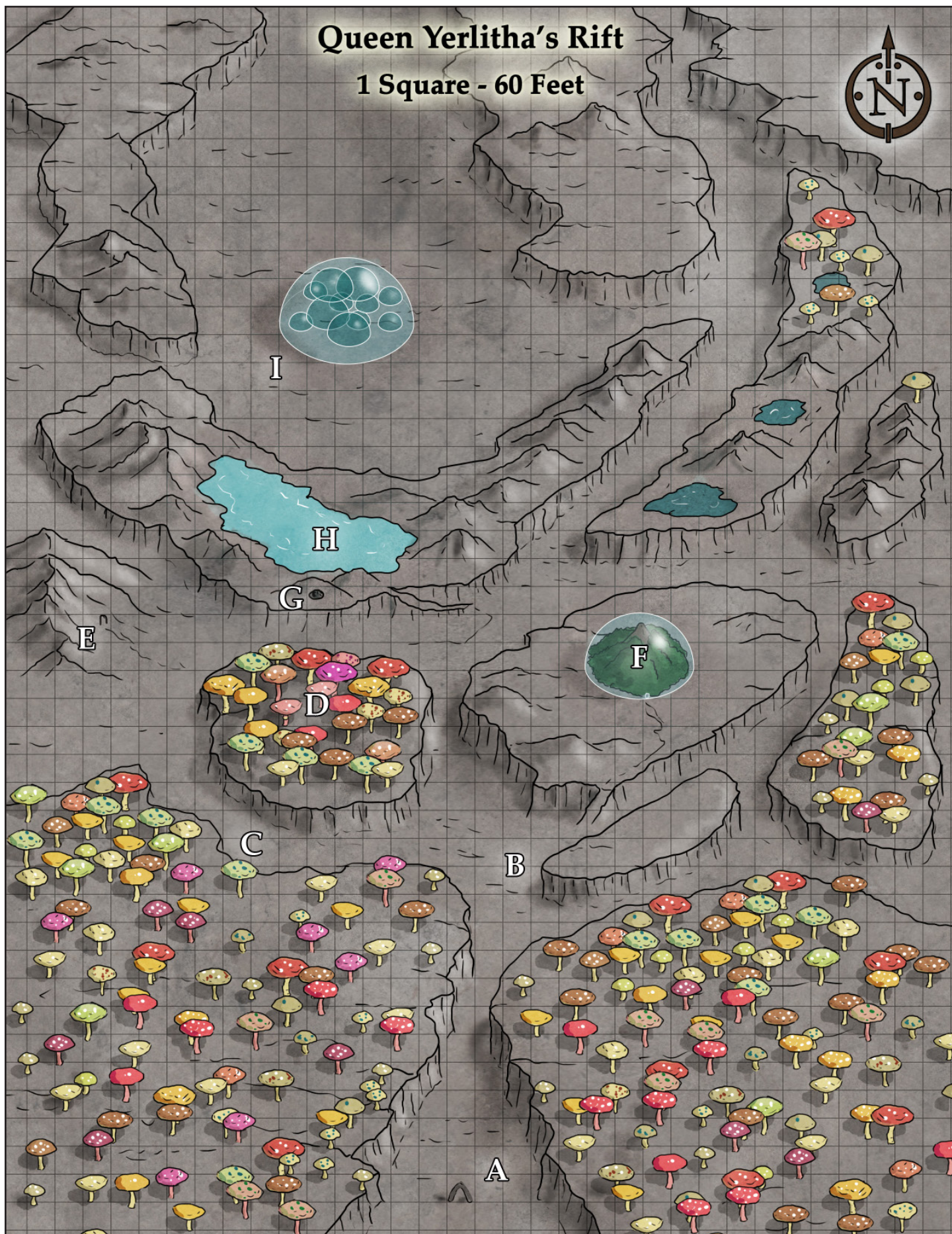
Yerlitha's Rift refers to the lunar rift of this section of Sybil where Yerlitha and her encephalon gorgers hold sway. The rift is alien in many regards to the standard material world, though it possesses a cool, damp atmosphere capable of sustaining life and affords some access to water. The rift was home to a tribe of native lunar stone giants whom the encephalon gorgers dominated and forced to mine for the crystals and mica used in their alien contraptions and devices.

Much of the rift's surface is coated in fungal forests that are home to a number of hazards, including many odd and dangerous species.

A. Lunar Gate

The lunar gate opens to various locations in the Lost Lands attuned by the many-faceted orb (**Area I-11**) in the Crystal Dome of Queen Yerlitha. The choices for travel are denoted by the phase of the moon associated with the lunar gate. Combined with the power of the crystal machine, they allow travel to a dozen other lunar gates spread across the Lost Lands.

Guarding the lunar gate is a native **stone giant** whose brain has been stolen by the gorgers and replaced by a pet **intellect devourer**.



Standard Features

Alien Atmosphere: The atmosphere is difficult to breathe because of the damp and the clouds of fungal spores. Non-native creatures suffer -2 on Constitution checks and Fortitude saving throws unless they are within one of the crystal domes. This effect lasts for 1d4 days or until the non-native creatures acclimatizes to the atmosphere.

Slightly Hasty: Characters from the Lost Lands visiting the rift of Sybil for the first time discover that they move a tad quicker due to a marginally smaller gravitational difference between the Lost Lands and Yerlitha's Rift. For 1d4 days, the characters add 5 ft. to their Speed.

Strange Light: Lighting is off from the norm, making everything in the lunar rift feel like late dusk (similar to being under a black light). Non-native beings suffer -2 on Perception checks based on sight. This effect fades in 1d4 days as creatures become accustomed to the differences.

STONE GIANT

XP 4,800

hp 102 (Pathfinder Roleplaying Game Bestiary, "Giant, Stone")

CR 8

INTELLECT DEVOURER

XP 4,800

hp 84 (Pathfinder Roleplaying Game Bestiary, "Intellect Devourer")

CR 8

B. Fungal Fields

Fields of massive semi-sentient and sentient fungi coat the craters and cliffs of the region. The fungi show a commonality with the fungi of the great deeps. The common nonthreatening sorts exhibit bioluminescent tendencies, but darken if approached.

Within the fields themselves are a species of fungus folk native to Sybil. They are of little interest to the encephalon gorgers, though they avoid the giants not under their sway. The stone giants consider the fungus men a great delicacy.

Random Encounters

Roll 1d20 for every new region the characters enter in Yerlitha's Rift.

1d20	Encounter
1	Fungus folk
2	Slime crawler
3	Carrion moth
4	Freylock the stone giant
5	Dominated stone giant
6	Phycomid patch
7	Ghoul band
8	Violet fungus patch
9	Giant twilight mushrooms
10	Slime mold
11-20	No encounter

Fungus Folk: The characters encounter the **fungus folk** who dwell among the fungus forests. They are of the tribe of Phyccil the Elder and hate mammalian lifeforms. The fungus folk attempt to capture characters to torture them for information and to discern how their organs work. Any prisoners are taken to Phyccil's camp.

FUNGUS MAN

XP 600

hp 16 (Tome of Horrors 4, "Fungus Man")

CR 2

Slime Crawler: These 2d6 **slime crawlers** dwell among the fungus growing from the desiccated bodies of their deceased final evolution.

MATURE SLIME CRAWLER

XP 1,200

hp 19 (Tome of Horrors Complete, "Slime Crawler, Mature")

CR 4

Carrion Moth: A **carrion moth** risen from the fungus fields flies out in search of nourishment. The wail of its wings drives listeners to madness.

CARRION MOTH

XP 1,600

hp 45 (Tome of Horrors Complete, "Carrion Moth")

CR 5

Freylock the Stone Giant: A native lunar **stone giant** in search of his lost kinfolk hides among the canyons. Freylock is convinced that something happened to his relatives and seeks answers. If the characters are friendly, he may support their cause. He is already suspicious of the beings dwelling within the crystal domes.

FREYLOCK

XP 4,800

hp 102 (Pathfinder Roleplaying Game Bestiary, "Giant, Stone")

CR 8

Dominated Stone Giant: An **intellect devourer** is affixed to the mind of this **stone giant**, slowly eating at the giant's mind as it controls the being. The dominated giant attempts to capture characters and take them to the giants' dome.

STONE GIANT

XP 4,800

hp 102 (Pathfinder Roleplaying Game Bestiary, "Giant, Stone")

CR 8

INTELLECT DEVOURER

XP 4,800

hp 84 (Pathfinder Roleplaying Game Bestiary, "Intellect Devourer")

CR 8

Phycomid Patch: A dense **phycomid** covers the corpse of a dead stone giant.

PHYCOMID

XP 1,200

hp 39 (Pathfinder Roleplaying Game Bestiary 2, "Phycomid")

CR 4

Ghoul Band: A pack of 2d4 hungry **ghouls** and 1d2 **ghasts** hunt the lunar surface in search of flesh.

GHOUL

XP 400

hp 13 (Pathfinder Roleplaying Game Bestiary, "Ghoul")

CR 1

GHAST

XP 600

hp 17 (Pathfinder Roleplaying Game Bestiary, "Ghoul, Ghast")

CR 2

Violet Fungus Patch: A patch of 2d6 **violet fungi** wriggles and waves its tentacles as the party approaches.

VIOLET FUNGUS

XP 800

hp 30 (Pathfinder Roleplaying Game Bestiary, "Violet Fungus")

CR 3

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Giant Twilight Mushrooms: Exactly the same as their smaller counterparts, this thick patch of 1d3+3 **giant twilight mushrooms** exudes deadly spores.

TWILIGHT MUSHROOMS (HAZARD, PLANT [FUNGUS]) **CR 7**
XP 3,200 (Tome of Horrors Complete, "Twilight Mushrooms")

Slime Mold: The party stumbles across a slippery patch of deadly **slime mold**.

SLIME MOLD **CR 2**
XP 600
hp 28 (Pathfinder Roleplaying Game Bestiary 2, "Mold, Slime")

C. Fungus Folk Camp

This is the camp of Phyccil, chieftain and sorcerer of its fungus man tribe. A spore of the great Magopyccic itself, it too aspires to grow to a colossal size so that it may rain down spores of war against the annoyingly bright planet below.

The fungus folk are cruel, seeking to torture mammalian lifeforms to determine how best to eradicate them all in their half-formed plot to conquer the Lost Lands. Phyccil's folk expose captured mammals to a variety of fungi, slime, and molds to determine which works best for their nefarious purposes.

The campsite is home to 1d6+6 **fungus folk**, 1d4 with stats like **fungus folk kings**, and a double-sized fungus folk king known as **Phyccil**.

FUNGUS MAN **CR 2**
XP 600
hp 16 (Tome of Horrors 4, "Fungus Man")

FUNGUS MAN KING **CR 4**
XP 1,200
hp 45 (Tome of Horrors 4, "Fungus Man King")

PHYCCIL **CR 11**
XP 12,800
Giant fungus man druid 6
N Large plant (fungus)

Init +0; **Senses** darkvision 30 ft., low-light vision; Perception +12
AC 16, touch 9, flat-footed 16 (+7 natural, -1 size)
hp 132 (12d8+78)
Fort +16, **Ref** +4, **Will** +11; +4 bonus vs. confusion, daze, feblemind, and insanity effects, +4 bonus vs. extraordinary, spell-like, and supernatural abilities of creatures with shapechanger subtype
Defensive Abilities bramble armor (1d6+3, 6 rounds/day); DR 5/piercing or slashing; **Immune** plant traits; **Resist** cold 5
Weaknesses vulnerability to fire

Speed 20 ft.
Melee slam +12 (1d6+7)
Space 10 ft.; **Reach** 10 ft.
Special Attacks spore cloud, wild shape 2/day, wooden fists (+3, 5 rounds/day)
Druid Spells Prepared (CL 6th; concentration +8)
3rd—*plant growth*[D], *protection from energy*, *speak with plants*
2nd—*barkskin*[D], *flame blade*, *fog cloud*, *hold animal* (DC 14), *protection from spores*
1st—*charm animal* (DC 13), *entangle*[D] (DC 13), *obscuring mist*, *produce flame*, *thunderstomp*
0 (at will)—*create water*, *mending*, *purify food and drink* (DC 12), *stabilize*
D Domain spell; Domain Plant domain

Str 20, **Dex** 11, **Con** 22, **Int** 9, **Wis** 14, **Cha** 10

Base Atk +8; **CMB** +9; **CMD** 24

Feats Agile Maneuvers, Iron Will, Natural Spell, Skill Focus (Perception), Voice Of Beasts, Weapon Finesse, Wild Speech

Skills Acrobatics +0 (-4 to jump), Heal +10, Knowledge (geography) +3, Knowledge (nature) +5, Perception +12, Stealth +11, Survival +8

SQ nature bond (Plant domain), nature sense, resist call of the wild, trackless step, wild empathy +6

Bramble Armor (6 rounds/day) (Su) Foes striking you with non-reach weapons take 1d6+3 dam.

Darkvision (30 feet) You can see in the dark (black and white only).

Natural Spell You can cast spells while in Wild Shape.

Nature Sense (Ex) A druid gains a +2 bonus on Knowledge (nature) and Survival checks.

Resist Call of the Wild (Ex) +4 to save vs. confusion, daze, feblemind, insanity, or shapechanger abilities.

Spore Cloud (1/round, DC 19) (Ex) Cloud of spores nauseated all within 5 ft.

Trackless Step (Ex) You do not leave a trail as you move through natural surroundings.

Voice of Beasts Can speak with animals while in wild shape form.

Vulnerability to Fire You are vulnerable (+50% damage) to Fire damage.

Wild Empathy +6 (Ex) Improve the attitude of an animal, as if using Diplomacy.

Wild Shape (6 hours, 2/day) (Su) Shapeshift into a different creature one or more times per day.

Wild Speech Speak while in wild shape

Wooden Fists +3 (5 rounds/day) (Su) Unarmed attacks are lethal, do not provoke AoO, and gain +3 damage.

Carved into the stump of a huge toadstool are petroglyphs detailing the legend of Magopyccic, a colossal sentient fungus whose spores are said to have spread throughout the cosmos, devouring worlds and granting their desiccated husks to its fungoid offspring. Searching the stump reveals a secret compartment within the mouth of the Magopyccic, where the fungus folk gather their treasures.

Treasure: *potion of bull's strength*, *scroll of plant growth*, *scroll of stoneskin*, *staff of swarming insects*, and 20 rare moonstone gems worth 100 gp each.

D. Altar of the Fungus Queen

Deep within the fungus gardens stands an altar of filth dedicated to the Fungus Queen, an alien goddess whose spores arrived on Sybil in ancient eons lost to time. She is the counter to the Magopyccic, though each seeks the same ultimate goal: to conquer the Lost Lands. A large **carrion moth** and 2d4+4 **slime crawlers** were drawn to the altar and remain in the area as its protectors.

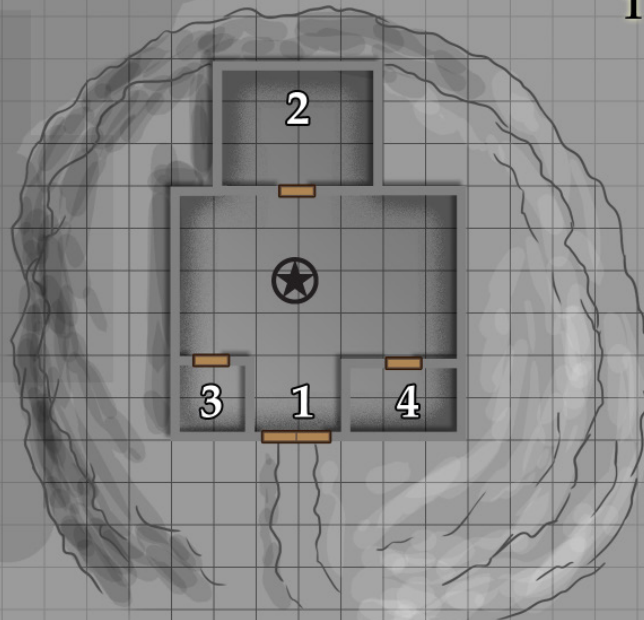
CARRION MOTH **CR 5**
XP 1,600
hp 45 (Tome of Horrors Complete, "Carrion Moth")

MATURE SLIME CRAWLER **CR 4**
XP 1,200
hp 19 (Tome of Horrors Complete, "Slime Crawler, Mature")

Placing 50 pounds of rotten meat upon the altar and saying prayers to the Fungus Queen grants the petitioner immunity to the effects of fungus spores for 24 hours.

Area E: Temple of the Yellow God

1 Square - 5 Feet



E. Temple of the Yellow God

High atop a peak rising from the benighted hills stands a solid block of polished hematite that glitters with reflected starlight. Swords, axes, arrowheads, pieces of archaic iron and steel armor, and sheets of sundered mail cling to the lower 10 feet of the structure. A single doorway pierces the block, with a staircase descending into the interior of the structure.

The reason the walls of the building are covered in weapons and armor becomes apparent when the magnetic nature of the hematite begins to draw on ferrous metals brought within 20 feet of the structure. Creatures caught in the grasp of the magnetic pull must make a successful DC 16 Strength check to avoid becoming stuck to one of the walls of the shining black block. Ferrous items stuck to the walls can be removed only with a successful DC 15 Strength check. If characters don't want their metallic items to become stuck, they must remove them and leave them at least 20 feet from the structure.

E-1. Prayer Room

Within the stone block is a prayer room.

A solitary figure shrouded in a golden robe spun from the silks of a carrion worm sits quietly in the chamber. The horrible priest beneath the robe defies description and to face its gaze is to stare into the eyes of a mad god. The priest is an **uggoth**. It attacks characters who are not true venerated of the Yellow God, though it waits several rounds in silence before unleashing its mental blasts. While it waits, it summons the guards from Area E-4.

UGGOTH

XP 4,800

hp 67 (Tome of Horrors 4, "Uggoth")

E-2. Priest's Room

The yellow priest's quarters are located behind the altar area where the creature sits contemplating the universe. Within its quarters are 10

jars on a high shelf. The first 3 jars contain 5 doses each of blue, purple, and yellow lotus. The remaining 7 jars contain the heads of travelers who found their way to the Temple of the Yellow God and were found lacking in conviction. A pile of armor and equipment made from moon metal includes a suit of +1 *full plate*, a +1 *heavy shield*, a +1 *longsword*, a *wand of lightning bolt* (28 charges), a *potion of cure moderate wounds*, 223 gp, and a fist-sized topaz worth 50 gp.

E-3. Sanark's Cell

The human wizard **Sanark** sits gibbering in this cell, his mind overwhelmed by the constant tormenting visions of the Yellow God. Sanark was traveling the Astral Plane when the sorcerous effects of Yerlitha's many-faceted orb ensnared him. If his mind is restored via *greater restoration* or other magic, he may offer his services as a guide to locations in this region of the moon Sybil. He may also show characters a way to return to their world once the crystal machine is dismantled.

SANARK

XP 4,800

Male human conjurer (teleportation) 9

NG Medium humanoid (human)

CR 8

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

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

hp 58 (9d6+27)

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

Speed 30 ft.

Arcane School Spell-Like Abilities (CL 9th; concentration +13)

At will—*dimensional steps* (270 feet/day)

Conjurer Spells Prepared (CL 9th; concentration +13)

Opposition Schools Illusion, Necromancy

Str 10, **Dex** 14, **Con** 14, **Int** 18 (currently 1), **Wis** 12, **Cha** 8 (currently 1)

CR 8

ENCEPHALON GORGERS ON THE MOON

Base Atk +4; **CMB** +4; **CMD** 16

Feats Acadamae Graduate, Augment Summoning, Evolved Summoned Monster, Greater Spell Focus (conjunction), Scribe Scroll, Spell Focus (conjunction), Spell Mastery (Summon Monster II, III, IV, V), Superior Summoning

Skills Appraise +16, Craft (jewelry) +8, Fly +14, Knowledge (arcana) +16, Knowledge (dungeoneering) +8, Knowledge (engineering) +8, Knowledge (geography) +8, Knowledge (history) +8, Knowledge (local) +8, Knowledge (nature) +8, Knowledge (nobility) +8, Knowledge (planes) +16, Knowledge (religion) +8, Linguistics +16, Spellcraft +16

Languages Aboleth, Abyssal, Aquan, Auran, Celestial, Common, Draconic, Elder Thing, Ignan, Infernal, Mi-go, Protean, Terran, Yithian

SQ arcane bond (familiar), shift 7/day (20 feet), summoner's charm (4 rounds)

E-4. Guardroom

Waiting here until the Yellow Priest summons them to defend the uggoth from would-be attackers are 2 **barrow wights** that once followed the Yellow God. They were blessed by the mad lord to be his priest's

eternal guardians.

BARROW WIGHT

XP 1,200

hp 37 (Tome of Horrors Complete, "Wight, Barrow")

CR 4

Lotus

Blue Lotus Extract

The blue lotus flower on its own is a powerful hallucinatory drug that causes extreme relaxation, a lack of inhibitions and willpower, and blissfulness. Users often take the drug willingly for these effects. The extract of this drug, if distilled and infused with alcohol, has a magnified effect that can cause imbibers to slip into a catatonic state of euphoria where they become lost in a dreamlike world not unlike being trapped in the effects of a hallucinatory maze of pleasure and ecstasy for 2d4 hours. Creatures under the effect of the drug feel little pain, gaining 4d8 temporary hit points for the duration of the drug. The drug does require a successful DC 18 Fortitude saving throw to avoid random attacks by shadow creatures.

The shadow creatures are figments of the character's mind, having the same hit points and attack modifiers of a **shadow**. Damage suffered by the character is real in so much as the character damages himself or herself trying to fight things that are not there. Three consecutive failed saving throws results in addiction to the substance. Addicts must take the drug as soon as it wears off or lose complete control of their actions until such time as a new dose of the drug is taken.

SHADOW

XP 800

hp 19 (Pathfinder Roleplaying Game Bestiary, "Shadow")

CR 3

Blue lotus extract is 100 gp per dose.

Purple Lotus

The petals of the purple lotus are highly poisonous and outright kill most people who eat them. Anyone partaking of the purple lotus must make a successful DC 16 Fortitude saving throw or take 5d6 damage. This usually results in the eater dying, though if they survive, they are granted incredible psychedelic visions. These visions deal 1d3 temporary Wisdom damage but bestow an effect equal to *legend lore*, pertaining to any one certain subject defined before eating the purple lotus. The visions are hallucinogenic and often surreal, completely interpreted by the GM.

Yellow Lotus

These exotic plants grow only in hot, humid environments such as jungles or (for instance) the Plant Room (area **K3**) of Tegel Manor. Yellow lotus is a potent poison. A character inhaling yellow lotus pollen must make two DC 16 Fortitude saving throws, one to prevent the primary effect and the other to prevent the secondary effect. Its primary effect is a light slumber that follows 3 rounds after the pollen is inhaled. Its secondary effect is 1d8 points of Constitution damage. Generally, each plant has 1d2 doses of lotus dust that may be recovered and used or sold for about 1,600 gp.

F. The Acclimatizing Dome

Rising from the plateau stands a massive crystal bubble — a structure similar to another great bubble in the distance. A large circular crystal doorway allows entry. The doorway has a wheel mechanism attached to it that requires a DC 14 Strength check to open. It may otherwise be opened via *telekinesis*, *knock*, or a similar power or spell.

Within the bubble are two mindless **stone giants** who serve the **encephalon gorgor** Shiniva. The encephalon gorgor runs the acclimatizing pods found within this crystalline enclosure.

The dome contains a near-perfect replica of the Night Forest and possesses an eerily similar atmosphere and smell. Great pine trees brush against the crystalline domed ceiling, which itself replicates the star-scape





of the Night Forest. The dome is used to help creatures native to Sybil acclimatize to the atmosphere of the Lost Lands.

Captured prisoners are brought here first for acclimatization before they are wired to Carter to capture their memories. They are then either devoured or added to the material in the brain lab (**Area I-7**).

In the center of the dome is a collection of sarcophagus-like crystalline cocoons. Two cocoons are large enough for stone giants. Four others are smaller, being roughly the size of human adults. A dozen cocoons are roughly the size of a human head.

STONE GIANT

XP 4,800

hp 102 (Pathfinder Roleplaying Game Bestiary, "Giant, Stone")

CR 8

SHINIVA

XP 4,800

hp 65 (Tome of Horrors Complete, "Encephalon Gorgier")

CR 8

Beings entering the cocoons (or placed there) are cured of all effects related to the detrimental lunar rift conditions detailed at the beginning of this section. The cocoons acclimatize characters to the lunar effects, allowing them to ignore such things as the alien atmosphere, added speed, and strange lighting. Lunar beings who enter the cocoons are likewise prepped for effects that the Lost Lands place upon their physical being.

G. Spiders of Time and Memory

A single hole is bored into this rocky hill that overlooks a star pool beyond. The hole is 10 feet in diameter and descends roughly 100 feet to a spherical cavern 50 feet across that is strung in every direction with glittering strands of silver.

The strands are actually the webs of a den of 3 **temporal crawlers**. They nest here, occasionally devouring prey that springs forth from the star pool (**Area H**). The temporal crawlers act quickly to seal the entrance hole to their lair once characters enter, then rely on their web and their paralytic bite to quickly finish off trapped prey.

A hidden opening in the back of the cavern opens onto the shores of the star pool.

TEMPORAL CRAWLER

XP 2,400

hp 45 (Tome of Horrors Complete, "Temporal Crawler")

CR 6

H. The Star Pool

This small lake atop the plateau overlooking the Crystal Dome of Yerlitha is one of many anomalies found on the strange moonscape of Sybil and in a few far-flung regions of the Lost Lands. The pool is roughly 300 yards by 600 yards and is filled with an icy cold liquid substance that seems to reflect the stars in the sky. Closer observation reveals that the pool is reflecting stars, but not stars from a universe any of the characters know.

ENCEPHALON GORGERS ON THE MOON

The pool is a portal through space and time, as well as a gate to the Astral or Ethereal planes.

Touching or otherwise drinking from the pool causes random results that can be highly dangerous to those who choose to test its waters.

Star Pool Effects

Roll 1d20 to determine the effect of contacting the waters of the star pool. The effects are instantaneous, although you may allow a save to halt being pulled through to another plane or to resist some other random effect.

1d20	Result
1	Transported to the Astral Plane
2	Transported to the Ethereal Plane
3	Age 15 years
4	Lose 15 years of age
5	Summons a time elemental
6	Sent 1d4 days back in time
7	Sent 1d4 days into the future
8	Healed 2d10 hit points
9	Loses 2d10 hit points
10	Disintegrated as the spell, DC 16 saving throw
11	Alternate reality clone
12	Hasted as the spell for 1d4 hours and ages 1d4 years
13	Slowed as the spell 1d4 hours
14	Refracted (as <i>mirror image</i> spell) for 1d2 days or until images are destroyed/dismissed
15	Teleported 1d20 miles in a random direction
16	Feebleminded as the spell (permanent until healed)
17	Prescient (gains ability to cast <i>clairvoyance</i> 3 times per day without any components)
18	Gains resist 5 to a random energy type for 1d4 days
19	Gains immunity to a random energy type for 1d4 days
20	Gains vulnerability to a random energy type for 1d4 days

Transported to Astral Plane/Ethereal Plane: Characters are cast into the Astral Plane. Without the ability to travel the dimensions independently, the character must attempt to find a portal to its own plane in order to return. Characters drawn into the Astral or Ethereal are otherwise lost to the campaign until such time as they can be brought back, summoned, or otherwise rescued.

Aged or Reduced Age: Characters gain or lose 15 years. Feel free to change this proportionately for races that have a significantly different life span from humans.

Summons a time elemental: A hostile time elemental appears before the character.

COMMON TIME ELEMENTAL

XP 4,800

CR 8

hp 102 (Tome of Horrors Complete, "Time Elemental, Common")

Alternate Reality Clone: An exact clone of the character appears, with equivalent gear and materials. The clone is an alternate reality version of the character and may not share all the same values and life experiences. There is a 50% chance that the alternate version of the character is terrified or openly hostile toward the current character and demands to be returned to its own home dimension.

I. The Crystal Dome of Queen Yerlitha

This lunar dome is 280 feet in diameter and 100 feet tall at its zenith. The dome is made from quartz and mica mined from deep beneath the surface of Sybil by the enslaved native stone giants. The dome itself holds several smaller domes, each consisting of various lairs and biomes used by the encephalon gorgers for their experiments.

Common Features

Doors: The doorways to the various sections of the dome are sealed with a wheel mechanism that requires a DC 14 Strength check to open. Encephalon gorgers are capable of opening and closing the doors at will using the power of their minds. The doors may otherwise be opened via the use of *telekinesis*, *knock*, or similar power or ability.

Moving Stairways: Most of the stairways are not permanently attached and are instead controlled via a central control disk where an encephalon gorger moves the staircases to the appropriate locations. The only permanent staircases are between the mist dome (**Area I-4**) and Carter's isolation chamber (**Area I-5**); the guard dome (**Area I-3**) and the bridge control platform (**Area I-6**); and the crystal machine (**Area I-10**) and the many-faceted orb (**Area I-11**).

Alien Air: The air within the dome is set to the particular systems of the encephalon gorgers. It takes 1d2 days to acclimatize to their air quality. In the meantime, characters traveling inside the large dome lose 1 hit point for every 15 minutes spent in the alien environment.

I-1. Entrance

Beyond the portal is a broad crystalline area where several staircases and bridges lead to various smaller domes ranging in size from 15 feet to 60 feet in diameter hanging above the ground-floor entrance.

I-2. Dome Floor

The floor level itself is composed of various outcroppings of mica, quartz, and selenite flowers the size of a man and larger. The crystals mined by the enslaved stone giants have hatched 1d3 **caterprisms** that roam the floor of the dome. They are considered more of a nuisance than anything else. A single bridge rises from the dome's floor to a 40-foot-diameter dome near the center of the larger space.

CATERPRISM

XP 2,400

CR 6

hp 57 (Tome of Horrors Complete, "Caterprism")

I-3. Guard Dome

Visitors who arrive but are not accompanied by an encephalon gorger (or who have not been cleared by Queen Yerlitha) are attacked by 2 **crystalline golems**. The golems blend in fairly well with the surrounding walls. One doorway leads to a stairway leading to the mist dome (**Area I-4**). A bridge leads to the bridge control platform (**Area I-6**).

CRYSTALLINE GOLEM

XP 1,600

CR 5

hp 44 (Tome of Horrors 4, "Golem, Crystalline")

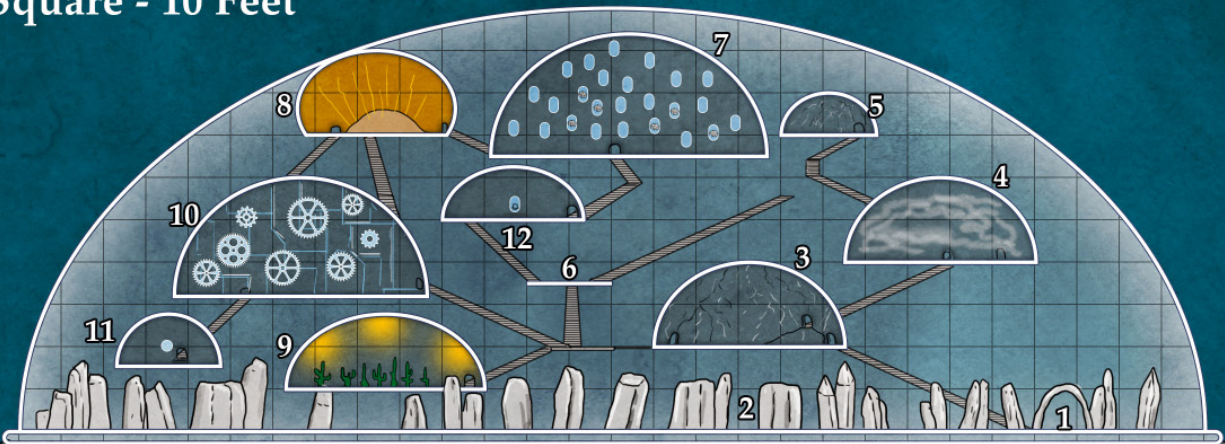
I-4. Mist Dome

This hemispherical dome is home to one of Yerlitha's prized possessions: a **devouring mist**¹. Sigils of *protection from evil and good* are drawn around the outer rim of the doorway to keep the unholy creature trapped within the dome. Peering through the doorway, characters see a thick red mist that leaves a sticky film along the edges of the wall. Human-like figures can almost be made out in the mist, though they are fleeting. Occasionally, a clawed humanoid hand slaps the crystal wall.

Yerlitha captured the mist and placed it within this crystal dome to

Area I: The Crystal Dome of Queen Yerlitha

1 Square - 10 Feet



Top-Down Schematics

1 Square - 10 Feet



ENCEPHALON GORGERS ON THE MOON

serve as a guardian. The creature cannot attack anyone under the ward of a *protection from evil* spell. This is not the case, however, for the 4 **vampire spawn** trapped in the dome with it. Characters encounter 1d4 of the vampire spawn at a time, until all have been dealt with. Any fighting causes a new group of the creatures to arrive every 1d3 rounds.

DEVOURING MIST

XP 9,600

hp 133 (Tome of Horrors 4, "Devouring Mist")

CR 10

VAMPIRE SPAWN

XP 1,200

hp 26 (Pathfinder Roleplaying Game Bestiary, "Vampire Spawn")

CR 4

I-5. Carter's Isolation Chamber

This crystalline prison near the top of the dome serves as the prison and isolation chamber of Carter, a **memory child** who appears to be a precocious young boy of about 7 years old with a thin, almost frail frame, and large watery eyes. A series of wires protrude from the boy's spine and hook into a large helmet. The wires leave just enough slack to grant Carter full range of movement throughout the room, and run upward to a metallic arm hanging from the ceiling. The wires connect to spider webs of gold threaded throughout the crystal walls of his cell.

The boy is friendly and asks if the characters are there to free him. He doesn't like the "monsters" that have been "feeding on his dreams," and wants to resume his journeys. Carter came across a star pool in his own dimension and ended up here, where the encephalon gorgers soon captured him. His mental powers were put to use finding different worlds where the encephalon gorgers could open new gates using the crystal machine (**Area I-10**).

Removing the helmet and wires from Carter requires a successful DC 16 Heal check. Five contact points are attached to Carter, though one successful check easily removes all of them. A failed check causes Carter to lose 1d6 hit points, and causes him to lash out in an explosive tantrum that harms those around him.

A successful DC 16 Diplomacy check or magic such as a *charm monster* or similar spell can calm Carter. Additional attempts can be made to remove the wires if Carter remains calm.

If successfully removed from the machine, Carter shows the characters how to disable the many-faceted orb (**Area I-11**) and the codes to the bridge control platform (**Area I-6**). This knowledge comes at a price, however, as it involves flooding the character with Carter's stored memories.

If freed from his prison, Carter asks only to be led to the front door. He makes his own path to the star pool (**Area H**) where he intends to continue his strange journey.

CARTER

XP 2,400

hp 68 (Tome of Horrors Complete, "Memory Child")

CR 6

I-6. Bridge Control Platform

The **encephalon gorgor** Voorlix guards a quartz panel covered with various bejeweled buttons. Voorlix communicates telepathically with other encephalon gorgers, and moves the bridges from their location to their destination based on their needs. Moving a bridge takes 1d4 rounds.

The panel is complicated, requiring 3 buttons to be pushed simultaneously to change the locations of the bridges. See the table below for the combinations required.

Bridge Button Combinations

Button 1	Button 2	Button 3	Result
Ruby	Ruby	Ruby	Moves a bridge to the mist dome (Area I-4)
Emerald	Emerald	Emerald	Moves a bridge to the cactant (Area I-9)
Sapphire	Sapphire	Sapphire	Moves a bridge to the lightning dome (Area I-8)

Button 1	Button 2	Button 3	Result
Sapphire	Emerald	Ruby	Moves a bridge to the crystal machine (Area I-10)
Ruby	Emerald	Ruby	Moves a bridge to Yerlitha's throne room (Area I-12)
Sapphire	Ruby	Sapphire	Moves a bridge to the brain lab (Area I-7)

Hitting any other combination causes the bridges to lock up for 1d4 minutes. Three consecutive failed attempts breaks the machine, locking the bridges in place until they can be repaired. Repairing the bridges requires a successful DC 25 Intelligence check and takes 1d4 hours.

If Voorlix is attacked, he defends the platform, and uses his mental powers to warn others of the intruders.

Voorlix wears a set of *bracers of armor* +4 made from a strange moon metal set with finely cut lunar gemstones.

VOORLIX

XP 4,800

hp 65 (Tome of Horrors Complete, "Encephalon Gorgor")

AC 24 **Other Gear** *bracers of armor* +4

CR 8

I-7. Brain Lab

Clear quartz vats line the walls of this crystalline bubble. Some of the vats are filled with artificially grown brains that the encephalon gorgers manufacture to fill their insatiable craving for cranial fluids. These globules of brain matter are frequently refreshed with new brains taken from creatures captured on the worlds the encephalon gorgers raid with the help of the crystal machine, the many-faceted orb, and their lunar gate. The false brains are fed memories drained from the memory child Carter (**Area I-5**) so that they do not fail or become overly abnormal.

Some of the brains in the brain lab are used to create new intellect devourers to replace those destroyed on the encephalon gorgers' frequent planetary raids.

Xlauric, Yerlitha's second-in-command, runs the brain lab. The encephalon gorgor is hard at work creating new intellect devourers to replace the batch recently released into the Night Forest. Currently, 4 **intellect devourers** roam the brain lab.

Destroying the vats limits the encephalon gorgers' ability to produce new brain matter or to breed new intellect devourers for 1d6 months or possibly longer.

Xlauric carries a *wand of paralysis*. Xlauric has concocted 6 *potions of cure serious wounds* from refined cerebrospinal fluids.

INTELLECT DEVOURER

XP 4,800

hp 84 (Pathfinder Roleplaying Game Bestiary, "Intellect Devourer")

CR 8

XLAURIC

XP 9,600

Encephalon gorgor enchanter 4

CE Medium aberration (extraplanar)

CR 10

Init +7; **Senses** darkvision 60 ft., mindsense; Perception +25

AC 21, touch 15, flat-footed 17 (+1 deflection, +3 Dex, +1 dodge, +6 natural)

hp 91 (14 HD; 4d6+10d8+32); fast healing 5

Fort +6, **Ref** +7, **Will** +13

Resist cold 10

Speed 30 ft.

Melee 2 claws +12 (1d6+1)

Arcane School Spell-Like Abilities (CL 4th; concentration +12)

11/day—*dazing touch*

Enchanter Spells Prepared (CL 4th; concentration +12)

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2nd—*blur*, *hideous laughter* (DC 20), *hideous laughter* (DC 20), *invisibility*, *rune of rule*
 1st—*charm person* (DC 19), *color spray* (DC 19), *detect charm*, *disguise self*, *mage armor*, *magic missile* 0 (at will)—*daze* (DC 18), *ghost sound* (DC 18), *prestidigitation*, *ray of frost*
 Opposition Schools Abjuration, Necromancy

Str 12, **Dex** 16, **Con** 14, **Int** 26, **Wis** 15, **Cha** 15

Base Atk +9; **CMB** +10 (+14 grapple); **CMD** 25

Feats Dodge, Empath, Improved Initiative, Mobility, Psychic Sensitivity, Scribe Scroll, Skill Focus (Perception), Weapon Finesse

Skills Appraise +20, Bluff +21, Diplomacy +12, Escape Artist +11, Intimidate +17, Knowledge (Arcana) +21, Knowledge (dungeoneering) +12, Knowledge (engineering) +12, Knowledge (geography) +12, Knowledge (history) +12, Knowledge (local) +21, Knowledge (nature) +12, Knowledge (nobility) +12, Knowledge (planes) +25, Knowledge (religion) +12, Perception +25, Sense Motive +19, Spellcraft +25, Stealth +11, Survival +10, Use Magic Device +16

Languages Common, Dark Folk, Dwarven, Elven, Encephalon Gorger, Gnome, Halfling, Undercommon

SQ adrenal surge, arcane bond (ring of protection +1), enchanting smile, mind screen, mindfeed

Other Gear headband of vast intelligence +4, ring of protection +1, wizard spellbook

Adrenal Surge (Ex) Twice per day, an encephalon gorger

can create an effect on itself equivalent to a haste spell (caster level 10th).

Dazing Touch (11/day) (Sp) As a standard action, touch dazes foe for 1 rnd, if HD is less than or equal to wizard level.

Mind Screen (DC 23) (Ex) The mind of an encephalon gorger is an alien and dangerous place. Should a creature attempt to scan the mind or read the thoughts of an encephalon gorger (with detect thoughts, telepathy, or the like), it must make a successful (DC 20) Will save or be driven permanently insane (as by an insanity spell, caster level 15th); if the save succeeds, the creature is instead confused (as the spell) for 1d4 rounds. The save DC is Intelligence-based.

Mindfeed (Su) If an encephalon gorger begins its turn grappling an opponent, it can attempt to suck its brain fluid with a successful grapple check. If it pins the foe, it drains cerebral fluid, dealing 1d4 points of Intelligence drain each round the pin is maintained. On each successful mindfeed attack, the encephalon gorger gains 5 temporary hit points. This ability does not work against nonliving creatures or creatures without a central brain mass. The encephalon gorger must be able to reach the head or neck of the target creature to use this ability.

Mindsense (Su) As a move action, an encephalon gorger can gauge the relative intelligence level of any creature within 60 feet as follows: unintelligent, animal (Int 1-2), low (3-8), average (8-12), high (13-16), genius (17-20), or supra-genius (21+).

I-8. The Lightning Dome

This crystalline structure is covered with fine gold filaments that protrude from the top of the dome before connecting to copper wire dipped in raw rubber from some far-off jungle dominated by the encephalon gorgers and their servitors. The wires descend from the lightning dome to the crystal machine (**Area I-10**).

A huge amorphous **lightning bladder** within the lightning dome occupies two-thirds of the space. The blob is pierced with quartz-tipped golden spears that are in turn bolted to the ceiling of the egg-like room. The entire space stinks of acid and ozone.

A creature attempting to remove the rods takes 1d6 electricity damage per round and it takes 1d6 + 2 rounds to complete. Removing the spears also causes the lightning bladder to permanently lose 1d8 hit points, angering it in the short term.

The lightning bladder is used to generate energy for the crystal machine. If the rods are removed, the machine's batteries drain and it becomes nonfunctional in 2d6 minutes. Any power loss causes the encephalon gorgers and any of their remaining servitors to head toward the lightning dome to see what is amiss. The lightning bladder is unintelligent but in pain.

The four quartz spears act as *javelins of lightning*.

LIGHTNING BLADDER

XP 1,200

hp 50 (Tome of Horrors 4, "Lightning Bladder")

CR 4

I-9. Biome of the Cactant

This strange chamber is unusually hot compared with the others. Bright crystalline lights cast a yellow-orange glow across the sand-swept ground. A series of large cacti covered in brilliantly colored flowers grow up from the floor. A control panel stands at the top of a stairway leading down to the hot sand.

A knob on the control panel controls the brightness and heat within the room. The heat can be turned up as high as 125° F or as low as 0° F. Turning the knob to zero also turns off the light in the room and deals 1 point of damage per round to the room's only intelligent inhabitant: Juaro the **blood kaktos**¹.

The encephalon gorgers frequently torture Juaro, and the cactant would be happy to flee its sandy prison and face its foes. Juaro needs to be kept warm and prefers hot, dry weather.

JUARO

XP 1,600

hp 60 (Appendix 1, "Blood Kaktos")

CR 5

ENCEPHALON GORGERS ON THE MOON

I-10. Crystal Machine

A machine fills this 60-foot-diameter dome from floor to ceiling, its crystals grown from blocks of living quartz. The crystals crackle with electricity and the entire crystal machine vibrates furiously at a frequency that is deadly to the touch. Crossing through the room is difficult without knowing the exact path Yerlitha uses to get to the many-faceted orb. The path through the crystal machine may be gleaned from the memory child Carter (**Area I-5**) if the characters helped him.

If the lightning bladder (**Area I-8**) remains active, making it to the doorway leading to the many-faceted orb requires a series of three successful DC 16 Acrobatics or Perception checks to cross. Each failure means a character touches one of the crystals and suffers 4d6 electricity damage and 4d6 sonic damage from the vibrations.

If the bladder was disabled or destroyed, the gears are still and contain only residual electrical energy. Characters touching a crystal for the first time take 2d6 electricity damage.

I-11. The Many-Faceted Orb

This small 15-foot-diameter crystal hemisphere holds the *many-faceted orb*. The orb is a 1-foot-diameter crystal globe hovering roughly 3 feet off the ground. The orb is cut with hundreds of brilliant facets and is polished to a mirror hue. The orb is warm to the touch, having an almost flesh-like feel to it.

Anyone viewing the many-faceted orb is bombarded with images of infinite worlds and infinite universes. The encephalon gorgers' influence has corrupted the orb, causing the facets to reveal scenes of horror and destruction as it feeds on the viewer's most perverse fears.

Observers must make a successful DC 17 Will saving throw or be stricken with madness that does not abate until the characters either leave the vicinity of the orb, or until someone other than Queen Yerlitha dominates and possesses the orb.

I-12. Yerlitha's Throne Room

This dome serves as the personal sanctum of the encephalon gorgor known as **Queen Yerlitha**¹.

Yerlitha sits on a crystal throne sipping from a vat of brain tissue grown for her by Xlauric. She telepathically guides her minions in their assaults on the various locations touched by the lunar gates. Yerlitha is always protected by an **encephalon gorgor**¹ bodyguard. If your party consists of more than 5 characters of 9th level or higher, or if you feel like beefing this up, Yerlitha may have two bodyguards instead of one.

Yerlitha is encountered in the throne room only if it is one of the first places the characters access using the bridge control platform (**Area I-6**), or if the characters are captured and brought before her. Otherwise, Queen Yerlitha and her minions use their mindsense to locate and capture the characters so they can be tortured and their brains devoured or added to the brain lab. Yerlitha never battles alone. She attempts to flee the dome if her bodyguard is slaughtered. She seeks to abscond with the many-faceted orb when she makes her escape.

The walls of Yerlitha's dome are polished to a mirror's sheen to allow images from the many-faceted orb to reflect upon it, thus allowing Yerlitha to remotely view the environment around the lunar gates when they open on other worlds.

ENCEPHALON GORGER

XP 4,800

hp 65 (Tome of Horrors Complete, "Encephalon Gorgor")

CR 8

YERLITHA

XP 25,600

Encephalon gorgor psychic 9

CE Medium aberration (extraplanar)

CR 13

Init +7; **Senses** darkvision 60 ft., mindsense; Perception +22

AC 26, touch 16, flat-footed 22 (+4 armor, +2 deflection, +3 Dex, +1 dodge, +6 natural)

hp 123 (19 HD; 9d6+10d8+47); fast healing 5

Fort +8, **Ref** +9, **Will** +16

Resist cold 10

Speed 30 ft.

Melee 2 claws +14 (1d8+1)

Special Attacks dark half (2 bleed, 9 rounds/day), phrenic amplifications (defensive prognostication, overpowering mind, undercast surge), phrenic pool (6 points)

Psychic Spell-Like Abilities (CL 9th; concentration +17)

1/day—*detect thoughts* (DC 15), *telepathic bond*

Psychic Spells Known (CL 9th; concentration +17)

4th (6/day)—*black tentacles*, *dimension door*, *mind thrust* IV (DC 24)

3rd (8/day)—*clairaudience/clairvoyance*, *deep slumber* (DC 21), *excruciating deformation* (DC 21), *mind thrust III* (DC 23), *slow* (DC 21)

2nd (8/day)—*alter self*, *mental block* (DC 22), *mind thrust II* (DC 22), *oneiric horror* (DC 20), *paranoia* (DC 20), *share memory* (DC 22)

1st (8/day, 1 used)—*charm animal* (DC 19), *charm person*

(DC 19), *lesser confusion* (DC 19), *mage armor* (active), *mind thrust I* (DC 21), *mindlink*, *ray of enfeeblement* (DC 19)

0 (at will)—*daze* (DC 18), *detect magic*, *detect psychic significance*, *lullaby* (DC 18), *mage hand*, *open/close* (DC 18), *read magic*, *telekinetic projectile*

Psychic Discipline Abomination

Str 12, **Dex** 16, **Con** 14, **Int** 26, **Wis** 16, **Cha** 15

Base Atk +11; **CMB** +12 (+16 grapple); **CMD** 28

Feats Combat Casting, Combat Reflexes, Dodge, Greater Spell Focus (divination), Improved Initiative, Improved Natural Attack (claw), Mobility, Skill Focus (Perception), Spell Focus (divination), Weapon Finesse

Skills Acrobatics +7, Bluff +15, Diplomacy +10, Escape Artist +11, Fly +7, Intimidate +15, Knowledge (arcana) +21, Knowledge (dungeoneering) +21, Knowledge (engineering) +21, Knowledge (geography) +21, Knowledge (history) +21, Knowledge (local) +21, Knowledge (nature) +21, Knowledge (nobility) +21, Knowledge (planes) +30, Knowledge (religion) +21, Linguistics +21, Perception +22, Sense Motive +16, Spellcraft +30, Stealth +11, Survival +11

Languages Aboleth, Abyssal, Aklo, Celestial, Common, Dark Folk, Dreampeak, Elder Thing, Encephalon Gorgor, Giant, Infernal, Mi-go, Necronomus, Protean, Reptoid, Tsathar, Undercommon, Yithian

SQ adrenal surge, mind screen, mindfeed, telepathic bond

Other Gear headband of vast intelligence +4, ring of protection +2

Adrenal Surge (Ex) Twice per day, an encephalon gorgor can create an effect on itself equivalent to a haste spell (caster level 10th).

Dark Half (2 bleed, 9 rounds/day) (Su) Dark side grants spells bleed damage to one target.

Defensive Prognostication (Su) 1/2 pool: gain +2/+4 defl bonus AC for 1/round per level of cast div. spell.

Mind Screen (DC 23) (Ex) The mind of an encephalon gorgor is an alien and dangerous place. Should a creature attempt to scan the mind or read the thoughts of an encephalon gorgor (with detect thoughts, telepathy, or the like), it must make a successful (DC 20) Will save or be driven permanently insane (as by an insanity spell, caster level 15th); if the save succeeds, the creature is instead confused (as the spell) for 1d4 rounds. The save DC is Intelligence-based.

Mindfeed (Su) If an encephalon gorgor begins its turn grappling an opponent, it can attempt to suck its brain fluid with a successful grapple check. If it pins the foe, it drains cerebral fluid, dealing 1d4 points of Intelligence drain each round the pin is maintained. On each successful mindfeed attack, the encephalon gorgor gains 5 temporary hit points. This ability does not work against nonliving creatures or creatures without a central brain



mass. The encephalon gorgor must be able to reach the head or neck of the target creature to use this ability.

Mindsense (Su) As a move action, an encephalon gorgor can gauge the relative intelligence level of any creature within 60 feet as follows: unintelligent, animal (Int 1-2), low (3-8), average (8-12), high (13-16), genius (17-20), or supra-genius (21+).

Overpowering Mind (Ex) 2/4 pool: increase Will save DC of linked mind-affecting spell by +1/+2.

Telepathic Bond (Sp) Cast telepathic bond, or expend 4th or higher spell slot to do so.

Undercast Surge (Su) 2+ pool: Undercast spell counts as higher-level version.

Yerlitha's throne is encrusted with moonstone gems worth 2,400 gp. A platinum-tooled chest in the throne room contains the following items: 3 sapphires worth 500 gp each, a velvet cloak spun from the webs of lunar spiders worth 500 gp, a bloodstone brooch worth 250 gp, a *potion of bull's strength*, 2 *potions of cure serious wounds* and a suit of +3 *leather armor*.

Finishing the Adventure, or Getting Back Home!

Disabling or destroying the crystal machine disables the lunar gate the characters used to travel to Sybil. For the characters to make it home, they need to acquire the many-faceted orb. If Yerlitha escapes with the orb, she makes her way to another stronghold, abandoning the characters on the moon.

Fear not! If the characters assisted the golden cat descendant Mr. Pants or helped rescue Potato, the Cat Lord sends one of his cats to lead the characters to a portal that returns them to the Lost Lands. If you so desire, you may have Cat Lord appear himself to congratulate the characters on their deed.

Teleport: Characters with the ability to teleport, either via a spell or through a magical item, can teleport back to a known location in the Lost Lands because Sybil is tied through a common orbit and atmosphere to Lloegyr.

The Many-Faceted Orb: If the characters have the many-faceted orb, they may use it to activate the lunar gate and traverse the gulf between the Moon Sybil and the Midnight Mountain.

Further Explorations: At your discretion, further exploration of the strange and alien moon of Sybil is warranted. Other rifts and canyons exist on the benighted moon. Most are filled with dangers both strange and obscure.

Midnight Movie Option: If the characters return to the Hurrie Inn, it could be fun to run the Farmer Schinken encounter as one last reminder of the horrors the characters faced. Alternately, if Yerlitha escaped with the many-faceted orb, she may be waiting to ambush the characters at Farmer Schinken's farm with the poor farmer and his family as her new mind slaves!

Appendix I: Creatures

Blood Kaktos

BLOOD KAKTOS
XP 1,600
LN Large plant

CR 5

Init +0; **Senses** darkvision 60 ft., low-light vision; **Perception** +10

AC 14, **touch** 9, **flat-footed** 14 (+5 natural, -1 size)

hp 60 (8d8+24)

Fort +8, **Ref** +2, **Will** +1

ENCEPHALON GORGERS ON THE MOON

Immune deafness, mind-affecting effects, paralysis, poison, polymorph, sleep, stunning; **Resist** fire 5
Weaknesses vulnerability to cold

Speed 25 ft.
Melee 2 slams +9 (1d6+4 + poison)
Space 10 ft.; **Reach** 10 ft.
Special Attacks huff and puff, lover's embrace

Str 18, **Dex** 10, **Con** 14, **Int** 10, **Wis** 9, **Cha** 7
Base Atk +6; **CMB** +11; **CMD** 21 (can't be tripped)
Feats Bloody Assault, Furious Focus, Power Attack, Toughness
Skills Acrobatics +0 (-4 to jump), Perception +10, Stealth +11
Languages telepathy 100 ft.
SQ bloodroot

Bloody Assault (DC 15 for Heal) Take -5 to all attacks and maneuvers until your next turn to add 1d4 bleed damage (DC 15 for Heal) to all melee attacks
Huff and Puff (1/1d4 rounds, DC 16) (Ex) The blood kaktos inhales air into the space between its outer layer of skin and its inner membranous tissue and then forces it out sharply, spraying needles in all directions over a 10-foot radius. Any creature within the area must make a Reflex saving throw. Those that fail the saving throw take 2d8 piercing damage from the flying needles while those that succeed take half this amount.
Lover's Embrace (Ex) If both slam attacks are successful against the same target, the blood kaktos has embraced the victim. An embraced victim is grappled. On the same round, the blood kaktos extends its proboscis to penetrate any exposed skin, writhing through armor joints if need be. The embraced victim loses 1d4+1 hit points each round as the blood kaktos gorges upon the victim's blood. If the victim breaks free from the lover's embrace, the blood kaktos immediately retracts its proboscis, fearing damage to its delicate organ. A victim that escapes a lover's embrace sustains an additional 1d6 slashing damage as the needles rip the escapee's flesh.
Poison (DC 12) Bloodroot: Bloodroot—injury; save Fort DC 12; onset 1 round; frequency 1/round for 4 rounds; effect 1 Con and 1 Wis; cure 1 save

Clowder of Cats

CLOWDER OF CATS
XP 2,400
 N Tiny animal (swarm)

CR 6

Init +7; **Senses** low-light vision, scent; **Perception** +5
AC 16, **touch** 16, **flat-footed** 12 (+3 Dex, +1 dodge, +2 size)
hp 44 (8d8+8)
Fort +7, **Ref** +9, **Will** +2
Defensive Abilities swarm traits

Speed 30 ft.
Melee swarm (2d6 plus distraction)
Space 10 ft.; **Reach** 0 ft.
Special Attacks distraction (DC 17)

Str 6, **Dex** 16, **Con** 13, **Int** 2, **Wis** 10, **Cha** 8
Base Atk +6; **CMB** —; **CMD** —
Feats Ability Focus (distraction), Dodge, Improved Initiative, Weapon Finesse
Skills Acrobatics +8, Climb +12, Perception +5, Stealth +20

Golden Cat Descendant

GOLDEN CAT DESCENDANT
XP 2,400

CR 6

N Small animal (advanced cat)

Init +4; **Senses** low-light vision, scent; **Perception** +8
AC 17, **touch** 15, **flat-footed** 13 (+4 Dex, +2 natural, +1 size)
hp 44 (8d8+8)
Fort +7, **Ref** +10, **Will** +5 (+3 vs. fear)
Defensive Abilities bravery +3; SR 14

Speed 30 ft.
Melee bite +11 (1d4), 2 claws +12 (1d4+4)
Space 2 ft.; **Reach** 0 ft.
Spell-Like Abilities (CL 1st; concentration +1)
 Constant—speak with animals
 At will—guidance (30 ft. range)

Str 11, **Dex** 18, **Con** 12, **Int** 4, **Wis** 16, **Cha** 11
Base Atk +6; **CMB** +5; **CMD** 19 (23 vs. trip)
Feats Improved Natural Attack (claw), Slashing Grace, Weapon Finesse, Weapon Focus (claw)
Skills Acrobatics +9, Climb +13, Perception +8, Stealth +17;
 Racial Modifiers +4 Climb, +4 Stealth

Appendix 2: Magic Items

Many-Faceted Orb (minor artifact)

Slot none; **CL** 20th; **Weight** 2 lbs.; **Aura** strong (conjuration)

This fist-sized orb of opaque crystal is an exotic magical item that was drawn from the star pool. It is unknown if the relic is a magical creature, an artificial intelligence, or an item of pure magic that has taken on a life of its own. The orb's home universe was destroyed long ago, but it still remotely views other dimensions hoping to somehow find this lost dimension. It attempts to gain access to the mind of someone it believes is strong enough to return it to its home world ... though it never seems to remember that its home world is no more.

After possessing the *Many-Faceted Orb* for 24 hours, your Intelligence score increases by 2 and it has the following additional properties:

Dimensional Freedom. While you are holding it, you can use an action to cast *plane shift* from the orb. When you use this feature, roll a d20. On a roll of 1, you (and any willing creatures you brought with you) arrive at your destination, but the orb is lost to another plane of existence. Once you use this feature of the orb, you can't use it again until 7 days have passed.

Planar Freedom. While you are holding it, you can use an action to cast *teleport* from the orb. Once you use this feature of the orb, you can't use it again for 24 hours.

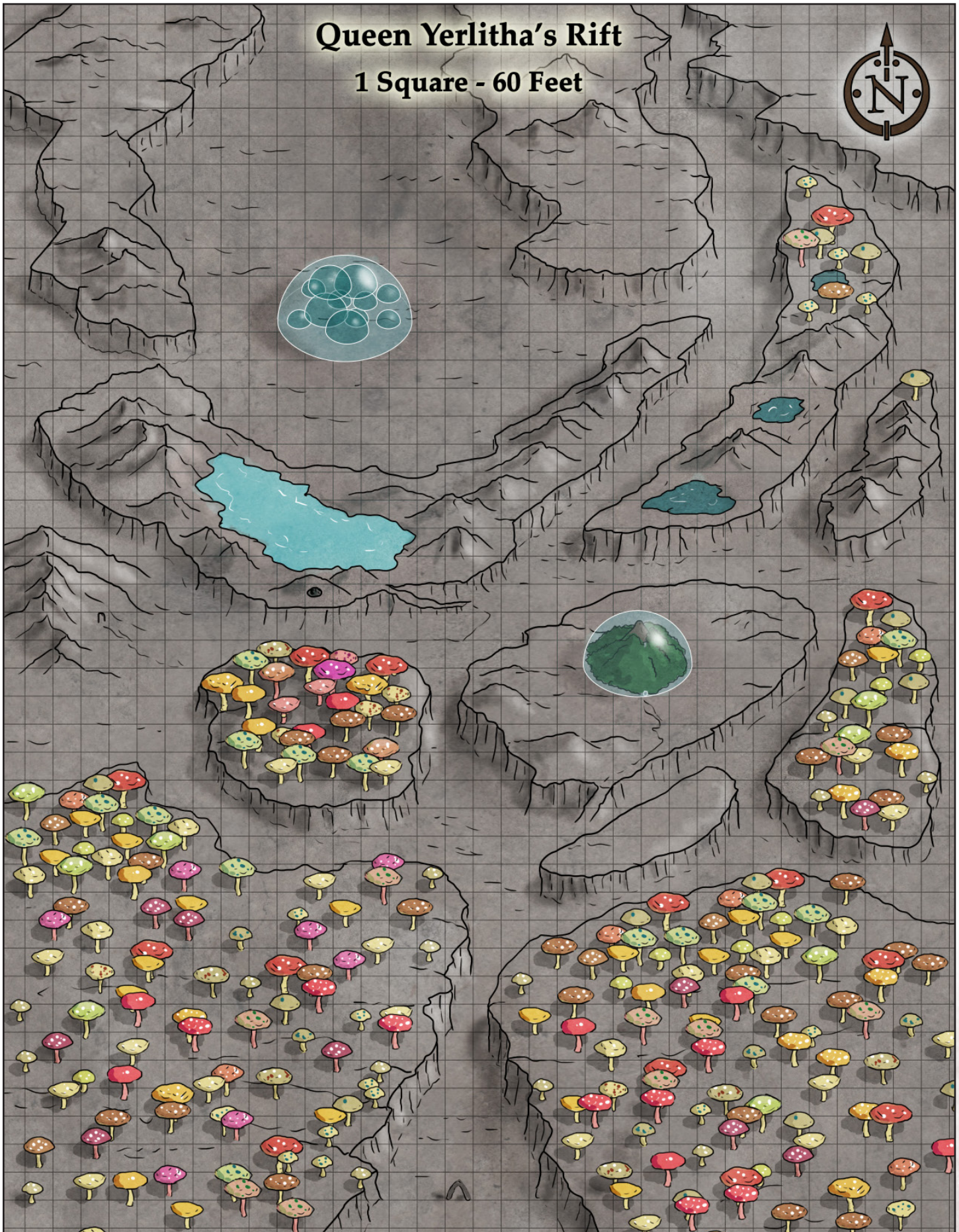
Planar Lock. If an effect or spell, such as *banishment*, would send you to another plane of existence, you can choose to stay on your current plane or go to your native plane of existence if you aren't already there.

Planar Sense. While you are holding it, you can use a standard action to cast *clairvoyance* anywhere on your current plane. If you are unfamiliar with the target location, you must succeed on a DC 15 Will saving throw or take 6d6 psychic damage and be afflicted with one short-term madness when the spell ends.

Sentience. The *Many-Faceted Orb* is a sentient chaotic neutral orb with an Intelligence of 18, a Wisdom of 18, and a Charisma of 15. It has hearing and darkvision out to a range of 60 feet. The orb communicates telepathically with its holder.

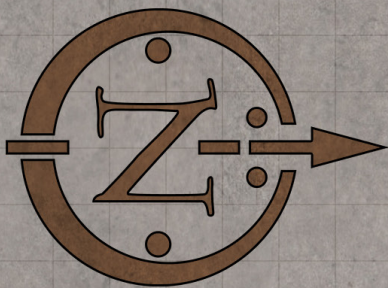
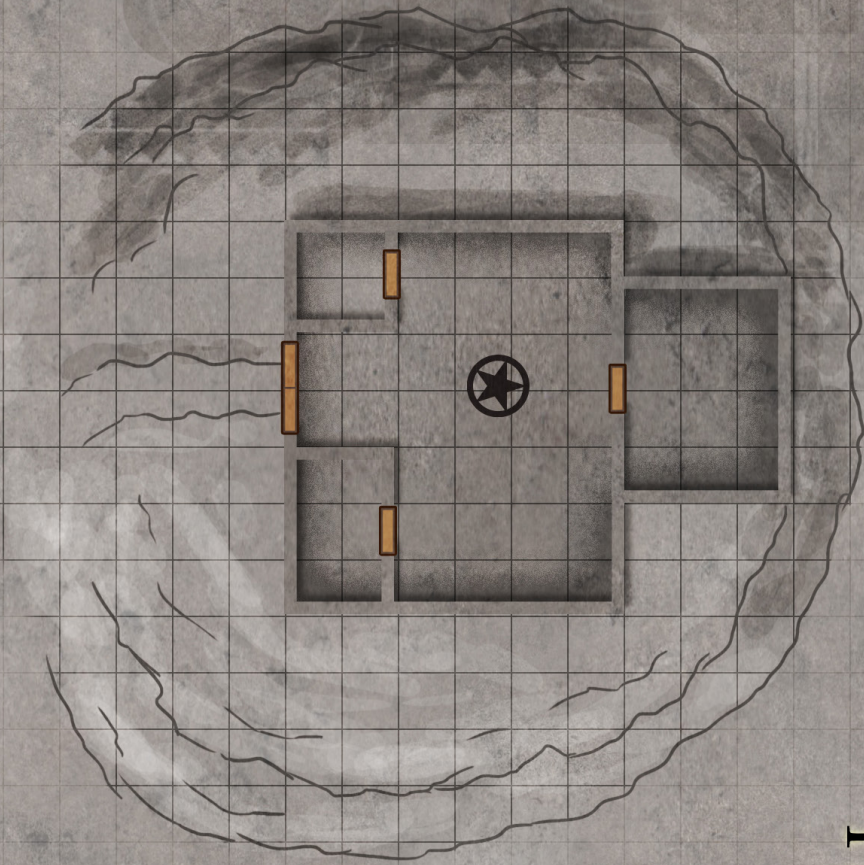
Personality. The *Many-Faceted Orb* seeks knowledge of the other planes and pushes the creature holding it to do the same. As long as the creature exposes the orb to new knowledge at least once each week, the orb's thirst for knowledge is sated.





Area E: Temple of the Yellow God

1 Square - 5 Feet



Area I: The Crystal Dome of Queen Yerlitha

1 Square - 10 Feet



Top-Down Schematics

1 Square - 10 Feet



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ENCEPHALON GORGERS ON THE MOON

by Casey W. Christofferson

The Forest of Night has always been a strange place. The trees are far too tall and far too thick here. So full in fact that they block out the very sun leaving the entire forest in the perpetual murk of night. Even the bravest and most experienced of hunters shy away the forest's higher paths. Far too dark they say, and far too easy to become lost on the winding trails of the primeval wood.

Recently the folk who live upon the slopes of the mountain have complained of strange occurrences, especially around the time of the full moon. Weird shrieks have been heard in the trees. Small creatures acting strangely and deer stumbling into the meadows below the mountain with their brains leaking from their ears.

The locals have turned on one another. Some suspect witch-craft. Others believe an ancient curse has returned to the land centered on hidden ruins thought to be located on the high slopes of Midnight Mountain. Is it a plague? Are the rumor of a curse true? Have demented beings from Sybil descended on the denizens of Hurrie Inn? What's the deal with all the cats?

One thing is certain. It is going to take a brave band of adventurers to unlock the secrets of Midnight Mountain and perhaps save the land from the depredation of the Encephalon Gorgers on the Moon!



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